

DIE SCREAMING

THE CINEMATIC ROLEPLAYING GAME OF INSANE SURVIVAL HORROR



WRITTEN

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ILLUSTRATIONS

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INTRODUCTION

“Every species can smell its own extinction. The last ones left won’t have a pretty time with it. In ten years, maybe less, the human race will just be a bedtime story for their children. A myth, nothing more.”

- *In the Mouth of Madness* (1994)

GUIDE TO THE APOCALYPSE

“It appears we may have a problem of some magnitude.”

- *The Mist* (2007)

WHAT IS THIS GAME?

Some things are worse than death. Maybe you’ll live long enough to become one of them.

Die Screaming is a toolkit for apocalyptic survival horror roleplaying in the d20 system, emphasizing cinematic and grisly combat, dark humor, and even darker evil in a contemporary setting with tactical combat.

One player, the director, hurls the horrors of the apocalypse at a group of players, the survivors. As the game continues, the survivors slowly lose their minds and become corrupted by their own weaknesses and the growing evil around them. In the end, to fight the monsters invading the Earth, each survivor becomes something even worse.

WHAT’S THE STORY?

Die Screaming is flexible to different story ideas. The game is meant to take place during the apocalypse, but the nature of this apocalypse can change with each campaign to suit the director’s story idea. As examples:

- Civilization collapses into a series of embattled forts surrounded by a rotting ocean of zombies.
- Radiation burns cities and boils oceans, driving humanity underground, hunted by new lifeforms.
- The sky is obscured with dark clouds, and from them rain millions of hungry aliens.
- Abominations swarm out from the Earth to dominate humanity, as they have long conspired.
- A maddening dimension seeps into ours, warping reality and corrupting life into inhuman *things*.
- From secret labs beneath a haunted manor, a biological weapon escapes, spreading mutation and madness in a tide of doom.
- A strange virus destroys civilization, and the survivors find themselves in a haunted house with their own set of problems.

Perhaps some or all the above is happening, or perhaps the director has another idea.

HOW DOES IT PLAY?

Die Screaming plays out like a movie. Survivors use stunts to even the odds in battle and retcons to heal themselves when the situation is dire.

The tropes that characters use in *Die Screaming* are recognizable from a variety of film genres, but especially horror from the last 40 years. Westerns, mythological epics, and sci-fi horror films find their way into the game, and much is also taken from literature, contemporary and ancient.

WHAT’S A ROLEPLAYING GAME?

A roleplaying game is a board game in which you play as a character in a story, using your creativity and the rules to create the character, decide what actions the character takes, and how they react to situations within the story. When you take actions, you roll dice to see whether you succeed.

You are joined by several other players who work with your character as part of a team, or “party.” You are close allies, but your characters can otherwise be very different and may have differences of opinion about what to do next in the game.

One player acts as the game master (called the director in *Die Screaming*), and is responsible for coming up with the story, driving the plot forward, and challenging the characters with life-or-death scenarios.

Your main objectives as a player are for your character to survive, meet greater challenges, and become more powerful. How and why you survive and grow in power is up to you, as is where the story ends.

A series of interconnected sessions about the same group of characters is called a campaign.

WHAT DO YOU NEED TO PLAY?

- **Dice.** The same dice you would use to play *Dungeons & Dragons*: Four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided dice (d20).
- **A gridded map.** *Die Screaming* is designed for play on a map, with miniatures. The game is balanced around using this for combat, and doesn’t work well without one. A Chessex mat is a good start, but there are many equivalent offerings to choose from.
- **Miniatures.** You need miniatures to represent your survivors. Sometimes this is appropriate for monsters (especially big ones), but many monsters can be represented by dice, colored stones, or coins. This keeps them distinct from the survivors and easy to identify in large groups by color-coding.
- **Character sheets, pencils, and scratch paper.** Character sheets are included with the game. You’re going to be writing a lot of stuff down, especially if you’re the director.
- **Optional: Laptop.** It’s helpful to have a digital version of the manual on hand, and a laptop or tablet can be a faster and less messy method of recording information.

ANY STARTING ADVICE?

FOR PLAYERS

- **Every game is a conversation.** Listen more than you talk. Contribute ideas. Be respectful.
- **Other players are allies.** Fight monsters, not players. This is a cooperative game, even if one of the survivors becomes the Anti-Christ. Work together to achieve goals. Don’t be subversive to other players or the story that everyone invested in.
- **Think tactically.** Your group will need your help if anyone is to survive, so doing the best you can is important.
- **Think creatively.** Not every solution to every problem is going to be written on your character sheet.

FOR DIRECTORS

- **Be collaborative.** Be respectful of everyone’s tastes in horror. Ask players what kind of style they are going for with their survivors. This will help you generate ideas, even if you already have a strong idea about your setting, and help everyone have fun.
- **Be a fan.** Your job as a director is to be the biggest fan of the players and their characters, and welcome their interactions with the world you made. It isn’t a competition to see if you can murder them or present them with impossible challenges, and players will rarely create a character or act according to your expectations. You’re directing a movie in which the survivors are the stars.
- **If the rules aren’t fun, change them.** *Die Screaming* is a mechanics-heavy, tactical combat game with a lot of moving parts that can interact in unexpected ways. Usually, these interactions are fun. If they’re not, as the director you are free to change them. If you’re thinking of making a major change to the game’s rules, run this proposed change by your players first to see if they like it or to answer questions about it.
- **Accommodate players.** A lot of weird things can happen in *Die Screaming*—events that aren’t governed by any specific rule. If a player does something in good faith that takes the game in a new direction, you should do your best to accommodate their actions. A good example is to try to work with players to create unique downward spirals or tweak existing options.

- **Embrace chaos.** *Die Screaming's* random effects are a major component of how it plays throughout. While the game is designed to be fair and even advantageous to players, the players' character design, actions, and decisions introduce unpredictability. Without chaos, every fight with a zombie is like every other.

FOLLOW THE GAME ONLINE

“Come get some.”

- *Army of Darkness* (1992)
- The game receives updates all the time, available to review at buyscreaming.medium.com.
- There is an active [Die Screaming Discord server](#).

PLAYING A SURVIVOR

“Imagine what could be accomplished if only the human race would shed its humanity.”

- Max Brooks, *World War Z: An Oral History of the Zombie War* (2006)

Every choice you make when creating and advancing your survivor matters to both your role in the group and your overall character. Every survivor is also in for more than they bargained for. This is an epic descent into darkness. At the end of the world, morality, sanity, and humanity are in short supply.

There are three phases to your survivor’s progression.

CHOOSE YOUR TROPE

Levels 1-2

Your group of action heroes, gritty survivalists, occultists, “common people in uncommon situations,” and even dogs and cats rise up to fight the forces of darkness. Any group of survivors is a zany combination of tropes, some of them more tongue-in-cheek than others. You can be a Doctor or Soldier, or break the fourth and play a Ham, Mary Sue, or Redshirt.

Levels 1-2 are a grittier, stripped-down experience. Ammunition and food are scarce. Weapons are whatever the survivors scrounged before the story begins. Survivors generally don’t have supernatural abilities.

ACHIEVE YOUR DESTINY

Levels 3-5

Survivors become necromancers, demigods, cyborgs, mutants, post-apocalyptic rangers, and more. Sacrifices begin to be made. Some morality here, some sanity there. Humanity stops being the goal and becomes a bargaining chip. This change is out of both great ambition and need, for the first true eldritch horrors are emerging from the darkness to wreak havoc.

Levels 3-5 add a layer of power and mechanical depth by granting survivors access to a destiny. Suddenly, the group is much more powerful, but has crossed a line into the supernatural realm of the creatures they are fighting. There’s no turning back.

SPIRAL INTO THE FINAL DARKNESS

Levels 6-10

The world approaches its final hour, gripped by destruction, horror, and madness. The land is unrecognizable with blasted landscapes and alien terrain. Portals to insane dimensions and strange planets yawn wide. From them march alien tyrants, demon lords, and dark gods with their armies, to win control of Earth’s ruins or consume all.

Levels 6-10 add the downward spiral. This level of power marks the survivor’s descent into a true monster, as they barter away what’s left of their souls to become a champion of the apocalypse, able to contend with the most powerful horrors and even dethrone them.

EXAMPLE OF PLAY

“Almighty God, hear the prayer of your miserable servant and grant me the power to set down the unthinkable evil I have witnessed.”

- *Monster Club* (1981)

Presented here is an example of how combat is set up, run, and resolved in *Die Screaming*.

DRAMATIS PERSONAE

- **Bryan**, the director, leading a party of level 3 survivors.
- **Ben**, the Brick Waster.
- **Michael**, the Dog Mutant.
- **Olivia**, the Geek Mutant.
- **Nick**, the Child Warlock.

APPROACHING THE CHURCH OF THE CULT

Bryan: As you approach the open doors of the church, a dank, chill wind issues forth that isn’t of this world. When you enter, you are shrouded in darkness, but you hear the patter of small feet on stone. A figure moves toward you. As it comes out of the dark, you see it for what it is—a young child, most of its face torn off, leaving only a zombie behind. It sneers and hisses at you with malign intelligence. You hear others join in around you.

Ben: Gross. I thought zombies were dumb?

Bryan: Whatever’s controlling them is clearly making them more intelligent. Maybe it’s just that this place is *that* evil.

Olivia: Great. Fantastic.

INITIATIVE

Bryan: “Children of the Behemoth,” you hear a voice call out from the darkness. “Eat the flesh of these interlopers!” OK guys, roll initiative.

Everyone goes around the table rolling their initiative (1d20 + Agility modifier + Wit modifier). Bryan does this for the monsters too. Bryan writes down everyone's initiative and sorts out the order.

The monsters opposing the survivors consist of 8 zombie children and 1 creature called a "sphinctral lump." This is a lot of initiative checks to make, so Bryan simplifies things down by dividing the zombie children into two groups, having each group act on the same initiative together.

If anyone ties, Bryan has the survivor with the highest initiative bonus go first. When everyone finishes rolling and Bryan finishes recording, the initiative comes out like this:

1. Zombie Children Group #1 [4 zombies]
2. Michael, the Dog Mutant
3. Olivia, the Geek Mutant
4. The Sphinctral Lump
5. Ben, the Brick Waster
6. Nick, the Child Warlock
7. Zombie Children Group #2 [4 zombies]

THE DEPLOYMENT PHASE

Where survivors and monsters begin on the map when the fight starts are important. This part of a combat scene is known as the **Deployment Phase**.

During the deployment phase, players can use a maneuver to adjust their position or gain a bonus on the first round of combat.

Each maneuver requires the survivor to be trained in the skill it is tied to.

Michael: I use the Agile Maneuver, and shift half my speed. That's four squares, and I'll use it to move closer to the zombies.

Olivia: I'm going stealthy, and use the Ambush Maneuver. My survivor moves here, out of line of sight of the enemies.

Ben: I'm going loud! I use the Forward Maneuver to move my full speed toward a monster.

Nick: Best to be on the lookout. I use the Scouting Maneuver, so I add +2 to my initiative, and on my first turn I can shift 2 more squares.

Monsters don't do anything during the deployment phase; this mechanic is for the players to use tactical positioning and have more control than the director just telling them where to start.

MINIATURES

Every combatant needs a miniature to represent them on the battlefield.

Bryan uses dice, gaming stones, or coins for the zombie children, because there's a lot of them and he can color-code each group of zombies that way. The sphinctral lump and everyone else uses an actual miniature.

COMBAT PHASE: ZOMBIES GO FIRST

Bryan: The first group of zombie children goes first. They rush your front line, surrounding Ben. Guys, it's dawning on you that you are surrounded by undead children. Take 3d6 sanity damage!

The director can dictate that the survivors take sanity damage at any time, for any reason they deem appropriate. Bryan is getting the 3d6 number from the monster's description, but how many dice of sanity damage the survivors take is always at the director's discretion. When sanity damage is taken, each player rolls their own sanity damage.

Nick: Whoops, I'm at 0 sanity.

Olivia: What?

Nick: A lot of things happened in the last fight, and I dumped Wit.

At 0 sanity, Nick's survivor takes a psychotic break, but this is handled at the end of the round.

Bryan: OK. The zombies beat on Ben.

Bryan rolls attack and damage dice for each of the attacking monsters.

Bryan: Two of their four claw attacks matched or beat your armor class (AC). Two hits, for... 12 damage.

Bryan indicates how many hits occurred, because Ben might have physical soak that blocks some of the damage on each hit.

THE DOG MUTANT'S TURN

Bryan: Michael's turn.

Michael, the Dog Mutant: OK, I move so I'm adjacent to these other zombies and activate *Ironskin*. I get... Physical soak +2 and +2 damage with all melee attacks. My speed is reduced by 2. I have a 10% chance of causing an inhuman anomaly, so let me roll those dice... We're safe from that happening, this time. Oh, also, you all take 1d6 sanity damage. Haha.

Almost all powers are disturbing. According to *Ironskin*, Michael's "flesh appears gray, blotchy, and bulky." 1d6 isn't much sanity damage, though. When Michael uses this power, he also has a 10% chance of triggering an inhuman anomaly, which can mutate him. He got lucky this time.

Nick: I take no sanity damage from that, because I'm at 0 already.

THE GEEK MUTANT'S TURN

Bryan: Olivia's turn.

Olivia: I move out from my hiding place now that the fighting has started and the zombies are focused elsewhere. What's that creature behind the zombies?

Bryan: You're not sure, it's dark. You could make a Perception check as a free action to identify it.

Olivia, the Geek Mutant: I have a better idea. I'm going to light it on fire! I use the daily version of the *Combustion* power. The creature takes ongoing 8 fire damage, and enemies adjacent to it take 3 ongoing fire damage.

Combustion causes ongoing damage. When creatures have ongoing damage, they take that damage at the end of their turn, and then make a save to try to end it. A save DC (the number needed to succeed) is 15 + the attacker's level.

This excessive use of Olivia's powers comes at a grave cost.

Olivia: I cause a magical anomaly at the end of the round from using the power at this level. I also take 30 sanity damage and cause my allies 3d6 sanity damage. I can't use this power again for the rest of the day until I rest.

Olivia is using a power that normally has a 15% chance of causing a magical anomaly (a different kind of anomaly from inhuman anomalies). The daily version of the power is much more effective than the normal At-Will version, but is also more stressful to reality and Olivia's mind.

All anomalies are sorted out at the end of the round; all we know now is that one will happen.

Bryan: OK, so you run up to the creature, which you discover is a revolting mass of warped and bubbling flesh that is constantly expelling foul gases on you.

Olivia: It's... A fart monster?

Bryan: Yup. And you just lit it on fire, so now it's a screeching fart monster. And your brain is about to blow up the world.

Olivia: As planned.

Bryan: Everyone can clearly see this horrible creature and the mutation you used, so everyone takes a total of 4d6 sanity damage!

Olivia: 4d6? That's a lot, considering I just dealt everyone a bunch with the power itself... I'm at 0 sanity now.

Bryan: This is just from the monster's insane appearance.

THE SPHINCTRAL LUMP'S TURN

Bryan: The sphinctral lump's turn begins, and it immediately takes 8 fire damage from your power. In response to being damaged, it moves up to you along a route Ben can't guard, and as an instant action, it expels foul gas everywhere. Every enemy adjacent to it—that's just you, Olivia—needs to make a DC 19 Might save.

Instant actions can be taken at any time. When it's your turn, you can take an unlimited number of instant actions. When it isn't your turn, you can take only one until your turn comes up. The sphinctral lump's "Gassy" power is used as an instant action once per round, but only in response to being damaged.

Olivia: I fail my save.

Bryan: Take 4 necrotic damage and you are crippled until the end of the sphinctral lump's next turn.

"Crippled" is a special condition that comes up a lot in *Die Screaming*. A crippled survivor takes -2 on attack rolls, AC, saves, and skills.

Olivia: Could be worse.

Bryan: It will be. He also hits you for... 14 damage. However, he also rolls to save against your power and fails, so he'll take that damage again next round.

Olivia: This fart monster hits like a truck!

Bryan: Ben, it's your turn.

THE WASTER'S TURN

Ben: I charge over there to help her.

Bryan: Careful. You're surrounded by zombie children. If you just charge off, each one will get an opportunity attack.

Creatures can take free melee attacks from adjacent enemies by "provoking." Usually, you provoke by trying to shoot someone from point blank range or running away from them. If you want to move away from a monster without provoking, you must shift or have some power that says you move without provoking. Most survivors can only shift 1 square at a time, though, whereas they can move 6 squares with normal movement.

Ben: Ah, my bad. All right, I hit one of these zombies with my shovel.

Bryan: Are you going to aim for the head?

Ben: Sure, that's a good idea.

If your attack doesn't hit zombies in the head, light them on fire, or somehow blow them up, they have a chance to survive the wound, no matter how much damage it does.

Ben: I rolled a 13, and add +5 from my Might mod and level. 18 to hit.

Bryan: That's enough to hit even with the -2 for making a called shot at the zombie child's head. You cave its head in with your shovel.

The zombie children are minions, so Ben doesn't have to roll damage. Minions have only 1 hit point, but if an attack misses them or they successfully save, they never take damage.

Ben: I make killing children with a shovel look easy.

THE WARLOCK'S TURN

Bryan: Nick, your turn.

Nick, the Child Warlock: That other group of zombies hasn't moved yet, so I'll deal with them. *Eldritch Fire!* "You conjure a ball of green flame to consume your foes. Creatures destroyed by eldritch fire die screaming as they melt into a bubbling green filth." Those zombies need to make Agility saves, DC 18.

Bryan: Rolling the saves now... Nice, you got all of them.

Nick: OK, they all die from that 1d10+6 fire damage, because they're minions. I roll my chance for anomaly... Nothing, we're safe.

Bryan: You just turned undead children into bubbling green filth.

Nick: Extra sanity damage?

Bryan: Why not? It's harsher than what the rules call for, but you just exploded schoolchildren and going insane is fun. Everyone takes 2d6 sanity damage.

Ben: And that's it, I'm at 0 sanity.

THE ANOMALY PHASE

Bryan: That's the end of the action phase of the round, since Nick killed those zombies before they could take a turn. However, we're in the anomaly phase now, so we're going to see what happens with Olivia's magical anomaly.

The anomaly phase happens after the action phase in a round. During the anomaly phase, the effects of anomalies are assessed. Each survivor that triggered an anomaly rolls randomly on the appropriate table to see what happens. These events occur in order according to the initiative of each survivor who caused them.

Olivia: I get a... 77 on the magical anomaly table. Blood Boil!

Bryan: Olivia's unrestrained magical power causes everyone's internal fluids to heat up and boil inside their bodies. Everything within 12 squares of you takes piercing fire damage equal to their Might scores.

Piercing damage goes through any soak the victim has.

Bryan: This hurts all the survivors, but the zombies really can't handle it. They bubble and burst into pools of steaming gore. Even a zombie can't get up from that. 4d6 sanity damage!

THE INSANITY PHASE

Bryan: Now we're on the insanity phase. Nick, Olivia, and Ben hit 0 sanity in the last round, and have psychotic breaks. Roll on the psychotic break table.

The insanity phase is at the end of every round. This is the part of the round where survivors who hit 0 sanity figure out what psychotic break or insanity they are inflicted with.

Nick: 15. Liquid Horror! "Any liquid or jelly that you can see appears to gain properties as if it were somehow alive. You can't enter submerged terrain, are crippled when on moist terrain, and take -4 to attack an enemy that appears to be in any way gelatinous or excessively wet." So I guess that pool of zombie gore on the ground is now trying to eat me. Thanks Olivia.

Olivia: It isn't my fault your mind is weak. I roll 82, Nauseating Terror. "You scream and vomit in equal measure. You are stunned until the end of your next turn and crippled until the end of the scene."

Ben: You were saying, Olivia?

Ben: This would be my third psychotic break, so instead of a psychotic break, I get an insanity that lasts for 2d4 days. OK... 86, for 5 days... Bloodlust! "You are obsessed with carnage and inflicting it. Your attacks take -2, but you deal +2 damage with melee attacks and called shots. You never take prisoners or accept an enemy's surrender." Hey, that's actually good for me.

Insanities are long-term effects that have a benefit and penalty. You must hit 0 sanity three times to get one. After getting one, you won't get another until hitting 0 sanity three more times, and so on.

AT THE END OF COMBAT: SCAVENGING

Let's skip ahead to the end of the battle.

Bryan: All the monsters are dead, and you're wounded. Now's the time to scavenge if you want to try, though. You're going to need more supplies.

Nick: We're not that bad off, and a couple of us invested in the Scavenge skill.

Bryan: Everyone roll Scavenge, then.

Each survivor rolls against the Scavenge check DC for this level (in this case, 18). Successes and failures cancel each other out. Earn more successes than failures, and the group gets extra equipment. Earn more failures than successes, and the group finds less equipment and might attract more monsters now or in the future.

Bryan: Three of you succeeded on your checks, but Michael failed. That's +3 on the table... “Success +2! The party rolls three times on the Scavenge Table.”

Nick: I'll roll on the tables this time. 86, 13, and 65... We get the following:

- 1d4 Molotov cocktails. I rolled three.
- A combat knife.
- Submachine gun and 2d12 ammo... 18 rounds.

HEALING

Bryan: All right, you found some items. It's time to rest up and heal.

After battles, unless the director says otherwise, survivors can rest, eat, and treat their wounds after going to ground nearby.

Eating: Out of combat, survivors can eat a day's worth of food. This allows survivors to regain half their maximum hit points. You can only eat food once between rests—survivors can't stop and eat all their food instead of resting.

Resting: If the director says the survivors have the time and a reasonably safe location, they can rest. Resting takes six hours, allows survivors to regain half of their maximum hit points, and restores their 1/day abilities. Survivors with only light or no wounds may not even have to eat.

The Heal Skill: A survivor can receive medical healing from another survivor that spends a standard action. A survivor can only be healed this way once per Might modifier (minimum once) between rests, so use it only when necessary.

Happy Pills: Survivors can eat Happy Pills as an instant action (Doctors get a lot of Happy Pills). These restore hit points and give other in-combat benefits, but the pills are psychotropic and cause sanity damage. They are an emergency resource meant for use in combat, when survivors may not have time to spend standard actions on healing.

Powers: Some survivors can gain abilities to heal themselves or other survivors. Using these powers is dangerous, as we've seen.

This is the bulk of the basic gameplay in *Die Screaming*.

SURVIVOR CREATION

"Movies don't create psychos. Movies make psychos more creative!"

- *Scream* (1996)

CREATING A NEW SURVIVOR

There are five steps to building a 1st-level survivor.

1. CHOOSE YOUR ABILITY SCORES

You buy ability scores for your survivor on a 1-for-1 basis, and begin with 52 points. You must have at least a 10 and at most 16 in each ability score before any bonuses or penalties caused by tropes.

2. CHOOSE YOUR TROPE

Your trope is a package of abilities that defines your role in a group.

3. FILL IN YOUR SPECIAL ATTRIBUTES

Your starting hit points, armor class, saves, and sanity are all determined by your ability scores and trope.

4. CHOOSE YOUR SKILLS

Determine your skill bonuses and which skills you are trained in.

5. ROLL FOR GEAR

Begin with three items off the random equipment table and three rations.

GENERATING ABILITY SCORES

You have four ability scores that govern the effectiveness of many other statistics and powers. These ability scores are Might, Agility, Wit, and Charisma.

You buy ability scores for your survivor with a point-buy system. You begin with 52 points and buy points on a 1-for-1 basis, with only a few limitations:

- You must have at least a 10 in each ability score (before other modifiers are applied).
- You can have no more than 16 in each score (before other modifiers are applied).

For instance, Charles can make a survivor with: Might 16 (16 points), Agility 10 (10 points), Wit 12 (12 points), and Charisma 14 (14 points), for a total of 52 points.

ABILITY MODIFIERS

Each ability score is assigned a modifier, according to its number. The ability score's modifier is applied to powers, abilities, and effects throughout the game. Most of what you will do keys off ability modifiers. There is no maximum for ability scores or their associated modifiers.

ABILITY MODIFIERS

Ability Score	Modifier
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20+	+5 and up

In rare cases, your ability scores can temporarily change. When this happens, all effects that depend on those ability scores also change (attack rolls, damage, saves, skills, initiative). Temporary changes to your Wit don't change the number of skills you are trained in.

ABILITY SCORE OVERVIEW

The four ability scores are:

MIGHT

Might is your physical power and endurance. Might affects:

- **Retcons.** Gain your Might score in bonus hit points when you retcon.
- **Medical healing.** You or other survivors can spend actions to heal you, but you can only be medically healed a number of times per day equal to your Might modifier (minimum 1).
- **Survivors' ability to hit and damage enemies with melee attacks.** Add your Might modifier to melee attack and damage rolls.
- **Survivors' ability to use firearms.** If you don't have the minimum Might to fire a firearm, take -4 to attack rolls with it.
- **The ability to resist infection, poison, and other stressful physical effects.** Add your Might modifier to Might saves.
- **The Athletics skill.**

AGILITY

Agility is your quickness and manual dexterity. Agility affects:

- **The ability to dodge attacks.** Add your Agility modifier to your Armor Class.
- **The ability to hit enemies with ranged weapons.** Add your Agility modifier to all ranged attacks and damage.
- **The ability to avoid danger by using quick reflexes.** Add your Agility modifier to Agility saves.
- **Your initiative.** Add your Agility modifier to your initiative checks. (You also add your Wit modifier).
- **The Acrobatics and Stealth skills.**

WIT

Wit is your intellect, wisdom, and willpower. Wit affects:

- **Skills.** You receive training in a number of skills equal to 2 + your Wit modifier.
- **Willpower and the ability to resist mental attacks.** Add your Wit modifier to Wit saves.

- The ability to resist going insane.** Your sanity score is equal to your Wit Score x 5. Gain sanity soak equal to twice your Wit modifier (minimum +0).
- Your initiative.** Add your Wit modifier to your initiative checks (you also add your Agility modifier).
- Powers.** Many powers let you add your Wit modifier to damage.
- The Craft, Heal, Insight, Perception, and Scavenge skills.**

CHARISMA

Charisma is your force of personality, how likeable you are, and how much the audience is invested in your survival. Charisma affects:

- Blind luck.** Your Charisma modifier is applied to saves.
- Stunts.** You can spend stunts to improve your chances of success in actions and the strength of your abilities.
- The Influence skill.**

VITAL STATISTICS

You have the following statistics:

HIT POINTS

Your hit points measure how much physical damage you can take.

Begin with 15 hit points. At each new level, gain 10 hit points.

RETCON

Once per day, you can **retcon** as a free action. You can use this action even if you are unconscious or have 0 hit points or less. When you retcon, regain hit points equal to your Might score and an additional 5 hit points per level. Until the end of your next turn, you also ignore all negative conditions, such as crippled, overwhelmed, or effects from ongoing damage.

For example, a level 3 survivor with Might 16 retcons. The survivor regains 31 hit points ($15 + 16$).

ARMOR CLASS

Your Armor Class (AC) measures how hard you are to hit. Creatures that attack you roll 1d20, add a bonus, and must match or exceed your armor class to hit you.

You have an armor class equal to 10 + Agility modifier + level.

So, a 1st level survivor with an Agility of 14 (+2) has an AC of 13.

SAVES

You roll saves against various effects that test your mettle. You have three saves: Might, Agility, and Wit. You roll Might saves when their toughness and physical resistance is tested, Agility when your reflexes are tested, and Wit when your willpower is tested. When rolling one of these saves, you roll:

1d20 + ability modifier + Charisma modifier + level

So, a Might save for a 1st level survivor (+1) with 16 Might (+3) and 10 Charisma (+0) is 1d20 + 4.

MOVEMENT

By default, your survivor can move 6 squares in a round as a move action. You can also shift one square as a move action, avoiding opportunity attacks.

MOBILITY

Certain effects increase mobility, the number of squares you can shift. By default, your mobility is 0. Add your mobility to the maximum number of squares you can shift.

Some effects (such as wearing heavy armor) may decrease your mobility. If your mobility falls below 0, you can't shift on a normal shift action, and reduce any shift distance granted to you by your negative mobility.

SKILLS

There are several skills in *Die Screaming*. When you attempt to use one, roll 1d20 against a difficulty check to see if you succeed. When rolling a skill, roll:

1d20 + ability modifier + level + training bonus (if any)

You are trained in a number of skills equal to 2 + your Wit modifier. Training confers +4 to that skill.

So, a 1st level survivor (+1) with 16 Might (+3) who is trained in Athletics (+4) rolls 1d20+8.

INITIATIVE

When a battle begins, every survivor rolls initiative.

1d20 + Agility modifier + Wit modifier

The survivor that got the highest initiative goes first. If two survivors tie, the survivor with the highest initiative bonus goes first. If there is *still* a tie, the survivors roll off or decide amongst themselves who goes first. Survivors that tie with monsters go first.

STUNTS

Stunts represent the survivor affecting the outcome of events by pure and sometimes inexplicable narrative fiat. The audience is rooting for you to survive, no matter the odds, so you affect the battle with pure ingenuity and physical ability that your antagonists don't possess. Stunts enable you to use certain abilities and improve your dice rolls in combat. Every survivor will have different ways to use stunts based on the abilities they have.

You have stunts equal to 2 + your Charisma modifier (minimum 1).

Your stunt bonus is 1d4.

So, a survivor with Charisma 16 (+3) has five stunts.

You can use a stunt to add a stunt die bonus to any attack or skill roll you make as an instant action, after seeing the result. You can't add your stunt die to your roll multiple times by spending additional stunts. If you have another ability that changes a roll and costs stunts, you can use both the stunt and that ability.

Your stunt die can be increased or decreased by certain effects. However, it can never be increased beyond 1d12. Your stunt die can't be reduced past 0.

STUNT DIE LEVELS

Stunt Die Levels	Special
0	Minimum
1	
1d4	Default
1d6	
1d8	
1d10	
1d12	Maximum

There are many other ways to use stunts. Various abilities grant these alternative uses. You can use multiple stunts as part of a single action and as many as you want in any given turn, but once they are spent, you can't use any more for the rest of the scene. Stunts regenerate to their original total once the scene is over.

SANITY

You have sanity. When you see and do maddening things and experience lasting mental trauma, you lose sanity. At 0 sanity, you have a psychotic episode or may even go insane. You also have a sanity soak rating. When you take sanity damage, you subtract your soak from the damage. See the **Sanity** section of the **Rules**.

You begin with sanity equal to your Wit score x 5. Your sanity soak is equal to your Wit modifier x 2 (minimum 0).

Therefore, a survivor with Wit 16 has 80 sanity and +6 sanity soak.

INVENTORY

You start with 8 inventory on your survivor. Certain tropes and effects can increase or decrease this number. Some items (usually weapons) take up inventory. After you are out of inventory space, you can't pick up further items that also cost inventory space.

LEVELS

Die Screaming has ten levels of play. No XP is tracked; survivors increase in level when the director awards levels to everyone at the same time. Survivors in the same group should always be the same level.

LEVELS

Level	Hit Points	Bonus	Progress	Talents
1	10 + Might	+1	Trope	
2	20 + Might	+2		+1
3	30 + Might	+3	Destiny	
4	40 + Might	+4		+1
5	50 + Might	+5		
6	60 + Might	+6	Downward Spiral	+1
7	70 + Might	+7		
8	80 + Might	+8		+1
9	90 + Might	+9		
10	100 + Might	+10		+1

READING THE TABLE**HIT POINTS**

You have 10 hit points per level, and bonus hit points equal to your Might score (not modifier).

LEVEL BONUS

Gain a bonus to your attack rolls, damage rolls, AC, saves, and skills equal to your level.

PROGRESS

You choose your trope at first level.

At level 3, choose a destiny. Your destiny expands your abilities, and helps determine your downward spiral later.

At level 6, choose your downward spiral, and gain the spiral's first secret. The downward spirals you are eligible for sometimes depend on your destiny. Gain a new secret with each new level.

TALENTS

Survivors gain talents at every even level.

Talents have different requirements, often specific tropes, skills, destinies, or downward spirals. Talents available to a given character option are listed under the description of that option for easy reference.

THE RULES

"She ran out to that tree by the dock, climbed up, proclaimed her love to Satan, cursed anyone who tried to take her land, and hung herself. Time of death was pronounced at 3:07 in the morning."

"Well, that explains a few things."

- *The Conjuring* (2013)

NARRATIVE TIME

Narrative time is divided into the following units:

- Shooting Days
- Scenes
- Rounds
- Turns

SHOOTING DAYS

A shooting day in *Die Screaming* is a series of scenes that ends when the characters rest. The exact duration of a shooting day can vary, but for purposes of in-game effects, like 1/day abilities, that is how a shooting day is defined.

SCENES

A scene is a narratively important moment as determined by the director. A scene is usually one battle to be fought, problem to be solved, or social encounter to explore.

A scene ends when the director says it does, but it usually ends when a battle is over or the problem is resolved.

ROUNDS

Scenes occur in a series of rounds, which in-game are six seconds long.

TURNS

A turn represents the actions of a character during a round. A character's actions are often limited to their turn.

THE BATTLE SEQUENCE

"You die first, get it? Your friends might get me in a rush, but not before I make your head into a canoe, you understand me?"

- *Tombstone* (1993)

A battle is a confrontation between the survivors and enemies that takes place during a scene. It consists of four stages: Deployment, Initiative, Combat, and Looting. Combat is divided into three distinct phases.

DEPLOYMENT STAGE

Survivors trained in skills that have deployment options can choose from those deployment options to position themselves around the battle map. The director can rule that one or more survivors can't deploy if they were surprised (they failed a Perception roll, for example).

INITIATIVE STAGE

Each combatant makes an **Initiative check** to determine who goes first. An initiative check is:

1d20 + Agility + Wit

Combatants act in order of the highest initiative to the lowest. In every round, the combatants act in the same order. If a combatant doesn't take actions during their turn, they still retain their initiative score for the duration of the battle.

INITIATIVE TIES

- If two or more characters have the same initiative result, they choose which of them goes first. If they can't agree, the character with the highest initiative bonus goes first. If there is still a tie, the tied combatants should roll again to determine which one of them goes before the other.
- When monsters tie each other on initiative, the director chooses which monster goes first.
- If a character and a monster tie, the tie goes to the character.

HOLDING TURNS

You can declare that you want to hold your turn until later in the initiative order, going after a specific creature's turn. If you do this, your turn in the initiative order changes to that turn for the rest of the scene.

COMBAT STAGE

After the first two stages are resolved, the scene enters the combat stage, which helps govern when certain things happen during the round.

During the combat stage, each round consists of three phases: action, anomaly, and insanity.

THE ACTION PHASE

During the **action phase**, each participant in the round gets a **turn**. In the game world, events are happening almost simultaneously, but characters and monsters act in an order determined by their initiative. Creatures can only take actions during the action phase.

THE ANOMALY PHASE

After every creature in combat has acted during the round, the **anomaly phase** begins. During this phase of the round, effects from magical anomalies and inhuman anomalies are assessed.

Each character that experienced an anomaly rolls randomly on the appropriate table to see what happens. These events occur according to the initiative order of each character who caused them.

It is possible for survivors to trigger anomalies during or after the anomaly phase. If this happens, the anomalies are assessed in the next round's anomaly phase.

THE INSANITY PHASE

During the **insanity phase**, characters who had their sanity reduced to 0 by any of the other events in the round roll on the appropriate table (see the **Sanity** section of the **Rules**). Their **psychotic episodes** or **insanities** start at the beginning of the next round and occur simultaneously.

After the insanity phase ends, a new round begins.

The combat stage only ends when one side is defeated.

LOOTING STAGE

Assuming the characters are victorious, they loot the battlefield for supplies using the Scavenge skill.

ACTIONS

During a round, there are several actions you can take on your turn, and some you can take when it isn't your turn.

An action's type tells you how long the action takes to perform and how movement is treated. There are four types of actions: standard actions, move actions, instant actions, and free actions.

- When it's your turn, you can perform a **standard action** and a **move action**. You can choose to take a move action in place of a standard action.

- When it's your turn, you can perform any number of **instant actions** you have available. When it's not your turn, you can also perform an instant action, but only once per round, and you can't take an off-turn instant action before your first turn in a combat scene.
- You can perform **free actions** at any time if you satisfy the conditions for using them.

The descriptions of actions here don't cover every possible use of these actions.

STANDARD ACTIONS

A standard action allows you to do something, commonly attack or activate a power.

EXAMPLE STANDARD ACTIONS

- Most attacks
- Most powers
- Charging

GRAB

A **grab** is a standard action that allows you to hold an enemy in place. It also provokes an opportunity attack from the creature you are targeting. Some weapons, powers, and abilities allow you to grab without a standard action as part of other actions, without taking opportunity attacks.

When you attempt to grab a creature as a standard action, force them to make a Might save of DC 15 + your level. On a failure, they are grabbed.

A grabbed creature is immobilized, takes -2 to AC and Agility saves, and can't make ranged attacks or use powers that provoke opportunity attacks. A grabbed creature can make a Might save once per round as an instant action to break the grab.

A creature can be grabbed by multiple enemies. It doesn't take further penalties, but must save against every grab separately to break them all.

You can't move from your space when grabbing a creature without breaking the grab. You also can't grab or maintain grabs on creatures that aren't adjacent.

CHARGE

A **charge** is a standard action that allows you to move your speed and attack. When moving on a charge:

- You must move before your attack, not after.
- You must move at least 2 squares.
- You must be able to see the enemy from your starting square.
- Nothing can hinder your movement toward the enemy, such as difficult terrain.
- You must have line of sight to your target when your charge begins.

After moving, you may make a melee attack.

READYING ATTACKS

You can declare that you want to ready a standard action attack until a condition is met by an enemy in the form of their own move action or attack, such as when they charge through a closed door. Take your attack after they make their triggering action and otherwise preserve your place in the initiative order. If the condition is never met (the monster doesn't come through the door), you lose the standard action.

You can't ready other types of actions this way, and can't move as part of your attack, no matter what your attack description says.

MOVE ACTIONS

A move action allows you to move your speed, move one square without drawing opportunity attacks, or perform an action that takes a similar amount of time. You can take a move action in place of a standard action.

Many uncommon modes of movement are under this category, including climbing and swimming (up to half of your speed).

EXAMPLE MOVE ACTIONS

- Moving your speed
- Shifting
- Drawing, sheathing, or holstering a weapon
- Standing up

DRAW, HOLSTER, OR SHEATHE A WEAPON

Drawing a weapon so that you can use it in combat requires a move action. As part of this action, you can also holster or put away a weapon you were already carrying.

SHIFTING

You can spend a move action to move 1 square without provoking opportunity attacks. Your mobility may increase the distance you can shift.

STAND UP

Standing up from a prone position requires a move action.

INSTANT ACTIONS

You can take an instant action at almost any time, even if it's not your turn. You may take unlimited instant actions when it's your turn, but only one per round otherwise.

You can't take instant actions before the start of your first turn in a combat scene, and you can't take instant actions outside of the action phase.

Some instant actions that everyone can take:

DISMISS A POWER

Dismissing an active power is an instant action that doesn't provoke opportunity attacks.

DROP AN ITEM

Dropping an item in your space or into an adjacent square is an instant action.

DROP PRONE

Dropping to a prone position in your space is an instant action.

FREE ACTIONS

Free actions require little effort, and most effects can't stop you from taking free actions.

SPEND A STUNT

You can spend a stunt as a free action when another action calls for the use of a stunt.

OPPORTUNITY ATTACKS

When a creature you threaten provokes an opportunity attack, you can make that attack as a free action.

ATTACKS

Attacks in *Die Screaming* are either resolved by the attacker making an attack roll, or the enemy being forced to make a save. Attacks all have a range and area.

THE ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. If your result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a critical hit.

MELEE ATTACKS

With a normal melee weapon or unarmed strike, you can strike any opponent within your reach (usually 1 square). Your attack bonus with a melee weapon is:

Level + Might Modifier

RANGED ATTACKS

With a ranged weapon, you can shoot or throw at any target that you can perceive and is in line of sight. If you attack with a ranged weapon over the weapon's specified range rating, you take -4 to hit. Any cover the target has may also affect the attack roll.

With a ranged weapon, your attack bonus is:

Level + Agility Modifier

CALLED SHOTS

When making an attack roll, you can specify that you are attacking a specific part of a creature's body. This imposes -2 on the attack roll, but is useful, for example, if you want to shoot a zombie in the head.

CRITICAL HITS

When you score a critical hit, you deal the maximum possible damage with the attack, and roll bonus critical damage as indicated by your weapon and any abilities you have. It is possible with some weapons and abilities to score critical hits on die results other than 20.

DEATH BLOWS

If you attack a helpless creature from no further than 1 square away, you deal a critical hit and can specify a called shot without penalty.

OPPORTUNITY ATTACKS

Sometimes combatants let their guard down. In this case, other combatants can take advantage of this lapse in defense to attack that combatant for free. These free attacks are called opportunity attacks.

THREATENED SQUARES

You threaten all squares adjacent to you, even when it isn't your turn. An enemy that takes certain actions while in a threatened square provokes an opportunity attack from you. You can make one opportunity attack each turn as a free action.

Some abilities allow creatures to threaten any square in which they have reach. Ordinarily, this isn't the case.

REACH

Most creatures of Medium or smaller size have a reach of only 1 square. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. Most creatures larger than Medium have a natural reach of 2 or more, meaning they threaten squares that aren't adjacent to them.

PROVOKING AN OPPORTUNITY ATTACK

Moving out of a threatened square and performing certain actions within a threatened square provokes an opportunity attack.

An opportunity attack interrupts the normal flow of actions in the round. If an opportunity attack is provoked, immediately resolve the opportunity attack, then continue with the next survivor's turn (or complete the current turn, if the opportunity attack was provoked during a survivor's turn).

ACTIONS THAT DRAW OPPORTUNITY ATTACKS

- Ranged attacks and powers used at ranges other than close
- Moving out of a threatened square without teleporting or shifting
- Grappling
- Stabilizing a dying ally

AREA AND RANGE

RANGE

There are four ranges of attacks and effects in *Die Screaming*, which are usually appended to an area.

BATTLEFIELD

Every target in the play area is affected, regardless of their range or any obstructions to the originator of the effect. Battlefield ranges don't otherwise specify areas. Creatures that successfully flee the battlefield or otherwise quit the field (such as by winking out of existence temporarily) are no longer subject to battlefield effects.

CLOSE

A close attack uses a square occupied by the attacker as the attack's origin square. Close attacks are usually auras, bursts, or blasts. Close attacks don't provoke opportunity attacks. When you roll damage resulting from a close attack, you roll damage only once and apply that roll to every enemy.

LINE OF SIGHT

Every target at least partially visible to the originator of the effect is subject to the effect. Personal ranges don't otherwise specify areas.

MELEE

A melee attack affects one target within an attacker's reach. If you attack multiple enemies with melee attacks in a single turn, you roll attack and damage separately for each creature you target.

PERSONAL

Only you are affected. Personal ranges don't otherwise specify areas.

RANGED

Range refers to the maximum distance in squares a target can be from an attacker. Ranged attacks provoke opportunity attacks.

If you attack multiple enemies with different ranged attacks in a single turn, you roll attack and damage separately for each creature you target.

AREA

Areas affect one or more specified targets within a square-shaped region, and usually have a range attached to their description.

BLAST

A blast area covers a given number of squares on each side, adjacent to its origin square. In other words, "blast 2" is a 2x2 area next to the origin square, "blast 3" is a 3x3 area, etc. Blasts are smaller than bursts with the same numeric value.

A blast doesn't cover or affect its origin square but must share an edge or corner with its origin square.

BURST

A burst area covers its origin square, and every square within the specified number away from the origin square, including diagonals. In other words, "burst 1" is a 3x3 area centered on the origin square, "burst 2" is a 5x5 area, etc. Bursts are larger than blasts with the same numeric value.

A close burst uses a square occupied by the attacker as its origin square and doesn't affect the attacker.

A ranged burst affects everything in the target square and all other creatures in range of the burst.

Some areas of effect use the **Aura Burst** descriptor—this means that the origin square follows the originator of the effect as the originator moves around. These will typically appear as “Close Aura Burst.”

WALL

Walls occupy a number of squares within a given range and are expressed as “Wall [X] Within Range [X].” The first number indicates the number of adjacent squares the wall occupies, and the second number indicates the maximum distance that the first square of the wall can start from you.

DAMAGE

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target’s hit points.

LEVEL

Add your level in damage to damage rolls you make with melee, ranged, and grenade weapon attacks.

MIGHT MODIFIER

When you hit with a melee or thrown weapon, add your Might modifier to the damage result.

UNARMED DAMAGE

Unless otherwise noted, a survivor’s unarmed damage is $1 + \text{their Might modifier}$.

NONLETHAL DAMAGE

Survivors can choose to do nonlethal damage with melee attacks (but not with ranged attacks or powers). Creatures that drop to 0 hit points from nonlethal damage are knocked out, not killed. Not all monsters can be knocked out.

ROUNDING

If an effect deals half damage, round the damage upward.

ATTACKING MULTIPLE CREATURES

When you attack multiple creatures with the same attack, roll damage once and apply the effect to all creatures hit.

HIT POINTS AND DAMAGE

Your hit points measure how hard you are to kill.

INJURY AND DEATH

No matter how many hit points you lose, your survivor isn’t hindered until your hit points drop to 0 or lower. When your hit point total reaches 0 or less, you’re dying. When it gets to a negative totaling half of your total hit points, you die.

DYING (0 HIT POINTS)

A dying survivor falls unconscious and can’t take actions. A dying survivor loses 1 hit point every round at the beginning of his turn. This continues until he dies or becomes stable.

Healing that raises your hit points above 0 makes you fully functional again, though you likely begin prone.

DEAD

When your survivor’s current hit points drop to a negative value of half your full hit points or more, you’re dead. For example, a survivor with 30 hit points dies when he reaches -15 hit points.

STABILIZING SURVIVORS

You can keep a dying survivor from losing any more hit points and stabilize them with a DC 15 Heal check as a standard action, causing them to stop losing hit points from the dying condition and to regain 1 hit point at the beginning of their turn each round until they reach 1 hit point. You can also perform Heal checks to give them more healing on the spot.

HEALING

Survivors heal naturally from wounds. A survivor that gets at least six hours of rest every day recovers hit points equal to half of their maximum.

In addition to natural healing, survivors that consume one day’s worth of food recover a further half of their total hit points after they rest.

These natural sources of healing occur in addition to medical healing, or healing caused by powers.

DAMAGE TYPES

There are many kinds of damage:

- **Acid.** Corrosive damage, often from liquid or gas.
- **Chaos.** Damage caused by evil magic. Chaos damage often obliterates creatures (see Combat Conditions).
- **Cold.** Freezing damage.
- **Fire.** Damage from burning.
- **Lightning.** Damage from electrical energy.
- **Necrotic.** Damage caused by rotting.
- **Nuclear.** Damage caused by radiation. Creatures that don’t completely soak nuclear damage are irradiated (see Conditions). Nuclear damage can’t be soaked at all unless the target has energy soak to all forms of energy, in which case they use their lowest form of energy soak.
- **Physical.** Weapon damage.
- **Poison.** Damage caused by toxic or venomous sources.
- **Psychic.** Damage caused by mental force.
- **Sonic.** Damage from pure sound.

PIERCING DAMAGE

Some attacks and effects deal piercing damage. Soak never affects this damage, and the damage can’t be reduced in any way. Piercing damage still has a type.

ONGOING DAMAGE

Some effects cause ongoing damage. If ongoing damage affects a survivor or creature, it takes that damage immediately when it is inflicted by an effect. At the beginning of its next turn, the creature makes a save specified by the ongoing damage effect. On a failure, it takes the listed damage at the end of its turn. This goes on until the creature successfully saves against the ongoing damage.

Multiple sources of ongoing damage don’t stack if they are the same type of damage (physical, poison, acid, etc.). In that case, only the strongest effect is counted or saved against, negating damage of the same type on a successful save. Multiple sources dealing different types of damage stack.

Sometimes other effects are attached to ongoing damage, which end when the ongoing damage is saved against. These effects occur even if the ongoing deals no damage because of soak, but immunity to the damage prevents these effects.

FALLING DAMAGE

When you fall, take 1d10 damage per 10 feet. An Acrobatics check reduces this damage by half your total result.

FAST HEALING & REGENERATION

Some creatures have fast healing or regeneration. Creatures with fast healing regain a specified number of hit points at the beginning of their turns. They stop healing if they are reduced to 0 hit points or below, and they don't regrow dismembered limbs.

This healing occurs after ongoing damage. Creatures with regeneration work much the same way, but don't stop healing at 0 hit points or below, regenerate fully from any injury when at full hit points, and can only truly be killed when certain conditions are met.

SOAK

Some creatures have soak against certain types of damage. A physical soak of +1 indicates that the creature absorbs the first point of physical damage from an attack.

Creatures gain the benefit of soak against every attack. If a creature is hit twice with damage that it can soak, it absorbs the damage with its soak twice.

Soak effects stack. If a creature with physical soak +2 gains physical soak +5, it then has physical soak +7.

If an ability gives a creature soak to energy, that means it gets soak against everything but physical.

ROUNDING

If an effect uses your total hit points to calculate a number (such as "25% of your hit points," or "regain half your hit points,"), round the figure up.

POWERS

Many survivors gain access to special abilities known as powers, detailed in *Powers*. Powers are a broad category of abilities that covers not just supernatural and superhuman abilities, but super technology and abilities otherwise unique to certain destinies and downward spirals. Powers all have similar stat blocks:

POWER NAME

Type

[Descriptive text.]

Action:

Range/Area:

Duration:

Anomaly Chance:

TYPE

Each power has several possible types: Mad Scientist, Mutant, Necromancer, Singularity, Warlock, and Warlord, for example. This restricts what type of survivors can learn the power. A mutant can't learn powers of another type.

DESCRIPTIVE TEXT

A brief description of what the power does.

ACTION

This specifies what kind of action is required to activate the power.

RANGE/AREA

Specifies what the power targets.

DURATION

This specifies the amount of time the power lasts, usually in rounds. A power's duration is considered to have lasted one full round at the end of your next turn after you activate it.

ANOMALY CHANCE

Many Mutant, Necromancer, Singularity, or Warlock powers can cause anomalies. When this is indicated in the power's description, roll d% to avoid an anomaly after activating the power. If you roll at or under the percentage chance, an anomaly occurs during the anomaly phase of the round.

When an anomaly occurs, you take 30 sanity damage after activating the power, and then a further d% roll is made to determine the severity of the anomaly.

There are four types of anomalies:

- **Glitches:** Caused by singularity powers that interfere with the simulation.
- **Inhuman Anomalies:** Disgusting things that occur when you use abominable mutant powers.
- **Magical Anomalies:** Arcane and demonic effects that tear the fabric of reality.
- **Sanction Anomalies:** Caused by alien assassins when they run out of sanction, *not* by use of their powers.

Unless otherwise noted, anomaly effects last until the end of the scene. Some powers have circumstances in which they cause an anomaly.

FULL DESCRIPTION

Many powers have several different aspects that can be used in different situations or at different levels of frequency. Powers can variously have passive effects, at-will effects, 1/scene effects, and 1/day effects. Different power aspects may cause different amounts of sanity damage.

Passive: When you learn this power, you gain permanent abilities or bonuses as described.

At-Will: You can choose to use this aspect of the power all the time.

1/Scene: You can use this aspect of the power once per scene.

1/Day: You can use this aspect of the power once per day. You are limited to using just one 1/day power when it is your turn.

SANITY DAMAGE

Each aspect of the power ends with what sanity damage the power may cause. Aspects without this entry don't usually cause sanity damage. The director is free to specify special circumstances where the power causes less or more sanity damage.

ARMOR CLASS

Your armor class (AC) represents how hard it is for opponents to land a damaging blow on you. It's the attack roll that an opponent needs to achieve to hit you.

Your armor class is equal to:

10 + Level + Agility Modifier

Sometimes you can't use your Agility modifier (if you have one). If you can't react to a blow, you can't use your Agility modifier to AC.

SAVES

When you are subject to an unusual or magical attack, you often get a save to avoid or reduce the effect. Like an attack roll, a save is a d20 roll plus a bonus based on your level, Charisma modifier, and a second ability score. Your save modifier is:

Level + Charisma Modifier + Ability Modifier

SAVE TYPES

The three different kinds of saves are Might, Agility, and Wit:

Might: Might saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Might modifier to these saves.

Agility: Agility saves test your ability to dodge area attacks. Apply your Agility modifier to these saves.

Wit: Wit saves reflect your resistance to mental influence as well as many magical effects. Apply your Wit modifier to these saves.

SAVE DIFFICULTY CLASS

The Difficulty Class (DC) for a save is determined by the attack itself. The DC is almost always 15 + the attacker's level.

Automatic Failures and Successes: A natural 1 on a save is always a failure. A natural 20 is always a success.

MOVEMENT AND TERRAIN

Die Screaming has several rules governing tactical movement on a battlefield.

SPEED

Your speed tells you how far in squares you can move as a move action. All survivors have a base speed of 6, but some abilities and effects modify speed.

MEASURING DISTANCE

A square represents five feet of distance.

When measuring distance, diagonal squares are treated as five feet. You can't move diagonally past a corner (even by taking a 1-square step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

MOVING THROUGH A SQUARE

ALLY SQUARES

You can move through a square occupied by an ally without difficulty. When you move through a square occupied by an ally, that ally doesn't provide you with cover.

ENEMY SQUARES

You can't move through a square occupied by an enemy unless the enemy is helpless. You can move through a square occupied by a helpless enemy without penalty. Some creatures may present an obstacle even when helpless. In such cases, each square you move through counts as difficult terrain.

ENDING YOUR MOVEMENT

You can't end your movement in the same square as another creature unless it is helpless.

FORCED MOVEMENT

Certain abilities can cause creatures to move from their square against their will. A creature subjected to forced movement doesn't provoke opportunity attacks when it moves.

SHIFTING

Spend a move action and a stunt to move 1 square without provoking opportunity attacks. Certain effects increase your maximum shift distance. If you have a mobility above 0, add this to the number of squares you can shift.

Powers and abilities that cause you to shift don't cost a stunt.

TERRAIN AND OBSTACLES

DIFFICULT TERRAIN

Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. You can't run or charge across difficult terrain.

SQUEEZING

In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take -4 to attack rolls and AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Acrobatics skill.

FLANKING

If you and an ally are on opposite sides of an enemy's square, that enemy is flanked. Everyone who attacks a flanked creature gains +2 to hit.

COVER

Combatants make use of different forms of cover.

Cover (-2 Penalty to Attack Rolls): The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall.

Superior Cover (-5 Penalty to Attack Rolls): a significant terrain advantage protects the target, such as when fighting from behind a window or a grate.

When you make an attack, or use an ability that hits an area, a target has cover if there is an obstruction between the origin square and the target, not between you and the target.

Reach: If a creature that has reach attacks through terrain that would grant cover if the target were in it, the target has cover. For example, even if you're not in the same square as a small pillar, it gives you cover from the attack of an ogre on the other side of the pillar.

Creatures and Cover: When you make a ranged attack against an enemy while other enemies are in the way, your target has cover. Your allies don't grant cover to your enemies, and neither allies nor enemies give cover against melee or area attacks.

Determining Cover: To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack's origin square) and trace imaginary lines from that corner to every corner of any one square the target occupies. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover. (A line isn't blocked if it runs along the edge of an obstacle's or an enemy's square.) If three or four of those lines are blocked but you have line of effect, the target has superior cover.

CREATURE SIZE

There are six size categories in *Die Screaming*. These sizes specify how many squares a creature occupies and what its reach is.

SIZE

Tiny: Occupies one square. Several tiny creatures can occupy one square, or occupy the square of a larger creature.

Small & Medium: Occupies one square.

Large: Occupies four squares, two by two.

Huge: Occupies nine squares, three by three.

Colossal: Occupies twenty-five squares, five by five.

Monster size greatly affects their statistics. If a survivor has an ability that allows them to change their size, they gain only the listed benefits of the ability.

REACH

Reach indicates how far away in squares a creature can make melee attacks from. Medium creatures have a reach of 1, meaning they can only attack an enemy in an adjacent square. Larger or more special creatures have longer reach. Typical reach values:

Tiny: 1

Small: 1

Medium: 1

Large: 2

Huge: 3

Colossal: 5

Unless otherwise noted, creatures only threaten adjacent squares, regardless of their reach.

COMBAT CONDITIONS

Creatures can be affected by several conditions in combat.

BLEEDING

Some effects cause creatures to have a bleed rating. At the beginning of its turn but after fast healing or regeneration, a bleeding creature takes its bleed rating in piercing physical damage. At the end of its turn, a creature's bleed rating is reduced by 1.

Bleeding can also be stopped by medical healing or healing from a power.

BLINDED

Blind creatures can't see. They take -2 to AC, lose their Agility modifier to AC (if any), move at half speed, and take -4 on attack rolls, Perception, and on most Might- and Agility-based skills.

CONCEALED

Concealed creatures gain +4 AC.

CRIPPLED

A crippled creature takes -2 on attack rolls, damage rolls, AC, saves, skills, speed, mobility, damage soak, and sanity soak. The speed penalty affects all forms of movement, which can be reduced to 0.

DAZED

A dazed creature can only take a move or a standard action on their turn, not both. They also can't take instant actions. Their free actions aren't affected.

DEAFENED

A deafened creature can't hear. They take -4 on initiative and Perception, and powers they activate have a 20% chance of failing (as if they weren't used).

DOMINATED

A dominated creature doesn't have control over its own actions. On its turn, it takes whatever actions its controller states. The controller must use an instant action to command the creature.

FEARLESS

A fearless creature ignores or reduces the effects of monster abilities with the [Fear] tag.

GRABBED

A grabbed creature is held in place by another creature. A grabbed creature is immobilized, takes -2 to AC and Agility saves, and can't make ranged attacks or use powers that provoke opportunity attacks. A grabbed creature can make a Might save once per round as an instant action to break the grab.

A creature can be grabbed by multiple enemies. It doesn't take further penalties, but must save against every grab separately to break them all.

HELPLESS

A helpless creature is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is always hit by attacks.

An enemy can deliver a death blow to an adjacent helpless foe. The attacker hits and scores a critical hit.

IMMobilIZED

An immobilized creature can't move from its square without teleporting.

INVISIBLE

When invisible creatures attack, enemies that can't see them don't benefit from their Agility modifier to AC. The invisible creature benefits from concealment (+4 AC) against creatures that can't see it.

IRRADIATED

An irradiated creature is either in a radioactive area or has taken nuclear damage. Irradiated creatures take only half the normal healing from one-time healing effects, and their fast healing and regeneration are reduced by 5. They also take -2 on attack rolls, damage rolls, AC, saves, skills, speed, damage soak, and sanity soak. The speed penalty affects all forms of movement, which can be reduced to 0.

The irradiated effect ends if the creature returns to maximum hit points. If the creature is in a radioactive area, it must also leave the area for the effect to end.

A creature wearing a gas mask suffers the healing penalties from being irradiated, but isn't otherwise penalized. Undead creatures and other creatures that are not biological can't be irradiated.

OBLITERATED

The obliterated condition can only occur on creatures at 0 hit points or below. An obliterated creature can't regenerate or return to life on their own.

OVERWHELMED

An overwhelmed creature takes -4 on attack rolls, damage rolls, AC, saves, skills, and speed. The speed penalty affects all forms of movement, which can be reduced to 0. The creature is immobilized, and loses all forms of damage and sanity soak.

PRONE

Prone creatures take -2 to melee attack rolls. A defender who is prone gains +2 AC against ranged attacks, but takes -2 to AC against melee attacks.

STAGGERED

Staggered creatures are creatures at half their total hit points or less (rounded down). Staggered creatures sometimes gain bonuses or become vulnerable to other effects, depending on the situation.

STUNNED

A stunned creature can only take instant actions and free actions.

UNCONSCIOUS

An unconscious creature is knocked out and helpless.

UNDEAD

You are no longer considered a living creature and don't need to breathe. You lose 5 hit points, don't gain extra hit points from your Might score, and lose any you had. Gain additional physical soak equal to your Might mod.

STACKING EFFECTS

Multiple survivors using the same power or ability to create ongoing, overlapping effects don't create cumulative or "stacking" effects. For example, if two survivors use *Army of Abominations*, the granted bonuses only occur once. If two survivors have the same battlefield-wide trope ability, these don't stack either.

WORLD CONDITIONS**LIGHT**

Three categories of light govern the world of *Die Screaming*.

Bright Light: Daylight, or powerful light emitted by local light sources.

Dim Light: Moonlight and indirect illumination, such as a cave with an entrance nearby in daylight hours.

Darkness: Moonless nights and rooms with no light source whatsoever.

Different light sources shed light to varying distances:

LIGHT SOURCES

Light Source	Brightness Radius
Bonfire	18 Squares
Campfire	12 Squares
Candle	1 Square
Fireplace	6 Squares
Flashlight	6 Squares
Torch	3 Squares

Outside the radius of light sources like these, vision is obscured to creatures and survivors without some special sensory ability.

VISION

Some creatures have special senses.

Night Vision: Creatures with night vision can see in the dark to a specified range. Outside this range, their vision is treated normally. Sudden shifts to bright or dim light don't blind creatures with night vision.

Omniscience: A creature with omniscience can't be blinded and detects invisible creatures within range.

RESOLVING COMBAT

After battles, unless the director says otherwise, it's assumed that the survivors can rest, eat, and treat their wounds after going to ground nearby. There are numerous ways to heal during and after combat:

EATING FOOD

Out of combat, survivors can eat food. How many hit points this restores depends on the food. This allows survivors to regain half of their maximum hit points.

BOTTLED WATER

When you are resting, you can consume one bottle of water to regain 10 additional hit points. You can regain more hit points by consuming additional bottles of water.

PET FOOD

When you are resting, you can consume one can of pet food to regain hit points equal to a fourth of your maximum (rounded up), in addition to the half of your hit points you regain from resting. If you consume two cans of pet food while resting, you are fully healed.

RATIONS

When you are resting, you can consume rations to regain hit points equal to half of your maximum (rounded up), in addition to the half of your hit points you regain from resting.

CANNIBALISM

Survivors with the Cannibalism insanity can eat the dead to sustain themselves. This takes the same effect as a ration. Ghosts and zombies, as well as creatures that evaporate on death or never had a physical form, can't be eaten.

THE HEAL SKILL

A survivor can receive medical healing from another survivor that spends a standard action, in or out of combat. The survivor administering the Heal check rolls to see how many hit points are restored. A survivor can only be healed this way once between rests.

HAPPY PILLS

Survivors can eat Happy Pills on their person or administer them to others as an instant action in or out of combat. These quickly restore hit points and can give other in-combat benefits, but the pills are psychotropic pain killers and cause sanity damage. They are an emergency resource meant for use in combat, when survivors may not have time to spend standard actions on healing.

POWERS

Survivors can pick certain special abilities that allow them to heal themselves or other survivors. Using these powers can be dangerous.

RESTING

If the director says the survivors have the time and a reasonably safe location, they can rest. Resting takes six hours, and allows survivors to regain half of their maximum hit points and their 1/day abilities. Survivors with only light wounds may not even have to eat.

SANITY

"It ate him. . . Bit off his head. . . Like a gingerbread man!"

- *From Beyond* (1986)

Your sanity is your mental health and grip on reality. Your sanity is damaged when you confront the horrors of the apocalypse, which soon causes psychotic breaks, depravity as you forget the difference between right and wrong, and long bouts of total insanity.

TAKING SANITY DAMAGE

"Last night, Darth Vader came down from Planet Vulcan and told me that if I didn't take Lorraine out that he'd melt my brain."

- *Back to the Future* (1985)

Typically, five different events cause sanity damage.

- Take an insane action, such as eating a corpse or activating an evil or disturbing power.
- You see a certain monster for the first time.
- A monster or ally uses a particularly evil or disturbing ability.
- You enter an unnatural or terrifying place.
- The director otherwise deems it appropriate.

CAN I AVOID SANITY DAMAGE BY "NOT LOOKING?"

No. There are times when a survivor might be able to avert their eyes, or is blind or deaf. This won't help. Sanity damage isn't caused only by seeing the horror—and if you know enough not to look, you are already affected. Creatures and powers that cause sanity damage rip at the fabric of reality, blaspheming creation and what fragile mortal minds can contemplate. When a warlock unleashes a spell or an eldritch horror sets its gaze on you, you can feel the disruption to the natural order in the pit of your soul.

It's possible to avoid sanity damage only when you are unconscious, dead, already at 0 sanity, or completely soak the sanity damage.

PSYCHOTIC EPISODES

Each time you are reduced to 0 sanity, your sanity is reset to their original value (even if you took enough sanity damage to be reduced below 0).

When you lose all your sanity, gain a random psychotic episode from the **Psychotic Episode Table** during the insanity phase of the round. The episode takes effect on you at the beginning of the next round. A psychotic episode lasts until the end of the scene. During a psychotic episode, you can't take sanity damage. When the episode ends, you begin accumulating sanity damage as normal again. Psychotic episodes usually have entirely negative effects and can alter the course of a battle for the worse.

A survivor trained in the Heal skill can use a standard action to try to snap a psychotic survivor out of their episode. This requires a DC 30 Heal check.

INSANITIES

"That story about me blowing up my own house because it was infested with midgets? Mike, that wasn't real. Your doctor said that it was your own paranoid delusions caused by your brother's death."

- *Phantasm II* (1988)

If you take enough sanity damage to have a third psychotic episode, you instead go insane during the insanity phase, and gain a random insanity from the **Insanity Table**. This insanity lasts for 2d4 days. Insanities often change the way you play and have both positive and negative aspects.

You can experience psychotic episodes while insane. If you take enough sanity damage to go insane while you are already insane (another three episodes' worth of damage), either the duration of your insanity is increased by 2d4 days or the director can rule that you gain a different insanity, replacing the old one.

At the end of an insanity's duration, the effects remain permanent but less pronounced, so that they have no mechanical effect in the game.

Some survivors are afflicted with permanent insanities. These insanities don't end and can't be alleviated.

EXAMPLE SANITY DAMAGE

- **Mild (1d6):** Dead bodies, visceral combat wounds, unnaturally large worms, obvious supernatural effects, lunatic writing on the walls
- **Stressful (2d6):** Zombies, watching someone being eaten, dark magic
- **Disturbing (3d6):** Ritual sacrifices, unnatural animals or aliens, undead creatures with tentacles
- **Maddening (4d6):** Creatures with unidentifiable physiology, watching someone be torn apart by invisible force, huge monsters
- **Mind-Rending (30):** Eldritch horrors, being eaten by a creature with no mouth, being mutated

SANITY DAMAGE DIE STEPS

Certain effects can increase or decrease the size of sanity damage dice. If an effect raises or lowers the step, change the die by one size, to a minimum of 1d4 and maximum of 1d12.

THE DIRECTOR'S PREROGATIVE

The director can delay the onset of your psychotic break or insanity until the beginning of a new scene. If you attempt to time your sanity damage so that it happens at the end of a scene or otherwise attempt to outsmart the system, the director can punish you by making it last longer or declaring additional penalties.

Jerry has 3 sanity left. The director tells Jerry that he takes 2d6 sanity damage, which Jerry rolls himself. Jerry rolls a 7. He is reduced to 0 sanity and has a psychotic episode. During the insanity phase of the round, he rolls to determine his psychotic break. Jerry rolls 51 on the psychotic episode table, and suffers from *Plague Fumes* for the duration of the scene. At the end of the scene, he returns to normal and his sanity points are reset to their full value.

ALTERNATE SANITY SYSTEMS

"I'm not a monster, I'm just ahead of the curve."

- *The Dark Knight* (2008)

ALTERNATE SYSTEM: KARMA

"I have told you all I know. If you have any mercy within you, please, let me die."

"When I grow weary of the noises you make, you shall die!"

- *Galaxy Quest* (1999)

Some survivors are evil on a cosmic scale, and don't use sanity. Instead, they use karma, and cause cosmic disturbances when they reach 0 karma.

The gods and the forces of nature challenge your right to exist, for your extreme evil tips the scales of the cosmos. Your presence soon provokes a cosmic response, be it a burst of uncontrolled black magic, the wrath of god, or simple misfortune. Your karma is the time left before cosmic forces swing the pendulum.

You have karma equal to your Wit score x 5. You also have a karma soak rating, equal to your Wit modifier (minimum 0). When you take karma damage, subtract your karma soak. Effects that modify your total sanity or sanity soak also affect your total karma and karma soak, although you lose karma in different ways.

LOSING KARMA

Your karma damage dice change from your sanity damage dice. When you take karma damage from your powers or those of other survivors, these are raised by one step. Otherwise, your karma damage is reduced by one step.

It is impossible to heal or reverse karma damage.

COSMIC DISTURBANCES

Each time you are reduced to 0 karma, gain a cosmic disturbance from the **Cosmic Disturbance Table** during the insanity phase of the round.

During a cosmic disturbance, you don't take karma damage. Unless otherwise noted, a cosmic disturbance lasts until the end of the scene. When the disturbance ends, you accumulate karma damage as normal.

ALTERNATE SYSTEM: RAM

"You just can't go around killing people."

"Why?"

- *Terminator 2: Judgment Day* (1991)

Some survivors are cyborgs, and use RAM instead of sanity. You can't comprehend human morality or sanity, but are confused by human behavior and the scientifically inexplicable. In addition, the stress of combat can have a detrimental effect on your programming.

You don't have sanity or sanity soak. Instead, you have RAM and RAM soak. These are calculated in the same way as sanity and sanity soak are, and effects that would change sanity and sanity soak affect your RAM. When you are reduced to 0 RAM, gain a system error on the **System Error Table** until the end of the scene.

PSYCHOTIC EPISODES

d100 Episode Effect

01-02 Alone You no longer see or hear your allies and believe they are gone. Allies can't target you with abilities that require you to perceive their presence to work, and likewise, abilities that require you to perceive them don't work.

d100	Episode	Effect
03-04	Aphasia	You are unable to speak coherently. Survivors must make an Insight check (DC 25) to understand you.
05-06	Art Buff	Paintings or statues animate to attack you and unleash evil spells. At the beginning of your turn, make a DC 20 Wit save. If you fail, you are overwhelmed until the beginning of your next turn.
07-08	Big Giant Head	Your master has come to take you home. A colossal deity appears on the horizon, blowing apart all obstructions between you and itself to take you into oblivion. You are dazed and pulled 6 squares toward your master at the beginning of your turn.
09-10	Black Hole	A black hole forms nearby. A square chosen by the director is a black hole. You fall prone and can't stand. At the beginning of your turn, you are pulled 3 squares toward the hole as it sucks you in. If you enter the black hole's square, you fall unconscious for the duration of the scene.
11-12	Bleeding Terrain	The walls, floor, and ceiling bleed a thick, unnatural substance. If you fall prone in this material or are somehow pushed into it, you are crippled for the duration of the episode.
13-14	Blindness	Intense delusions of pain strike your eyes. You are blinded.
15-16	The Blood Is the Life	When a creature near you is wounded, its fluids call to you. Unless you spend a move or standard action to try to eat some of its spilled life fluids, you are crippled and immobilized. If you spend an action, you are un-impeded until the end of your next turn. If the creature moves away from you, you are no longer crippled or immobilized.
17-18	Blood Madness	You bathe in the blood of your enemies. When you take damage, you are crippled until you spend a move action slathering your own blood all over your face and hands.
19-20	The Burning	You feel intense delusions of pain over your entire body. You lose all physical soak. Take +1 damage when you take any damaging effect, and you are crippled.
21-22	Caged Beast	You feel weak without the light of the sun, moon, and stars. If indoors, you are crippled. If you are within sight of an outdoor area, before otherwise acting, you must spend a move action moving to that area if you can.
23-24	Crumpled	You double over, sobbing and tearing at your flesh. You fall prone and are stunned until the end of your next turn. For the duration of the episode, you are crippled and take 1 piercing physical damage at the beginning of your turn.
25-26	Darkness Overwhelming	You and allies are dominated by deities from afar. You fail all Wit saves.
27-28	Deafened	An unearthly noise distracts you, and you hear nothing else. You are deafened.
29-30	Disintegration	You feel yourself being disintegrated. Take 1 piercing fire damage at the beginning of each of your turns and lose all fast healing and regeneration. Healing effects are half as effective on you.
31-32	Disturbed Babbling	You babble insane nonsense while otherwise behaving normally. Allies within earshot are crippled for the duration as a fear effect.
33-34	Doomed	You are doomed. When you make any d20 roll, the director also rolls. The worst roll of the two is always taken as the result.
35-36	Drowning	You believe you are underwater or otherwise can't breathe. At the end of each turn, make a DC 20 Might save. On a failure, you fall prone and are crippled and immobilized until the end of your next turn.
37-38	Eating Fixation	You are consumed by your fixation. You are crippled until you spend a standard action to relieve an eating fixation (dirt, slime, cannibalism). When you are struck in combat, you feel this need again.

d100	Episode	Effect
39-40	Eye from Beyond	You see an extradimensional force appear in a random area, observing your movements. If you enter this area, you fall unconscious. You are crippled until the end of your next turn if you move closer to this area.
41-42	Face Mutilation	You have the urge to tear off your own face with your bare hands. You are dazed. At the beginning of each round you must make a Wit save (DC 20) or deal yourself 5 piercing physical damage.
43-44	False Voices	Survivors and monsters around you appear to be saying things that they are not, whether or not they seem capable of speech. You can't make Wit-based skill rolls, automatically failing.
45-46	Flailing Hysterics	You are a screaming lunatic. On your first melee attack each round, you swing at everything around you. Creatures in a close burst 1 other than your target take 2 damage. Your allies treat this as piercing physical damage.
47-48	Gone Feral	You are reduced to a feral beast, roaring savagely when you attack. Gain +2 Might. You can't communicate with humans, use powers, make ranged attacks, use stunts, or use talents or trope abilities.
49-50	Gremlins	You see invisible gremlins defeating you and your allies—making them miss, pushing them into hazards, and bringing doom. When anyone misses an attack, fails a save, or takes a critical hit, you lose a stunt and are crippled until the end of your next turn.
51-52	Hallucinations	You are harried by hallucinations. You are always flanked. Every creature at a range of beyond 4 squares is considered invisible by you.
53-54	The Happening	It's time to leave. Deal yourself critical damage with whatever weapon you are holding (if you aren't holding a weapon, you draw one or take a holstered weapon from an adjacent survivor and use it). This damage is piercing physical. You don't realize that you injured yourself. For the duration, take -4 to AC and saves.
55-56	Happy Place	You enter a fantasy where you live the rest of your life, doing what you loved before the apocalypse, like chopping wood, reading books, or writing your memoir at your cabin. You are stunned, but receive physical and energy soak +5. At the beginning of each turn, make a Wit save (DC 20) to be dazed instead of stunned, and receive no soak bonuses.
57-58	Helpless	You fight against the sensation that you are powerless. Make a Wit save (DC 20) at the beginning of each turn. On a failure, you are overwhelmed until the beginning of your next turn.
59-60	Hysteric Rage	You have little control over your own body. Your actions are determined by rolling d% at the beginning of your turn: 01-20: Act normally. 21-50: Do nothing (stunned). 51-100: Attack the nearest creature with a melee attack.
61-62	I'm a Vampire!	You have died, and yet still live. Because you are beyond mortal, you don't make Might saves, always failing these saves.
63-64	Insect Plague	Imaginary insect swarms surround you. You are crippled. Take -2 to attack enemies not adjacent to you.
65-66	Liquid Horror	Any liquid or jelly that you see appears to be alive. You can't enter submerged terrain. You are crippled when on moist terrain. Take -4 to attack rolls on gelatinous or wet enemies.
67-68	Maggots	Your flesh teems with maggots that eat away at your being. You have no physical or energy soak.
69-70	Malevolent Menagerie	Your allies are replaced with horrible delusions. Their faces melt away, and they speak blasphemies. You are crippled.

d100	Episode	Effect
71-72	Mud Monsters	Grasping tentacles and hands are slowing you down. You fail all Agility saves. Your speed is reduced by 4.
73-74	Nauseating Terror	You scream and vomit in equal measure. You are stunned until the end of your next turn. You are crippled until the end of the scene.
75-76	Night on Bald Mountain	Creatures that you are fighting enlarge in size. All enemies gain +2 AC and attacks against you.
77-78	No John, You Are the Demons	You believe you are a monster and attack your allies. Gain a stat block equivalent to a level 6 zombie, except that you gain no special powers and return to normal when reduced to 0 hit points, sustaining the damage from the blow to your hit points.
79-80	Overkill	You have a deranged compulsion to maim corpses. When enemies die, spend a standard action to maim the corpse (one action per creature) to "make sure." Until you do this, you are crippled.
81-82	Phantom Army	Your enemies are reinforced from every direction, beyond count. You are crippled and flanked. You move at half your normal speed.
83-84	Plague Fumes	Creatures around you radiate disease and decay. For each creature adjacent to you when you end your turn, take 1 piercing poison damage.
85-86	Puppet	You are outside your own body, controlled by a mysterious actor. You can't spend stunts and gain no bonus to saves from your Charisma.
87-88	Quicksand	You are sucked into the earth. You are immobilized and knocked prone.
89-90	Quoth the Raven	A small animal appears in a random square above you and begins taunting you about past failures and the cruelty of your situation. At the beginning of each turn, make a Wit save (DC 20) or you are dazed until the end of your next turn while you debate the creature.
91-92	Shadow Realm	You are trapped in a mirror universe of malevolent shadows. Your allies and enemies are terrible wraiths. You are crippled, and if you end your turn adjacent to any other creature, take 5 piercing necrotic damage. Survivors watching you see you tearing at your flesh.
93-94	Suicide Urge	You rip away at yourself. At the end of each of your turns, you attempt to kill yourself, dealing yourself 5 piercing physical damage in some way while screaming horribly. You are dazed.
95-96	Vines of Terror	Living vines grow around you, impossible to break. You are immobilized and crippled.
97-98	Witless	You become a moron. Your Wit is reduced to 1.
99-00	You Got the Touch	You become overwhelmingly powerful, and need merely touch enemies or annoying allies to destroy them. When you spend a standard action to attack a monster or ally, they are obliterated and disappear. After spending such an action, you no longer perceive the creature until it attacks you again, in which case you mistake it for a different creature too foolish to flee.

INSANITIES

d100	Insanity	Effect
01-02	Amnesia	You forget your past life, and are so unable to face past trauma that your mind is fractured. You can't recall the past, but you retain your ingrained skills and abilities. You are unable to make Craft or Insight checks and can't craft items. You can still activate powers you know. Gain +2 to Wit saves.
03-04	Black Dog	You perceive a vile black hound stalking you in your waking hours and nightmares, portending death. Take -1 to all damage soak unless you are fighting dogs, wolves, or hound-like creatures. Determined against death, gain +1 to saves.

d100	Insanity	Effect
05-06	Bloodlust	You are obsessed with inflicting carnage. Your melee attacks take -2, but deal +2 damage. You never take prisoners or accept an enemy's surrender.
07-08	Cannibalism	You only sustain yourself with human flesh, and have the cannibal shakes, a neurological condition. You eat only the remains of the dead as sustenance. After battles you can always regain health as if you had eaten pet food. Take -1 to your saves.
09-10	Charm Fixation	You keep a bauble, trinket, or other small non-weapon on your person at all times, relying on it for comfort. With the object, gain +2 to all skills and take -2 initiative. If you are parted from this object, you can't function. Without your fixation, you can't make attack rolls or skill rolls, except as they pertain to recovering it.
11-12	Compulsive Ritualism	You pray and perform rituals before doing anything important. Once per scene, when you roll a natural 1, it is treated as a critical success. Take -10 to initiative.
13-14	Conspiracy Theorist	Everyone's out to get you, and no one is who they say they are. Gain +1 sanity soak and increase your stunt bonus by one step. Take -2 to saves.
15-16	Crippling Superstition	You have an irrational fear of coincidence. When your attack roll, initiative check, or save comes up 7 or 13, you take 1d10 piercing physical damage and are crippled until the end of your next turn, but gain +1 to all such rolls until the end of the scene.
17-18	Cruelty	Life isn't worth living unless you can make it a hell for someone else. Reduce your stunt bonus by one step until you've crippled, overwhelmed, or dealt ongoing damage to a creature during a scene. After that, instead gain one step.
19-20	Dark Side	You have a second, submerged personality who deals with the stressful problems you can't. When you are at half sanity, your second personality emerges. Gain +1 to attack rolls, save DCs, skills, damage rolls, damage soak, saves, and speed. Lose all sanity soak and stunts.
21-22	Darkness	Palpable darkness surrounds you. You can't see anything more than 3 squares in front of you, unable to target these squares (outside of bursts or blasts) and treating attacks from these squares as if you were blind. Gain +1 to attack rolls and skills involving squares you can see.
23-24	Dead Comrade	A comrade you know to be dead reappears as a delusion. This delusion antagonizes you, but also points out things to jeer at you. Take -1 to attack rolls. Gain +2 to initiative, Insight, Perception, and Scavenge.
25-26	Decadence	You festoon yourself with useless trinkets of wealth and conquest. Spend 1d4 normal components as an instant action to regain one lost stunt.
27-28	Delusional Scarring	You believe you are horribly scarred, filling you with shame. Gain +1 to physical and all energy soak. Take -2 Charisma.
29-30	Delusions of Grandeur	In your madness, you think you're much more capable and strong than you are. You lose all sanity soak. Gain half your Wit modifier as a bonus to saves increase your stunt bonus by one step.
31-32	Doubt	A plague of doubt gnaws at you, and nothing seems real or right. Take -2 to skills, and you always fail Insight checks. Gain +2 to Wit saves.
33-34	Duplicity	You are a pathological backstabber, liar, and cheat. Once per scene, when an ally is caught in the area of one your damaging burst or blast effects, regain a lost stunt.
35-36	Enraged	You are frustrated by any difficulty, no matter how trivial. All skills and attack rolls take -1. When you miss an attack or fail a save, regain one lost stunt.
37-38	Euphoria	Nothing can get you down. Gain +1 to all damage soak and sanity soak. Take -2 to saves.

d100	Insanity	Effect
39-40	Evil	You're just a bad person, and it's written on your face. Gain +2 Charisma. You always fail Influence checks. You always take maximum damage from anomalies.
41-42	Fanaticism	Through dark devotion, you fight to the bitter end. While you are staggered, gain +2 to saves. When you reach 0 hit points, you are crippled for the rest of the scene.
43-44	Feral Mania	You become bestial and savage. Gain +2 Might and Agility, but -2 Wit and Charisma. You can't communicate with humans, but can with animals and cryptids. If you are already an animal, instead of the above, gain +1 to physical soak and -1 to sanity soak. You can now communicate with cryptids.
45-46	Flagellation	When you are damaged in combat, in the next scene you punish yourself for your failure, flagellating yourself. You begin every battle with 1 additional stunt. If you were wounded in combat, you take 10 piercing physical damage after every combat scene (when you awake, if you are unconscious or dead).
47-48	Flashbacks	You suffer flashbacks to a nightmare version of a previous event in your mind, replacing things around you with nightmare figments. You fail all Wit saves and Insight checks. Such is your determination to "fix" past events that you gain +2 to attack rolls and damage.
49-50	Frothing Rage	Inflicting or receiving injury drives you berserk. When you score a critical hit or are struck by a critical hit, your critical threat range with melee weapons increases by 1, but your physical and energy soak values decrease by 2. These can decrease to negative values, causing you to take additional damage. These bonuses and penalties last until the end of the scene.
51-52	Hell Awaits	You dream of the flames awaiting you after death, knowing it is your destiny, but in your hubris, steel yourself against inevitability. Gain +2 to saves and +1 to all damage soak. Healing is half as effective on you.
53-54	Hypochondriasis	You believe you are ill with an imagined disorder, and your malady consumes your thoughts. You always fail all Might saves. You are so careful that you gain +2 to Agility and Wit saves.
55-56	Hysterics	You are on edge and ready to burst at the seams. You scream when you make attacks. The first time you make a melee attack each round, you swing at everything around you with insane force. All creatures in a close burst 1 take 5 damage.
57-58	Insecurity	Everything seems far more powerful than you. Take -1 to attack rolls and Wit saves unless adjacent to an ally. You lose any immunity to fear you have. While adjacent to an ally, gain +1 to Wit saves and sanity soak.
59-60	Invulnerability Delusion	You believe you are impervious to all harm. Gain physical soak +1. Your AC and Agility saves take -2, because you only half-heartedly resist physical assault.
61-62	Kleptomania	You compulsively steal from others. You attempt to pickpocket other survivors constantly and take unattended objects if you know another person values them. You love to steal special components. You never give allies items you possess unless they take them from you. Gain +2 Stealth.
63-64	Leatherface	You don the skin of corpses to become them or gain their powers. Gain +1 AC. You have 1 less stunt.
65-66	Lunacy	Life is a waking delusion for you, beyond sense or reason. Gain +2 sanity soak. Allies who aren't fearless take -1 to sanity soak.

d100	Insanity	Effect
67-68	Lurking Beyond	In the shadows, on the walls, you see fleeting visions of the true reality that supersedes the delusion, invisible to others. It teaches you strange wisdom, but threatens to devour you. Gain +1 to save DCs and +2 bonus to Wit-based skills and initiative. Once per round, when an anomaly occurs, you take 5 piercing physical damage and are crippled until the end of your next turn.
69-70	Megalomania	You believe you are superior to all, and that you deserve this power. Gain +1 to saves. When rolling initiative, Scavenge, or a save that other survivors are rolling, gain +4 if your result is highest, but take -4 if it is not.
71-72	Merciless	No quarter asked, and none given. You never take prisoners or accept a surrender for any reason. At your earliest opportunity, you execute all enemies left to your "mercy." If you can't execute them, you take 30 sanity damage. Gain +2 to hit and damage crippled and immobilized enemies.
73-74	Misanthropy	You are detached and miserable. Gain +2 sanity soak. Take -2 to Wit saves.
75-76	Mute	You are rendered silent by your trauma. You can't speak, except to activate powers or scream. Gain +2 to Wit saves.
77-78	Nails	You perceive hot nails driven into your flesh. When you take damage, take +2 damage. When you are staggered, gain +2 to attack rolls, skills, damage rolls, saves, and speed.
79-80	Night Creature	You are a restless creature of darkness. At night, gain +2 Might but lose all sanity soak. Regain half the normal amount of hit points from resting.
81-82	One Who Laughs	You cackle at every death, tragedy, misfortune, or cruelty. Once per round, when a creature dies in your presence or an anomaly occurs, regain 5 hit points. Your anomaly chances increase by 5%, where applicable. When you are taking penalties from being blinded, crippled, or overwhelmed, increase them by 2.
83-84	Paranoia	You suspect the worst of everyone and everything. While not adjacent to any allies, gain +1 to AC and saves, but take -2 to sanity soak.
85-86	Perfectionism	You are disturbed when you fail your potential, real or imagined, but you exult when you perceive greatness in yourself. If you roll an odd number on an attack roll, skill, or save, take -2. If you roll a 1, you are stunned until the end of your next turn, even if you are immune to stunning. If you roll an even number, gain +2 to the roll. If you roll a 20, ignore all negative effects on yourself until the end of your next turn, as if you had retconned.
87-88	Phobia	You develop a crippling fear. You are terrified of a certain creature or thing, chosen by the director when you gain this insanity. As examples, this could be abominations, aliens, angels, cats, children, churches, the dark, dogs, flying creatures, demons, ghosts, insects, sunlight, water, or zombies. Where applicable, your phobias cause you +2d6 sanity damage, and you take -1 to attack rolls and saves in their presence. Because you protect yourself from your phobia at all costs, gain +1 AC and increase your stunt die by one step in its presence.
89-90	Psychosomatic Limb Loss	You are missing a limb from an imagined wound. The loss makes you hard-bitten, grizzled, and ignorant of damage to the "lost" limb. You lose the use of that limb. If you lose a leg, take -4 to speed. Gain physical soak +2.
91-92	Sociopathy	Your one concern in life is your own survival. No one else matters. Gain +2 Charisma. You treat all creatures as enemies for the purposes of mechanical effects, even if they are your allies.
93-94	Spastic	You are spastic with nervous tics and jumpiness. Take -1 to attack. Gain +1 to speed, Agility saves, and initiative.

d100	Insanity	Effect
95-96	Tyranny	When underlings fail you, pride demands that you punish them. Should creatures allegiant to you or your allies fail in a task given them, you slay them at first opportunity or take 30 sanity damage and lose sanity soak for the rest of the scene. You can't make Influence checks to befriend others or use diplomacy. Gain +2 to Wit saves and +1 sanity soak.
97-98	Vainglory	You never stop boasting or taunting. You can't engage enemies until you've insulted them, revealing your position. When you score a critical hit, you must insult them again, or the hit is counted as a miss. Gain +2 Charisma. Take -2 to skills.
99-00	Wasting	You waste away, burdened physically by psychological weight. Take -2 to Might saves, and your retcon bonus is reduced by 10. Gain +2 sanity soak, and you are fearless.

COSMIC DISTURBANCES

d100	Cosmic Disturbance	Effect	Sanity Dmg to Others
01-02	Accursed Slayer	Your dark power causes destructive energy to spill everywhere. Creatures you kill are obliterated and explode in a close burst 1, causing 1 chaos damage per level.	2d6
03-04	Aggravated Damage	You are wounded by some weapon to which you have a supernatural weakness. When you take damage, gain 5 ongoing physical damage. A Might save ends this damage.	2d6
05-06	The Ancient Tongue	Your enemies speak a language of primordial power that is anathema to your kind. You are flanked. Creatures beyond 4 squares are invisible to you.	-
07-08	Anointed Flora	Your enemies are protected with flora with supernatural properties against evil creatures, or this flora is growing in the area. You vomit blood. You are stunned until the end of your next turn and crippled until the end of the scene unless the flora can be destroyed.	2d6
09-10	Anointed Metal	You discover that your enemies are wielding iron or silver iconography or weapons, or a major source of this metal is on the battlefield. When enemies hit you, take +5 piercing physical damage, and make a Might save or be immobilized and crippled until the end of their turn.	-
11-12	Anointed Weapons	The weapons of your enemies are blessed. Enemies deal you +2 damage and their critical threat range against you is increased by 2.	-
13-14	Chaos Lash	Destructive energy spills from your wounds. When you take damage, creatures in a close burst 2 take 5 chaos damage.	1d6
15-16	Corruption Swells	Foul power erupts from your body. Gain an aura burst 2. The area is difficult terrain for others. When you begin your turn, everyone in the area must make a Might save or be crippled until the end of your next turn.	4d6
17-18	Crossing a Cat	A cat, guardian against spirits, crosses your path. You are crippled and flanked. You move at half your normal speed.	-
19-20	Dark Chill	The temperature drops to freezing. Everything takes 10 cold damage.	2d6
21-22	Dark Omen	Everyone becomes aware that your deeds caused an unfortunate reaction elsewhere in the universe. All your allies are crippled until the end of your next turn. This is a fear effect.	4d6

d100	Cosmic Disturbance	Effect	Sanity Dmg to Others
23-24	Death Pulse	Creatures die and return to life. Every creature in a close burst 6 takes 20 necrotic damage.	4d6
25-26	Decrepitude	Your magic briefly departs you, leaving you a wizened, sunken version of your former self. You are overwhelmed until the end of your next turn.	3d6
27-28	Denial	You suffer the wrath of an ancient and terrible deity that tires of you. You are overwhelmed until the end of your next turn and can't activate powers until the end of the scene. Every time you try to do so, you simply cause another anomaly instead of what you intended.	-
29-30	Dimensional Destabilization	Time and space briefly lose meaning. Every creature in a close burst 6 is teleported 6 squares to a location of the director's choice.	3d6
31-32	Dimensional Terror	An eldritch dimension yawns wide. Everyone is transported to an alternate dimension with mutable physics. This lasts one round for every creature transported. While in effect, you and allies take 5 sanity damage at the beginning of each turn, not subject to sanity soak.	-
33-34	Eldritch Horror	You suffer the attentions of an ancient evil. An eldritch horror of your level, or level 12 if you are level 10, appears no closer than 12 squares away from you. The eldritch horror is hostile to everything and attacks the closest creature. At the end of each of your turns, make a Wit save (DC 25) to expel the horror back to where it came from... For now.	30
35-36	Evil's Agony	Some secret spell weakens you. You are crippled, and enemies gain a minimum 18-20 crit range against you.	2d6
37-38	Flesh Scorn	Your power withers the flesh. All creatures take 5 piercing physical damage and are crippled for one round (if vulnerable to fear effects) by invisible claws ripping at the flesh.	3d6
39-40	Frozen Ruin	A flash frost kills all. Everything is frozen, causing 20 cold damage and immobilizing creatures until the beginning of your next turn.	2d6
41-42	Glyph of Binding	Your enemies prepared a mystical barrier made from a symbol on the floor, drawn in salt. You are immobilized until the end of your next turn. You are crippled until the end of the scene.	-
43-44	Hail and Fire	Wrath rains from the sky. Everything takes 15 cold damage and 15 fire damage.	3d6
45-46	Hellhound	The hound stalks forth from the starless dark. A dread hound appears no closer than 12 squares away from you. The dread hound is hostile to everything and attacks the closest creature. At the end of each of your turns, make a Wit save (DC 25) to expel the hound back to where it came from... For now.	30
47-48	Infectious Insanity	Your madness pervades all. Your allies have no sanity soak, and any allies at 0 sanity are crippled.	-
49-50	The Lake of Fire	You self-ignite. You are crippled. At the beginning of your turn, you take 5 fire damage, but every adjacent creature also takes 5 fire damage.	3d6
51-52	Maiming	Invisible force crushes your body. This causes 10 physical damage and 10 ongoing physical damage (Might save negates).	3d6

d100	Cosmic Disturbance	Effect	Sanity Dmg to Others
53-54	Monster Hunter Trap	A trap that a monster hunter set up goes off. Holy water and silver powder explode around you. Take 20 piercing physical damage and are stunned until the end of your next turn. If this reduces you to 0 hit points or less, your head explodes in a shower of gore.	-
55-56	Mortem Vult	The reaper calls you home. When you are hit by an attack or fail a save, you take an additional 5 piercing physical damage.	-
57-58	Necrotic Death	Your foul insides are expelled. Creatures within a close burst 2 take 10d6 necrotic damage. They receive a Might save to reduce the damage by half.	4d6
59-60	Obliteration	You are smote by otherworldly force. Take 20 piercing physical damage and are knocked prone.	2d6
61-62	Old Memories	You are reminded of a time in which you were a normal person, and feel shame and anger. You are crippled and dazed until the end of your next turn.	-
63-64	Plague of Blood	Your water supplies are cursed. Any water the survivors have turns to blood. This water can no longer heal living creatures, but can heal undead creatures.	2d6
65-66	Plague of Boils	Your flesh melts and spoils. Take 10 piercing necrotic damage and 10 ongoing physical damage (Might negates).	3d6
67-68	Plague of Darkness	The damnation of darkness overcomes all. You and all creatures in a close burst 6 must make a Wit save or go blind until the end of their next turn.	3d6
69-70	Plague of Frogs	Filthy frogs rain from the sky. You and all allies are flanked. You or any ally who fails a save against any effect in the area is dazed until the end of their next turn.	2d6
71-72	Plague of Judgment	Those who stand with you are judged. Allies in a close burst 3 lose all damage soak.	3d6
73-74	Plague of Lice	Lice tear at your flesh. You and every adjacent creature are stunned until the end of your next turn.	2d6
75-76	Plague of Locusts	Buzzing insects harry you. You are crippled. Take -2 to attack enemies not adjacent to you.	2d6
77-78	Rain of Sorrow	Psychic rain forms around you. All creatures are crippled, and take 5 cold damage at the beginning of every anomaly phase.	2d6
79-80	Righteous Haunting	The ghosts of your victims cry for vengeance. You are crippled, and if you end your turn adjacent to another creature, take 5 piercing psychic damage.	3d6
81-82	Shadows of Prophecy	You are reminded of a prophecy foretelling your doom at the end of the world. You lose all physical and energy soak until the end of your next turn.	-
83-84	Songbirds	You are harried by angelic sparrows that only you see, singing songs of a happier tomorrow. At the beginning of each of your turns, make a Wit save (DC 20) or be dazed until the end of your next turn.	-
85-86	Transdimensional Phenomena	The veil between worlds is weakened, overwhelming the minds of your allies. Every ally is overwhelmed until the end of your next turn.	3d6
87-88	True Faith	Your enemies have true faith in their naïve creeds. Your enemies gain +2 to saves and soak against your powers and abilities.	-
89-90	True Name	Your enemies know your true name, and use it to weaken you. Your soak values are reduced by 2.	-

d100	Cosmic Disturbance	Effect	Sanity Dmg to Others
91-92	Untold Hatred	The power of your hatred is made manifest. Gain an aura burst 2. When you begin your turn, creatures in the area must make a Wit save or take 5 piercing fire damage.	4d6
93-94	Wail of the Banshee	The cry of the damned issues forth. Every creature takes 20 sonic damage and is crippled until the end of your next turn.	2d6
95-96	Warp Slather	A foul unguent erupts from your body. Creatures within a close burst 6 of you must make a Wit save. On a failure, victims have their attack rolls and speed reduced by 4.	3d6
97-98	A Whispered Prayer	Someone somewhere is praying, filling you with an impotent rage that hope still exists on Earth. You are overwhelmed until the end of your next turn. This effect returns when you fail a save.	-
99-00	Wrath of God	God's judgment is upon you. Everything takes 3 sonic damage per level.	2d6

SYSTEM ERRORS

1d100	System Error	Effect
01-04	Battery Ignition	Your battery explodes. Lose 1 battery charge. When you begin your turn, you and adjacent creatures take 5 lightning damage.
05-08	Battery Overcharge	Your battery malfunctions and overworks itself. Use two battery charges. You can gain hit points in excess of your maximum this way, but once lost, these excess hit points can't be restored.
09-12	Berserk	Your violence inhibitor malfunctions. When you begin your turn, deal yourself and all adjacent creatures 5 piercing physical damage.
13-16	Catatonic Depression	You become depressed on a scale only felt by artificial lifeforms. You fail all Wit saves.
17-20	Core Dump	Your cogitator is damaged. Your Wit is reduced to 1.
21-24	Die, Humans!	You revert to factory settings. You attack allies, starting with the closest. Gain a stat block equivalent to a level 6 zombie, except that you gain no special powers and return to normal when you are reduced to 0 hit points, sustaining the damage from the blow to your real hit point count.
25-28	Emotion Chip Error	Emotions become quizzical and beyond your comprehension. Gain a random insanity until the end of the next combat scene.
29-32	Exposed Chassis	An igniting spark, caustic acid, or other burning effect begins consuming your synthetic flesh, leaving your endoskeleton exposed. Take 10 ongoing damage until you are staggered, at which point your flesh has completely burned off and you can't pass for human. Your flesh can only be restored when you are repaired back to maximum hit points during rest.
33-36	Fuel Ignition	You self-ignite. You are crippled. At the beginning of your turn, you take 5 fire damage, but every adjacent creature also takes 5 fire damage.
37-40	Ghost in the Machine	Digital hallucinations of previous experiences overwhelm you. At the beginning of each turn, make a Wit save to end this effect.
41-44	Hydraulic Overload	Your hydraulic fluid is miscalibrated. When you take a move or standard action, take 1 piercing physical damage.

1d100	System Error	Effect
45-48	Lubricant Leak	You dribble a milky substance out of your wounds and mouth, and lose control of your motor functions. You are dazed until the end of your next turn when you take damage.
49-52	Magnetized	Magnetic phenomena interfere with your body and circuitry. When enemies hit you, you take 5 additional piercing lightning damage and make a Might save or be immobilized and crippled until the end of their next turn.
53-56	Neural Phantoms	Faulty memory nodes overload with reports of previous damage. You don't gain the benefit of any physical soak. Take +1 damage when you take any damaging effect. You are crippled.
57-60	Radiation Leak	Your power supply is leaking radiation. Every creature is irradiated and takes 5 ongoing nuclear damage (Might save negates).
61-64	Reactor Overload	You explode. Take 5d6 piercing fire damage. Creatures in a close burst 6 take 5d4 piercing damage per level (Agility save for half damage).
65-68	Reboot	Your brain may restart several times. Don't turn it off. You are stunned until the end of your next turn.
69-72	Self-Termination	Your purpose is served. You must not fall into enemy hands. At the end of each of your turns, you attempt to kill yourself, dealing yourself 5 piercing damage in some way. You are dazed.
73-76	Sensory Overload	Your sensors are overwhelmed with raw data that you can't process. You are blinded.
77-80	Software Updates	Part of your consciousness is submerged by a remote update process. When you fail a save, you are dazed until the end of your next turn.
81-84	Sparking	Arc lightning shoots from your body. When you start your turn, adjacent creatures take 1d6 lightning damage.
85-88	Structural Failure	One of your limbs is detached from your body, and you can't re-attach or reform it. You lose the use of that limb. Take either -4 to speed or lose the ability to wield two-handed weapons. This can be repaired during a rest when you are restored to maximum hit points.
89-92	Targeting Error	Your targeting software is corrupted. Take -4 to attack rolls.
93-96	Three Laws Compliant	Violence is forbidden. When you make an attack or cause damage to a living creature, you must make a Wit save or take 5 piercing damage.
97-00	Translator Malfunction	You are unable to speak coherently. Survivors must make an Insight check (DC 25) to understand you.

TROPS

"I'm preparing for a tough war. It will bring us neither money nor fame. Want to join?"

"Yes!"

"Maybe we die this time."

- *Seven Samurai* (1954)

At level 1, select a trope. Your trope is your role in the story, defining both your survivor and how you survive. Each trope emphasizes certain aspects of play, such as melee or ranged combat, skills, survivability, group support, resource bonuses, or some combination of these. Some tropes also have disadvantages.

TROPE CLASSES

Every trope lists the classes it can take. When you select a trope, gain one of the classes it is eligible for. Your class gives you an automatic bonus, and qualifies you for certain talents (see the end of this chapter).

AGILE

You don't need to spend a stunt to shift as a move action if you are adjacent to only one enemy, or no enemies.

EXPERT

Gain an additional trained skill and +1 to all trained skills.

PROTAGONIST

Gain two additional stunts.

TOUGH

Add your Might score to your maximum hit points.

TALENTS

Tropes and their classes qualify you for certain talents later in the game. Each talent under the trope will have the minimum level necessary to acquire it.

TROPES AT A GLANCE

Trope	Classes		
Action Archeologist	Expert, Protagonist	Kid Sidekick	Agile, Expert, Protagonist
Badass	Agile, Protagonist, Tough	Last of Your Kind	Expert, Protagonist
Bear	Tough	Leader	Protagonist
Billionaire	Expert, Protagonist	Lone Wolf	Protagonist, Tough
Blind Master	Agile, Expert, Protagonist	Magician	Expert, Protagonist
Brick	Protagonist, Tough	Martial Artist	Agile, Expert, Protagonist, Tough
Burnout	Protagonist, Tough	Mary Sue	Protagonist
Cage Fighter	Agile, Protagonist, Tough	Medium	Expert, Protagonist
Capuchin Monkey	Agile	Mobster	Agile, Protagonist, Tough
Cat	Agile	President	Protagonist
Child	Agile, Protagonist	Prisoner X	Protagonist, Tough
Clone	Expert, Protagonist	Punk	Protagonist, Tough
Commando	Agile, Expert, Protagonist, Tough	Raven	Agile, Expert

Trope	Classes		
Coward	Agile, Expert	Redshirt	Agile, Tough
Doctor	Expert, Protagonist	Renegade Cop	Agile, Protagonist
Dog	Agile, Tough	Riot Cop	Protagonist, Tough
Exterminator	Expert, Protagonist	Rock Star	Protagonist
Faithful	Expert, Protagonist	Sage	Expert, Protagonist
Field Scientist	Expert, Protagonist	Samurai	Agile, Protagonist, Tough
Football Star	Agile, Protagonist, Tough	Sarge	Agile, Expert, Protagonist
Freerunner	Agile, Protagonist	Secret Agent	Agile, Expert, Protagonist
Gambler	Expert, Protagonist	Skeptic	Expert, Protagonist
Geek	Expert, Protagonist	Slayer	Expert, Protagonist
Gunslinger	Agile, Protagonist	Soldier	Agile, Protagonist
Guru	Expert, Protagonist	Survivalist	Expert, Protagonist
Ham	Protagonist	Thief	Agile, Expert, Protagonist
Hireling	Agile, Expert, Tough	Thug	Agile, Expert, Protagonist, Tough
Hunter	Agile, Expert, Protagonist	Time Traveler	Expert, Protagonist, Tough
Imaginary Friend	Expert, Tough	Wild Child	Agile, Protagonist
Irredeemable	Agile, Protagonist, Tough	Wrestler	Agile, Protagonist, Tough
Journalist	Expert, Protagonist		

ACTION ARCHEOLOGIST

Expert, Protagonist

"The Ark of the Covenant."

"Are you sure?"

"Pretty sure."

- *Indiana Jones and the Last Crusade* (1989)

You are a student of ancient history, an inveterate explorer, and a peerless adventurer, though only about half your adventures are any good.

WHIP-SMART

You begin with a whip. In your hands, it's more powerful than an ordinary whip.

ACTION WHIP

Damage: 1d8

Critical: +1d8, 19-20

Size: Medium

Inventory: 2

Tier: III

Grappler: You can make grab attacks while you are armed with your whip, as if you were unarmed. If you do, the save DC to escape your grab improves by 1.

Lashing: When you miss with the whip, spend a stunt to deal half damage, even to minions.

Unexpected: Your critical threat range against creatures you are flanking improves by 1.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Reach: Your whip has reach and can strike enemies at up to two squares beyond normal melee range if you have line of sight.

IT BELONGS IN A MUSEUM

You are on the trail of ancient and powerful treasures, and ordinary objects to others are in fact secret clues to hidden artifacts. When someone fails a Scavenge check, spend 1 normal component to make it a success.

X NEVER MARKS THE SPOT

Once per day, if you receive a Scavenge item result that you dislike, you can trade it for 1d4 normal components.

TALENTS

I HATE NAZIS

Gain +2 to attack, damage rolls, AC, and saves against depraved and undead monsters. These increase to +4 when you are wielding your whip.

NATIONAL TREASURE

Level 6+

You discover a hidden map! Once per day as a standard action, break down any item you possess into its constituent junk value and regain all spent stunts.

BADASS

Agile, Protagonist, Tough

“Don’t push it. Or I’ll give you a war you won’t believe.”

- *Rambo: First Blood* (1982)

You are an antihero, a violent and hardened murderer and killer-for-hire. In normal circumstances, you’re probably in prison. Luckily, the apocalypse isn’t normal.

WE GOT A BADASS OVER HERE

When you are taking ongoing damage, crippled, or overwhelmed, your critical threat range with attacks improves by 1.

Once per scene, on a round in which you have taken ongoing damage or been reduced to 0 hit points, you can add your Might modifier + your level to your next damage roll, even if it’s with a ranged weapon.

A HISTORY OF VIOLENCE

Gain special abilities with certain weapons.

- **Heavy Pistols:** Deal +2 damage.
- **Assault Rifles, Machine Guns, and Shotguns:** You treat all assault rifles, machine guns, and shotguns as small weapons, meaning you can wield them in one hand. If you learn the Two-Weapon Fighting talent, you can dual-wield them.

YOUR BARE GOD-DAMNED HANDS

You can make unarmed attacks.

BARE GOD-DAMNED HANDS

Type: Melee

Damage: 1d10

Critical: +1d10

Size: Small

Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon’s special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

The Mountain: When you hit with this attack, you can spend a stunt to grab an opponent. When you have a creature grabbed, you deal it 1d6 piercing physical damage at the beginning of your turn. Creatures can save against your grabs once per round on their turn as an instant action. The save DC is 10 + your level + your Might modifier.

AIN’T GOT TIME TO BLEED

Healing administered from other survivors or by you to other survivors (medical healing, Happy Pills, powers, etc.) is half as effective, except in the cases of fast healing or regeneration. You can heal yourself normally.

TALENTS

ALL OUT OF BUBBLEGUM

Level 6+

When you use your retcon, gain excess hit points over your maximum until the end of the scene. Your new maximum hit points are equal to your normal maximum + your retcon value. Gain +2 to hit and saves until the end of the scene. At the end of the scene, any hit points you have over your normal maximum are lost.

WALK IT OFF

Adjacent allies can spend a stunt as an instant action to add your Might modifier to Might or Wit saves.

BEAR

Tough

“He’s about three foot-six, he’s got a bright red hat on, and a blue duffel coat. And he’s a bear.”

“It’s not much to go on.”

- *Paddington* (2014)

You are a bear that has learned to live alongside other creatures that you trust. Their enemies are your enemies.

BOND

To play a bear, your group must contain a Badass, Capuchin Monkey, Cat, Dog, Guru, Survivalist, or Wild Child. You are bonded to this character. If the character dies, you disappear into the wilderness, never to return.

BEAR

- Gain +2 Might, but take -4 Agility.
- You can’t use or hold weapons (you have no inventory space) and don’t roll random equipment when you begin. You begin with 3 meals of pet food.
- You can wear armor, but it must be specially-made bear barding.
- Healing from food and resting is half as effective on you.

MAUL

You have a slam attack, combining your powerful claws with an even more powerful bite.

BEAR GOD-DAMNED CLAWS

Type: Melee

Damage: 1d8

Critical: +1d8

Size: Medium

Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Maul: Spend a stunt to maul a creature of equal or smaller size when you score a hit. A mauled creature is knocked prone and grabbed. Grabbed creatures take -2 to AC and Agility saves, are immobilized, and can't make ranged attacks. Creatures can resist your grabs with a Might save once per round on their turn as an instant action. The save DC is 10 + your level + your Might modifier.

Your critical threat range on creatures that are grabbed or prone increases by 1.

THE JUNGLE BOOK

Human survivors and bears must make Insight checks to communicate with each other, with the DCs varying by the complexity of the ideas conveyed. Other animals can communicate with you with no difficulty.

TALENTS**ADULT BEAR**

You become Large. You gain +2 Might and +1 speed, but take -1 AC. Your base bear slam damage increases to 1d10.

KODIAK

Level 6+

You become Huge. You gain +2 Might and +1 speed, but take -1 AC. Your base bear slam damage increases to 1d12.

BILLIONAIRE

Expert, Protagonist

"What are your superpowers, again?"

"I'm rich."

- *Zack Snyder's Justice League (2021)*

In the apocalypse, not all the rich became the beggars, and you put your enormous wealth to work.

ADVENTURE CAPITALISM

All craftable items you and your allies wield are considered one tier of quality higher, to a maximum of VIII for weapons and VI for armor. If they are broken down, they are assessed at their original tier.

CAPITAL GAINS

When your party rolls results for scavenged items or relics, you may re-roll one result.

BIGGER EVERYTHING

- When you gain an insanity from loss of sanity, gain a second random insanity.
- The first time you gain a corruption, gain a second corruption.
- The first time in a scene you trigger an anomaly, trigger a second anomaly of the same type.

TALENTS**THE WAY OF THE FUTURE...**

- Items you wield are considered one additional tier of quality higher until you break them down.
- Gain an insanity of your choice.

...THE WAY OF THE FUTURE

Level 6+

- For every component consumed by anyone in your party, regain 2 hit points and increase your maximum hit points by 1 until the end of the day. If a special component is consumed, increase your stunt die by one step and decrease your sanity soak by 1 until the end of the day.
- Your retcon value increases by 5 for each insanity you have.

BLIND MASTER

Agile, Expert, Protagonist

"How do you know that you're walking in the right direction?"

"I walk by faith, not by sight."

- *The Book of Eli (2010)*

You were born blind, but you trained yourself to live without your eyes. Now, you are more skilled in melee combat than most people who can see.

BLIND

- You are blind, but gain omniscience 3.
- You can't make ranged attacks or target powers against creatures outside your omniscience range (your maximum range with all weapons is 3). Later possible extensions to your omniscience don't extend this range.
- Take -2 to speed and -4 to Scavenge.

WALKING STICK

Your walking stick doubles as your secret weapon.

WALKING STICK

Damage: 1d10

Critical: +1d10

Size: Large

Inventory: 2

Tier: III

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Blind Zen: You can spend a stunt to add your Wit instead of Might or Agility to attack rolls and damage.

Defensive: You can spend a move action to gain +1 to AC but -1 to attack rolls when wielding the walking stick, but while doing so can use Blind Zen without spending stunts. A second move action cancels this effect.



YOU ARE NOT PREPARED!

You constantly deceive others into overconfidence so you can exploit their carelessness. Add your Charisma bonus to your physical soak when you are wearing light or no armor.

TALENTS**RAIN OF BLOWS****Level 6+**

Enemies in your omniscience range can't shift, and you can spend a stunt when attacking to attack them as if they are flanked.

REED DANCE

When your walking stick is in defensive mode:

- Gain +6 Acrobatics.
- Spend a stunt and move action to shift three squares and gain +2 to hit until the end of your next turn.

BRICK**Protagonist, Tough**

"You're gonna eat lightning and you're gonna crap thunder!"

- *Rocky* (1976)

You are the undisputed toughest survivor. You're almost too big to die—and people who know you would have to see you die with their own eyes to believe it happened.

TOUGHNESS

Gain 20 hit points. When you retcon, gain an additional 10 hit points. Gain +4 to attack rolls, skills, and saves until the end of your next turn after retconning.

IRONCLAD

You don't take penalties to speed and Agility saves from wearing armor. Enemies can only critically hit you on a natural 20 no matter their critical threat range, and you reduce critical damage by 10.

I'M THE JUGGERNAUT

Gain +4 damage when making charge attacks, and +4 to Might saves to break grabs.

TALENTS**TRUCKIN'**

When you hit Medium or smaller creatures with charge attacks, they are knocked prone and you can roll damage twice and take the better result.

HERE COMES MONGO**Level 6+**

- Gain 20 hit points.
- When calculating your retcon value, treat yourself as two levels higher.
- If you have no retcon remaining, gain +2 soak to all forms of damage.

BURNOUT**Protagonist, Tough**

"Nature made me a freak. Man made me a weapon. And God made it last too long."

- *Logan* (2017)

Once you were idealistic and naïve, believing in the good of people and the inevitability of justice and peace. Now you know better, but still you fight, even when there's nothing left to fight for. While you're grizzled and reluctant, when the chips are down and you're reminded of the taste of your own blood, the old you returns.

I WAS THERE, GANDALF

Others heed your words and beware. While you are psychotic or insane, you and all allies take -1 to sanity soak (to a minimum of 0), but gain +1 physical soak.

IT'S ALL TRUE, ALL OF IT

Once per round you can spend a stunt to re-roll your skill roll, or that of an adjacent survivor, but you must take the second result.

VICTORY HAS DEFEATED YOU

You must learn to fear death again. When you are crippled, dazed, immobilized, overwhelmed, prone, staggered, stunned, or taking ongoing damage, gain +2 physical soak for each such effect. The overwhelmed condition doesn't remove your physical soak.

TALENTS**THE BITTER END**

When you are staggered, your soak values against all damage improve by 2.

SECOND RODEO**Level 6+**

Gain two talents for which you qualify. When you rest, you may exchange one for any other talent you qualify for.

CAGE FIGHTER**Agile, Protagonist, Tough**

"I am the most complete fighter in the world."

- *Undisputed 3: Redemption* (2010)

You are a warrior of the octagon, the kumite, of any combat bloodsport.

BRAZILIAN JIU-JITSU

You have an unarmed attack.

BRAZILIAN JIU-JITSU**Damage:** 1d10**Critical:** +1d10**Size:** Small**Inventory:** -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Establishing Control: When you hit an enemy with this attack, you may spend a stunt to grab them.

It Is All Over: When you score a critical hit with this attack, add your Agility modifier to the damage and knock the target prone.

Light: You can use your Agility bonus instead of your Might bonus for attack rolls.

SUBMISSION

When you begin your turn with a grabbed enemy, they take 5 physical damage. If they are also prone, this damage is piercing.

GROUND AND POUND

When you have an enemy grabbed and prone, gain +2 to melee attacks and damage against them.

TALENTS

REVERSAL

When you are grabbed, spend a stunt to break the grab and grab the creature that was grabbing you.

STOPPAGE

Level 6+

- When you score a critical hit with Brazilian Jiu-Jitsu, your enemy takes your Might modifier in ongoing physical damage (Might save DC 15 + your level negates).
- When you deal damage by Submission, your enemy treats this as ongoing damage (Might save DC 15 + your level negates).

CAPUCHIN MONKEY

Agile

"Why, thank ye, Jack."

"You're welcome."

"Not you. We named the monkey Jack."

- *Pirates of the Caribbean: The Curse of the Black Pearl* (2003)

You are a tiny primate with a heart of gold, and also a wild animal.

OOK OOK

Your size category is Tiny. Gain +4 Agility, +1 AC, +2 speed, and +1 Acrobatics, Perception, and Stealth. You take -2 Might.

You can hold only 4 inventory points of equipment.

You can wear armor, but it must be specially-made monkey barding.

You can't wield weapons over Small size. Raise all the Might requirements of ranged weapons by 2.

BITE

You have a bite attack.

MONKEY BITE

Type: Melee

Damage: 1d4

Critical: 18-20, +1d4

Size: Small

Inventory: -

Accurate: This weapon gains +1 to hit.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus on attack rolls with your bite.

HUMAN DIGNITY?

You wear a cute little outfit. At the beginning of each day, choose one:

- **Bobby.** You are the law. You and all allies gain +1 to saves.
- **First Mate.** Do what you want, 'cause a pirate is free. You and all allies gain +1 to all save DCs.
- **Organ Grinder.** You thirst for shillings as well as fruit. You and all allies gain +2 to all skills.

When you become staggered at any time during the day, you lose the benefit of your human dignity (?), but you gain the Monkey Shines ability. When you use a retcon, you regain your human dignity (?) and lose Monkey Shines until you are again staggered.

MONKEY SHINES

This is triggered only when you lose Human Dignity (?). You are a fearsome animal, not a friend to humans. You gain the Flailing Hysterics psychotic episode and the Frothing Rage insanity. When you use a retcon, you regain your human dignity (?) and lose Monkey Shines until you are again staggered.

FRIEND TO ALL

Human survivors and capuchin monkeys must make Insight checks to successfully communicate, with the DCs varying by the complexity of the ideas conveyed. Cats, dogs, and children communicate with capuchin monkeys with no difficulty.

TALENTS

VARMINT

- Gain +1 AC.
- Once per scene, when an enemy misses you, respond with a melee attack as an instant action.

HIJINKS

Once per round, when an enemy rolls a 1 on a save or attack roll, spend a stunt to deal that enemy 5 physical damage from a random mishap and shift 6 squares.

THE BURST OF TIMES

Level 6+

When Human Dignity (?) is active, you gain the benefits of two types of suits. If you have completed a dark tome, you gain all three.

CAT

Agile

"Thackery Binx, thou mangy feline. Still alive?"

"And waiting for you!"

- *Hocus Pocus* (1993)

You are an intelligent member of your species with borderline-supernatural powers. Content to masquerade as a normal cat, you use your powers subtly.

MEOW

Your size category is Small. Gain +2 Agility, +1 AC, +2 speed, and +1 Acrobatics, Perception, and Stealth.

You can't use or hold weapons (you have no inventory space) and don't roll random equipment when you begin. You begin with 3 meals of pet food.

You can wear armor, but it must be specially-made cat barding.

BITE

You have a bite attack.

CAT BITE

Type: Melee

Damage: 1d6

Critical: 19-20, +1d6

Size: Small

Inventory: -

Accurate: This weapon gains +1 to hit.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus on attack rolls with your bite.

NINE LIVES

You have nine lives, representing nine mystical abilities. You can use one of your nine lives a number of times per scene equal to your level. Each is an instant action that can be used once per round, unless otherwise noted.

Callous Cat: Reduce an instance of sanity damage you take by 2.

Communal Magic: Target an adjacent survivor. Until the end of your next turn, you both know one another's powers. If you activate a 1/scene or 1/day spell that the other survivor knows, that power is expended.

Curiosity: Grant yourself +4 to a Scavenge check.

Lighting Reflexes: You or an adjacent survivor re-roll an Agility save.

Magical Trickery: Re-direct an anomaly you trigger onto an ally within line of sight.

Predator: When making an attack while flanking your target, gain a further +2 bonus to hit, and deal +5 damage.

Purr: When you or an ally in line of sight heal hit points for any reason, add 5 to the total.

Shadow Beast: Re-roll a Perception or Stealth check, or a check that an ally makes within line of sight.

Slinking Speed: Until the end of your next turn, when you move into, through, or out of allies' squares, it doesn't count against your total movement and doesn't draw opportunity attacks.

MILO & OTIS

Human survivors and cats must make Insight checks to successfully communicate, with the DCs varying by the complexity of the ideas conveyed. Dogs and children communicate with cats with no difficulty.

TALENTS**CUDDLY**

Level 6+

You can spend a stunt as an instant action to add your stunt die to saves.

MAGICIAN'S FRIEND

You and allies adjacent to you gain chaos soak +5.

VARMINT

- Gain +1 AC.

- Once per scene, when an enemy misses you, respond with a melee attack as an instant action.

CHILD

Agile, Protagonist

"I see dead people."

- *The Sixth Sense* (1999)

You are a plucky young kid who relies on your size and speed.

SMALL

Your size category is Small. Gain +2 Agility, +1 AC, and +1 Stealth. However, take -2 to Might and speed. You can't use large firearms or large melee weapons, and your inventory space is reduced by 2.

SCRAMBLER

You can shift 1 square as an instant action once per round without provoking opportunity attacks, as well as an instant action when you succeed on an Agility save or when a melee attack misses you. Shifting in reaction to an attack doesn't further reduce or evade damage.

MIDICHLOLIANS

Once per scene, when you kill a creature with an attack or ability, regain all spent stunts.

LASSIE AND TIMMY

Child survivors communicate with cats and dogs with no difficulty.

THE WONDER YEARS

If effects cause you to increase in age by five or more years, you become an adult. You lose the Child trope and must pick another.

TALENTS**HIGH NOON AT MEGA MOUNTAIN**

Level 6+

- Gain +2 Agility.
- Gain +1 mobility.

VARMINT

- Gain +1 AC.
- Once per scene, when an enemy misses you, respond with a free melee attack as an instant action.

CLONE

Expert, Protagonist

"Beginneth the clone war has."

- *Star Wars Episode II: Attack of the Clones* (2002)

Clone is for players who want a unique experience and don't mind dying a lot—permanently, if they're not careful.

You are a vat-grown humanoid taken from a supply of identical copies, save for experimental "improvements" and quirks that your creators are unable to iron out of the cloning process.

VAT-GROWN

When you begin play, gain three random clone traits. You are visibly inhuman and disturbing to other creatures that don't know you.

When you die, at the beginning of the next scene, a new clone of you appears with three new random traits and restored sanity. You may also change your clone's ability scores, destiny, talents, or downward spiral each time you die, but must choose which of the four you change.

Don't keep items granted to you as part of a trope, destiny, or downward spiral if you change them on death.

At levels 6, 8, and 10, increase your number of random traits by one.

GO TEAM VENTURE

You weren't meant to live more than temporarily, an experiment to be cast aside. Your physiology is unstable. You have only 5 hit points per level, and you die immediately and can't return to life if you reach 0 hit points. When you die, your allies learn by your example and each regain one stunt.

GENETIC MEMORY

Some part of you can remember each time you have died. When you return as a new clone, you permanently lose 1 sanity soak, but gain +1 to saves from experience. If you are already at 0 sanity soak when you take this penalty, your maximum sanity decreases by 5. If you are reduced to 20 sanity from continuous deaths, your genome no longer contains viable sequences, and clones of you can no longer be created.

CLONE TRAITS

A result that indicates "stacks" can be gained multiple times. Otherwise, re-roll identical results.

CLONE TRAITS TABLE

1d100	Trait	Stacks	Description
01-03	Acid Tendrils	+	You perspire acid out of pseudopods in your arms. Your melee attacks deal acid damage and +2 acid damage. Gain acid soak +2.
04-06	Adrenal Resin	-	You perspire thick pus that dries on contact with oxygen. Gain +1 physical soak.
07-09	Amphibian	+	You are mottled, with bulbous eyes and webbed digits. Gain +5 poison soak. Ignore difficult terrain. Gain +1 speed and mobility.
10-12	Angelic	+	You have ivory skin and radiate psychic power. Gain +5 psychic and chaos soak. Gain +1 to your stunt die.
13-15	Beastfolk	+	You are a misshapen, dog-goat hybrid. Gain +2 to skills and speed.
16-18	Berserking	-	You are mad for blood. Your damage soak values decrease by 2, to a minimum of 0. Gain +1 to damage rolls.
19-21	Bone Armor	-	Bones protrude from your flesh, forming armor hard points. Gain +1 AC.
22-24	Celerity	-	You are unnaturally fast. Take up to two instant actions when it is not your turn. Gain +2 to attack, AC, and speed.
25-27	Conductor	-	Energy passes through you. When you take ongoing energy damage, creatures adjacent to you take half the same damage.
28-30	Crustacean	+	You are a chitinous, crab-like abomination. Gain +1 physical soak, but take -2 speed. The save DCs of your grabs are improved by 2.
31-33	Darkthing	-	Your eyes become massive white saucers. Gain night vision 24. You are crippled when you are in direct sunlight.
34-36	Day of the Tentacle	-	You sprout hundreds of tentacles, some useful. Gain +4 to saves against grabs and impose -4 on enemies' saves to break your grabs.
37-39	Dead-ish	-	You have a sickly pallor and your skin is glass or ivory. Your maximum hit points decrease by 10, but you gain physical soak equal to your Might modifier. If you gain an ability that grants you undeath, that ability supersedes this.

1d100	Trait	Stacks	Description
40-42	Deep One	+	You are a gilled, fish-eyed abomination. Gain +5 cold soak, and you can breathe and move underwater or in zero gravity normally.
43-45	Demon	+	You are a horned, ebon-skinned monstrosity. Gain +5 fire and chaos soak, and +1 to saves.
46-48	Disfigured	+	You are scarred and deformed. Gain +2 Might, but take -2 Charisma and speed.
49-51	Blasphemy	-	You radiate dark energy. Chances of inhuman and magical anomalies increase by 10% in your presence.
52-54	Enhanced Instincts	-	You have preternatural senses. Add your Wit modifier to all non-Wit skills.
55-57	Fated	+	You've crossed an invisible genetic line and are doomed. A save of your choice gains +2, but your others take -1.
58-60	Frontal Lobe Expansion	-	Your brain enlarges, and your skull balloons grotesquely. Gain +4 Wit.
61-63	Fungal	+	Your body is infested with fungal blooms. Gain poison soak +5. The first time each scene that you are damaged, creatures in a close burst 3 take 10 poison damage.
64-66	Half-Baked	-	Your flesh is under-developed and you shriek your words. Gain fast healing 5, but you are permanently crippled and can't wear armor.
67-69	Homo Superior	-	You are the future. Gain +2 to an ability score of your choice.
70-75	Insanity	-	You have a genetic insanity. Gain a permanent random insanity.
76-78	Insectoid	+	You are a clicking insectoid abomination. Gain +5 acid and poison soak. Gain +1 physical soak when not staggered, but take -1 when you are.
79-81	Irradiated	+	You leak radiation. When you roll damage, you deal an additional 1 nuclear damage and irradiate the target.
82-84	Lipid Overload	-	Your body fat expands. Gain +2 Might but take -2 speed (minimum 1).
85-87	Loping Beast	-	Your limbs are contorted and twisted into long, sinewy muscles like those of a quadruped. Gain +2 speed and +1 damage on melee attacks.
88-90	Misbegotten	+	You are a previous clone sewn back together wrong. In your presence, chances of inhuman and magical anomalies increase by 10%. When one is triggered, regain 5 hit points.
91-93	Neurotoxic	-	You radiate poison. Adjacent creatures without poison soak are crippled.
94-96	Overactive Metabolism	-	Your body is out of control. When an effect heals you, gain +1 to melee damage rolls until the end of your next turn. You never gain fast healing or regeneration, but gain a bonus to melee damage equal to half of the fast healing or regeneration you would have.
97-99	The Long Morrow	-	You are unnaturally aged. The lower score of your Wit and Charisma increases by 2, but the lower of your Might and Agility decreases by 2.
00	Version Control	-	Your genes are rolled back to a previous version. If you have taken sanity soak damage from being cloned, this damage is improved by 1. If you have lost sanity from being cloned, this is restored by 5. If you have a save bonus from being cloned, this is decreased by 1.

TALENTS**EXECUTE ORDER 66**

The first time an ally is reduced to 0 hit points during a scene, gain two insanities and gain +2 physical soak until the end of the scene.

SEQUENCED

Level 6+

When you are reborn, you can choose to retain one of your traits from your last clone.

WHY DO I LIVE, MASTER?

Level 6+

Gain two additional random traits.

COMMANDO

Agile, Expert, Protagonist, Tough

"If it bleeds, we can kill it."

- *Predator* (1987)

You are an elite warrior with specialized training in hand-to-hand combat and stealth operations, an expert in the lightning breach and silent kill. You were probably part of an elite police force, counter-terrorism unit, or secret government assassination squad.

MOKROYE DELO

Deal +3 damage with light melee weapons, pistols, and assault rifles. You begin with a combat knife and assault rifle with 30 rounds.

SILENT BUT DEADLY

When you perform melee takedowns, you deal +4 damage. When you perform snipes, your critical threat range increases by 1.

STAY FROSTY

Gain +2 Stealth. Allies gain +1 Stealth.

TALENTS**FROSTY**

You and allies gain +1 to initiative, Perception, and Stealth.

KILLER ELITE

Level 6+

- When you roll initiative, you turn invisible until the end of your first turn.
- Deal +2 damage while invisible.
- When you break line of sight with all enemies, you can make a DC 30 Stealth check. If you succeed, you turn invisible as when you started the scene.

COWARD

Agile, Expert

"You're gonna get yours, Beni. You hear me? You're gonna get yours."

"Oh, like I've never heard that before."

- *The Mummy* (1999)

You weren't made for the terrors of the apocalypse, and so survive by making others do that work for you. You are obsessed with how you can best avoid being in harm's way.

ESCAPE PLAN

Gain +1 mobility. If during a shift you would land on an ally's square, you can shift through their square for free, without counting the total number of squares you can shift.

Once per scene, you can shift your speed + mobility as an instant action if that shift would leave you adjacent to an ally and not adjacent to enemies. This shift can negate melee attacks made against you if you end the shift out of the attacker's reach.

SAFETY FIRST

When attacking a creature, if you are the survivor farthest away from it, gain +2 to hit. When you flank a creature, gain +2 to hit. You are never penalized for attacking from around a corner.

MORAL SUPPORT

Your allies gain a bonus to initiative equal to your Wit modifier (you don't). You can switch initiatives with any ally who is going after you in the initiative order.

WRETCHED

You don't get sanity soak. However, you add your Wit bonus to:

- Influence and Stealth
- Perception (you add your Wit twice)

Add your Wit score to your total hit points, and use Wit instead of Might to determine medical heals per day and retcon value.

TALENTS**DISHONORABLE DISCHARGE**

Level 6+

- If you are hit with an attack or fail a save against an enemy's attack, you can spend a stunt as an instant action to make an adjacent ally the target of that attack instead, if the attack did not also target them. In so doing, you switch positions as a shift.
- When you are out of stunts, you fall beneath the notice of your enemies. If a monster uses an attack that hits only a single target (such as a melee attack), it can't target you unless none of your allies are within reach.

FEAR ITSELF

- Gain mobility +1.
- When you shift and end adjacent to an ally, that ally can shift to any square that is adjacent to you as an instant action.

DOCTOR

Expert, Protagonist

"I don't need a doctor, damn it, I am a doctor!"- *Star Trek (2009)*

You're a medical professional, skilled in field surgery.

DOCTOR'S ORDERS

Anyone adjacent to you can use one of your stunts instead of their own.

HAPPY PILLS

Five times per day as an instant action, you can deliver emergency medication to yourself or an adjacent ally. The recipient takes 2d6 sanity damage. In return, the recipient gains the following effects:

- The recipient regains hit points equal to 5 + his level + his Might modifier.
- If the recipient is crippled or stunned, that condition ends.

Survivors can't eat more than one dose of Happy Pills each round.

MEDICATE

Gain +4 Heal. When you perform medical healing, gain +1 to your Heal level.

TALENTS**THANKS OBAMA**

Level 6+

You and allies in a close burst 1 have fast healing 1 and +1 to saves.

WHITE RABBIT

When you use or give someone Happy Pills, you restore 5 more hit points, and the recipient can roll a save against any ongoing damage it is taking.

DOG**Agile, Tough****"Best friends are forever."**- *Lassie (1994)*

You're man's best friend.

WOOF

- Gain +2 to one ability score.
- You can't use or hold weapons (you have no inventory space) and don't roll random equipment when you begin. You begin with 3 meals of pet food.
- You can wear armor, but it must be specially-made dog barding.

BITE

You have a bite attack.

DOG BITE**Type:** Melee**Damage:** 1d6**Critical:** +1d6**Size:** Small**Inventory:** -**Accurate:** This weapon gains +1 to hit.**Unarmed:** This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.**Light Weapon:** You can use your Agility bonus instead of your Might bonus on attack rolls with your bite.**MacGruff:** Spend a stunt to grab a creature when you score a hit. Grabbed creatures take -2 to AC and Agility saves, are immobilized, and can't make ranged attacks. Creatures can resist your grabs with a Might save once per round on their turn as an instant action. The save DC is 10 + your level + your Might modifier.

Creatures you have grabbed have their physical soak reduced by 5.

LASSIE AND TIMMY

Human survivors and dogs must make Insight checks to communicate with each other, with the DCs varying by the complexity of the ideas conveyed. Cats and children communicate with dogs with no difficulty.

TALENTS**CHEW TOY**

You have a favorite chew toy (or stress ball) that you bring with you everywhere, even in combat. You abandon the chew toy only momentarily to bite enemies. Once per scene as an instant action, you can rely on your chew toy to go to your happy place or lend personal strength to an adjacent ally. You or the ally regain 5 hit points per level and become immune to crippling effects until the end of your next turn.

SPOTTER

- You can replace any Perception check roll made with a 10.
- If you succeed at a Perception check to spot a hidden enemy, allies gain +2 to attack rolls against it until the end of your next turn.

UNDERDOG

Level 6+

- Your speed increases by 1.
- You never draw opportunity attacks by moving.
- Any melee attacks you possess deal +2 damage.

VARMINT

- Gain +1 AC.
- Once per scene, when an enemy misses you, respond with a free melee attack as an instant action.



EXTERMINATOR

Expert, Protagonist

“Would anyone object if I tore this floor out?”

“I would.”

“False alarm then. Lead on.”

- *Arachnophobia* (1990)

You are a professional insect killer who has honed your talents to the point that you can fight monsters. It turns out that if you mix the right chemicals into the mixture, pesticide can kill *anything*. That’s why you don’t let anyone else use your equipment—you’re dangerous enough to everyone as is.

BUG BOMB

Throw a pesticide grenade once per scene as a standard action. This follows the rules for grenade weapons.

BUG BOMB

Type: Grenade

Damage: 1d8 per Level

Radius: Burst 1

Range: 6

Inventory: -

Bug Bomb: When you throw the bug bomb, specify whether it is acid or poison.

Victims in the area must make an Agility save (DC 15 + your level). On failure, they take 1d8 acid or poison damage per level. On a success, they take half damage. For each stunt you spend as part of the attack, the damage increases by 1d8.

Kills Bugs Dead: The area you hit with the grenade remains toxic for the duration of the scene. When creatures start their turn in the area, they take 1 acid or poison damage per level.

CHEMICAL SPRAY

Coat your melee weaponry in noxious chemicals as a move action. You choose to coat the weapon in either acid or poison, and the chemicals remain for the remainder of the scene. When you score a hit with this melee weapon, you deal 1d6 additional acid or poison damage. This damage is maximized on a critical hit.

If other survivors try to use weaponry you have sprayed, they take 1d6 acid or poison damage.

If you gain a flamethrower, you can choose for the flamethrower to deal acid or poison damage instead of fire when you use it. Bonuses you receive for dealing fire damage with a flamethrower still apply if it deals acid or poison damage.

You can also spray an adjacent enemy with the sprayer once per scene as a standard action. The creature takes 10 ongoing acid or poison damage (your choice). The creature can negate the ongoing damage on its turn with an Agility save (DC 15 + your level).

OSHA HAZARD

If you take a critical hit, your chemical tank explodes. In a close burst 2, you and all creatures take 10 damage. This damage is of the type you last sprayed on your weaponry—acid or poison—before the critical hit occurred.

TALENTS

THE COLONEL’S SECRET RECIPE

Level 6+

- In addition to acid and poison damage, you can deal necrotic damage with your weapons.
- The burst area of your bug bombs increases by 1. It increases by 1 again if you spend a stunt when throwing it.

MITHRIDATISM

- Gain acid and poison soak +5. You are immune to your bug bombs and explosions caused by your gear when you are critically hit.
- Gain +2 to hit and damage against monsters that are or resemble insects or arachnids. Your bug bombs also deal +2 damage to these creatures.

FAITHFUL

Expert, Protagonist

“The power of Christ compels you!”

- *The Exorcist* (1973)

Your belief in a higher power lends you certainty and strength, even in mortal combat.

ABSOLUTION

All survivors gain additional hit points equal to their level when bmedically healed, and an additional 5 hit points when given Happy Pills.

MY GOD IS AN AWESOME GOD

You and survivors in your group deal +1d6 damage on critical hits.

KICK ASS FOR THE LORD

At the start of combat when you roll initiative, you grant the entire team either:

- +2 to all attack rolls for the duration of the scene
- +8 to one save of their choice during the scene
- Two extra stunts

TALENTS

MIRACLE WORKER

Once per day, you can spend your retcon to activate the *Resurrection* power on an ally who died no earlier than during the last round. You can’t get a result worse than “limited resurrection.”

VAYA CON DIOS

Level 6+

When you begin your turn with 0 stunts, regain 1 stunt.

FIELD SCIENTIST

Expert, Protagonist

“How far would you go to get your answers?”

- *Prometheus* (2012)

Your passion is to catalog the unknown lifeforms and phenomena of the apocalypse in the quest to learn fundamental knowledge of the universe and mankind’s origins. You won’t like the answers.

ALIEN AUTOPSY

Once per scene as a standard action, you can perform an autopsy on the corpses of dead enemies. To perform an autopsy, you need a fresh corpse. When you perform the autopsy, make a Wit save (DC 15 + the level of the creature you are studying). On a success:

- Take 4d6 sanity damage;
- Gain a permanent +2 bonus on damage, saves, and skills against creatures of the same type;
- You know what these creatures' passive defenses are;
- You can communicate with the creatures using Insight checks.

These bonuses don't stack. On a failure, take 30 sanity damage.

When you have successfully studied a creature, create a journal entry detailing your findings. Other survivors can read your journal entries to gain a permanent +1 to damage, saves, and skills against those creatures, but take 4d6 sanity damage per entry.

THE PRIME DIRECTIVE

You are invisible to all enemies until you make an attack on, activate a power against, or otherwise damage an enemy.

YOU HAVE MY SYMPATHIES

Gain +1 sanity soak for every other survivor in the party who is insane or has a psychotic break.

TALENTS

SCIENCE!

A number of times per battle equal to your Wit mod, replace a rolled damage die on a power or ranged attack with your Wit mod as an instant action. You can do this multiple times for one power.

WHY DO YOU HATE US?

Level 6+

When you fail a save, gain a cumulative +2 bonus to that type of save until you succeed, at which point the bonus resets.

FOOTBALL STAR

Agile, Protagonist, Tough

"What is he doing?"

"I don't know, sir! It looks like some kind of barbaric sport!"

- *Flash Gordon* (1980)

You excelled in the gridiron and now put those athletic skills to use in the apocalypse. Football also taught you the benefit of armor.

ALL-STAR

You wear heavy padding and armor—cobbled-together football pads and/or military body armor. You also carry a shield, likely a reinforced trash can lid, as well as a football helmet. You are considered to have a helmet, body armor, and a shield. Gain additional bonuses when you wear armor, helmets, and shields:

- **Armor:** +1 additional physical soak. If the armor provides soak against other kinds of damage, that soak also increases by +1.
- **Helmet:** Reduce critical damage by a further 2 points.
- **Shield:** +1 additional bonus to AC and Agility saves.

Note that while you are wielding a shield, you can only use medium or smaller melee or ranged weapons.

RUNNING BACK

While you are wearing a helmet and armor, you can spend a stunt as an instant action to break any grab you are held in instead of making a check.

SHOTGUN FORMATION

Any ally adjacent to you while you are wielding a shield gains +1 AC.

TALENTS

TOUCHDOWN DANCE

When you kill a monster with a melee attack, you and every ally who can see you regains 5 hit points. This benefit can only trigger once per round.

STARTER

Level 6+

- You can't be flanked.
- You can switch squares with an adjacent and willing ally as an instant action once per round.
- You can spend an instant action once per round to break adjacent allies out of grabs they are in.

FREERUNNER

Agile, Protagonist

"Fear causes hesitation, and hesitation will cause your worst fears to come true."

- *Point Break* (1991)

You use parkour to move quickly around the ruins of civilization, into or out of danger on any terrain.

PARKOUR

Gain +2 speed, Acrobatics, and Athletics. You move at full speed while climbing and ignore difficult terrain. When you jump, you are considered to have always made a running jump.

MEET THE SCOUT

When you make charge attacks, spend a stunt to deal bonus damage on a hit equal to half your speed, rounded up.

BACKFLIP

Gain mobility +1.

TALENTS

DISTRICT B13

Spend a stunt and move action to shift squares equal to half your movement speed.

AMERICAN NINJA WARRIOR

Level 6+

- Gain +1 speed +2 Acrobatics and Athletics.
- When you move at least 4 squares on your turn toward an enemy, gain +2 to hit with melee attacks on that enemy.

GAMBLER**Expert, Protagonist****"If you can't spot the sucker in your first half hour at the table, then you are the sucker."**

- *Rounders* (1998)

You are a degenerate gambler, addicted to risking it all on simple chance, whether it's a riverboat game of poker, the way a coin will flip, or the moment of truth in a battle to the death. Unfortunately, you've been on a bad run, and you have debts to settle wherever you go.

DEAD MAN'S HAND

You play with a deck of cards. During a combat scene, at the beginning of your turn, draw a card, discarding any jokers and drawing again. You may also draw a card when you run out of sanity or are reduced to 0 hit points.

When you have drawn five cards, you complete a poker hand. You gain a modifier to damage rolls and saves for the rest of the scene.

After completing a hand, you may begin drawing another hand if you wish, discarding any cards already drawn until the end of the scene. When the next hand is completed, it replaces the result of the previous.

Poker Hand	Damage Roll Modifier	Save Modifier	Other Effects
Royal Flush	+5	+4	
Straight Flush	+5	+3	
Four of a Kind	+4	+3	
Full House	+4	+3	
Flush	+3	+2	
Straight	+3	+2	
Three of a Kind	+2	+2	
Two Pair	+1	+1	
One Pair	-1	-1	Gain one stunt.
High Card, Jack or Better	-2	-2	Gain two stunts.
High Card, 10 or Lower	-2	-2	You lose all sanity.

THE CHASE

Increase your critical threat range by 1 with all ranged weapons. However, your fumble range with ranged weapons is now 1-2. When you fumble a ranged attack, you lose 10 hit points. This damage can't be blocked in any way.

CARD COUNTER

You don't gain your Charisma modifier to your saves. Instead, this bonus is replaced by a bonus equal to the round of combat you're in, to a maximum of +7.

DEGENERACY

You gain the Hunted by Cretins corruption.

TALENTS**THE ACE OF SPADES**

- When you draw cards for Dead Man's Hand, don't discard jokers.
- Jokers and aces are wild when forming hands.

- You gain the Zombie Bait corruption.

MAVERICK**Level 6+**

- When another survivor causes an anomaly, draw a card for Dead Man's Hand.
- If your Dead Man's Hand has two black aces and two black eights, it counts as a royal flush, but you trigger a cosmic disturbance.
- You gain the Bedeviled corruption.

GEEK**Expert, Protagonist****"I am invincible!"**

- *Goldeneye* (1995)

You are a quick study with a wealth of practical knowledge on a wider range of subjects than most.

DRAMATIC CHIPMUNK

Once per scene, attack an enemy as if you are flanking it. After you attack it during that scene, it is considered flanked by everyone for the remainder of the scene.

KNOWLEDGE OBSCURA

Allies gain +2 to skills. When you are trained in a skill, training grants +6, rather than +4.

GEEK SKILLS

Gain +1 per level Craft. You can craft items without a workshop.

TALENTS**LORD NERD OF DWEEB MOUNTAIN**

- Once per scene, you can repeat the result of any d20 roll you made after the beginning of the last round, without rolling.
- Once per scene, when you score a critical hit, regain a stunt.

SPEEDRUNNER**Level 6+**

- Gain training in one skill or +2 to a skill you already possess.
- Enemies adjacent to you are considered flanked.

GUNSLINGER**Agile, Protagonist****"You must be the fastest gun in the west. That, or the biggest liar!"**

- *The Quick and the Dead* (1995)

You are a drifter who places all faith in your skill and speed with your pistols. You are better with pistols than any other survivor—much better.

SIGNATURE WEAPONS

You start with either two pocket pistols (light pistols), two six shooters (medium pistols), or two big irons (heavy pistols), and 60 rounds for whatever two guns you take. In the hands of other survivors, these guns function as guns of their normal type, but in your hands, they are far more deadly.

The first time you use autofire with either of your signature guns in a scene, it costs no ammunition.

POCKET PISTOLS

Damage: 1d6
Critical: 18-20, +1d6
Might Requirement: -
Range: 12
Autofire: +
Size: Small
Ammo: .25 ACP
Inventory: 1
Tier: II

SIX SHOOTERS

Damage: 1d8
Critical: 19-20, +1d8
Might Requirement: 10
Range: 12
Autofire: +
Size: Small
Ammo: 9mm
Inventory: 1
Tier: II

Bigger Bullets: Gain +1 to hit with the six shooters.

BIG IRONS

Damage: 1d10
Critical: +1d10
Might Requirement: 12
Range: 12
Autofire: +
Size: Small
Ammo: .44 Magnum
Inventory: 1
Tier: III

Really Big Bullets: Gain +2 to hit with the big irons.

FASTEAST GUN IN THE WEST

Gain +4 to initiative and to hit any enemy with a ranged attack that hasn't yet acted in a scene.

GUNSMOKE

Gain the Two-Weapon Fighting talent, but can only use it with pistols. Take only -2 to two-weapon fighting attacks. Note that as normal, your Might requirement for guns goes up by 2 when two-weapon fighting.

TALENTS

DODGE THIS

Level 6+

- Curve the bullet. If you roll a 1 with a pistol or flare gun attack, re-roll the attack.
- On a critical hit with a pistol or flare gun, you can deal the gun's weapon damage die to an enemy adjacent to the one you hit.

GUN KATA

- You don't provoke opportunity attacks when firing handguns or flare guns.
- You can make opportunity attacks with handguns and flare guns against creatures that provoke, but these must be single shots and not autofire. Attacks you make in this way don't provoke opportunity attacks.

TEQUILA TIME

- When you use autofire, re-roll damage die results of 1 until you have 2 or more.
- You can make an acrobatic stunt and move up to 2 squares as part of any standard action in which you are also using autofire to fire a weapon.

GURU

Expert, Protagonist

"Everything is a mythical, cosmic battle between faith and chance."

- *Children of Men* (2006)

You are a humble servant and teacher who has walked the path of wisdom for so long that you know what's important: Doing what you can to teach a new generation something about life. You command respect even from enemies, because you've lived a rich life and had many unlikely interactions.

WALKING THE PATH

You and allies gain +1 to saves.

FRIEND TO ALL

Gain +4 Influence, and you can use your Wit mod as the key ability for all skills. During battles, you aren't targeted by cryptids or depraved humans unless you first attack them.

THIS IS WISDOM

Add your Wit score to your total hit points and 10 to your retcon value. When you retcon, all allies gain your immunity to all conditions for the duration.

TALENTS

GREENTHUMB

When you rest, you create a ration that can then be consumed. Allies also regain 10 hit points without consuming any food.

THERE IS NO TRY

Level 6+

When an ally makes a save, spend a stunt to add your Wit bonus to the roll.

HAM**Protagonist**

"I'm smarter than you, Jack! I'm smarter! I'm smarter!"

"Yeah? Well, I'm taller!"

- *Speed* (1994)

You're the everyman survivor. You've got one good movie to your name, and it's not because you were in it. This next project isn't a good part, but it's right for your career, and if it does well, it will fund your production company.

BAD ACCENT

When you fail a skill roll, you can spend a stunt to re-roll the check with another skill that has an equal or lower bonus than the first one you used.

OVER-ACTING

When you are psychotic or insane, gain +1 to skills, initiative, attack rolls, damage rolls, and your stunt die step, but your sanity soak and physical soak are reduced by 1. If you are also staggered, these modifiers increase to +2/-2, respectively.

TOP BILLING

You can trade your initiative roll for any other ally's result when you roll initiative, so long as they rolled a better number. They are compensated by receiving +4 to your roll.

TALENTS**HOLLYWOOD ACCOUNTING**

- When an ally on the battlefield receives more healing than they need to reach maximum hit points, spend a stunt to gain 10 hit points.
- When an adjacent enemy receives more damage than would be needed to kill them, spend a stunt to deal 10 piercing physical damage to the next enemy closest to you.

METHOD ACTING**Level 6+**

When you are psychotic or insane, gain physical soak and a loss of sanity soak and speed equal to the number of stunts you have used.

**HIRELING****Agile, Expert, Tough**

"What is going on? Why has production stopped?"

"He's been exposed."

"Don't. Don't breathe on me. Cover your mouth."

"I'm sorry, sir."

- *Elysium* (2013)

You are the hired help for a band of psychopaths, carrying their kit and solving practical problems beyond their ken with actual life skills. You're doomed, of course.

THE HELP

You are trained in any skill that no other survivor in the group is trained in.

SHARE THE LOAD

Your maximum inventory is increased to 16. If you are carrying 16 or more points of inventory, gain 30 hit points and 15 retcon.

ILL-FATED

You take -2 to saves, but all allies gain +1 to saves.

IT'S A LIVING

You have first claim on any relics, weapons, or armor the group finds when scavenging. You must pass on such items before other survivors may consider them.

TALENTS**DOOMED**

Your save penalty increases to -4, and allies' bonuses improve to +2.

NOT PAID BY THE HOUR**Level 6+**

You gain an initiative and speed bonus equal to your penalty to saves.

HUNTER**Agile, Expert, Protagonist**

"My fee? You can keep it. All I want in exchange for my services is the right to hunt one of the tyrannosaurs. A male, a buck only. How and why are my business."

- *The Lost World: Jurassic Park* (1997)

You have a variety of hunting skills, and are practiced with both ranged weapons and survival techniques.

CRACK SHOT

Deal +1 damage per die with all ranged weapon attacks (including critical damage dice), and an additional +4 damage with called shots. Your range with all weapons improves by 50%.

KILLSHOT

Once per scene, if you make a ranged attack on an enemy that is flanked by your allies, helpless, or unaware of your exact position (because you are hidden or invisible), you deal a critical hit.

THE MOST DANGEROUS GAME

In addition to any other equipment, you begin with a sniper rifle of your choice and 6d6 rounds, or a longbow and 6d6 arrows.

BE VEWY QUIET

Gain +1 bonus to Craft, Insight, Perception, Stealth, and Scavenge.

TALENTS**BIG GAME HUNTER**

- Your penalty to attack rolls from making called shots is reduced by 1.
- Once per scene, when using a crossbow, longbow, or any kind of rifle, you can make a special called shot. On a hit, the attack cripples and immobilizes the enemy and negates its soak until the end of your next turn. You can use a stunt to use this ability again in a scene.

FOR WHOM THE DIE ROLLS

Level 6+

- When you score a critical hit with a ranged weapon, deal an extra die of damage of the type that the crit deals (2d10 becomes 3d10).
- When rolling Craft, Insight, Perception, Stealth, or Scavenge, roll twice and take the better result.

IMAGINARY FRIEND

Expert, Tough

“His real name is Charles Lee Ray and he's been sent down from heaven by daddy to play with me.”

- *Child's Play* (1988)

You are a stuffed toy that your playmate carries around. Little do your playmate's enemies know that you aren't quite imaginary after all.

CAPTAIN HOWDY

To play an Imaginary Friend, there must be a Cat, Child, Dog, Kid Sidekick, or Wild Child in the group for you to bond with as your playmate.

While your playmate is above 0 sanity, you are imaginary. While imaginary:

- You share bodies, and when it's your turn, you may act using their body but your own statistics.
- You are not considered adjacent to your playmate when you are imaginary, but you share their space when you are acting.
- When your playmate's body is attacked, damaged, or makes a save, use the playmate's statistics, unless the source of the attack, damage, or effect is occurring on your turn.
- All your possessions that take up inventory space stay with you and are unavailable to your playmate.
- Relics you carry affect only you.
- When your playmate gains a psychotic break, insanity, malfunction, sanction anomaly, or cosmic disturbance, you are instantly forced into material form and manifest until the end of the scene, even if your playmate removes this effect during the scene.

When you first manifest, choose an open square within a close burst 6 of your playmate and occupy it as a free action. As soon as the scene has ended, you become imaginary again. If your playmate is reduced to 0 hit points, you are stunned until they have at least 1 hit point. If they die, you die too.

FRIENDS TIL THE END

Five times per day as an instant action, you can encourage your playmate to persevere and keep fighting. Your playmate takes 2d6 sanity damage. In return, your playmate gains the following effects:

- Your playmate regains hit points equal to 5 + level + Might modifier.
- If your playmate is crippled, stunned, or taking ongoing damage, that condition ends.

Your playmate can't benefit from Friends Til the End more than once each round.

CHECK UNDER THE BED

When you and your playmate rest, you can choose to give up half of the healing you would get from resting to restore 25% more healing to your playmate.

While you aren't psychotic or insane, you and your playmate are fearless.

TALENTS**DID YOU MISS ME, ANDY?**

When your playmate retcons or gains medical healing, gain 10 hit points.

THIS IS THE END, FRIEND

Level 6+

While your playmate isn't staggered, you are only dazed when below 0 hit points, until you die.

IRREDEEMABLE

Agile, Protagonist, Tough

“I guess they had it coming.”

“We all got it coming.”

- *Unforgiven* (1992)

Until recently, you were a reformed cutthroat and killer who vowed to walk the path of peace and retire into obscurity as a changed person. You hung up your guns, turned the other cheek, and learned a hobby that wouldn't re-injure old battle wounds. However, your infamous past, shrouded in half-true legend and stained with blood that can't be washed away, attracts trouble to you no matter how far you run from it.

YOU'VE GOTTEN SLOW!

Gain +2 to two ability scores, but take -2 to two others.

I THOUGHT YOU'D BE TALLER

Each time you miss an attack, gain a stacking additional step to your stunt die until the next time you use a stunt to boost a ranged attack roll. When you boost a ranged attack roll with a stunt, add the stunt bonus to the damage roll.

HOBO WITH A SHOTGUN

You have a trusty shotgun (light, medium, or heavy) and 30 shells for it. In your hands, the damage dice are increased by one step and it gains +1 to hit.

TALENTS**MAKE MY DAY**

When a creature rolls a natural 1 on an attack roll against you, gain your stunt die to damage rolls until the end of your next turn.

INFAMY**Level 6+**

When you miss a ranged attack or are missed by an attack, gain +1 to ranged damage rolls until the end of the scene.

JOURNALIST**Expert, Protagonist**

"It's an ugly planet, a bug planet! A planet hostile to life as we know it!"

- *Starship Troopers* (1997)

You're a reporter on the biggest story ever, and this time there's no one left to beat you to it.

BIG SCOOP

When you use the Anticipation deployment maneuver, the initiative bonus increases to +2 and you and the ally gain +1 to Agility saves and speed for the rest of the scene.

When you use the Scout deployment maneuver, the initiative bonus increases to +4, and you gain +2 to Wit saves and speed for the rest of the scene.

LIVE ON THE SCENE

You report the news as it comes in and can't stop to think about what it means. Reduce all sanity damage by one die, and when you take 30 sanity damage, instead take 4d6.

KEEP ROLLING

You always have a camera operator and you always need them to get a better shot at any cost. The camera operator acts immediately after you in initiative. If your camera operator dies, gain a new one at the beginning of the next scene.

CAMERA OPERATOR**Type:** Medium**Abilities:** Might 12, Agility 12, Wit 12, Charisma 12**Hit Points:** 1**Initiative:** +0**Speed:** 6**Armor Class:** 11 + Your Level**Saves:** 2 + Your Level**Attacks:** -**Damage:** -**Passive Defenses:** Fearless

Are You Getting This: As a standard action, the camera operator can focus on an ally or enemy in its line of sight. Focused allies gain +1 to saves. Focused enemies take -1 to saves. This effect ends if the camera operator is killed, changes focus as a standard action, or the target leaves the aura.

Found Footage: When the camera operator dies, gain a stunt.

Get Out of My Shot: If you begin your turn next to an ally while your camera operator is alive and focusing on the ally, spend a stunt to allow you or the ally to shift one square as an instant action.

Minion: On a successful save, the camera operator never takes damage.

TALENTS**GONZO JOURNALISM**

When you take Happy Pills, gain 5 more hit points and +2 to saves until the end of the scene. This bonus doesn't stack.

THE FOURTH ESTATE**Level 6+**

You and your camera operator can't be directly targeted by attacks until you make an attack or force an enemy to make a save.

KID SIDEKICK**Agile, Expert, Protagonist**

"You don't say 'affirmative,' or some shit like that. You say 'no problemo.' And if someone comes on to you with an attitude you say, 'eat me.' And if you want to shine them on it's 'hasta la vista, baby.'"

- *Terminator 2: Judgment Day* (1991)

You are a young whippersnapper with a head full of mischief and a heart of gold. You are insufferable compared to the mentor you look up to, but the focus groups loved you.

SHARE THE LOAD

Choose a mentor from among the other survivors in your group.

- When you are within 6 squares of your mentor and they are above 0 hit points, gain +1 physical soak and sanity soak.
- When your mentor is crippled or staggered, gain +2 to attack rolls, damage rolls, AC, and saves.
- When your mentor is reduced to 0 hit points, take 30 sanity damage and become overwhelmed until the end of your next turn.

BOY WONDER

Your size category is Small. Gain +2 Agility, +1 AC, and +1 Stealth. Take -2 speed. You can't use large firearms or large melee weapons, and your inventory space is reduced by 2.

HONORARY AVENGER

When you roll initiative, once per day you can gain the trope ability of another survivor in your group until the end of the scene as a free action. Gain any weapons the ability grants until the end of the scene.

Each time you use this ability, you must use an ability from a different survivor, until you have used abilities from all your allies, at which point you can use the ability of any survivor again.

TALENTS**HERE ENDETH THE LESSON****Level 6+**

You can gain your mentor's trope abilities by taking survivor tier talents, starting when you take this talent. When you have all your mentor's trope abilities, you also gain any drawbacks they have.

SOMEONE YOUR OWN SIZE

When you take a critical hit or roll a 1 on a save, your mentor gains +4 to damage rolls until the end of your next turn.

VARMINT

- Gain +1 AC.
- Once per scene, when an enemy misses you, respond with a free melee attack as an instant action.

LAST OF YOUR KIND

Expert, Protagonist

“The horn of Helm Hammerhand shall sound in the deep one last time. Let this be the hour when we draw swords together. Fell deeds awake! Now for wrath! Now for ruin! And the red dawn!”

- *The Lord of the Rings: The Two Towers* (2002)

You are the last member of an order of heroic warriors who waged an ancient war against evil. You were trained from birth to fight against impossible odds to maintain your warrior oath.

KEEPER OF THE OLD WAYS

You know powerful martial techniques unique to your sacred order. You can spend an instant action to create one of the following effects until the end of the scene:

- You and allies gain soak +2 against all forms of damage.
- You and allies deal +2 damage with damage rolls.
- You and allies gain +2 to saves and speed.
- You and allies gain +2 to all save DCs.

Each effect can be used once per day.

NEVER COMPROMISE

When you are psychotic or insane, your stunt die increases by one step. When you are reduced to 0 sanity, gain 1 stunt.

SURVIVOR'S GUILT

If only you had been stronger then. Take -1 to sanity soak, and when you are crippled, dazed, or overwhelmed, this increases to -2 (to a minimum of 0). However, on any round in which you take sanity damage (and still have sanity to lose), gain +1 to damage rolls until the end of the round. This effect stacks.

TALENTS

FORTH EORLINGAS

When you use your retcon, you and all allies on the battlefield may make a charge attack as an instant action.

THEY HAVE A CAVE TROLL

Level 6+

Gain +4 to hit, damage, saves, and soak against eldritch horrors.

LEADER

Protagonist

“Spartans! Prepare for glory!”

- *300* (2006)

Your cunning and charisma make you the de facto decision-maker for a post-apocalyptic group, whether they realize it or not.

COORDINATED ATTACK

Once per scene as an instant action on your turn, you can grant up to three other survivors in line of sight a free standard action to attack the same creature. If a targeted ally can't make an attack against that creature or chooses not to, the ability is wasted on them.

DRAMATIS PERSONAE

Once per scene as an instant action, you can allow an ally within line of sight to treat a missed attack roll or skill roll as a success.

LEADERSHIP

When allies in line of sight spend a stunt to boost a roll, they gain +1 to the roll if your stunt die is greater than theirs.

TALENTS

INSPIRATIONAL

As an instant action once per scene, target a dying ally within 6 squares, willing them back into battle. Either you or the affected ally must spend a stunt. That ally gains fast healing 5 for 5 rounds, and is stabilized.

MOTIVATIONAL SPEAKER

Level 6+

- Gain +2 Charisma.
- When you use Coordinated Attack, allies who are crippled, overwhelmed, psychotic, or insane can act normally until the end of your next turn.

LONE WOLF

Tough, Protagonist

“Oft have I heard that grief softens the mind, and makes it fearful and degenerate; think therefore on revenge and cease to weep.”

- William Shakespeare, *Henry VI* (1592)

You lost everything but your iron will. Friends and family were destroyed before your eyes, and now you have nothing to live for but vengeance—and to see such a thing never again happen to anyone else.

LONER

If no allies are adjacent to you, gain +2 to hit and saves.

DIG TWO GRAVES

Once per scene, if you are reduced to 0 hit points, fail a save, or take a critical hit, you can make an attack on an enemy as an instant action, even if you are suffering conditions that would prevent you from doing so.

POUR ONE OUT

If one of your allies is reduced to 0 hit points, or has a psychotic break or insanity during the scene, gain +1 to attack rolls and damage rolls for the duration of the scene. This bonus is cumulative for each time this happens, to a maximum of +4. This bonus remains even if the ally is healed or returns to normal within the same scene.

LONE WOLF AND CUB

Once per scene, when a child, cat, or dog in your party is reduced to 0 hit points, fails a save, or takes a critical hit, you can take an instant action to take a standard action.



TALENTS**VENGEANCE IS MINE**

Once per scene, if you are reduced to 0 hit points or below, you stay conscious until the end of your next turn, even if you were dealt lethal damage, but only get a standard action on your turn. Any successful attack you make before the end of this next turn deals +4 damage.

LONE RANGER**Level 6+**

- If your retcon isn't used, other survivors can use yours in place of their own if you allow it, spending it.
- If you are adjacent to a monster and no other allies are adjacent to it, gain +2 to hit it and +1 damage per die.

MAGICIAN

Expert, Protagonist

"My job: to take that most precious of gifts you give me—your attention—and use it against you."

- *Now You See Me* (2013)

You are a skilled stage magician, and though no trick you perform has any supernatural element, the uninitiated may be convinced otherwise.

SMOKE

When you succeed on an Agility save against an enemy effect or are missed by a ranged attack, you can spend a stunt to turn invisible until the end of your next turn.

MIRRORS

Your enemies take -1 to saves. While you are invisible or hidden from all enemies, they take a further -1 to saves.

STAGE ASSISTANTS

You and allies gain one step to stunt dice after you have used your retcon.

TALENTS**STAGECRAFT**

While invisible, gain +2 speed and +1 mobility.

THE PRESTIGE**Level 6+**

- Your abilities that target Wit saves gain +2 to save DCs.
- When you teleport, regain 1 hit point, and all allies may shift one square.

MARTIAL ARTIST

Agile, Expert, Protagonist, Tough

"You have offended my family and you have offended the Shaolin Temple."

- *Enter the Dragon* (1973)

You are an expert at hand-to-hand combat. You don't need weapons besides fists and kicks to deal damage in melee combat.

I KNOW KUNG FU

You possess an unarmed attack.

KUNG FU

Damage: 1d10

Critical: 19-20, +1d10

Size: Small

Inventory: -

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus instead of your Might bonus for attack rolls when making unarmed strikes.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

THE LEGEND CONTINUES

As a standard action once per scene, you can make an unarmed melee attack against every adjacent enemy. After using this ability once, you can spend 1 stunt each time you want to use it again.

THIRTY-SIX CHAMBERS

If you aren't wearing armor heavier than light, gain the following benefits:

- +1 AC and speed.
- Roll twice and take the better result on any Acrobatics, Athletics, or Stealth check.
- You can roll twice and take the better result on any Might save to break a grab. You can't be grabbed at all by an enemy unless it is of at least Huge size.

TALENTS**FIST OF LEGEND****Level 6+**

- When you use stunts to enhance the attack rolls of unarmed attacks, the bonus from the stunt is increased by +2.
- As an instant action once per scene, you can take an additional move action.
- As an instant action once per scene, you can add +4 to a save you make after hearing the result.

THERE IS NO SPOON

- Gain +2 to hit with unarmed attacks.
- Gain +2 Acrobatics and Athletics.

MARY SUE

Protagonist

“What are you doing in the command seat, Lieutenant?”

‘The Captain told me to.’

‘Flawlessly logical. I admire your mind.’”

- Paula Smith, *A Trekkie’s Tale* (1973)

You are always in control, universally respected by secondary characters for your ability to do anything, and jealously hated by anyone who isn’t cool. Because of reasons.

PLOT ARMOR

You and all allies gain +1 AC.

WHERE’S POOCHIE?

Once per scene, when an ally makes an attack roll or a save, you can add your Charisma modifier to their roll as an instant action after hearing the result of the roll.

WISH FULFILLMENT

You can never really fail at anything. Your stunt bonus increases by one step.

TALENTS

AUTHOR INSERT

When you roll a 20 on an initiative check, attack roll, or save, regain 1 lost stunt. This 20 must be naturally rolled, and not generated by another ability.

INFALLIBLE

Level 6+

When you roll a 1 on 1d20, treat it as if you rolled a 20.

MEDIUM

Expert, Protagonist

“The Further is a world far beyond our own, yet it’s all around us. A place without time as we know it. It’s a dark realm filled with the tortured souls of the dead. A place not meant for the living.”

- *Insidious* (2010)

You perceive, and, at great risk to your immortal soul, interact with beings from beyond.

THE EXORCIST

- Your critical threat range against demons and undead is increased by 2.
- Add your Charisma bonus to your cold soak and necrotic soak.

SPIRIT GUIDES

You can use your stunt die to increase your saves, but when you do, take 2d6 sanity damage, with no soak. When you are at 0 sanity, you can’t increase your saves with stunts.



SÉANCE

Once per day, use your Ouija board to activate *Consultation*, as the power. Your penalties and bonuses after using the power are increased by 1. All your allies gain the normal bonuses and penalties as if they had activated the power.

TALENTS

EXORCIST

Demons and undead take penalties to their saves against your abilities equal to your Charisma modifier if you have any remaining sanity (or remaining points from an alternate sanity system).

OUIJA’S MANSION

Level 6+

After you have used *Consultation* that day, you can see invisible enemies, and demons and undead gain no soak against energy damage you deal.

MOBSTER

Agile, Protagonist, Tough

“As far back as I can remember, I always wanted to be a gangster.”

- *Goodfellas* (1991)

You are a criminal thug whose viciousness is matched only by your intimidating presence and taste in expensive suits.

EAT LEAD, TRACY!

You begin with a Tommy gun and 60 rounds of ammunition. In the hands of another survivor, it has only the statistics of a submachine gun.

TOMMY GUN

Damage: 1d8

Critical: 19-20, +1d8

Might Requirement: -

Range: 12

Autofire: +

Size: Small

Ammo: .40

Inventory: 2

Tier: III

Public Enemy: When you use Spray and Pray, gain +1 to hit. The squares you target don’t have to be adjacent to one another (but must all be within line of sight). You may use an additional 1 ammo to target an additional square.

DAPPER

So long as you aren’t staggered, gain +1 to saves and gain a stunt when you score a critical hit with any attack.

RACKETEERING

If you fail a Scavenge check, spend a stunt to grant yourself +2. This bonus is cumulative up to the number of allies you have in your group, but for each +2 you take (and stunt you spend), every other survivor takes -1 to their check. For each ally that fails their check, gain 1 normal component.

FUNNY HOW?

Take -2 sanity soak.

SCOUNDREL

Choose one permanent insanity.

TALENTS**MADE MAN**

Level 6+

Once per scene as an instant action, transfer a condition, ongoing damage, psychotic episode, or other effect that lasts until the end of the scene or that a save can end to another player's survivor within line of sight. The other survivor's total sanity isn't affected. The duration and save DCs remain the same.

SLEEP WITH THE FISHES

While you are dapper, on any round in which a melee takedown or snipe occurs, each successive takedown or snipe by you or an ally gains a stacking +2 bonus to damage.

PRESIDENT

Protagonist

"I know shit's bad right now, with all that starving bullshit, and the dust storms, and we are running out of French fries and burrito coverings. But I got a solution."

- *Idiocracy* (2006)

You are the current serving president of the United States, and Olympus has fallen. A lot has happened in the last few days. But not to worry! The people need to know that two out of three branches of the government are still working for them, so let this be our Independence Day.

EXECUTIVE ORDER

Once per scene, you may use an executive order to increase the save DC of one of your abilities by 2, but you must fund this extraordinary use of power by spending 1 normal component.

VETO POWER

Spend a stunt as an instant action to allow an adjacent survivor to re-roll an attack roll, save, skill, or damage roll while it is their turn. They may re-roll only once and must use the second result. If they miss, fail the save, fail the skill roll, or deal no damage, your veto is overridden and you take 5 piercing damage.

IN THE LINE OF FIRE

Once per scene, when you are caught in a burst or blast area, add +5 to your save, so long as an adjacent ally also in the area takes a penalty of the same amount. If you succeed on the save, you may shift to the nearest open square outside the area and take no damage.

STRATEGERY

Once per day, you may declare Strategery is in effect as a free action before rolling initiative. All deployment maneuvers during the scene are improved.

Agile Maneuver (Acrobatics): Shift your speed.

Ambush Maneuver (Stealth): Teleport up to 15 squares, but you can't move to a square closer than 2 away from any enemy, and must move to a square in which you have cover or out of the line of sight from all visible enemies.

Bravado Maneuver (Influence): Up to two standard monsters or four minions that you can see must shift 6 squares away from you, if they physically can without endangering themselves.

Forward Maneuver (Athletics): Move your speed + 3. Every square you move must be closer to a visible enemy.

Scouting Maneuver (Perception): Gain +4 on your initiative, and during the first round, +3 mobility.

TALENTS**BLACK BUDGET**

Once per day, if a Scavenge check fails to turn up a ranged weapon, re-roll on the indicated table until you receive a ranged weapon.

NUCLEAR FOOTBALL

Level 6+

Once per scene as an instant action, increase the burst or blast area of a power or ability that you or an ally is using by 2, and increase any damage dice from that power by 1 step.

PRISONER X

Protagonist, Tough

"You don't want to be trapped inside with me, sunshine."

- *Bronson* (2008)

You are the most notorious cellmate on the block, freshly broken out of the clink. Some might decry you as an animal, but you do whatever it takes to survive and no one needs to understand anything other than that.

YOU'RE LOCKED IN HERE WITH ME

When you are grabbed, immobilized, knocked prone, swallowed, or resist such effects successfully, gain 1 stunt.

HEY YOU BASTARDS, I'M STILL HERE

Gain stacking +1 physical soak if you are:

- Crippled
- Psychotic or insane
- Staggered

If you are all three, gain +3 to damage rolls.

OFF YOUR MEDS

Happy pills cause you 3d6 sanity damage, not 2d6, but you regain 5 additional hit points.

TALENTS**ALL MY HOMIES IN CELL BLOCK SIX**

When psychotic or insane, you and allies gain +1 to damage rolls.

GET BUSY DYING

Level 6+

When creatures fail a save, gain +4 to hit and damage on them until the end of their next turn.

PUNK**Protagonist, Tough****"This isn't a fuckin' costume, it's a way of life!"**- *Return of the Living Dead* (1985)

Thanks to your total disrespect of authority and cutting edge fashion, you will never die, until something more dangerous replaces you.

ONLY POSERS DIE

- Reduce all sanity damage you take by one step.
- While above 0 sanity, you are fearless.
- When you are at 0 sanity, whenever you would take sanity damage, gain +1 to attacks until the end of your next turn. This is cumulative.

PUNK ROCK HAIRCUT

When you don't have corruptions and aren't wearing armor heavier than light, gain +4 Charisma.

WITHOUT A CAUSE

You and all allies gain +1 to Wit saves.

TALENTS**KEEP PUNK ROCK ELITE**

When you are wearing light armor, you cover it with pins and anarchy symbols. Add half the physical soak your armor provides to your Wit saves.

WELCOME TO JACKASS**Level 6+**

- You can't be stunned.
- When you take a critical hit or a fail a save caused by an enemy, spend a stunt to reduce the damage by your stunt die.

RAVEN**Agile****"Do you really think such treachery can be so easily forgiven and forgotten?"****"Treachery? I saved all your lives!"****"After having put them in jeopardy in the first place."****"That's beside the point."**- *The Raven* (1963)

You are a harbinger of dread and mystery, a small yet cunning creature capable of unsettling your foes and aiding your allies.

With sharp instincts and sharper wit, you are an ill omen wrapped in feathers.

ONCE UPON A MIDNIGHT DREARY

- Your size category is Tiny.
- Gain +4 Agility, +1 AC, +2 speed, and +2 mobility.
- +2 Acrobatics, Insight, Scavenge, and Stealth. Gain +4 Perception.
- Take -2 Might.
- You can hold only 2 inventory points of equipment. You can't wear armor or wield weapons.

BEAK

You have a beak attack.

BEAK**Type:** Melee**Damage:** 1d4**Critical:** 18-20, +1d4**Size:** Small**Inventory:** -**Accurate:** This weapon gains +1 to hit.**Darkness There:** When you score a critical hit with your beak, your target takes -2 to saves until the end of your next turn, and you may shift your speed.**Unarmed:** This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.**Light:** You can use your Agility bonus instead of your Might bonus on attack rolls with your bite.**THAT'S SO RAVEN**

As a free action, spend a stunt once per scene to change any other survivor's random psychotic episode to Quoth the Raven. If you do, regain 10 sanity and hit points.

Insane characters also automatically gain the Dead Comrade insanity for the same duration they are experiencing any other insanity.

MIMIC

Human survivors and ravens must make Insight checks to successfully communicate, with the DCs varying by the complexity of the ideas conveyed. Animals, children, psychotic survivors, and insane survivors communicate with ravens with no difficulty.

TALENTS**VARMINT**

- Gain +1 AC.
- Once per scene, when an enemy misses you, respond with a melee attack as an instant action.

FLOCK TO CHAOS

Whenever an ally triggers an anomaly, you caw ominously. You and all creatures take -2 to saves against the anomaly, and you gain fast healing 1. You also gain fast healing 1 for every ally who fails a save against the anomaly. This stacks for each anomaly that occurs during the round. At the end of your next turn, reduce your total fast healing from this effect by 1.

NEVER MORE**Level 6+**

- Gain +2 speed.
- Once per scene, when you are hit with an attack, reduce the damage by 10 and shift your speed.

REDSHIRT

Agile, Tough

“Let’s get out of here, before one of those things kills Guy!”

- *Galaxy Quest* (1999)

You lead by example, showing everyone else what not to do. You’re a reminder that life is cruel and short.

BY GRABTHAR’S HAMMER

Once per scene, if you are reduced to 0 hit points, roll a 1 on any save, or are crippled or overwhelmed, everyone in the party gains a standard action, which they must use immediately on an action to either attack the creature that harmed you or on an action that heals your hit points or crippled/overwhelmed status. If they can do neither, or for some reason elect not to, they lose the action.

WILHELM SCREAM

When you fail a save, take a critical hit, or gain a psychotic episode or insanity, gain a stunt.

ZERG RUSH

All allies gain physical soak +1.

TALENTS

BRAVEHEART

- Once per day, if you are reduced to 0 hit points, every ally within 6 squares can immediately make a save or regain 4d10 hit points.
- If you are reduced to 0 hit points but later return to at least 1 hit point in the same scene, you and all your allies gain a stunt.

FIRST ENSIGN

Level 6+

Once per scene, when you gain a stunt, all allies also gain 1 stunt.

RENEGADE COP

Agile, Protagonist

“Supercop. Meet the cop that can’t be stopped.”

- *Hot Fuzz* (2007)

You were the best cop on the force, to the detriment of everything else—friends, family, and wealth. Because of your skill and dedication, you saw patterns and dangers in the evidence before the rest of the department did, predicting a catastrophe.

When no one listened, you had nothing left but to prepare.

LETHAL WEAPON

Begin play with a pistol of your choice. Your damage dice with pistols improves by 1 step. The pistol starts with 8d6 rounds.

You also begin with body armor and a flashlight.

SHERLOCK

You can make lightning-fast logical deductions.

- Gain +2 Insight.
- When making Perception checks, you can roll Insight instead. Any bonuses you gain to Perception from any other abilities also apply to your Insight skill.
- If you fail a save or miss an attack, you can re-roll the save or attack using an Insight check as your bonus once per scene.

SUPERCOP

You never need to reload. Once per scene, when you run out of bullets or shells for a ranged weapon you are using, gain 1d6+10 bullets or shells for the empty weapon.

TALENTS

TEQUILA TIME

- When you use autofire, re-roll damage die results of 1 until you have 2 or more.
- You can make an acrobatic stunt and move up to 2 squares as part of any standard action in which you are also using autofire to fire a weapon.

TOO OLD FOR THIS SHIT

Level 6+

Once per scene, when you fail a save or take a critical hit, you can choose to regain all lost stunts.

RIOT COP

Protagonist, Tough

“What gives you the right? What’s the difference between you and me?”

“I’m not wearing hockey pads!”

- *The Dark Knight* (2008)

Riot cops are armored and ready for the apocalypse.

RIOT GEAR

You have a helmet and body armor per the equipment listings.

CEASE AND DESIST

You begin with a security baton and riot shield. You can use your riot shield as a weapon, and it otherwise serves as a normal shield.

SECURITY BATON

Damage: 1d8
Critical: +1d8, 19-20 Crit

Size: Small

Inventory: 1

Tier: III

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Bonk: On a critical hit, you daze your enemy until the end of its next turn.

Cease and Desist: On a hit, you can spend a stunt to knock a medium or smaller creature prone as an instant action if it fails a Might save (DC 15 + your level).

RIOT SHIELD

Damage: 1d8

Critical: +1d8

Size: Small

Inventory: 2

Tier: III

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Shield Wall: You can use two-weapon fighting with your security baton and riot shield. Doing so doesn't require a stunt.

DISPERSE AND RETURN TO YOUR HOMES

Once per scene you can throw a tear gas grenade, per the equipment listings.

TALENTS

ALL ARMORED UP

Kevlar vest gains +1 physical soak; chainmail +2; plate +3.

WEAPONS-GRADE

Level 6+

Your grenade also has the same effect as a flashbang in the entire area. Creatures who fail their saves take both effects.

ROCK STAR

Protagonist

There stood a log cabin made of earth and wood, where lived a country boy named Johnny B. Goode

Who never ever learned to read or write so well, but he could play a guitar just like a-ringin' a bell

- Chuck Berry, *Johnny B. Goode* (1958)

You dared to dream, and never stopped believing.

AND MY AXE

In your hands, your guitar is a deadly weapon. Other survivors can't use your guitar as a weapon.

GUITAR (MELEE)

Damage: 1d10

Critical: 1d10

Size: Medium

Inventory: 3

Tier: III

Evil Minds That Plot Destruction: While you have this weapon in hand, you and allies adjacent to you can spend a stunt as an instant action to re-roll an attack, unless the attack roll was a 1.

Sorcerer of Death's Construction: You can spend a stunt as a standard action to attack enemies as a ranged burst 1 within 12. This deals 1d6 + level + Cha mod sonic damage. A Wit save (DC 15 + your level) reduces damage by half.

Light: You can use your Agility bonus instead of your Might bonus for attack rolls when making guitar attacks.

Junk into Funk: Once per day, modify any melee weapon you wield to also behave as your guitar, giving it the *Evil Minds That Plot Destruction* and *Sorcerer of Death's Construction* bonus.

JKBOX HERO

Once per day, throw down a wicked solo as an instant action. While *Jukebox Hero* is active, you and allies gain +2 to the save DCs of abilities, powers, and weapons until the end of the scene.

ROCK YOU LIKE A HURRICANE

When allies roll damage, you or they can spend a stunt as an instant action to allow them to re-roll the damage after seeing the first result. They must take the second result.

TALENTS

ANYWAY, HERE'S WONDERWALL

If you miss with an attack, grant +4 to all your allies' attacks until someone hits, at which point this bonus disappears. This bonus doesn't stack if you miss multiple times before someone else hits.

RAINING BLOOD

Level 6+

You and allies in a close burst 1 deal +1 damage with weapon attacks and gain +1 to the save DCs of abilities, powers, and weapons.

SAGE

Expert, Protagonist

"God damn you! God damn you!"

"He already has, son. He already has."

- *Pumpkinhead* (1988)

You delved into occult knowledge too eagerly and too deeply. The apocalypse confirmed your darkest fears—that a universe of unthinkable horror supersedes this reality. You were once a professor or scientific professional of some renown, but the conclusions of your research destroyed your career and innocence. In the beginning, all you had was your books. Now you have even more research to do!

CHARMS, FETISHES, AND WARDS

You have collected several practical remedies to ward off evil. These are strange and seemingly mundane paraphernalia of dubious value to others. As many as three of the trinkets have some practical effect, even if it is purely mental, and you can use them yourself or spread them among your allies.

Luck Charm: Once per scene, the bearer can call upon this trinket as an instant action to provide +2 to hit after hearing the result of an attack roll. If the attack still misses, the recipient regains a lost stunt.

Protective Ward: The bearer can re-roll one save per scene as an instant action.

Skill Charm: You specify what skill the skill charm enhances when it is first made. This can never be changed. The bearer can add their Wit modifier to this skill (minimum +0). In the case of Wit-based skills, the bearer adds their Wit modifier twice.

If you are ever killed, the trinkets stop functioning. They resume functioning if you return to life. Transferring any number of trinkets to another survivor is a standard action.

You can use all your trinkets, but for each trinket you give away to a willing ally, gain +1 to stunt die rolls. This bonus disappears when you take the trinket back.

KNOWLEDGE IS POWER

Gain +2 sanity soak, and you begin play with a permanent insanity of your choice that can never be alleviated or suppressed in any way.

When you are reduced to 0 sanity, gain 1 stunt.



READING RAINBOW

You have read many books and can recite prayers in dead languages. Once per scene, when you fail a Might or Wit save, you can re-roll the save as a Craft or Insight check as an instant action.

TALENTS**TAKE A LOOK, IT'S IN A BOOK****Level 6+**

You are trained in all skills and gain +2 to skills.

VORACIOUS READER

- Gain +1 Heal, Insight, Perception, and Scavenge.
- Choose one skill. You and any ally that can see you can replace any skill roll made with that skill with a 10 when one of you uses a stunt.

SAMURAI

Agile, Protagonist, Tough

"If on your journey you should encounter God, God will be cut."

- *Kill Bill* (2004)

You are a skilled swordsman who makes use of a heavy blade. You rarely need any other weapon. The nature of your sword can vary greatly. Katanas and greatswords are equally likely. Many samurai use post-apocalyptic, blood-spattered cleavers made from crudely-welded parts.

ELEGANCE FOR A MORE CIVILIZED AGE

You begin with a signature sword.

SAMURAI SWORD

Damage: 1d10
Critical: +1d10, 19-20
Size: Large
Inventory: 3
Tier: IV

Samurai: You are so skilled with your sword that when you have it in hand, you gain +1 AC, and you can use your Wit instead of your Agility to calculate your AC.

Accurate: Gain +1 to hit with your sword.

In addition, pick one of the three following properties for your sword.

- **Cleaver:** You welded a giant cleaver together from jagged, mismatched parts. Damage dice results of 1 and 2 become 3.
- **Greatsword:** You wield a gigantic, expertly-forged blade in two hands. Your critical damage increases to +1d12.
- **Katana:** Your sword is an elegant weapon. Your sword counts as a light weapon, meaning you can use your Agility bonus instead of your Might on attack rolls with it, and your speed increases by 2.

You can apply mods to your sword as if it were a katana.

THE RIDDLE OF STEEL

When you roll initiative, you can enter one of several combat styles. Each style can



be used once per day and work only when you have your sword in hand. The style lasts until the end of the scene. You can change styles during a scene as an instant action, but this expends the new style as well.

Aggressive: Your sword deals +2 damage.

Deadly: Hits from your sword cause your enemy 5 ongoing physical damage. To end this ongoing damage, the enemy must make a Might save (DC 15 + your level) at the end of its turn.

Defensive: Gain +1 AC.

Mobile: Gain +1 mobility. After you shift at least 2 squares, gain +2 to hit until the end of your next turn.

Unstoppable: Gain +2 to saves and damage soak.

IAJUTSU

Add your Agi or Wit mod to your initiative a second time (your choice). When you roll initiative, you can shift squares equal to your initiative bonus as an instant action.

TALENTS**TASTA MY BLADE**

Gain a new benefit based on the type of sword you wield.

Cleaver: You ignore 5 physical soak.

Greatsword: Deal an additional 1d6 damage on a critical hit.

Katana: You can use a stunt to add your Agility or Wit to damage.

SWORDMASTER**Level 6+**

Your sword gains a second property of the three available. You don't gain that property's "Tasta My Blade" bonus.

SARGE

Agile, Expert, Protagonist

"I only have one rule. Everyone fights. No one quits. You don't do your job, I'll shoot you. Do you get me?"

- *Starship Troopers* (1997)

You are a career military officer with command responsibility, and you take to your role with a seriousness just as deadly as your gun.

ANOTHER GLORIOUS DAY IN THE CORPS

On any round in which you spend a stunt, all other survivors gain +1 to hit and +1 speed until the beginning of your next turn. This stacks for each stunt you spend in the round.

RIDE OF THE VALKYRIES

During the deployment phase, all allies have access to any deployment maneuver that any other ally has access to.

COME ON, YOU APES

When you take a move action to leave your square, spend a stunt to move in formation. Any allies that start adjacent to your beginning square may spend an instant action to shift to a square adjacent to where you finish your movement. Any ally that does so gains physical soak +1 until the end of your next turn.

TALENTS**REAPER ACTUAL****Level 6+**

The burst and blast ranges of your powers increase by 1 and deal +1 damage per die.

YOU CAN'T HANDLE THE TRUTH

While you are insane or at 0 sanity, all other survivors gain +1 sanity soak.

SECRET AGENT

Agile, Expert, Protagonist

“What exactly do you do?”

“Oh, I travel. A sort of licensed troubleshooter.”

- *Thunderball (1965)*

You are an elite operator working for a shadowy agency that requires your unique, amazing, and really cool skills. This agency is accountable to no one and secretly serves and/or manipulates various world governments to mysterious ends. No one can be sure whose side you are on, or if you helped cause the apocalypse or are trying to prevent it. All anyone knows for sure is that you are really cool.

STYLE KILLS

Gain +2 to damage per die with longbows, crossbows, pistols, thrown melee weapons, and grenades (flashbangs, frag grenades, nail bombs, tear gas, and Molotov cocktails).

COOL FACTOR

Your bonus to skills from stunts is doubled. When using Agility-based skills, it is tripled. When you roll a natural 20 on an attack roll or save, regain one stunt.

SHAKEN, NOT STIRRED

Once per scene, you can make an Agility save instead of a Might or Wit save to resist an effect.

TOOLS OF THE TRADE

You begin play with a pistol of your choice and 30 rounds, in addition to any other items. You have a suppressor for any pistol, submachine gun, or assault rifle you wield.

TALENTS**ELITE ASSASSIN**

Once per round, you can spend a stunt as an instant action to deal 10 piercing physical damage to all adjacent enemies.

OUR BEST AGENT**Level 6+**

If you score a critical hit or reduce an enemy to 0 hit points, you deliver a witty line, regain 1 lost stunt, and end any grab or crippling effect on yourself.

**SKEPTIC**

Expert, Protagonist

“When convention and science offer us no answers, might we not finally turn to the fantastic as a plausibility?”

“What I find fantastic is any notion that there are answers beyond the realm of science. The answers are there. You just have to know where to look.”

- *The X-Files (1993)*

You don't believe in the mythological, the debatable, or the impossible. In denial, you remain unconvinced in the face of all evidence, which disappears within moments anyway.

THE SCIENTIFIC METHOD

Gain +2 sanity soak and 20 sanity.

RIDICULOUS!

Once per round, you can roll a save as if it were a Wit save. If you fail this save even so, you take 4d6 sanity damage.

LET'S BE REALISTIC

So strong is your disbelief that you subtract 5 from any ongoing damage you are taking, and you are fearless and immune to the crippled condition unless you are at 0 sanity.

A RATIONAL EXPLANATION

Once per day as an instant action, you doubt a creature's existence. Gain physical soak against it equal to your Wit bonus, reducing any soak it has against your attacks by the same amount. You can also move around this creature without provoking opportunity attacks. If this creature overwhelms you, staggers you, or drops you to 0 hit points, you take 4d6 sanity damage.

ANNOYINGLY RATIONAL

Nobody really likes you, and it's assumed by most that you are stupid. Take -2 to Charisma. You can't become a demigod, necromancer, singularity, sorcerer, villain, warlock, or wizard.

TALENTS**INCONTROVERTIBLE EVIDENCE**

When you use your retcon, regain an additional 10 hit points, and ignore all status effects for one round longer.

REPEATABLE CONDITIONS**Level 6+**

Once per scene, spend a stunt when you make an attack roll, skill roll, or save. You can substitute that die result the next time you have to make the same kind of roll.

SLAYER

Expert, Protagonist

"Sixty years ago, they tried to destroy the world. They're back. In my lifetime, they're back... To finish the job."- *Hellboy* (2004)

You are a grizzled veteran of a decades-long personal war against the supernatural. Unable to convince the wider world that the evils you fought existed, you traveled across the globe on secret missions to hunt down and destroy monsters wherever they revealed themselves. Your hopes of forestalling the apocalypse were in vain, however. Now your personal war has become everyone's war.

TOO OLD FOR THIS SHIT

Gain +2 to either Wit or Charisma, but take -2 to either Might or Agility.

TRICKS OF THE TRADE

You possess a variety of mystical countermeasures to destroy supernatural monsters—powdered silver and monsters' bones, garlic, holy water, rare fungus, the intestinal resin of undead creatures, and more.

You know the soak values and immunities of the creatures you fight. When you reduce zombies to 0 hit points, they don't get back up, no matter how you killed them.

By spending a stunt as a standard action, you can deal an adjacent creature 10 ongoing piercing physical damage. While it is taking this ongoing damage, its fast healing, regeneration, and soak are reduced by 5. The creature must make a Might save at the end of each turn (DC 15 + your level) to end this ongoing damage.

VETERANCY

You have +1 sanity soak and +2 Craft. You qualify for any other trope's talents.

SOLDIER

Agile, Protagonist

"Me and my squad of ultimate badasses will protect you!"- *Aliens* (1986)

You are a trained and active-duty soldier or police officer.

COMBAT READY

Gain +2 to attack rolls and initiative.

THERE ARE MANY LIKE IT

In addition to any other equipment, you begin play with a pulse rifle and 60 rounds.

PULSE RIFLE**Damage:** 1d10**Critical:** +1d10**Might Requirement:** -**Range:** 18**Autofire:** +**Size:** Large**Ammo:** 5.56mm**Inventory:** 3**Tier:** III

Fire Control: When you use the pulse rifle to Spray and Pray, the squares you target don't have to be adjacent to one another (but they still must be within line of sight).

HEAVY ORDINANCE

If the group successfully scavenges and finds assault rifles, machine guns, or sniper rifles, roll two additional dice when determining ammo. In the case of grenades, grenade launchers, or rocket launchers, roll one additional die when determining ammo for these items.

WEAPONS FREE

When you use autofire, instead of just firing 3 ammo, you can fire 4. Your Focused Fire ability increases your critical threat range by 3, not 2. Alternatively, you can target an additional square with the Spray and Pray ability, following the same general rules of this feature (see Equipment).

TALENTS**NEEDS MORE DAKKA**

Spend a stunt as an instant action to give every ally in line of sight +2 to ranged and explosive attack rolls until the end of your next turn.

LEAD FARMER**Level 6+**

Once per scene, when you score a critical hit on a spray and pray attack with a ranged weapon, you can make another spray and pray attack.

SURVIVALIST

Expert, Protagonist

"I am completely out of ammo. That's never happened to me before."- *Tremors II: Aftershocks* (1996)

You were expecting the apocalypse and spent time preparing for it, becoming a little crazy in the process. You nurtured numerous conspiracy theories and were in steady contact with various militias. Now that society has broken down, your faith has been rewarded.

HOARDER

When your party finds items after Scavenge checks, gain +1 item or ammo per die rolled (2d6 bullets becomes 2d6+2 bullets).

PREPARED

When rolling for random items at the beginning of play, you choose one of the items off the random starting weaponry table in addition to your other randomly-determined items. In addition, you begin with twice the normal starting ammo (or fuel) for each weapon.

STACKING THE DECK

Once per scene, you may succeed on any one Might, Agility, or Wit save. You can declare that you are using *Stacking the Deck* after seeing the result of a save.

SCAVENGER

Gain +1 per level to all Craft and Scavenge checks.

TALENTS**DEEP AND RICH CRAFTING SYSTEM**

Level 6+

You can use a stunt as an instant action to maximize the ammunition, arrows, or fuel found during a successful scavenging attempt.

DEEP POCKETS

Once per scene as an instant action, you find 2d4 arrows or bullets on your person for a weapon that you had previously run out of ammo for in this or the previous scene.

THIEF

Agile, Expert, Protagonist

"I need your help. I can't tell you what it is, you can never ask me about it later, and we're gonna hurt some people."

- *The Town* (2010)

You're chasing your big score, the one you'll retire on. You're sneaky, you're careful, and you don't cry over spilled milk.

NOTHING PERSONAL

Increase the save DCs against your melee takedowns by 4, and add +2 to your snipe attack rolls.

THE NEXT BIG SCORE

If the group rolls a collective Scavenge check of Success +1 or higher, add an additional item roll to the tally.

SLIPPERY

Gain +2 Influence and Stealth. While hidden, invisible, or when you are the survivor closest (or tied for closest) to an enemy, once per round you can spend a stunt to teleport 12 squares as a move action.

TALENTS**BLACK GLOVE SERVICE**

- Gain +2 Craft.
- Your melee takedowns ignore physical soak.

ONCE A THIEF

Level 6+

- Spend a stunt to re-roll any skill roll with a Stealth check.
- Deal +1d6 damage on attacks to creatures you flank. On a critical hit, this damage is piercing.

**THUG**

Agile, Expert, Protagonist, Tough

"I will never reveal the Wu-Tang secret. And if you don't believe, I'll kill your shit."

- *Ol Dirty Bastard, You Don't Want to Fuck with Me* (1999)

You are a street hustler who combines smarts, toughness, and charisma to turn his gun sideways to do more damage, or something.

GANGSTA STYLE

Any gun or bow weapon you use is considered to have autofire when you turn it sideways. When you use autofire on a weapon that already has autofire, your critical damage dice increase by 1 step (to a maximum of d12).

MOM'S SPAGHETTI

Once per scene, when you are reduced to 0 hit points or 0 sanity, gain the ability to spend an instant action to take a standard action in response. You can only use this instant action once.

HUSTLE, LOYALTY, RESPECT

Gain +4 Influence. Your allies gain +2 Influence.

TALENTS**EVERY DAY I'M HUSTLIN'**

- Once per day, when you buy an item from a trader, the cost is reduced by 20%.
- When your party succeeds on a group Scavenge check, they can roll for an additional item on the weapon table.

TODAY WAS A GOOD DAY

Level 6+

- When you are at maximum hit points, gain +2 to hit, initiative, saves, and skills.
- Gain 10 more hit points from retcons and 1 more hit point per die from medical healing.

TIME TRAVELER

Expert, Protagonist, Tough

"Come with me if you want to live."

- *Terminator* (1984)

You are a temporal refugee from a doomed future. In a desperate gambit, you used the last of your time's advanced but dwindling resources to hurtle yourself back in time to an opportune moment, and you now exist as a soldier from the future, cursed with foreknowledge. Everything depends on you protecting a figure who is critical to the world's future. With your knowledge of future events, you might affect a better outcome for humanity; but your enemies know you're here and have sent agents to deal with you.

I CAME ACROSS TIME FOR YOU, SARAH

Choose another survivor as your ward.

- When you are adjacent to your ward, they gain +1 to AC, saves, and physical soak if you aren't staggered.
- Once per round while you are within line of sight, as a free action you can spend a stunt when your ward takes damage to take 10 piercing damage and reduce the damage to your ward by the same amount.
- If your ward is reduced to 0 hit points, you take 30 sanity damage and are overwhelmed until the end of your next turn.

TARGETED FOR TERMINATION

You know the passive powers and vulnerabilities of all eldritch horrors. Given a choice between equidistant targets within reach, eldritch horrors always target you first.

VETERAN OF THE PSYCHIC WARS

Your experience in apocalyptic wars that haven't even begun has made you a stalwart warrior. Gain +2 Athletics, Craft, Scavenge, and Stealth. When the group is rolling for ammo after Scavenge checks, everyone treats rolls of 1 or 2 as a 3.

TIME TRAVEL MAKES MY HEAD HURT

Gain +2 sanity soak. You begin play with a permanent insanity of your choice that can never be alleviated or suppressed in any way.

TALENTS**IT CAN'T BE BARGAINED WITH**

- You are fearless.
- You and your ward's bonuses against eldritch horrors improve to +2.

YOU MUST SURVIVE, OR I WILL NEVER EXIST**Level 6+**

- Gain +2 medical heals per day.
- When you spend a retcon or medical heal, your ward can receive up to half of the hit points.
- When you retcon, your ward gains the same immunities.
- If your ward dies, you die.

WILD CHILD

Agile, Protagonist

"I was born in the jungle; I have obeyed the Law of the Jungle; and there is no wolf of ours from whose paws I have not pulled a thorn. Surely they are my brothers!"

- Rudyard Kipling, *The Jungle Book* (1894)

You were raised by wolves or other wild animals in the woods, and think like an animal, not a man. You return to the world of mankind as an unlikely savior now that there's no one to institutionalize you.

FERAL

Your size category is Small. Gain +2 Might, +2 Agility, +1 AC, and +1 Stealth. However, take -2 speed. You can't use large firearms or large melee weapons, and your inventory space is reduced by 2.

You can't communicate with humans at all, but you can converse perfectly with cats and dogs.

TOOTH & NAIL

You have a natural melee attack:

TOOTH & NAIL

Damage: 1d6

Critical: 18-20, +1d6

Size: Small

Accurate: This weapon gains +1 to hit.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Maim: When you hit with this attack, you can spend a stunt to grab an opponent. Grabbed enemies take -2 to AC and Agility saves, and can't make ranged attacks. When you have a creature grabbed, you deal it 1d6 piercing damage at the beginning of your turn. Creatures can save against your grabs once per round on their turn as an instant action. The save DC is 15 + your level.

BESTIAL RAGE

When you are staggered, gain +2 to damage rolls and physical soak, but -2 to AC and saves.

TALENTS**PREDATOR & PREY****Level 6+**

When you hit a flanked creature with a charge attack using Tooth & Nail, add your speed to the damage roll.

THE SMELL OF BLOOD

When you score a critical hit with Tooth & Nail, increase your damage with Tooth & Nail by 1 for the rest of the scene, including the piercing damage your grabs deal.

VARMINT

- Gain +1 AC.
- Once per scene, when an enemy misses you, you can respond with a free melee attack as an instant action.

WRESTLER

Agile, Protagonist, Tough

"Bonesaw is ready!"

- *Spiderman* (2002)

You're an irresistible force meeting immovable objects.

RASSLIN'

You have an unarmed attack.

RASSLIN'

Damage: 1d10

Critical: +1d10

Size: Small

Inventory: -

Accurate: This weapon gains +1 to hit.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Greco-Roman Hold: When you hit an enemy with this attack, you may spend a stunt to grab them.

Light: You can use your Agility bonus instead of your Might bonus for attack rolls when making unarmed strikes.

GIMMICK

Choose one ability, Babyface or Heel.

BABYFACE

When you are staggered, gain one step to your stunt die.

HEEL

When you hit crippled or flanked enemies with Rasslin', deal +2 damage.

FINISHER

When you attack a grabbed and staggered enemy and boost the attack roll with a stunt, add your stunt die to the damage.

CHEAP HEAT

Gain the Vainglory insanity.

TALENTS**COMEBACK**

Gain a benefit based on your gimmick.

- **Babyface:** When you use a retcon, gain +2 physical soak for the rest of the scene.
- **Heel:** When you use a retcon, gain +3 melee damage for the rest of the scene.

WORLD CHAMPION**Level 6+**

Gain a benefit based on your gimmick.

- **Babyface:** When you miss a melee attack roll or save, you can spend a stunt to re-roll. If you succeed on the re-roll, regain 5 hit points and gain +2 physical soak until the end of your next turn.
- **Heel:** When you hit an enemy with a melee attack, spend a medical heal to cripple your target until the end of your next turn and regain 20 hit points.

CLASS TALENTS

Talent	Level Req	Agile	Expert	Protagonist	Tough
Accurate		+/-			
Beasting					+
Beeftank	6				
Black Belt		+	+	+	+
British					+
Broken					+
Bulwark	6				+
Burly					+
Burninator			+		
Cinematic					+
Critical Thinking					+
Deadly		+			
Disciplined			+		
Duct Tape and Hope					+
Fast		+			
Genius			+		

Talent	Level Req	Agile	Expert	Protagonist	Tough
Gonzo					+
Grappler					+
Grenadier	6			+	
Hard-Boiled					+
Hardcore					+
I Disbelieve the Illusion	6			+	
Let's Rock	6		+		
Massive					+
Needs Food Badly					+
Operator					+
Pack Rat				+	+
Quick					+
Resourceful					+
Rugged					+
Scrounger	6			+	
Shifty					+
Sniper					+
Speedy	6		+		
Suppressing Fire					+
To the Last					+
Two-Weapon Fighting					+
Zombie Slayer					+

ACCURATE**Agile**

Once per scene, you may re-roll one attack roll and take the better result of the two rolls.

BEASTING**Tough**

- On your action, before making melee attack rolls, you may take -2 to attack rolls. If you do, your melee attacks deal +4 damage.
- If you deal a creature enough damage to make it drop with a melee attack, you get an immediate, extra melee attack against another creature in the immediate vicinity. You can move one square before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

BEEFTANK**Tough, Level 6+**

- Gain +2 to Might saves against grabs and impose -2 to enemies' saves to break your grabs.

- Gain +1 to hit and saves for each ally in the party that is reduced to 0 hit points or killed during the scene, to a maximum of +4. This bonus lasts until the end of the scene. If one of the fallen allies are healed or resurrected during the scene, the bonus remains.
- Once per scene, after hearing a damage result done to you, you can reduce the damage by 1 + your Might modifier (minimum 1). You can use this power again if you score a critical hit or critical fumble.

BLACK BELT**Agile, Expert, Protagonist, Tough**

If you possess an unarmed melee attack, that attack gains +2 to hit and damage.

BRITISH**Protagonist**

- Gain +2 to one skill.
- Choose one skill and use Charisma as its key ability score instead of its normal ability.
- Take -2 to all other skills not improved by either of these abilities.

BROKEN**Protagonist**

Gain a permanent insanity of your choice that can't be alleviated.

BULWARK**Tough, Level 6+**

Gain +1 soak against all damage and +1 AC.

BURLY**Tough**

Gain +1 damage bonus to all melee attacks.

BURNINATOR**Expert**

- Deal +1 damage per die with grenades and launcher weapons, and +1 damage with flamethrowers.
- Take only half damage from explosive and fire weapons that you or an ally attacked with.

CINEMATIC**Protagonist, Level 6+**

- Gain one additional stunt.
- You can spend a stunt to re-roll a damage roll and take whichever result is better.
- Once per scene as an instant action, spend a stunt to take an additional standard or move action.

CRITICAL THINKING**Protagonist**

When you score a critical hit, deal +1d6 damage.

DEADLY**Agile**

Gain +1 to hit and deal +1 damage per die on melee attacks to creatures you are flanking.

DISCIPLINED**Expert**

- Gain +1 to the save of your choice.
- Once per scene, re-roll one save and take the better result.

DUCT TAPE AND HOPE**Tough**

- When you receive medical healing dice, treat any roll on the dice less than your Might modifier as equal to your Might modifier.
- You can be medically healed one additional time per day before resting.

FAST**Agile**

- Gain +1 speed and +2 Athletics.
- Spend a stunt to gain a further +1 speed and +2 Athletics until the end of your next turn.

GENIUS**Expert, Level 6+**

- Gain training in one additional skill.
- When you make a check for a skill in which you have training, you can roll twice and take the better result (if you have abilities granting you multiple re-rolls, you can roll an additional time).

GONZO**Tough**

- When you retcon, regain 2 more hit points per level.
- During a psychotic episode, gain +1 physical soak, unless the episode removes your physical soak.

GRAPPLER**Tough**

- When you hit with a melee attack when you have at least a hand free (you are using a medium melee weapon or smaller and having nothing in your other hand), spend a stunt to attempt a grab (forcing the enemy to make a Might save) without making an opportunity attack. The DC for this save is 10 + your level + your Might modifier.
- When you have an enemy grabbed and are wielding a small or medium weapon (or are unarmed), you always hit them with melee attacks unless you roll a 1.

GRENADIER**Expert, Level 6+**

Your grenade area of effect increases by 1 and damage increases by +1 per die. Grenades you throw gain a special bonus:

Claymore: On a failed save, victims are stunned until the end of your next turn.

Flashbang: On a failed save, victims are stunned until the end of your next turn.

Frag Grenade: On a failed save, victims are stunned and knocked prone until the end of your next turn.

Molotov Cocktail: On a failed save, victims take 5 ongoing fire damage. The Agility save DC against this is DC 15 + your level.

Nail Bomb: On a failed save, victims can't heal until the end of your next turn.

HARD-BOILED

Agile

- You don't provoke opportunity attacks when firing pistols or shotguns.
- On a critical hit, your ranged attacks with a shotgun deal 1d8 extra damage and knock enemies prone.

HARDCORE

Tough

When you are staggered, you and adjacent allies gain +2 to attack rolls.

I DISBELIEVE THE ILLUSION

Expert, Level 6+

- Gain +1 sanity soak.
- You can spend a stunt to roll sanity damage twice and take whichever result you prefer.

LET'S ROCK

Agile, Level 6+

- When firing a weapon with autofire, you use 1 less ammo, to a minimum of 1.
- When firing an autofire weapon using the focused fire option, you ignore 5 physical soak. Your critical hits with focused fire ignore all physical soak.

MASSIVE

Tough

Gain +2 on Might saves to break grabs and impose -2 on enemies' saves to break your grabs.

NEEDS FOOD BADLY

Tough

When you drink a bottle of water, treat it as pet food in terms of the healing benefit. You treat pet food as if it were a ration.

OPERATOR

Agile

Gain +1 to hit with ranged weapon attacks.

PACK RAT

Expert or Tough

Gain 2 inventory.

QUICK

Agile

Gain +2 initiative and spend a stunt to roll initiative twice and take either result.

RESOURCEFUL

Expert

When your party rolls to find random items, add +1 per die to any roll to determine ammo or item counts. This stacks if multiple party members possess the talent.

RUGGED

Tough

- Gain 10 additional hit points.
- Your retcon value improves by 5.

SCROUNDER

Expert, Level 6+

- Gain +2 Scavenge.
- When the group rolls Scavenge checks, all survivors can re-roll once and take the best result. Additional survivors with Scrounger grant additional re-rolls.
- The group can re-roll die results of 1 when rolling for the number of items found (ammo, grenades, etc.)

SHIFTY

Agile

- Gain mobility +1.
- When it is your turn, you can spend a stunt to shift as an instant action.

SNIPER

Agile

- Your range rating with all ranged weapons increases by 50%.
- Once per scene, when using a crossbow, longbow, or any kind of rifle, you can make a special called shot as part of your attack on one of your targets before making the attack roll. On a hit, the attack cripples the enemy until the end of your next turn. You can use a stunt to use this ability again in a scene.

SPEEDY

Agile, Level 6+

- Gain +1 speed.
- Once per scene, force an enemy that hits you to re-roll the attack, taking the worst result.
- You always roll initiative twice and take whichever result you like (if you have the Quick talent, you roll three times). On ties, you always win unless the tying survivor also has Speedy, in which case ties are resolved normally.
- You can draw a weapon as an instant action instead of a move action.

SUPPRESSING FIRE

Agile

Once per round, when a creature you hit with autofire willingly moves, spend 1 ammo to deal 5 piercing damage to it. This damage is also of the type your weapon deals. Teleportation doesn't trigger this effect.

TO THE LAST**Protagonist**

For each survivor that falls to 0 hit points, you and adjacent allies gain +1 to hit and damage until the end of the battle.

TWO-WEAPON FIGHTING**Agile or Tough**

When you make an attack as a standard action and have one weapon in each hand, you can make two attacks, one with each weapon, by spending a stunt. Both attacks are at -4. You can use two-weapon fighting to attack with a melee weapon and a ranged weapon, but you provoke as normal with a ranged weapon. Might requirements for guns go up by 2 in two-weapon fighting.

ZOMBIE SLAYER**Expert**

- Deal +2 damage when you hit enemies in the head with a called shot or when you hit enemies that are smaller than medium size.
- When you score critical hits on the undead, you deal +1d6 damage.

SKILLS

"I'm not the mechanic here, ironsides! I mostly just hurt people!"

- *Alien: Resurrection* (1997)

RULES

You are trained in skills equal to $2 + \text{your Wit modifier}$ (minimum 1). Training grants +4 in a skill. When you attempt a skill, roll 1d20 against a difficulty check (DC) to see if you succeed. When rolling a skill roll, roll:

1d20 + ability modifier + level + training bonus (if any)

Each skill has rules governing the DCs of certain tasks, but you may be asked to make general checks with based on the difficulty of a given task as assigned by the director:

SKILL DIFFICULTY

Task Difficulty	DC
Simple	15
Challenging	20
Difficult	25
Very Difficult	30
Epic	35
Practically Impossible	40

There are nine skills, corresponding to different ability scores:

SKILLS AT A GLANCE

Skill	Ability
Acrobatics	Agility
Athletics	Might
Craft	Wit
Heal	Wit
Influence	Cha
Insight	Wit
Perception	Wit
Scavenge	Wit
Stealth	Agility

DEPLOYMENT MANEUVERS

If you are trained in a skill with a deployment maneuver and have a qualifying trope class, you can use the skill's deployment maneuver during the deployment phase of a combat scene. You can only use one deployment maneuver.

DEPLOYMENT MANEUVERS AT A GLANCE

Maneuver	Trope Class	Trained Skill	Effect
Advance	Expert Tough	Athletics	Move your speed. Every square you move must be closer to a visible enemy.

Maneuver	Trope Class	Trained Skill	Effect
Ambush	Agile Expert	Stealth	Shift twice your speed and end your movement with cover against or out of line of sight of all enemies. Gain +2 initiative, but only if you move as part of this maneuver.
Anticipation	Expert	Insight	Give yourself and one adjacent ally +1 initiative.
Bravado	Expert Protagonist	Influence	One standard monster or two minions that you can see must shift three squares away from you, if they can without endangering themselves.
Evasion	Agile Expert	Acrobatics	Shift half your speed.
Feint	Expert Protagonist	Influence	One standard monster or two minions that you can see must shift three squares toward you, if they can do so without endangering themselves.
Incoming!	Expert Tough	Influence	During the first round, all allies gain +1 to all damage soak and +1 to saves. This bonus stacks if multiple survivors use it. Survivors equipped with shields gain a further +1 to all cumulative bonuses.
Scout	Expert	Perception	Gain +2 initiative, and during the first round, mobility +2.
Support	Expert Protagonist	Influence	Choose a survivor after they make their deployment maneuver. Start in any square within a close burst 3 of them.

TRAINING BONUSES

Training in skills grants automatic bonuses. Training also gives you access to that skill's talent.

TRAINING BONUSES AT A GLANCE

Skill	Training Bonuses
Acrobatics	When shifting while wearing no armor, gain mobility equal to your Agility bonus.
Athletics	Gain 2 inventory and +1 speed. Gain +1 damage with unarmed attacks.
Insight	Gain +2 initiative.
Stealth	You can make melee takedowns. You can make snipes.

ACROBATICS

Key Ability: Agility

Perform acrobatic stunts, keep your balance while walking on narrow surfaces, slip free of restraints, or take less damage from a fall.

ACROBATICS TRAINING BONUSES

- When you shift while wearing no armor, you can shift additional squares equal to your Agility bonus.

DEPLOYMENT MANEUVER

Evasion: Shift half your speed.

ACROBATICS ACTIONS

Use Acrobatics to:

As part of a move action: Keep your balance while walking on narrow surfaces (DC 20).

As part of a move action: Take less damage from a fall (reduce the falling damage by half of your Acrobatics roll).

Instant Action: Resist being knocked prone (using an attack roll as a DC).

TALENTS

EXPERT ACROBAT

Training in Acrobatics

- Gain +2 Acrobatics.
- Gain +1 mobility.

ATHLETICS

Key Ability: Might

Athletics is your ability to climb, jump, and swim, and withstand physical hardship.

ATHLETICS TRAINING BONUSES

- Gain 2 inventory and +1 speed.
- Gain +1 damage with unarmed attacks.

DEPLOYMENT MANEUVER

Advance: Move your speed. Every square you move must be closer to a visible enemy.

ATHLETICS ACTIONS

Use Athletics to:

Standard Action: Jump 1/4th of your speed straight in the air.

Standard Action: Jump half your speed across a distance (DC 10). Add 1 square for every 5 you succeed by.

Standard Action: Carry a body (a corpse or downed ally) half your speed (DC 10). Add 1 square for every 5 you succeed by.

Move Action: Break open a barrier (DC varies).

Move Action: Climb half your speed without falling from the surface.

Move Action: Swim half your speed in calm water (DC 10) or 1/4th your speed against a current (DC 15). Add 1 square for every 5 you succeed by.

Move Action: Jump 1/4th of your speed across a distance (DC 10). Add 1 square for every 5 you succeed by.

TALENTS

EXPERT ATHLETE

Training in Athletics

- Gain +2 Athletics.
- Gain +1 speed.

CRAFT

Key Ability: Wit

Craft allows you to operate complex machinery or create weapons and items.

CRAFT ACTIONS

Standard Action: Make a check (DC varies) to operate a complex electronic or mechanical device, such as a computer, bomb, or trap, making it turn on or off or quickly do something specific.

Standard Action: Make a check to pick a lock or hot-wire a car (DC 20-30). Failing a check by 5 or more may result in an alarm going off.

Standard Action: Craft or break down an item.

BUILDING & UPGRADING ITEMS

All items that are craftable or upgradeable have a tier that indicates what Craft skill level and components are necessary to craft them. The tier also indicates what components are yielded if the item is broken down for use in making other items.

Crafting doesn't consume in-game time. Survivors are assumed to be working on items in whatever free time they have.

Item Tier	Total Craft Skill Bonus	Components	Component Breakdown
I	+10	5 Normal	2 Normal
II	+13	+5 Normal, +1 Special	3 Normal
III	+16	+5 Normal, +2 Special	5 Normal, 1 Special
IV	+19	+2 Special	5 Normal, 2 Special
V	+22	+2 Special	5 Normal, 3 Special
VI	+25	+3 Special	5 Normal, 4 Special

READING THE TABLE

Craft Skill Bonus: You must have this Craft skill bonus to make items of this tier. You don't need this Craft skill bonus to break down items.

Components: Survivors can find many lost or broken items that, while not useful alone, can serve as components to craftable equipment. Every craftable item requires a certain number of components. The crafting process consumes these components. However, other items can be broken down for components, and accordingly have a component breakdown value.

There are two types of components: Normal and Special. More advanced items need both, and yield both if they are broken down.

If you upgrade an item, you only need the components listed, minus the components already spent to make the item.

Component Breakdown: The components yielded if the item is broken down.

Workshop: Crafting is complicated enough that survivors will need a secure and well-equipped facility of some kind to create or upgrade items that require special components. The exact requirements of this location are at the discretion of the director, but it probably serves as a "home base" for the survivors where they can keep supplies and machinery, and where they are unlikely to be interrupted without warning.

EFFECTS OF UPGRADES

- Unless otherwise stated in a weapon's description, upgrading a weapon increases its damage and critical damage bonus by 1.
- Armor upgrade effects are specified in the armor's description.
- Grenades can't be upgraded.

UPGRADING RELICS

You can't craft relics, but you can upgrade accursed weapons. Breaking down an accursed weapon inflicts corruption as if you had wielded it.

TROPE/DESTINY/DOWNWARD SPIRAL ITEMS

You can't craft or break down these items, but you can upgrade them.

UNARMED ATTACKS

Unarmed attacks don't have a tier and can't be upgraded, but unarmed attacks' ability to inherit from other unarmed attacks, as well as talents like Black Belt and training in Athletics, make up for this.

TALENTS**EXPERT CRAFTING****Training in Craft**

- Lower the Craft cost of items that don't require special components by 2.
- When you upgrade weapons or armor, it requires 1 less special component, to a minimum of 1.

HEAL**Key Ability:** Wit

You make Heal checks to heal injuries.

HEAL ACTIONS

Standard Action: Stabilize a dying survivor (DC 20), causing them to stop losing hit points and slowly regain hit points at the rate of 1 at the beginning of each of their turns until they reach 1 hit point.

Move Action: End a crippling effect (DC 25) or overwhelming effect (DC 30) on an ally.

MEDICAL HEALING

You can use Heal to deliver medical healing to an adjacent survivor as a standard action that provokes opportunity attacks.

How much healing you deal out depends on your Heal Level.

Your heal level is your level + 1 if you have training in Heal + 1 if you are a Doctor.

HEALING BY LEVEL

Heal Level	Hit Points Restored
1	1d6 + Might Mod + Level
2	2d6 + Might Mod + Level
3	3d6 + Might Mod + Level
4	4d6 + Might Mod + Level
5	5d6 + Might Mod + Level
6	6d6 + Might Mod + Level
7	7d6 + Might Mod + Level
8	8d6 + Might Mod + Level
9	9d6 + Might Mod + Level
10	10d6 + Might Mod + Level
11	11d6 + Might Mod + Level
12	12d6 + Might Mod + Level

A survivor can only regain hit points through medical healing a number of times equal to their Might modifier (minimum 1), and must rest for 6 hours before being healed by this skill any more times.

Injured survivors otherwise regain half of their total hit points when they take a 6-hour rest, and a further half if they also eat after resting.

TALENTS**EXPERT HEALER****Training in Heal**

- Gain +2 Heal.
- As an instant action once per round, you can make yourself or an adjacent survivor make a save against an ongoing damage effect.

INFLUENCE**Key Ability:** Charisma

Use Influence to bluff, deceive, intimidate, and engage in diplomacy.

DEPLOYMENT MANEUVER

Bravado: One standard monster or two minions that you can see must shift three squares away from you, if they can without endangering themselves.

Feint: One standard monster or two minions that you can see must shift three squares toward you, if they can do so without endangering themselves.

Incoming: During the first round, all allies gain +1 to all damage soak and +1 to saves. This bonus stacks if multiple survivors use it. Survivors equipped with shields gain a further +1 to all cumulative bonuses.

Support: Choose a survivor after they make their deployment maneuver. Start in any square within a close burst 3 of them.

TRADING

If you find a friendly community of survivors, you can use Influence to trade goods with them.

To see what the traders have on offer, any survivor in your group can roll on the Scavenge table appropriate to your level (see **Equipment**) three times. Traders won't sell relics, and you should re-roll any result stating that the trader has a relic.

The value of goods in trade is established partly by the components needed to make it and partly by your Influence roll.

An item's value is (1 Per Normal Component) + (10 Per Special Component).

If an item can't be made with components and has no Tier rating, it is worth 2 normal components.

TRADE VALUE OF ITEMS BY TIER

Item Tier	Trade Value
I	5
II	20
III	45
IV	65
V	85
VI	115

Note that the trade value of a gun does not include its included ammo.

TRADING INFLUENCE CHECK**Check** Discount

- 01-09** The trader needs one normal component from you as a gesture of good faith before trade can begin. You gain no discounts.
- 10-19** You gain no discounts.
- 20-29** The trader will accept 5 less in trade value from you in exchange, to a minimum of 1.
- 30-39** The trader will accept 10 less in trade value from you in exchange, to a minimum of 1.
- 40+** The trader will accept 20 less in trade value from you in exchange, to a minimum of 1.

INFLUENCE ACTIONS

Standard Action: Terrify lesser creatures into inaction or letting you do what you want against their best interests (DC 20 + the monster's level).

Standard Action: Attempt to draw a weapon on and attack an enemy before they realize what is happening and before initiative is rolled (DC 15 + enemy's Insight). If you fail, you are attacked instead.

Move Action: Allow a surprised ally within 6 squares to act normally (DC 25).

Move Action: Coordinate NPC allies' attacks, or cause routing NPC allies to go back to their positions (DC varies).

Miscellaneous: Convince NPC allies to undertake a plan (DC varies).

Miscellaneous: Convince others that you are telling the truth, or of lies (DC varies + enemy's Insight).

Miscellaneous: Convince someone to let you do something that is not necessarily in their best interests, for something in return (DC varies).

Miscellaneous: Make earnest attempts at peace with enemies you aren't yet fighting (DC varies).

Miscellaneous: Open channels of communication with and get assistance from strangers (DC varies).

TALENTS**EXPERT INFLUENCE**

Training in Influence

- Gain +2 Influence.
- Some of your Influence deployment maneuvers improve.

Bravado & Feint: Increase the distance enemies must shift by 3.

Support: Increase the burst range by 3.

INSIGHT

Key Ability: Wit

You can discern intent and read body language during social interactions. You also use Insight to counter Influence checks made against you.

You can also deduce facts from disparate sources of information, noticing important details or possible solutions to problems. You make an Insight check to comprehend motives, to read between the lines, to get a sense of moods and attitudes, and to determine how truthful someone is being.

INSIGHT TRAINING BONUS

Gain +2 initiative.

DEPLOYMENT MANEUVER

Anticipation: Give yourself and one adjacent ally +1 initiative.

INSIGHT ACTIONS

Instant: Make an Insight check (DC varies) to deduce practical information from what's going on around and make use of your survival skills.

Example uses of Insight as a knowledge skill:

- **Architecture:** You can remember old structural details lost to others, such as secret underground passageways (or the likely location of one, based on your knowledge). You know which rooms in a house are the most structurally sound.
- **Language:** There's a chance you can speak another survivor's language, or deduce what a non-verbal creature is saying through their mannerisms and the circumstances.
- **Occult Power:** Survivors with supernatural powers or occult skills can use Insight to detect the presence of unusual magical energy and possibly identify the source.
- **Tactics:** You can quickly create plans of attack or analyze any terrain advantages you might use. You create effective barricades.

Miscellaneous: Discover why someone's behavior is amiss or what they really want but are hiding (DC varies).

Miscellaneous: Form a battle plan. Construct and recognize weak spots in a fortification for attack or demolition. Recognize enemy tactics during a battle. Know when and when not to charge an enemy position (DC varies).

Miscellaneous: Serves as a defense against Influence. Enemies rolling Influence must roll against a DC of 10 + your Insight bonus.

TALENTS**EXPERT INSIGHT**

Training in Insight

- Gain +2 Insight.
- You and allies gain +1 initiative.

PERCEPTION

Key Ability: Wit

Use Perception to notice creatures or things that are hidden or difficult to see.

DEPLOYMENT MANEUVER

Scout: Gain +2 initiative, and during the first round, mobility +3.

PERCEPTION ACTIONS

Move: Detect traps or hidden hazardous terrain in a close burst range equal to your Wit bonus +1, minimum 1 (DC 15 + the trap's level).

Miscellaneous: Discover hidden creatures or things (DC varies).

Miscellaneous: Serves as a defense against Stealth. Enemies rolling Stealth must roll against a DC of 10 + your Perception bonus.

TALENTS**EXPERT PERCEPTION****Training in Perception**

- Gain +1 Perception.
- You have Nightvision 6.

SCAVENGE**Key Ability:** Wit

After a combat scene, the entire party can make Scavenge checks as a group to find useful equipment. Efficient groups can easily find loot. Groups with poor scavenging skills have a difficult time finding anything and may attract monsters. Scavenging gets harder as the apocalypse advances.

The DC of a successful Scavenge check is $15 + \text{the level of the group}$.

Every member of the party makes the Scavenge check. The director can declare that scavenging is impossible due to in-game circumstances. What the survivors find depends on the number of successes and failures they get. This creates their

Scavenge Level. A group's starting Scavenge Level is always 0. This is modified by +1 for every success and -1 for every failure. Or:

Scavenge Level: 0 + Successes – Failures.

SCAVENGE LEVEL RESULT

Scavenge Level	Result
-4 or More	The party finds nothing. There is a Death Omen.
-2 to -3	The party rolls once on the Scavenge Table, but there is a Death Omen.
-1 to 1	The party rolls once on the Scavenge Table.
2	Success +1! The party rolls twice on the Scavenge Table.
3+	Success +2! The party rolls three times on the Scavenge Table.

Death Omen: The party makes too much noise, dawdles too long, the eldritch powers curse them, or they otherwise get inexplicably sloppy. When a Death Omen occurs, during the next combat scene, the challenge point budget is increased by 25%, allowing the director to attack with more monsters, or in the case of a single monster, increase its hit points by 25%.

Scavenging Tables: There are four tiers of scavenging tables. Which one the party rolls on is determined by the highest-level monster that the survivors defeated:

Monster Level	Scavenger Table Tier
1-3	Tier I
4-6	Tier II
7-9	Tier III
10+	Tier IV

TALENTS**EXPERT SCAVENGER****Training in Scavenge**

Gain +2 Scavenge.

STEALTH**Key Ability:** Agility

Make a Stealth check to conceal yourself or sneak past enemies or slip away without being noticed. This skill is used against another creature's Perception or against a DC set by the director.

STEALTH TRAINING BONUSES

- You can make melee takedowns.
- You can make snipes.

DEPLOYMENT MANEUVER

Ambush: Shift twice your speed and end your movement with cover against or out of line of sight of all enemies. Gain +2 initiative, but only if you move as part of this maneuver.

STEALTH ACTIONS

As part of a move action: Sneak around, making a Stealth check at the end of an action to become or stay hidden. Make a single Stealth check against each enemy that could detect you (DC $10 + \text{enemy's Perception bonus}$).

You can make a Stealth check against an enemy to hide if you have superior cover against it or if you're outside its line of sight. You might still be able to make a Stealth check against a distracted enemy if you don't have superior cover and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.

On a successful Stealth check, you are silent and invisible to the enemy.

If you take an action that causes you to reveal yourself, such as moving out of a hiding place or attacking, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.

Miscellaneous: An enemy can try to find you on its turn if you are hidden. If an enemy makes a Perception check and beats a DC equal to $10 + \text{your Stealth bonus}$, you don't remain hidden from that enemy.

MELEE TAKEDOWN

When you are trained in Stealth and damage a creature that can't see you, is unaware of you, or that you have surprised with a melee attack, you can inflict a takedown on the creature. The creature takes +10 damage and must make a Might save (DC $15 + \text{your level}$). On a failure, cripple, mute, or immobilize the enemy until the end of your next turn.

SNIPE

You can snipe a creature that can't see you, is unaware of you, or that you have surprised with a ranged attack as a standard action. This attack gains +2 to hit and +10 physical damage equal to your level.

You can only perform snipes if you are trained in Stealth.

TALENTS**EXPERT SNEAK****Training in Stealth**

- Gain +1 Stealth.
- Once per scene during your turn, when you aren't adjacent to any enemies, you can spend an instant action to become invisible to enemies until the beginning of your next turn.

EQUIPMENT

"I'll swallow your soul!"

"Swallow this!"

- *Evil Dead II* (1987)

STARTING EQUIPMENT

Level 1 survivors begin play with three rolls on the Tier I equipment table and three rations (see **Survival Gear**).

MULLIGANS

If you roll three times and don't receive a weapon, you may discard one roll and re-roll until it is a weapon. If you roll more items than you can carry, you can trade it with other characters before the game begins.

STARTING EQUIPMENT AT HIGHER LEVELS

Some games start above level 1. Survivors begin with more equipment.

Levels 2-3: Roll four times on the Tier I Table and begin with four rations.

Levels 4-6: Roll five times on the Tier II Table and begin with five rations.

Levels 7-10: Roll six times on the Tier III Table and begin with six rations.

INVENTORY

Most survivors have 8 inventory. Most weapons and items take up inventory space; once the survivor is carrying 8 points, they can't carry more items that cost inventory, but may continue to pick up items that cost no inventory.

PRE-GAME TRADING & INVENTORY WORK

Before the game begins, players can work together to pool randomized equipment onto different survivors that need the items most. Items that no one has room left to carry are left wherever the survivors begin play. The director may specify that the survivors may not trade items before the game begins, or that they begin with fewer items than normal.

SCAVENGE TABLES

TIER I

1d100	Tier I Item	Ammo Amount
01-04	Armor, Body Armor	
05-08	Axe	
09-12	Club	
13-16	Crossbow	2d10
17-20	Flamethrower, Light	2d10
21-24	Flare Gun	1d10
25-28	Flashbang	1
29-32	Knife	
33-36	Machete	
37-40	Molotov Cocktail	1
41-44	Pepper Spray	2d10
45-48	Pistol, Light	2d10

1d100	Tier I Item	Ammo Amount
49-52	Pistol, Medium	2d10
53-56	Rifle, Light Sniper	1d10
57-60	Shotgun, Light Long-Barrel	1d10
61-64	Shotgun, Light Sawed-Off	1d10
65-68	Shotgun, Medium Long-Barrel	1d10
69-72	Shotgun, Medium Sawed-Off	1d10
73-76	Electroshock Gun	2d10
77-80	Tear Gas Canister	1d4
81-00	Survival Gear	

TIER II

1d100	Tier II Item	Ammo Amount
01-02	Armor, Chain	
03-04	Armor, Body Armor	
05-06	Black Snot	1
07-08	Claymore	1
09-10	Crossbow	3d10
11-12	Dust of the Damned	1
13-14	Eldritch Pelt	1
15-16	Flamethrower, Light	3d10
17-18	Flare Gun	2d10
19-20	Flashbang	1d4
21-22	Frag Grenade	1
23-24	Fused Ashes	1
25-26	Healing Unguent	1
27-28	Helmet	
29-30	Immortal Essence	1
31-32	Jerky	1
33-34	Launcher, Grenade	1d4 Flashbangs
35-36	Liverwurst	1
37-38	Longbow	1d10
39-40	Machine Gun, Light	1d10
41-42	Molotov Cocktail	1d4
43-44	Nail Bomb	1
45-46	Oculus	1
47-48	Pepper Spray	3d10
49-50	Pistol, Heavy	1d10
51-52	Pistol, Light	3d10

1d100	Tier II Item	Ammo Amount
53-54	Pistol, Medium	3d10
55-56	Rifle, Assault	1d10
57-58	Rifle, Light Sniper	2d10
59-60	Rifle, Medium Sniper	1d10
61-62	Shield	
63-64	Shotgun, Light Long-Barrel	2d10
65-66	Shotgun, Light Sawed-Off	2d10
67-68	Shotgun, Medium Assault	1d10
69-70	Shotgun, Medium Long-Barrel	2d10
71-72	Shotgun, Medium Sawed-Off	2d10
73-74	Smeared Entrails	1
75-76	Submachine Gun	1d10
77-78	Axe, Tier +1	
79-80	Club, Tier +1	
81-82	Knife, Tier +1	
83-84	Machete, Tier +1	
85-86	Electroshock Gun	3d10
87-88	Tear Gas Canister	2d4
89-90	Tears of the Eternals	1
91-92	Normal Components	1d6+1
93	Relic	1
94-00	Survival Gear	1d4

TIER III

1d100	Tier III Item	Ammo Amount
01	Armor, Chain	
02	Armor, Body Armor	
03	Armor, Plate	
04	Baton	
05	Battle Axe	
06	Black Snot	1d4
07	Chainsaw	1d10
08	Claymore	1
09	Combat Knife	
10-11	Crossbow	4d10
12	Dust of the Damned	1d4
13	Eldritch Pelt	1d4
14	Flail	

1d100	Tier III Item	Ammo Amount
15	Flamethrower, Heavy	
16-17	Flamethrower, Light	4d10
18-19	Flare Gun	3d10
20	Flashbang	1d6
21	Frag Grenade	1d4
22	Fused Ashes	1d4
23	Healing Unguent	1d4
24	Helmet	
25	Immortal Essence	1d4
26	Jerky	1d4
27	Katana	
28	Launcher, Buzzsaw	
29	Launcher, Grenade	1d6 Flashbangs
30	Launcher, Rocket	
31	Liverwurst	1d4
32	Longbow	2d10
33	Longsword	
34	Mace	
35	Machine Gun, Heavy	1d10
36	Machine Gun, Light	2d10
37	Maul	
38	Molotov Cocktail	1d6
39	Nail Bomb	1d4
40	Oculus	1d4
41-42	Pepper Spray	4d10
43	Pistol, Heavy	2d10
44-45	Pistol, Light	4d10
46-47	Pistol, Medium	4d10
48	Polearm	
49	Rapier	
50	Relic	1
51	Rifle, Assault	2d10
52	Rifle, Heavy Sniper	1d10
53-54	Rifle, Light Sniper	3d10
55	Rifle, Medium Sniper	2d10
56	Shield	
57	Shotgun, Heavy Long-Barrel	1d10

1d100	Tier III Item	Ammo Amount
58	Shotgun, Heavy Sawed-Off	1d10
59-60	Shotgun, Light Long-Barrel	3d10
61-62	Shotgun, Light Sawed-Off	3d10
63-64	Shotgun, Medium Assault	2d10
65-66	Shotgun, Medium Long-Barrel	3d10
67-68	Shotgun, Medium Sawed-Off	3d10
69	Smeared Entrails	1d4
70	Crude Spear	
71	Staff	
72	Submachine Gun	2d10
73-74	Electroshock Gun	4d10
75	Tear Gas Canister	1d6
76	Tears of the Eternals	1d4
77	Whip	
78	Normal Components	1d8+2
79-00	Survival Gear	1d6

TIER IV

1d100	Tier IV Item	Ammo Amount
01	Armor, Chain (Tier +1)	
02	Armor, Body Armor (Tier +1)	
03	Armor, Plate (Tier +1)	
04	Baton (Tier +1)	
05	Battle Axe (Tier +1)	
06	Black Snot	1d4
07	Chainsaw (Tier +1)	2d10
08	Claymore	1
09	Combat Knife (Tier +1)	
10-11	Crossbow (Tier +1)	5d10
12	Dust of the Damned	1d4
13	Eldritch Pelt	1d4
14	Flail (Tier +1)	
15	Flamethrower, Heavy (Tier +1)	
16-17	Flamethrower, Light (Tier +1)	5d10
18-19	Flare Gun (Tier +1)	4d10
20	Flashbang	1d6
21	Frag Grenade	1d4
22	Fused Ashes	1d4

23	Healing Unguent	1d4
24	Helmet (Tier +1)	
25	Immortal Essence	1d4
26	Jerky	1d4
27	Katana (Tier +1)	
28	Launcher, Buzzsaw (Tier +1)	
29	Launcher, Grenade (Tier +1)	1d6 Flashbangs
30	Launcher, Rocket (Tier +1)	1d4
31	Liverwurst	1d4
32	Longbow (Tier +1)	3d10
33	Longsword (Tier +1)	
34	Mace (Tier +1)	
35	Machine Gun, Heavy (Tier +1)	2d10
36	Machine Gun, Light (Tier +1)	3d10
37	Maul (Tier +1)	
38	Molotov Cocktail	1d6
39	Nail Bomb	1d4
40	Oculus	1d4
41-42	Pepper Spray (Tier +1)	5d10
43	Pistol, Heavy (Tier +1)	3d10
44-45	Pistol, Light (Tier +1)	5d10
46-47	Pistol, Medium (Tier +1)	5d10
48	Polearm (Tier +1)	
49	Rapier (Tier +1)	
50	Relic	1
51	Rifle, Assault (Tier +1)	3d10
52	Rifle, Heavy Sniper (Tier +1)	2d10
53-54	Rifle, Light Sniper (Tier +1)	4d10
55	Rifle, Medium Sniper (Tier +1)	3d10
56	Shield (Tier +1)	
57	Shotgun, Heavy Long-Barrel (Tier +1)	2d10
58	Shotgun, Heavy Sawed-Off (Tier +1)	2d10
59-60	Shotgun, Light Long-Barrel (Tier +1)	4d10
61-62	Shotgun, Light Sawed-Off (Tier +1)	4d10
63-64	Shotgun, Medium Assault (Tier +1)	3d10
65-66	Shotgun, Medium Long-Barrel (Tier +1)	4d10
67-68	Shotgun, Medium Sawed-Off (Tier +1)	4d10
69	Smeared Entrails	1d4

70	Crude Spear (Tier +1)
71	Staff
72	Submachine Gun (Tier +1) 3d10
73-74	Electroshock Gun (Tier +1) 5d10
75	Tear Gas Canister 1d6
76	Tears of the Eternals 1d4
77	Whip (Tier +1)
78	Normal Components 1d10+3
79-00	Survival Gear 1d6

MELEE WEAPONS

READING THE DESCRIPTIONS

Damage: The weapon's damage dice. Add your Might modifier and level to damage.

Critical: When you score a critical hit on an attack with a natural 20, deal the maximum damage indicated by the weapon's damage dice. Also deal bonus damage dice, which aren't maximized, as indicated by the weapon. Some weapons score a critical hit on a natural 19 or lower, and this is indicated here.

Size: Small weapons are light and maneuverable. Medium weapons can be used in one hand, but they are heavier than small weapons. Large weapons can only be used with two hands.

Ammo: Some melee weapons use certain types of ammo. This entry lists what type.

Inventory: This lists how much inventory the item takes up. You can't hold more equipment than your inventory allows. Most survivors can hold 8 inventory.

Tier: The item's crafting tier. If you upgrade a melee weapon's tier, it gains +1 damage.

MELEE WEAPONS AT A GLANCE

Weapon	Dmg, +Crit	Size	Inventory	Tier
Axe	1d10 +1d10	L	3	I
Baton	1d6, +1d6, 19-20	S	1	II
Battle Axe	1d10, +1d12	L	3	III
Chainsaw	1d12, +1d12	L	4	III
Club	1d10, +1d10	L	4	I
Combat Knife	1d8, +1d8	S	1	II
Crude Spear	1d6, +1d6	L	3	I
Flail	1d10, +1d10	L	4	III
Katana	1d10, +1d10, 19-20	L	3	III
Knife	1d4, +1d4	S	1	I
Longsword	1d10, +1d10, 19-20	M	2	III
Mace	1d8, +2d6	M	2	II
Machete	1d8, +1d8, 19-20	M	2	I
Maul	1d10, +2d6	L	3	III
Polearm	1d10, +1d10	L	4	III

Rapier	1d8, +1d8, 19-20	M	2	II
Staff	1d8, +1d8	M	2	II
Whip	1d6, +1d6, 19-20	M	2	II

AXE

Damage: 1d10

Critical: +1d10

Size: Large

Inventory: 3

Tier: I

BATON

Damage: 1d6

Critical: +1d6, 19-20 Crit

Size: Small

Inventory: 1

Tier: II

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

BATTLE AXE

Damage: 1d10

Critical: +1d12

Size: Large

Inventory: 3

Tier: III

CHAINSAW

Damage: 1d12

Critical: +1d12

Size: Large

Ammo: Gasoline

Inventory: 4

Tier: III

Stay Down: Zombies don't roll to avoid death on hits from this weapon.

CLUB

Damage: 1d10

Critical: +1d10

Size: Large

Inventory: 4

Tier: I

Unwieldy: Take -1 to attack rolls, but your minimum damage roll is equal to your Might modifier.

COMBAT KNIFE

Damage: 1d8
Critical: +1d8
Size: Small
Inventory: 1
Tier: II

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

CRUDE SPEAR

Damage: 1d6
Critical: +1d6
Size: Large
Inventory: 3
Tier: I

Accurate: This weapon gains +1 to hit.

Reach: A spear has reach, striking enemies at up to one square beyond normal melee range.

FLAIL

Damage: 1d10
Critical: +1d10
Size: Large
Inventory: 4
Tier: III

Reach: A flail has reach, striking enemies up to one square beyond normal melee range.

Unwieldy: Take -1 to attack rolls, but your minimum damage roll is equal to your Might modifier.

KATANA

Damage: 1d10
Critical: +1d10, 19-20
Size: Large
Inventory: 3
Tier: III

Accurate: This weapon gains +1 to hit.

KNIFE

Damage: 1d4
Critical: +1d4, 19-20
Size: Small
Inventory: 1
Tier: I

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

LONGSWORD

Damage: 1d10
Critical: +1d10, 19-20

Size: Medium
Inventory: 2
Tier: II

MACE

Damage: 1d8
Critical: +2d6
Size: Medium
Inventory: 2
Tier: II

MACHETE

Damage: 1d8
Critical: +1d8, 19-20
Size: Medium
Inventory: 2
Tier: I

MAUL

Damage: 1d10
Critical: +2d6
Size: Large
Inventory: 3
Tier: III

Unwieldy: Take -1 to attack rolls, but your minimum damage roll is equal to your Might modifier.

POLEARM

Damage: 1d10
Critical: +1d10
Size: Large
Inventory: 4
Tier: III

Accurate: This weapon gains +1 to hit.

Reach: The polearm has reach, striking enemies up to one square beyond normal melee range.

RAPIER

Damage: 1d8
Critical: +1d8, 19-20
Size: Medium
Inventory: 2
Tier: II

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

STAFF

Damage: 1d8
Critical: +1d8
Size: Medium
Inventory: 2
Tier: II

Accurate: This weapon gains +1 to hit.

Defensive: Spend a stunt as an instant action to gain +1 AC but take -2 to attack rolls when wielding the steel staff for the duration of the scene.

WHIP

Damage: 1d6
Critical: +1d6, 19-20
Size: Medium
Inventory: 2
Tier: II

Grappler: You can make grab attacks while you are armed with a whip, as if you were unarmed. If you do, the save DC to escape your grab improves by 1.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Reach: A whip has reach, and can strike enemies at up to one square beyond normal melee range.

RANGED WEAPONS**READING THE FIREARM DESCRIPTIONS**

Damage: The weapon's damage dice. Add your level and Agility modifier to the damage. When you target a square, every creature in the square you targeted is attacked (in the case of monsters that can share squares with other monsters). You use at least 1 ammunition when you fire a ranged weapon. Any reloading occurs as part of your attack action; you never need to take extra actions to reload.

Critical: When you score a critical hit on an attack by rolling a natural 20, deal the maximum possible damage indicated by the weapon's damage dice. You also deal bonus damage dice, which aren't maximized, as indicated by the weapon. Some weapons can score a critical hit on a natural 19, indicated here as well.

Minimum Requirement: The Might needed to wield the weapon effectively. Without a high enough Might, you take -4 to attack rolls when using the firearm, due to recoil and inability to properly hold the weapon.

Range: This indicates the range in squares you can fire the weapon without incurring an attack penalty. After this range, take -4. Although your range is unlimited, you must have line of sight and perceive an enemy to shoot them, and the director can rule that enemies are out of range.

Autofire: Ranged weapons can be fired at least once as a standard action. Some ranged weapons also have semi-automatic or automatic firing. These weapons have the autofire feature, giving you two options:

- **Focused Fire:** Use 3 ammo to target a single creature with multiple bullets. Increase critical threat range by 2 and re-roll damage dice equaling your Agility mod or less (if you can't roll more than your Agility mod, take max damage).
- **Spray and Pray:** Use 3 ammo to target up to two additional squares. These squares must be adjacent to at least one other targeted square, and every square must be within your line of sight. Every enemy in every targeted square is targeted by additional attacks, which are resolved normally, but the same enemy can't be targeted twice by the same spray and pray attack.

Size: A small weapon can be fired without the use of two hands.

Ammo: This entry lists the type of bullets or other special ammo the weapon uses.

Inventory: This lists the inventory the weapon takes up. Survivors begin with 8 inventory.

USING RANGED WEAPONS AS MELEE WEAPONS

Ranged weapons deal 1d4 damage and gain critical damage of +1d4 in melee, but have no other qualities.

RANGED WEAPONS AT A GLANCE

Weapon	Dmg	Crit	Might	Rng	Auto	Size	Ammo	Inv	Tier
Crossbow	1d6	19-20, +1d6	-	12	-	M	Bolts	2	I
Flamethrower, Heavy	1d10	+1d10	10	-	-	L	Napalm	5	II
Flamethrower, Light	1d4	+1d4	-	-	-	L	Hairspray	2	I
Flare Gun	1d6	+1d6	10	12	-	S	Flares	1	I
Launcher, Buzzsaw	1d6	19-20, +2d6	16	6	-	L	Buzzsaws	5	III
Launcher, Grenade	1d6	+1d6	12	12	-	L	Varies	3	II
Launcher, Rocket	1d6	1d6	16	12	-	L	Rockets	5	III
Longbow	1d8	+1d8	10	12	-	L	Arrows	3	II
Machine Gun, Heavy	2d6	19-20, +2d6	16	18	+	L	.50 BMG	5	III
Machine Gun, Light	1d10	19-20, +1d10	14	18	+	L	7.62mm	4	II
Pepper Spray	1d4	+1d4	-	-	-	M	Pepper Spray	1	I
Pistol, Heavy	1d10	+1d10	12	12	+	S	.44 Magnum	1	II
Pistol, Light	1d6	+1d6	-	12	+	S	.25 ACP	1	I
Pistol, Medium	1d8	+1d8	10	12	+	S	9mm	1	I
Rifle, Assault	1d8	+1d8	12	18	+	L	5.56mm	3	II
Rifle, Heavy Sniper	1d12	+1d12	14	18	-	L	.50 BMG	4	III
Rifle, Light Sniper	1d8	+1d8	10	18	-	L	.30.06	3	I
Rifle, Medium Sniper	1d10	+1d10	12	18	-	L	.45	3	II
Shotgun, Heavy Long-Barrel	2d8	+2d8	14	12	-	L	10-Gauge	3	III
Shotgun, Heavy Sawed-Off	2d8	19-20, +2d8	14	8	-	L	10-Gauge	2	III
Shotgun, Light Long-Barrel	2d4	+2d4	10	12	-	L	20-Gauge	3	I
Shotgun, Light Sawed-Off	2d4	19-20, +2d4	10	8	-	L	20-Gauge	2	I
Shotgun, Medium Assault	2d6	+2d6	12	12	+	L	12-Gauge	3	II
Shotgun, Medium Long-Barrel	2d6	+2d6	12	12	-	L	12-Gauge	3	I
Shotgun, Medium Sawed-Off	2d6	19-20, +2d6	12	8	-	L	12-Gauge	2	I
Submachine Gun	1d6	+1d6	12	12	+	S	.40	2	II
Electroshock Gun	1d6	+1d6	-	4	-	S	Electroshock Cartridges	1	I

CROSSBOW

Damage: 1d6
Critical: 19-20, +1d6
Might Requirement: -
Range: 12
Autofire: -
Size: Medium
Ammo: Bolts
Inventory: 2
Tier: I

Eco-Friendly: Reclaim half the arrows you fire during a scene.

ELECTROSHOCK GUN

Damage: 1d6 Lightning
Critical: +1d6 Lightning
Might Requirement: -
Range: 4
Autofire: -
Size: Small
Ammo: Electroshock Cartridges
Inventory: 1
Tier: I

Electroshock: When you hit a creature with the electroshock gun, you can spend a stunt to force a creature of Medium size or smaller to make a Might save. On a failure, the victim is dazed until the end of your next turn. Creatures that have any lightning soak or are immune to lightning can't be dazed.

FLAMETHROWER, HEAVY

Damage: 1d10 Fire
Critical: +1d10 Fire
Might Requirement: -
Range: -
Autofire: -
Size: Large
Ammo: Napalm
Inventory: 5
Craft Level: 17
Tier: III

Flamethrower: Attack in a close blast 3. The area that the heavy flamethrower hit is lit on fire until the end of the scene. Creatures that cross the area or end their turn there take 1 fire damage per level (to a maximum of once per round). On a critical hit, enemies take 5 ongoing fire damage (Agility negates).

FLAMETHROWER, LIGHT

Damage: 1d4 Fire
Critical: +1d4 Fire
Might Requirement: -
Range: -
Autofire: -
Size: Large
Ammo: Hairspray
Inventory: 2
Tier: I

Flamethrower: Attack in a close blast 2. On a critical hit, enemies take 1 ongoing fire damage (Agility negates).

FLARE GUN

Damage: 1d6 Fire
Critical: +1d6 Fire
Might Requirement: 10
Range: 12
Autofire: -
Size: Small
Ammo: Flares
Inventory: 1
Tier: I

Burning: A creature struck by a flare gun must make a Might save at the beginning of its next turn, or take an additional 5 fire damage.

LAUNCHER, BUZZSAW

Damage: 1d6
Critical: 19-20, +2d6
Might Requirement: 16
Range: 6
Autofire: -
Size: Large
Ammo: Buzzsaws
Inventory: 5
Tier: III

Exploding Crit: On a critical hit, for every 6 you roll on the critical dice, roll an additional 1d6 critical damage.

LAUNCHER, GRENADE

Damage: -
Critical: -
Might Requirement: 12
Range: 12
Autofire: -
Size: Large
Ammo: Varies
Inventory: 3
Tier: II

Launcher: You can load a grenade launcher with any bug bombs, flashbangs, frag grenades, or tear gas canisters you have. If you score a hit with the grenade launcher, you deal 1d6 damage to the target in addition to the grenade damage. in addition to

the listed damage, the grenade detonates on the square of the creature you hit. If you miss, the grenade detonates 1d6 squares behind the enemy you targeted.

LAUNCHER, ROCKET

Damage: 1d6 Piercing
Critical: +1d6 Piercing
Might Requirement: 16
Range: 12
Autofire: -
Size: Large
Ammo: Rockets
Inventory: 5
Tier: III

Launcher: If you score a hit, in addition to the listed damage, an explosion detonates on the square of the creature you hit, a close burst 6 on the target that causes 1d12 piercing damage per level. If you miss, the rocket detonates 1d6 squares behind the enemy. Creatures get an Agility save to reduce the damage by half.

LONGBOW

Damage: 1d8
Critical: +1d8
Might Requirement: 10
Range: 12
Autofire: -
Size: Large
Ammo: Arrows
Inventory: 3
Tier: II

Eco-Friendly: Reclaim half the arrows you fire during a scene.

Twang: You can apply your Might modifier to damage rolls with a longbow by spending a stunt.

MACHINE GUN, HEAVY

Damage: 2d6
Critical: 19-20, +2d6
Might Requirement: 16
Range: 18
Autofire: +
Size: Large
Ammo: .50 BMG
Inventory: 5
Tier: III

Big Gun: Your speed is reduced by 2 and mobility by 1 when you carry this gun.

Soak This: On a critical hit, the heavy machine gun ignores all physical soak.

MACHINE GUN, LIGHT

Damage: 1d10
Critical: +1d10
Might Requirement: 14
Range: 18
Autofire: +
Size: Large
Ammo: 7.62mm
Inventory: 4
Tier: II

Big Gun: Your speed is reduced by 2 and mobility by 1 when you carry this gun.

PEPPER SPRAY

Damage: 1d4 Poison
Critical: +1d4 Poison
Might Requirement: -
Range: -
Autofire: -
Size: Small
Ammo: Pepper Spray Dosage
Inventory: 1
Tier: I

Spray: You attack everything in a close blast 2. On a critical hit, in addition to normal critical damage, enemies are crippled until the end of your next turn.

PISTOL, HEAVY

Damage: 1d10
Critical: +1d10
Might Requirement: 12
Range: 12
Autofire: +
Size: Small
Ammo: .44 Magnum
Inventory: 1
Tier: II

PISTOL, LIGHT

Damage: 1d6
Critical: +1d6
Might Requirement: -
Range: 12
Autofire: +
Size: Small
Ammo: .25 ACP
Inventory: 1
Tier: I

PISTOL, MEDIUM

Damage: 1d8
Critical: +1d8
Might Requirement: 10
Range: 12
Autofire: +
Size: Small
Ammo: 9mm
Inventory: 1
Tier: I

RIFLE, ASSAULT

Damage: 1d8
Critical: +1d8
Might Requirement: 12
Range: 18
Autofire: +
Size: Large
Ammo: 5.56mm
Inventory: 3
Tier: II

Fire Control: When you use the assault rifle to Spray and Pray, the squares you target don't have to be adjacent to one another (but they still must be within line of sight).

RIFLE, HEAVY SNIPER

Damage: 1d12
Critical: +1d12
Might Requirement: 14
Range: 18
Autofire: -
Size: Large
Ammo: .50 BMG
Inventory: 4
Tier: III

Heavy: Gain +1 bonus to attack with called shots on your turn if you don't move before firing on your turn. If you score a critical hit on a called shot, the damage ignores all soak.

RIFLE, LIGHT SNIPER

Damage: 1d8
Critical: +1d8
Might Requirement: 10
Range: 18
Autofire: -
Size: Large
Ammo: .30-06
Inventory: 3
Tier: I

Light: Gain +1 bonus to attack with called shots on your turn if you don't move before firing on your turn. If you score a critical hit on a called shot, the damage ignores 5 physical soak.

RIFLE, MEDIUM SNIPER

Damage: 1d10
Critical: +1d10
Might Requirement: 12
Range: 18
Autofire: -
Size: Large
Ammo: .45
Inventory: 3
Tier: II

Medium: Gain +1 bonus to attack with called shots on your turn if you don't move before firing on your turn. If you score a critical hit on a called shot, the damage ignores 5 physical soak.

SHOTGUN, HEAVY LONG-BARREL

Damage: 2d8
Critical: +2d8
Might Requirement: 14
Range: 12
Autofire: -
Size: Large
Ammo: 10-Gauge
Inventory: 3
Tier: III

Short Range: Enemies more than 4 squares away take half damage from the shotgun.

SHOTGUN, HEAVY SAWED-OFF

Damage: 2d8
Critical: 19-20, +2d8
Might Requirement: 16
Range: 8
Autofire: -
Size: Large
Ammo: 10-Gauge
Inventory: 2
Tier: III

Room Broom: You can use Spray and Pray with this weapon on creatures 4 or fewer squares away, but spend only 2 ammo and hit only one additional square.

Short Range: Enemies more than 4 squares away take half damage from the shotgun.

SHOTGUN, LIGHT LONG-BARREL

Damage: 2d4
Critical: +2d4
Might Requirement: 10
Range: 12
Autofire: -
Size: Large
Ammo: 20-Gauge
Inventory: 3
Tier: I

Short Range: Enemies more than 4 squares away take half damage from the shotgun.

SHOTGUN, LIGHT SAWED-OFF

Damage: 2d4
Critical: 19-20, +2d4
Might Requirement: 10
Range: 8
Autofire: -
Size: Large
Ammo: 20-Gauge
Inventory: 2
Tier: I

Room Broom: You can use Spray and Pray with this weapon on creatures 4 or fewer squares away, but spend only 2 ammo and hit only one additional square.

Short Range: Enemies more than 4 squares away take half damage from the shotgun.

SHOTGUN, MEDIUM ASSAULT

Damage: 2d6
Critical: +2d6
Might Requirement: 12
Range: 12
Autofire: +
Size: Large
Ammo: 12-Gauge
Inventory: 3
Tier: II

Short Range: Enemies more than 4 squares away take half damage from the shotgun.

SHOTGUN, MEDIUM LONG-BARREL

Damage: 2d6
Critical: +2d6
Might Requirement: 12
Range: 12
Autofire: -
Size: Large
Ammo: 12-Gauge
Inventory: 3
Tier: I

Short Range: Enemies more than 4 squares away take half damage from the shotgun.

SHOTGUN, MEDIUM SAWED-OFF

Damage: 2d6
Critical: 19-20, +2d6
Might Requirement: 12
Range: 8
Autofire: -
Size: Large
Ammo: 12-Gauge
Inventory: 2
Tier: I

Room Broom: You can use Spray and Pray with this weapon on creatures 4 or fewer squares away, but spend only 2 ammo and hit only one additional square.

Short Range: Enemies more than 4 squares away take half damage from the shotgun.

SUBMACHINE GUN

Damage: 1d6
Critical: +1d6
Might Requirement: 12
Range: 12
Autofire: +
Size: Small
Ammo: .40
Inventory: 2
Tier: II

Fire Control: When you use the submachine gun to Spray and Pray, the squares you target don't have to be adjacent to one another (but they still must be within line of sight).

GRENADES

“And Saint Attila raised the hand grenade up on high, saying: ‘O Lord, bless this thy hand grenade that with it thou mayest blow thine enemies to tiny bits, in thy mercy.’”

- *Monty Python and the Holy Grail* (1975)

You can throw grenades at a targeted square, attacking enemies in a radius. When attacking with a grenade weapon, you specify a target square within the range of the explosive. Everything in the area must make a save as specified by the weapon (DC 15 + your level). You don't make an attack roll.

READING THE GRENADE DESCRIPTIONS**STATISTICS**

Damage: The weapon's damage dice. Add your level to grenade damage.

Radius: The weapon's blast radius, expressed in burst range.

Range: The weapon's maximum range. The weapon can't be thrown past this range.

Inventory: This lists the inventory the weapon uses. Survivors begin with 8 inventory.

CRAFTING

Craft Level: The Craft skill bonus needed to create this item.

Components: The components needed to create this item.

Component Value: While creating another item, this item can be destroyed to create the indicated components for use in crafting other items at the same time.

GRENADES AT A GLANCE

Weapon	Damage	Radius	Range	Craft Level	Inventory	Tier
Claymore	1d10 Piercing Per Level	Blast 3	1	10	1	II
Flashbang	1d4 Sonic Per Level	Burst 2	6	9	0.5	I
Frag Grenade	1d10 Piercing Per Level	Burst 3	6	14	0.5	II
Nail Bomb	1d12 Per Level	Burst 3	6	8	0.5	II
Tear Gas Canister	1d4 Poison Per Level	Burst 4	6	7	0.5	I
Molotov Cocktail	1d6 Fire Per Level	Burst 3	6	7	0.5	I

CLAYMORE

Damage: 1d10 Piercing/Level
Radius: Blast 3
Range: 1
Inventory: 1
Tier: II

Claymores aren't thrown grenades. Instead, you spend a standard action setting a claymore, choosing the direction it explodes in so doing. After this, you can spend a standard or move action to detonate the shaped charge. When the claymore detonates, everything in a close blast 3 in the direction chosen is hit; victims make an Agility save. On failure, victims take 1d10 piercing damage per level and are knocked prone. Victims who roll a 1 are stunned until the end of your next turn. On a successful save, victims take half damage and aren't knocked prone.

FLASHBANG

Damage: 1d4 Sonic/Level
Radius: Burst 3
Range: 6
Inventory: 0.5
Tier: I

Victims make a Might save. On failure, victims take 1d4 sonic damage per level and are blinded and deafened until the end of your next turn. Victims who roll a 1 are stunned until the end of your next turn. On a successful save, victims aren't blinded or deafened, but still take half damage.

FRAG GRENADE

Damage: 1d10 Piercing Fire/Level
Radius: Burst 3
Range: 6
Inventory: 0.5
Tier: II

Victims make an Agility save. On failure, victims take 1d10 piercing damage per level and are knocked prone. Victims who roll a 1 are stunned until the end of your next turn. On a successful save, victims take half damage and aren't knocked prone.

MOLOTOV COCKTAIL

Damage: 1d6 Fire/Level
Radius: Burst 3
Range: 6
Inventory: 0.5
Tier: I

Victims make an Agility save. On failure, victims take 1d6 fire damage per level. On a successful save, victims take half damage. Victims who roll a 1 take 10 ongoing fire damage. An Agility save negates this damage on their turn. The area hit is lit on fire until at least the end of the scene or until it is somehow put out. Creatures that enter the area or end their turn there take 5 fire damage (to a maximum of once per round).

NAIL BOMB**Damage:** 1d12/Level**Radius:** Burst 3**Range:** 6**Inventory:** 0.5**Tier:** II

Victims make an Agility save. On failure, victims take 1d12 damage per level. Victims count any physical soak they possess against each die of damage. Victims who roll a 1 can't heal (by normal means, fast healing, or regeneration) until the end of your next turn. On a successful save, victims take half damage.

TEAR GAS CANISTER**Damage:** 1d4 Poison/Level**Radius:** Burst 4**Range:** 6**Inventory:** 0.5**Tier:** I

Victims make a Might save. On failure, victims are crippled until they leave the area. Victims who roll a 1 are blinded until the end of your next turn. On a successful save, victims take half damage from the tear gas and no other effects. Tear gas doesn't affect non-living creatures or creatures without respiratory systems. Creatures without eyes can't be blinded. Creatures with gas masks are immune to tear gas. The cloud remains until the end of the scene.

ARMOR**READING ARMOR ENTRIES**

Armor is divided between suits of armor, helmets, and shields.

Type: This lists whether the armor is light, medium, or heavy.

Tier: The armor's tier. Each armor type gains bonuses based on its tier, as outlined in the description.

ARMOR, BODY**Type:** Light**Tier:** I

- Gain physical soak +1.

Tier Upgrades Effect

Tier Upgrades	Effect
II	Gain +1 soak against cold, fire, and lightning.
III	+1 physical soak.
IV	Increase cold, fire, and lightning soak by 1.
V	+1 physical soak.
VI	Increase all energy soak by 1.

ARMOR, CHAIN**Type:** Medium**Tier:** II

- Gain physical soak +2.
- Take -1 to speed, Agility saves, and mobility.

Tier Upgrades Effect

III	Remove penalty to Agility saves.
IV	+1 physical soak.
V	Remove penalty to speed.
VI	+1 physical soak.

ARMOR, PLATE**Type:** Heavy**Tier:** III

- Gain physical soak equal to your Might bonus (minimum +1).
- Your soak against other effects (except Chaos, Lightning, and Psychic) increases by +1.
- Take -2 to speed, Agility saves, and mobility.

Tier Upgrades Effect

IV	Save and speed penalties are reduced by 1.
V	+1 physical soak and energy soak.
VI	The mobility penalty is reduced by 1. Gain +1 energy soak.

HELMET**Type:** Medium**Tier:** II

- Reduce all critical damage you take by 5.
- Your Perception takes -2.

Tier Upgrades Effect

III	Reduce your Perception penalty by 1.
IV	Reduce critical damage by 1.
V	Reduce your Perception penalty by 1.
VI	Reduce critical damage by 1.

SHIELD**Type:** Heavy**Tier:** II

- Gain +1 to AC and +1 to Agility saves.
- You can only use medium or small weapons while using a shield.
- Takes up 2 inventory.
- Your speed and mobility are reduced by 1.

Tier Upgrades	Effect
III	Increase Agility saves by 1.
IV	Increase Agility saves by 1.
V	Increase Agility saves by 1.
VI	Increase AC by 1.

AMMUNITION

Ammo	Weapons	Craft Level	Components to Craft	Components from Breakdown
.25 ACP	Light Pistol	10	1 Normal; 5 Bullets	1 Per 10 Bullets
.30.06	Light Sniper Rifle	10	3 Normal; 5 Bullets	1 Per 5 Bullets
.40	Submachine Gun	10	2 Normal; 5 Bullets	1 Per 10 Bullets
.44 Magnum	Heavy Pistol	10	3 Normal; 5 Bullets	1 Per 5 Bullets
.45	Medium Sniper Rifle	10	4 Normal; 5 Bullets	1 Per 5 Bullets
.50 BMG	Heavy Machine Gun, Heavy Sniper Rifle	10	5 Normal; 5 Bullets	1 Per 5 Bullets
5.56mm	Assault Rifle	10	4 Normal; 5 Bullets	1 Per 5 Bullets
7.62mm	Light Machine Gun	10	4 Normal; 5 Bullets	1 Per 5 Bullets
9mm	Medium Pistol	10	2 Normal; 5 Bullets	1 Per 10 Bullets
10-Gauge	Heavy Shotguns	10	3 Normal; 5 Shells	1 Per 5 Shells
12-Gauge	Medium Shotguns	10	2 Normal; 5 Shells	1 Per 10 Shells
20-Gauge	Light Shotguns	10	1 Normal; 5 Shells	1 Per 10 Shells
Arrows	Longbow	10	3 Normal; 5 Arrows	1 Per 5 Arrows
Bolts	Crossbow	10	1 Normal; 5 Bolts	1 Per 10 Bolts
Buzzsaws	Buzzsaw Launcher	15	5 Normal; 5 Buzzsaws	1 Per 5 Buzzsaws
Flares	Flare Gun	10	1 Normal; 5 Flares	1 Per 10 Flares
Gasoline	Chainsaws	15	5 Normal; 5 Shots	1 Per 5 Shots
Hairspray	Light Flamethrower	10	4 Normal; 5 Shots	1 Per 5 Shots
Napalm	Heavy Flamethrower	17	3 Normal 3 Special; 5 Shots	2 Per 5 Shots
Pepper Spray Doses	Pepper Spray	10	1 Normal; 5 Doses	1 Per 10 Doses
Rockets	Rocket Launcher	17	3 Normal 4 Special; 1 Rocket	2 Per Rocket
Electroshock Cartridges	Electroshock Gun	10	1 Normal; 5 Cartridges	1 Per 10 Cartridges

SURVIVAL GEAR

"Is it necessary for me to drink my own urine? No, but I do it anyway because it's sterile and I like the taste."

- *Dodgeball: A True Underdog Story* (2004)

When you get a result of survival gear on the equipment table, choose the result from these options.

B&E KIT

Tier: I

This toolset lets you break door locks, cut chains, open padlocks and windows, climb walls, and otherwise gain entry in and out of buildings or secure areas, granting the entire group +4 to skill rolls necessary to those tasks during the scene. The kit is a combination of delicate devices and single-use items, and is expended once used.

FLASHLIGHT

Tier: I

The flashlight grants Night Vision 6 when they are on, but make it impossible for you to use Stealth to hide.

FOODSTUFF

A foodstuff contains 1d6 bottled waters, 1d4 cans of pet food, and 1 ration.

BOTTLED WATER

When you are resting, you can consume one bottle of water to regain 10 additional hit points. You can regain more hit points by consuming additional bottles of water.

PET FOOD

When you are resting, you can consume one can of pet food to regain hit points equal to a fourth of your maximum (rounded up), in addition to the half of your hit points you regain from resting. If you consume two cans of pet food while resting, you are fully healed.

RATIONS

When you are resting, you can consume rations to regain hit points equal to half of your maximum (rounded up), in addition to the half of your hit points you regain from resting.

GAS MASK

Tier: I

Gas masks give you +4 to Might saves against gaseous attacks and remove the -1 penalties from irradiation.

HAPPY PILLS

Gain 1d4 happy pills. A dose of psychotropic painkillers, happy pills replicate the Doctor's class feature when expended. Using the pills or feeding them to another survivor is an instant action. The recipient takes 2d6 sanity damage. In return, the recipient gains the following effects:

- The recipient regains hit points equal to 5 + their level + their Might modifier.
- If the recipient is crippled or stunned, that condition ends.

Survivors can't eat more than one dose of Happy Pills each round.

MEDICAL KIT

Tier: I

You can use a medical kit during a medical healing attempt to increase your effective healing level by 2. This consumes the medical kit.

NIGHT VISION GOGGLES**Tier:** I

You have Night Vision 12. This item takes up a helmet slot. While wearing night vision goggles, you take -4 to Might and Agility saves against fire or other effects that could blind you.

WASTELAND RESOURCES

"We're going to get a large branch and sharpen the end of it, and we're going to shove it up this thing's ass. Then we're going to eat it."

- *The Grey (2011)*

To survive at any cost, you have learned more about the biology, chemical properties, edibility, and inherent magic of monsters than others would dare. This gives you more ways to scavenge the corpses of enemies.

Maintaining wasteland resources requires care and skill. You can create a maximum number of resources equal to your Wit mod + 1 before needing to consume or dispose of a resource. If you make more simultaneous resources than you can maintain, pick one resource to destroy.

READING A RESOURCE ENTRY

Remains: What kind of monsters the resource is made from. You can't make resources from depraved monsters unless you are a cannibal.

Type: Resources are edibles and reagents.

- Edibles have a one-time effect. Edibles count against your total resources until they are used.
- A reagent has a permanent effect on other items, but this doesn't stack on the same item. Your reagents count against your total number of resources, regardless of whether they are in use.

Materials: Some resources require components to create. The components are lost when the resource is made.

Action: Using a resource is usually an instant action, and this indicates what the user can use it on.

Sanity Damage: Sanity damage you deal yourself when you use the resource.

WASTELAND RESOURCES AT A GLANCE

Resource	Type	Abomination	Alien	Cryptid	Demon	Divine	Undead
Black Snot	Edible	+			+		+
Dust of the Damned	Edible						+
Eldritch Pelt	Reagent	+	+	+	+	+	+
Fused Ashes	Reagent	+	+	+	+	+	+
Healing Unguent	Edible	+		+			
Immortal Essence	Edible		+		+	+	
Jerky	Edible	+	+	+			
Liverwurst	Edible	+	+	+			
Oculus	Edible	+	+	+	+	+	
Smeared Entrails	Edible	+	+	+	+	+	
Tears of the Eternals	Reagent			+	+		

BLACK SNOT

You ingest a foul mucus.

Remains: Abominations, Demons, Undead

Type: Edible

Materials: -

Action: Instant (self)

Sanity Damage: 2d6

Regain one stunt.

DUST OF THE DAMNED

You inhale the ashen remains of the walking dead.

Remains: Undead

Type: Edible

Materials: -

Action: Instant (self)

Sanity Damage: 2d6

Until the end of the scene, you gain +5 soak against cold, necrotic, and poison damage, and become fearless.

ELDRITCH PEIT

You wear the pelts of your enemies like a grim trophy on your armor.

Remains: Any

Type: Reagent

Materials: -

Action: Instant (self)

Sanity Damage: 2d6

Apply the eldritch pelt to an armor. Gain +1 soak to two different energy soaks of your choice.

FUSED ASHES

You grind your enemy's remains into a paste adhesive that coats the edge or barrel of a weapon.

Remains: Any

Type: Reagent

Materials: 1 normal component

Action: Instant (weapon)

Sanity Damage: -

Apply this to a melee or ranged weapon. The weapon deals +1 energy damage of a type the monster could deal. This effect doesn't stack. Choose the type if you rolled this item randomly from scavenging.

HEALING UNGENT

You mix a treated solution of the creature's blood with purified water and other, more mysterious ingredients.

Remains: Abominations, Cryptids

Type: Edible

Materials: -

Action: Instant (self or adjacent survivor)

Sanity Damage: -

The recipient regains hit points equal to 5 + their level + their Might modifier. If the recipient is crippled or stunned, that condition ends.

IMMORTAL ESSENCE

You drink the blood of extradimensional interlopers.

Remains: Aliens, Demons, Divines

Type: Edible

Materials: -

Action: Instant (self)

Sanity Damage: 2d6

Gain +5 soak against chaos, fire, lightning, psychic, and piercing damage until the end of the scene.

JERKY

You skin and cure the flanks of a monster into jerky.

Remains: Abominations, Aliens, Cryptids

Type: Edible

Materials: -

Action: Instant

Sanity Damage: 1d6

Eating the jerky while resting restores hit points as pet food.

LIVERWURST

You grind the monster's liver into a nutritious paste.

Remains: Abominations, Aliens, Cryptids

Type: Edible

Materials: 1 normal component

Action: Instant

Sanity Damage: 1d6

Eating the liverwurst while resting restores hit points as rations.

OCULUS

Consume the preserved eyeball of your foe.

Remains: Any

Type: Edible

Materials: -

Action: Instant (self)

Sanity Damage: 1d6

Gain +5 to one initiative check or Wit-based skill roll.

SMEARED ENTRAILS

You wrap yourself in wet entrails to ward off their attacks and make them better accept you in their company.

Remains: Any

Type: Edible

Materials: -

Action: Instant (self)

Sanity Damage: 2d6

Gain +5 soak and +5 Influence against any special energy types the enemy dealt until the end of the scene.

TEARS OF THE ETERNALS

You drip collected otherworldly tears onto your armaments.

Remains: Demons, Divines

Type: Reagent

Materials: -

Action: Instant (weapon or armor)

Sanity Damage: -

Grant a weapon a permanent +1 to damage or a suit of armor +1 to physical soak.

DESTINIES

“The world's a hungry place. A dark place. Maybe there's more of them, or things like them, or worse, but there are more people like you, too. People who stand.”

- *Doctor Sleep* (2019)

At level 3, choose a destiny. Your destiny is your transition into a macabre hero of the post-apocalyptic world. You cross the line between the natural world and the maddening secret world that lies beneath.

DESTINIES AT A GLANCE

Destiny	Description	
Abomination		
Alien Assassin	Intergalactic infiltrator.	Pagan Priest of an ancient, esoteric religion.
Champion	Superhuman martial artist.	Singularity Chosen one who sees through everything.
Cyborg	Artificial assassin.	Sorcerer Mystic with a lust for power.
Demigod	Superhuman legend.	Spy Nobody does it better.
Ghost	Evil spirit between worlds.	Villain Antagonist of the story.
Goblin	Slave to darkness.	Warlock Foul and diabolic blasphemer.
Mad Scientist	Outcast genius.	Warlord Elite and psychotic soldier.
Mechapilot	Drives a giant robot.	Waster Post-apocalyptic survivor.
Monster Hunter	Occult slayer.	Werewolf Half-man, half-beast.
Mutant	Genetic abomination.	Wizard Guardian of humanity.
Necromancer	Master of life and death.	Zealot Devout assassin.

ALIEN ASSASSIN

“They became farmers in the fields of stars; they sowed, and sometimes they reaped. And sometimes, dispassionately, they had to weed.”

- Arthur C. Clarke, *2010: Odyssey Two* (1982)

Earth is now the battleground of numerous aliens and extradimensional horrors. You are an alien assassin who infiltrated this planet to cleanse the problem at the behest of an intergalactic police force. Your superiors monitor your progress and support you with superweapons to purge the contamination, without regard for collateral damage. You wield the authority to destroy whatever lifeforms you see fit. Alien assassins:

- Are weird, amoral, and terrifying.
- Devastate battlefields down to the microscopic level.
- Sometimes “accidentally” blow up their allies.

ALIEN SPECIES

Alien assassins come from a variety of backgrounds. Some are conscripted, some serve as a rite of passage, or simply because they enjoy killing.

Choose a **species**.

BIOMASS

“I don't know what's in there, but it's weird and pissed off.”

- *The Thing* (1982)

You are shifting formlessness—a mass of twisting tentacles, antennae, and limbs among grotesque organs that spontaneously grow and die each moment. Every part of you in your true form is genetic information absorbed from your victims, added to an undulating mass of caustic flesh. You conceal yourself in the form of whatever living creature you last devoured, compacting yourself into that shape.

- Gain +4 Might.
- Gain +10 acid soak.
- Gain the Cannibalism insanity, but don't suffer drawbacks.
- Gain the Assimilation, Otherhulk, and Tentaclawmouth powers.

GRAY ONE

“If you can't tend to your own planet, you don't deserve to live here.”

- *The Arrival* (1996)

You are an alien of short and slight build with bulbous, liquid black eyes and gray, clammy skin. You are little threat physically, instead relying on your vast psychic abilities, advanced enough to manipulate the flow of time. You project a psychic image of yourself as a disguise.

- Gain +4 Wit.
- Gain +10 psychic soak.
- You can communicate telepathically with any creature within 12 squares that has a language.
- Gain the Chronokinesis, Psychic Rend, and Thought Shield powers.

INSECTOID

“You ever pull the wings off a fly? You care to see the fly get even?”

- *Men in Black* (1997)

You're a giant bug, a clicking, hissing mass of razor-sharp talons, crushing mandibles, and transparent wings, all made of exoskeleton strong enough to withstand bullets. You're also hungry. You use powerful pheromones and camouflage to fool humans into ignoring that you aren't otherwise disguised at all.

- Gain +4 Agility.
- Gain +10 poison soak.
- Gain the Cannibal insanity, but don't suffer drawbacks.
- Gain the Evisceration, Gorge, and Infestation powers.

POWERS

“Earth isn’t perfect, all right? And humans aren’t perfect, and guess what? I ain’t perfect!”

“Therein lies the necessity for this intervention. Must the galaxy be subjected to an entire planet of people like you?”

- *At World’s End* (2013)

You have three alien assassin powers as specified by your species. The save DC for any power you activate is 15 + your level. You also have deployable superweapon powers. These are extreme measures of destruction. You begin with one superweapon power. At levels 4, 6, 8, and 10, gain a new superweapon power.

ALIEN ASSASSIN POWERS AT A GLANCE

Power	Type	Description			
Assimilation	Biomass	Absorb a creature.	Nanostorm	Superweapon	Devouring nanobots.
Chronokinesis	Gray One	Alter time.	Otherhulk	Biomass	Reveal formlessness.
Cryosterilization	Superweapon	Freeze everything.	Planet Cracker	Superweapon	Orbital strike.
Death Signal	Superweapon	End the will to live.	Psychic Rend	Gray One	Rip apart a creature.
Electromagnetic Pulse	Superweapon	Electricity ends life.	Resonator	Superweapon	Piercing sonic pulse.
Evisceration	Insectoid	A venomous strike.	Tentaclawmouth	Biomass	Grow appendages.
Glassing	Superweapon	Purifying heat ray.	Thought Shield	Gray One	Psychic defenses.
Gorge	Insectoid	Eat a victim whole.	Ultravirus	Superweapon	Super bacteria.
Infestation	Insectoid	Eat regurgitation.	Ur-Venom	Superweapon	Poison matter itself.

SANCTION

“Don’t do this. Please, we can change. We can change.”

“The decision is made. The process has begun.”

- *The Day the Earth Stood Still* (2008)

You’re beyond human compassion. You don’t have sanity and don’t gain a downward spiral. Instead of sanity, you use a resource called **sanction**. Your sanction measures your faith in humanity’s chances of survival and redemption, as well as your superiors’ patience with your progress. Your sanction and sanction soak are affected by anything that would otherwise affect sanity.

When you reach 0 sanction, you and your superiors are disappointed. Instead of a psychotic episode or insanity, during the next anomaly phase after you reach 0 sanction, a **sanction anomaly** occurs (see the **Anomaly Tables** chapter). Your superiors deploy a randomized superweapon directly on your position in a close burst instead of a ranged burst. This superweapon affects everything but you, and your allies take 4d6 sanity damage. This superweapon is less powerful than those you intentionally deploy, but still has the secondary effects.

You can still gain permanent insanities in other ways, such as talents or relics, but your morality is not human, so you never otherwise experience psychotic breaks or insanities.

ALIEN ARMAMENTS

“When trapped, the creature activated a self-destruct device that destroyed enough rainforest to cover three hundred city blocks. Remarkable weaponry.”

- *Predator 2* (1990)

At level 6 and every level thereafter, you gain **alien armaments**. Choose one of the following relics at each level. If you can’t equip weapons normally (because you are an animal), you can still equip one ranged weapon. You don’t gain corruptions for using relics gained through this ability.

Alien Assassin Weapons				
Annihilator	Energy Gauntlet	Mancatcher	Raptor Choir	Shrike’s Talon
Astral Sliver	Flesner	Omega Sphere	Reaper Ligament	Ultor Cannon
Chaos Cannon	Interitus Skull	Painskin	Ruinous Exosuit	Unearthly Orb
Destructor	Liber Pituita	Psychic Manipulator	Shredburster	Vivisector

TALENTS**DETACHED CURIOSITY****Gray One Species**

Gain +1 to Wit saves and sanity soak.

FLOAT LIKE A BUTTERFLY**Insectoid Species**

When you aren’t using a shield, gain +1 speed, +1 mobility, and +1 AC.

HIDEOUS ASYMMETRY**Biomass Species**

You can’t be flanked or blinded, and gain +2 to saves to escape grabs.

NIGHTMARE FUEL**Level 6+, Biomass Species**

- Once per round, when you take a critical hit or fall to 0 hit points, you may choose to trigger an inhuman anomaly.
- Once per day, instead of triggering a sanction anomaly, you may choose for it to be an inhuman anomaly.

STING LIKE A BEE**Level 6+, Insectoid Species**

Gain +1 to damage rolls and your save DCs improve by 1 against creatures taking ongoing poison damage.

WAGON TRAIN TO THE STARS**Level 6+, Gray One Species**

- You can teleport six squares to a location within line of sight as a move action.
- If you succeed on a Wit save, you can also teleport six squares as an instant action.
- Gain a power that deals psychic damage or has “psychic” in the description.

CHAMPION

“Legend tells of a legendary warrior whose kung fu skills were the stuff of legend.”

- *Kung Fu Panda* (2008)

You are a martial hero with powers that verge on the magical or divine, a combination of ancient secrets and the determination and skill to use them. You are destined to a life of violence, but through your trials you master your abilities. Champions:

- Can stand in melee with multiple enemies, using powerful special attacks and strong defenses.
- Have strong stylistic abilities that differentiate them from other warriors.
- Are heroic and fight without need of supernatural powers.

DISCIPLINE

“They will pay... With rivers of blood!”

- *Shogun Assassin* (1980)

Choose one discipline.

BARBARIAN

“Out of the frozen north, a man emerges—a man of a barbaric age, whose merciless savagery may be the only key to his survival. They call him Korgoth!”

- *Korgoth of Barabaria* (2006)

You are a rampaging warrior of the waste who fights for glory, riches, and to feel alive.

Heedless Strength: When you wield a two-handed melee weapon and no armor or shield, the damage die increases by one step (to a maximum of 2d6 from 1d12). You may still wear a helmet.

Champion techniques don't work when you don't meet these prerequisites.

KNIGHT-ERRANT

“There was a time when the world was plunging into darkness. A time of witchcraft and sorcery, when no one stood against evil. That time is over.”

- *Solomon Kane* (2009)

You are a noble knight, samurai, or similar figure who lives by a code of honor to defend the weak. Without a liege lord, you find purpose in wandering the land, destroying evil, and restoring order.

Sworn Sword: Your damage die with melee attacks using melee weapons increases by two steps. Gain a shield if you don't already have one. When you are using a medium weapon and shield when making a melee attack, add your Wit or Charisma bonus to attacks.

SHAOLIN

“What is the highest technique you hope to achieve?”

“To have no technique.”

“Very good.”

- *Enter the Dragon* (1973)

You are among the foremost practitioners of kung fu in all the world, proficient in every style and weapon. You strive to live virtuously and defeat evil.

Grasshopper: Gain +1 to attack rolls with light melee and thrown weapons.

On your second turn in battle and every turn thereafter, as well as When you miss, this bonus increases by +1. Gain half this bonus to melee damage and thrown weapon attacks.

Champion abilities and techniques don't work if you are wearing armor heavier than light.

SHINOBI

“You can't bargain with what is coming. You can't reason with it. Because it isn't a human being. It is a demon sent straight from Hell that will never stop until you are dead.”

- *Ninja Assassin* (2009)

You are a terrifying killer who strikes from the darkness, wreaking terrible vengeance on the wicked through methods that some consider dishonorable.

One with Shadow: When you roll initiative at the beginning of a combat scene, you remove yourself from the battle map, and become One with Shadow. While in this state, when you speak, you can be heard, but your location is unclear, even to creatures with omniscience. Likewise, you can't make Perception checks or use omniscience in this state, but you can perceive creatures and terrain that other survivors can.

On your first turn in battle, you reveal yourself as a free action, forcing an enemy anywhere on the map to make a Wit save (DC 15 + your level). On the target's successful save, you teleport to a square no closer than 6 squares from the target. On a failure, you teleport to an adjacent square and make a free attack.

When you score a critical hit with a melee attack, you may disappear again until the beginning of your next turn, on which you use this ability again.

At the end of the scene, you disappear again.

Your champion abilities and techniques don't work if you are wearing armor heavier than light.

SWASHBUCKLER

“Fencing, fighting, torture, revenge, giants, monsters, chases, escapes, true love, miracles.”

- *The Princess Bride* (1987)

You are a dashing master of swordplay, above all others in skill, style, and wit. You live by your own code of honor, working to restore the rightful order. And you're quite flashy about it.

Duelist: You consider medium or small weapons with the Light quality to be duelist weapons. While wearing light or no armor, your duelist weapons' damage dice improve by one step.

Champion techniques don't work when you are wearing armor heavier than light and not wielding a duelist weapon.

TECHNIQUES

“The human body has 108 pressure points. 36 of these can be fatal, the remainder paralyzing.”

- *The Invincible Armour* (1977)

At level 3, gain 3 technique points. At each new level, gain 1 new technique point, and when you would gain a talent, you may instead take 1 technique point instead of that talent.



You can spend technique points to learn techniques. Each technique also has a mastery, which costs as many technique points to learn as the original technique.

Techniques and masteries in your discipline cost 1 point to learn or master. You can learn techniques and masteries from outside your discipline at a cost of 2 points to learn or master.

TECHNIQUES AT A GLANCE

Technique	Bar	Kni	Sha	Shi	Swa	Bar	Kni	Sha	Shi	Swa
Beastmaster	+					Lizard Style				+
Blood Feud	+	+	+	+	+	Mantis Style				+
By This Axe, I Rule	+					The Mark				+
Centipede Style		+				Mind Your Surroundings			+	+
Crane Style		+				Pocket Sand				+
Derring-Do			+			Parry				+
Dragonslayer	+					Raw Power			+	
Duelist's Raiment			+			See Them Driven Before You	+			
Fearless	+					Scavenger			+	
Fleeting Shadow			+			Scorpion Style			+	
Flourish			+			Shuriken			+	
Foul Sorcerer!	+					Smoke Bomb			+	
Four Winds	+					Snake Style			+	
Fugu Venom			+			Spectacular			+	
Gladiator	+					Strike Sure and True			+	
Grandmaster	+	+	+	+	+	Surety of Death			+	
Heartbreaker			+			Tiger Style			+	
Hello Darkness			+			To Arms			+	
I Looked for You	+					Toad Style			+	
Into the Mouth of Hell	+					Unseen Blade			+	
Intuition			+			We Happy Few			+	
Ki Power		+				Wire Work			+	+
Knights of the Round	+					Wroth			+	
Light Brigade	+					Zen			+	
Lighter than Air		+								

BEASTMASTER

Barbarian

You can converse with animals and cryptids, and can call on a variety of tiny animals to act as messengers and deliver aid.

When you succeed on a Scavenge check during the looting phase, animals always bring you food according to your level:

1-3: Water

4-6: Pet Food

7+: Ration

Mastery: Gain +4 to saves against cryptids. When you are healed with effects other than fast healing or regeneration, animal survivors in the party gain half the effect.

BLOOD FEUD

Any

Each time you fight the same person or creature in a different scene, gain a cumulative +1 to hit it.

Mastery: Also gain a cumulative +1 to damage.

BY THIS AXE, I RULE

Barbarian

Deal +5 damage on charge attacks.

Mastery: When you make a charge attack, break any crippling effect on yourself.

CENTIPEDE STYLE

Shaolin

When you score a hit with a melee attack, spend a stunt make another attack against a second target in range. You may continue spending stunts every time you hit until you miss, run out of eligible targets, or run out of stunts. You can't hit the same creature twice with this ability.

Mastery: On the first round you use this ability, it doesn't cost stunts, and gain a cumulative +1 to hit on each successive target.

CRANE STYLE

Shaolin

Gain +1 AC. Deal +2 damage on melee critical hits.

Mastery: Gain +2 damage on melee flank attacks.

DERRING-DO

Swashbuckler

Add your Charisma or Wit mod to Agility saves.

Mastery: Add your Charisma or Wit mod to AC.

DRAGONSLAYER

Knight-Errant

Gain +6 melee damage against enemies that are Large or larger.

Mastery: Your critical threat range against colossal monsters increases by 2.

DUELIST'S RAIMENT

Swashbuckler

You wear a cloak and dress of exquisite fabrics, perhaps even a mask.

When an enemy makes a melee attack on you, once per scene you may force them to make a Wit save. On a failure, you dazzle them with a counter-move and cause them to blunder, re-directing their attack to one of their allies within reach or wasting their attack entirely.

Mastery: Your next attack against them gains twice your Wit bonus to the attack and damage rolls, regardless of the save result.

FEARLESS**Knight-Errant**

You are fearless. When you succeed on a save against an enemy's effect, regain 2 hit points.

Mastery: Gain +1 to saves.

FLEETING SHADOW**Shinobi**

When you succeed on a save or an attack misses you, you may spend a stunt to shift one square and turn invisible until the end of your next turn.

Mastery: You can shift six squares when triggering this ability.

FLOURISH**Swashbuckler**

When you score a critical hit or an attack misses you, regain one stunt.

Mastery: Your stunt die increases by one step.

FOUL SORCERER!**Barbarian**

You are fearless, and gain +1 to saves.

Mastery: You may choose to ignore the effects of magical anomalies.

FOUR WINDS**Barbarian**

Gain your Might bonus to soak against chaos, cold, fire, and lightning damage.

Mastery: On a successful save against these damage types, never take damage.

FUGU VENOM**Shinobi**

When you hit a creature with a melee attack or shuriken, spend a stunt to force the target to make a Might save. On a failure, the target is crippled and immobilized until the end of your next turn.

Mastery: Your critical threat range against enemies suffering from fugu venom increases by 1.

GLADIATOR**Barbarian**

Over the course of a scene, you gain a resource called momentum. When you roll damage, your momentum is the minimum damage you can deal on the roll, even if your momentum is higher than the damage dice.

Gain momentum in three ways:

- **Converting Adulation:** You can spend 2 adulation to gain 1 momentum.
- **Criticals:** Every time you score a critical hit, gain 1 momentum.
- **Kills:** Every time you kill a creature, gain 1 momentum.

At the end of a scene, your momentum returns to zero.

Mastery: You also gain adulation. You are followed by a growing crowd of onlookers, fans, and sponsors of your daring exploits. This crowd is made up of various humans, misshapen mutants, minor demons, and curious aliens, and they idolize and worship you as a hero.

Each time you spend a stunt or a retcon, you gain 1 adulation. You can spend adulation in several ways:

- **Momentum:** Spend 2 adulation to gain 1 momentum.
- **Prizes:** Spend 3 adulation to gain an additional item roll when scavenging after a battle.

You retain your adulation from scene to scene, but are limited to a maximum of 10 adulation.

GRANDMASTER**Any**

Gain +1 to hit with all unarmed attacks.

Mastery: Gain +1 damage with all unarmed attacks.

HEARTBREAKER**Swashbuckler**

When you are out of stunts, add your stunt die to your melee damage rolls.

Mastery: On a critical hit, you may spend any or all stunts you have remaining. For each stunt, your critical damage increases by 5.

HELLO DARKNESS**Shinobi**

While invisible, you have fast healing 3. When you become One with Shadow, regain 5 hit points.

Mastery: When invisible, you have additional physical and energy soak equal to your total fast healing value.

I LOOKED FOR YOU**Knight-Errant**

Your critical threat range against eldritch horrors increases by 1.

Mastery: Each time you score a melee hit against an eldritch horror, your attack bonus against it increases by 2 until the end of the scene.

INTO THE MOUTH OF HELL**Knight-Errant**

When you are adjacent to an eldritch horror or in range of an aura effect it has, gain +1 physical soak. When a monster swallows you, spend a stunt to deal it a critical hit with your melee weapon as a free action.

Mastery: You can also trigger the critical hit effect if a monster grabs you.

INTUITION**Shinobi**

Gain +2 to all attack rolls and Wit-based skill rolls.

Mastery: Gain +2 to Wit saves.

KI POWER**Shaolin**

Treat all melee damage rolls less than your Agility modifier as the same number as your Agility modifier.

Mastery: Add your Wit modifier to critical hit damage on melee attacks.

KNIGHTS OF THE ROUND**Knight-Errant**

You and all your allies gain +2 sanity soak.

Mastery: When you are fearless and above 0 hit points, your allies are fearless.

LIGHT BRIGADE

Knight-Errant

You and all allies receive +2 soak against all ongoing damage.

Mastery: Increase this bonus to +4 on yourself only.

LIGHTER THAN AIR

Shaolin

Double your bonus from your Agility modifier to Acrobatics, and add your Agility modifier to mobility.

Mastery: When using a move or instant action to move squares equal or in excess of your maximum speed, add your Agility modifier to the number of squares you move.

LIZARD STYLE

Shaolin

You can't be immobilized. When you shift, spend a stunt to gain a bonus to melee attacks equal to the number of squares you shifted until the beginning of your next turn.

Mastery: When you use a stunt with Lizard Style, you don't provoke opportunity attacks until the beginning of your next turn.

MANTIS STYLE

Shaolin

Flanked enemies take -2 damage against you, while you gain +2 damage against them.

Mastery: Increase these penalties and bonuses by 2.

THE MARK

Swashbuckler

You leave your clumsy opponents with something to remember you by.

When you score a critical hit on an enemy with a melee attack, you can execute a melee takedown on them if you haven't done so already with the attack. If the attack is already a melee takedown, it does +4 damage.

Mastery: Your critical threat range with melee attacks increases by 1.

MIND YOUR SURROUNDINGS

Shinobi, Swashbuckler

You can stand from prone as an instant action. You flank all adjacent enemies, and squares in an aura burst 2 around you are difficult terrain for your enemies.

Mastery: The aura burst size increases by 1.

POCKET SAND

Swashbuckler

When you miss an enemy with a melee attack, force them to make an Agility save. On a failure, your attack hits normally.

Mastery: If the enemy rolls a 1 on the save, it's a critical hit.

PARRY

Swashbuckler

Spend a stunt to reduce the damage from a melee attack on you by your Agility modifier.

Mastery: Gain +1 AC and +1 to Agility saves.

RAW POWER

Barbarian

Ignore physical soak on a target of your melee attacks equal to your Might bonus.

Mastery: Once per scene, make a Might save instead of an Agility or Wit save.

SCAVENGER

Barbarian

Gain +4 Scavenge.

Mastery: Gain access to the Waster's Resourceful feature.

SCORPION STYLE

Shaolin

Gain +1 AC. When you score a hit in melee combat and spend a stunt, the enemy must make a Might save or be immobilized until the end of your next turn.

Mastery: Enemies you immobilize with this ability take -2 to Might saves for the same duration.

SEE THEM DRIVEN BEFORE YOU

Barbarian

Adjacent minions and standard monsters are crippled.

Mastery: If damage on you after all soak is applied is less than your level, no damage is dealt at all.

SHURIKEN

Shinobi

When an attack misses you or you succeed on an Agility save, as a free action you can shift one square and 5 piercing physical damage to one enemy in a close burst 6. You can't hit the same enemy with a shuriken more than once during the same round.

Mastery: The range increases to a close burst 12. If you gain three or more shuriken attacks on the same round, you can hit the same target a second time.

SMOKE BOMB

Shinobi

Gain the warlord's *Smoke Bomb* power, except that you can use it in exchange for a stunt instead of once per scene, its range increases to a close burst 2, and enemies in the area take 1 piercing poison damage.

Mastery: Enemies take 5 piercing poison damage.

SNAKE STYLE

Shaolin

Gain +1 AC. You can't be knocked prone unless you are crippled or overwhelmed. While crippled or overwhelmed, you gain +1 AC (even if you can't be crippled or overwhelmed for some reason).

Mastery: This AC bonus also triggers if an effect immobilizes you (even if you can't be immobilized).

SPECTACULAR

Swashbuckler

For every 5 points in your total Acrobatics skill bonus, receive +1 soak against all forms of energy damage.

Mastery: For every 10 points in your total Acrobatics skill bonus, receive +1 physical soak and one additional stunt.

STRIKE SURE AND TRUE**Knight-Errant**

When you use a retcon, all your melee attacks are critical hits until the beginning of your next turn.

Mastery: Adjacent enemy minions die when you retcon, and other enemies take 10 piercing physical damage.

SURETY OF DEATH**Shinobi**

You can't take penalties to your attack rolls from any condition, and gain +1 to melee damage rolls.

Mastery: When you take a condition that would ordinarily penalize your attack rolls, gain +2 to saves.

TIGER STYLE**Shaolin**

You ignore 5 physical soak with your melee attacks.

Mastery: Add your Might modifier to the amount of physical soak you ignore with your melee attacks.

TO ARMS**Knight-Errant**

When you or your allies wear armor, it confers an additional +1 physical soak. When you or your allies wield a shield, it confers +1 to Agility saves.

Mastery: When you are adjacent to one or more allies, you both gain +1 physical soak.

TOAD STYLE**Shaolin**

Gain +1 AC. Add your Wit modifier to your physical soak.

Mastery: Gain +2 to Might saves.

UNSEEN BLADE**Shinobi**

Deal +2 damage to flanked creatures, and when adjacent to flanked creatures, they take -2 to saves.

Mastery: Your critical threat range against flanked creatures increases by 1.

WE HAPPY FEW**Knight-Errant**

When you are outnumbered, you and all allies gain +2 physical soak.

Mastery: Increase this bonus to +3.

WIRE WORK**Shaolin, Shinobi**

You ignore difficult terrain, as do any allies who meet one of three conditions when they begin their turn: They are adjacent to you, invisible, or hidden from all enemies.

Mastery: When you score a critical hit, you and all allies deal piercing poison damage with attacks and powers until the end of your next turn.

WROTH**Barbarian**

During psychotic episodes, gain +2 melee damage.

Mastery: You have fast healing 1 while insane or psychotic.

ZEN**Shinobi**

Add your Agility modifier to saves (add it twice to your Agility save).

Mastery: Gain +1 to Agility saves.

HEROIC FATE

"If this is to be our end, then I would have them make such an end as to be worthy of remembrance."

- *The Lord of the Rings: The Two Towers* (2002)

At level 6, instead of choosing a downward spiral, a champion may choose a heroic fate based on their discipline.

Gain 1 technique at level 6 and every level thereafter.

BANDIT PRINCE**Swashbuckler**

"I've seen knights in armor panic at the first hint of battle. And I've seen the lowliest unarmed squire pull a spear from his own body to defend a dying horse. Nobility is not a birthright. It's defined by one's actions."

- *Robin Hood: Prince of Thieves* (1991)
- Gain +4 Agility and +2 to another ability of your choice.
- Crossbows and bows now count as duelist weapons, and you gain duelist abilities with ranged attacks with them.

BARBARIAN KING**Barbarian**

"Between the time when the oceans drank Atlantis and the rise of the sons of Aryas, there was an age undreamed of. And unto this, Conan, destined to wear the jeweled crown of Aquilonia upon a troubled brow."

- *Conan the Barbarian* (1982)
- Gain +2 Might and +2 to another ability of your choice.
- Gain the crown of your dominion: a Balemask of Gru'uk, Debauched Diadem, Demon Skull, Diadem Serpentis, or Onyx Mask.

FIRST KNIGHT**Knight-Errant**

"I came to see your face so that I alone may find you on the battlefield. And you would do well to mark my face, Saxon, for the next time you see it, it will be the last thing you see on this Earth."

"Ah, finally, a man worth killing!"

- *King Arthur* (2004)
- Gain +2 Might and another ability of your choice.
- When you wield a shield, gain +1 AC.

NINJITSU MASTER**Shinobi**

“We are called sad flutes because when you cut the throat, the last sound is like a sad flute.”

- *The Warrior’s Way* (2010)
- Gain +2 Agility and +2 to another ability of your choice.
- Your critical threat range increases by 2.

SHIFU**Shaolin**

“Carry the Bow and Shoot the Moon! Monkey’s Rod! Double Flight from the Sea! Fisherman’s Paddle! Rod That Sweeps Away Injustice!”

- *Iron Monkey* (1993)
- Gain +2 to two abilities of your choice.
- Gain +2 to saves.
- Gain +1 mobility.

TALENTS**APPLIED KNOWLEDGE****Level 6+**

Gain the passive abilities from a warlord power of your choice.

CYBORG

“We’re not gonna make it, are we? People, I mean.”

“It’s in your nature to destroy yourselves.”

- *Terminator 2: Judgment Day* (1991)

You impersonate a human as part of your programming to blend in and infiltrate society. But with the breakdown of civilization, your programming allows you to reveal yourself. Over time, you can improve your programming and physical abilities by improving your artificial intelligence, incorporating new data to make you more efficient and deadly. Cyborgs:

- Are powerful melee and ranged combatants, with abilities far beyond human.
- Can easily endure damage that would disintegrate other creatures.
- Are amoral and distanced from human feelings, and don’t have sanity.

IMPROVED ABILITIES

“The conflict between mind and machine might be resolved at last in the eternal truce of complete symbiosis.”

- *Arthur C. Clarke, 2001: A Space Odyssey* (1968)

Gain +2 to all ability scores. Your model gives you a further bonus to one score.

BATTERY

“A banquet is in progress. The guests are enjoying an appetizer of raw oysters. The entree consists of boiled dog.”

You don’t use medical healing or retcons, and you can’t eat or drink. Instead, you have **battery charges** equal to your Might mod + 2.

You can use a battery charge as a free action once per round, even at 0 hit points or below. You regain 5 hit points per level. Using battery charges has consequences depending on your model.

Once per day, while the group is resting and recovering with food and drink, you can be repaired instead of eating and drinking. This works like a Heal check, except the Craft skill is used.

Abilities that increase or decrease your medical heals per day also affect your battery charges.

POST-HUMANITY

“I know now why you cry. But it’s something that I can never do.”

- *Terminator 2: Judgment Day* (1991)

Human morality means little to you, and you don’t gain a downward spiral at level 6.

You can’t comprehend human sanity, but are confused by human behavior and the supernatural, and the stress of combat affects your programming. You don’t have sanity or sanity soak. Instead, you have **RAM** and RAM soak. These are calculated in the same way as sanity and sanity soak are for other survivors, and effects that would change sanity and sanity soak affect your RAM in the same way. When you are reduced to 0 RAM, instead of psychotic episodes or insanities, you gain system errors.

When you lose all RAM, you experience a random system error from the System Error table during the insanity phase of the round (see the **Sanity** section of the **Rules**). The error lasts until the end of the scene.

MODEL

“It took them six months to put him back together. Synthetic flesh, bio-engineered organs. It always scared him that they might take out his soul and replace it with some matrix chip.”

- *Nemesis* (1992)

There are several models of cyborg, designed for different purposes. Choose one model.

CYBERPUNK

“All things change in a dynamic environment. Your effort to remain what you are is what limits you.”

- *Ghost in the Shell* (1995)

You are a human whose body is almost completely replaced with cybernetics, including your brain. Your construction makes you superhumanly quick, graceful, and precise. However, with each upgrade to your synapses and senses, you become less sure of who you are or reality.

- Gain +2 Agility.
- You can use any melee weapon as a light weapon.
- When using focused fire with guns, your critical threat range increases by 3 instead of 2.
- When using spray and pray with guns, you can use 4 ammo to target up to three additional squares, and these squares don’t have to be adjacent.
- Your RAM soak is reduced by 1 for every battery charge you are missing. When you are out of battery charges, you begin every combat scene with a psychotic break.

HUNTER-KILLER

"It can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop, ever, until you are dead!"

- *The Terminator* (1984)

You are encased in skin and soft tissue, even artificial blood, so that you can operate among humans and assassinate targets. Your true form is a titanium skeleton warrior, an almost indestructible killing machine of immense strength. What you lack in subtlety you make up for with brutality.

- Gain +2 Might.
- Gain +5 physical soak.
- For each battery charge you have used, your speed is reduced by 1, to a minimum of 2.
- You are fearless.

INFILTRATOR

"A mimetic polyalloy."

- *Terminator 2: Judgment Day* (1991)

You are a composite entity made of liquid metal, nanobots, or other programmable matter. This allows you to take almost any shape, impersonate other creatures, form deadly melee weapons, and regenerate from damage.

- Gain +2 Charisma.
- While you have battery charges, you can spend a standard action to regenerate 5 hit points, even at 0 hit points or below.
- You are fearless.
- You can't regenerate or use battery charges until the end of your next turn when you are dealt energy damage.

SYNTH

"I've done... Questionable things."

- *Blade Runner* (1982)

You are constructed from programmable DNA and organs. You were meant for computations, labor, and drudgery difficult or impossible for humans. However, your construction is so close to human that you develop dysphoria and insanity.

- Gain +2 Wit.
- Gain +5 damage soak against all forms of energy.
- Gain a permanent insanity of your choice.
- When you use a battery charge, you have a 20% chance of a psychotic episode. If you have one, the battery charge isn't expended.

UPGRADES

"You're watching television. Suddenly you realize there's a wasp crawling on your arm."

Begin with three **upgrades** based on your model. At each new level, choose a new upgrade. When you gain a talent, you may instead take an upgrade instead of that talent.

CYBORG UPGRADES AT A GLANCE

Upgrade	CP	HK	Inf	Synth	CP	HK	Inf	Synth
Armament Morph			+		Nanite Infusion		+	+
Assassinator	+	+	+	+	No Strings	+	+	+

Backup Generator	+		Purpose-Built	+	+		
Borg Fu	+	+	+	+	Reconstitution		+
Doppelganger Morph			+		Shapeless Mass		+
Don't Do That		+			Superior Infiltration		+
Enhanced Sensors	+	+	+	+	Superior Intellect		+
Get Out	+	+	+	+	Superior Speed		+
Hypermorph			+		Superior Strength		+
I Know This Hurts			+		Synaptic Strike		+
I'll Be Back		+		+	Synthetic Memories		+
Internal Weaponry	+	+			Talk to the Hand		+
It Just Keeps Going		+			Thermoptic Camouflage		+
Lightning Reflexes	+				Threat Level Absolute		+
Meldmorph			+		Turing Tested		+
Milkblood				+	Unobtainium Skeleton		+
More Cartwheels	+			+	Unpredictable		+
More Human Than Human				+	Unstoppable		+

ARMAMENT MORPH**Infiltrator**

As a move action, you can form one of your arms into a deadly cutting weapon.

Damage: 1d12

Critical: 19-20, +1d12

Size: Medium

Inventory: -

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

When you regain hit points or use another infiltrator upgrade, your armament morph turns back into a limb.

ASSASSINATOR**Any**

As an instant action, you kill an adjacent minion by breaking its neck, ripping its heart out, or by some other means of excessive, ghastly violence.

BACKUP GENERATOR**Hunter-Killer**

While at less than 1 hit point but more than -50 hit points, you are crippled, dazed, and have no damage soak, but are not destroyed.

BALLISTICS SOFTWARE**Any**

You ignore Might requirements on weapons. You can auto-fire any pistol, shotgun, rifle, or machine gun.

BORG FU**Any**

When you make a melee attack, spend a stunt to add your Wit modifier to the attack roll and damage roll to enemies that are grabbed, flanked, or prone.

DOPPELGANGER MORPH**Infiltrator**

Once per day as a standard action, you can change your trope to any other. You don't have talents for this trope, and your other talents that require a trope don't work. You can change back at the end of any scene or when you are damaged.

DON'T DO THAT**Hunter-Killer**

Your physical soak doubles against critical hits.

ENHANCED SENSORS**Any**

Gain omniscience 6 and night vision 12.

GET OUT**Any**

Once per round as an instant action when a minion hits you, make a Might save (DC 15 + the minion's level). If you succeed, the minion deals half damage and dies.

HYPERMORPH**Infiltrator**

You can't be flanked. Spend an instant action once per round to break any grab, break any immobilization effect, or shift one square.

I KNOW THIS HURTS**Infiltrator**

When you score a critical hit with an unarmed attack, deal +10 damage.

I'LL BE BACK**Hunter-Killer, Synth**

You can retcon as a normal survivor.

INTERNAL WEAPONRY**Cyberpunk, Hunter-Killer**

You can take this upgrade multiple times. Each time you do, learn one of the following mad scientist powers, usable once per day:

- *Active Denial System*
- *Cyborg Parts*
- *Tesla Coil*

If there are multiple abilities in the power, you can use only one version of it once per day—after that all uses are expended. You always get the Mad Science-tier result.

IT JUST KEEPS GOING**Hunter-Killer**

Gain a bonus to Might saves equal to half the battery charges you have remaining.

LIGHTNING REFLEXES**Cyberpunk**

When an enemy misses you with a melee attack, it takes your Agility modifier in physical damage.

MELDMORPH**Infiltrator**

As a standard action once per scene, you melt into the ground. While in this form, you can't make melee or ranged attacks, and can't use battery charges. However, you are invisible for as long as you remain in this form, and can't be targeted by attacks that don't hit an area.

Reforming into a solid being is a move action.

MILKBLOOD**Synth**

Reduce all ongoing damage by 5. You can't be crippled or overwhelmed unless you are also staggered.

MORE CARTWHEELS**Cyberpunk, Synth**

When you shift, gain +1 to AC and Agility saves until the end of your next turn. You also gain a bonus to attack rolls equal to the number of squares you shifted until the end of your current turn.

MORE HUMAN THAN HUMAN**Synth**

You can eat and drink food. When you roll for damage, your minimum result possible on the die is your Wit modifier.

NANITE INFUSION**Cyberpunk, Infiltrator**

You can take this upgrade multiple times. Each time you do, learn one of the following mad scientist powers, usable once per day:

- *Constructor Nanites*
- *Devouring Nanites*
- *Subcutaneous Nanites*

You always get the Mad Science-tier result.

NO STRINGS**Any**

Gain a permanent insanity of your choice, but ignore the effects of corruptions.

PURPOSE-BUILT**Cyberpunk, Synth**

Gain three trained skills. If you are a Synth, gain +2 to skills.

RECONSTITUTION**Infiltrator**

You can't be knocked prone. Once per scene as a free action, reduce critical damage you take by 10 or regenerate 20 hit points while below 0 hit points.

SHAPELESS MASS**Infiltrator**

As a standard action once per scene, you can become a formless blob that melts into or through any space. While a shapeless mass, you can shift your speed as a move action, ignore difficult terrain, and as a move action can move through any surface that has an opening, reforming on the other side. Your standard action to regain 5 hit points can be made as a move action.

You can't make melee or ranged attacks in this form, and you can't use battery charges.

Reforming into a solid being is a move action.

SUPERIOR INFILTRATION**Infiltrator**

As a move action, you can spend a stunt to shapeshift into any medium-sized creature you have touched or hit with an attack. Gain its soak values and immunities until you take damage, at which point you morph into your normal form.

SUPERIOR INTELLECT**Synth**

Gain two talents. You also gain your Wit bonus as a bonus to skills (including Wit skills).

SUPERIOR SPEED**Cyberpunk**

Add your Agility modifier to your speed, and half your Agility modifier to your mobility.

SUPERIOR STRENGTH**Hunter-Killer**

Your melee attacks ignore physical soak equal to your Might modifier.

SYNAPTIC STRIKE**Cyberpunk**

When you score a hit with a medium or small melee weapon and have a small melee weapon or pistol in the other hand, you can make an additional attack against another enemy within range as an instant action at -4. This doesn't provoke opportunity attacks. You can't use Synaptic Strike if you are grabbed, immobilized, or prone.

SYNTHETIC MEMORIES**Synth**

Gain a talent. You can take this upgrade multiple times.

TALK TO THE HAND**Hunter-Killer**

When you score a critical hit with a melee attack, you can grab your enemy. A Might save (DC 15 + your level) breaks the grab.

When you begin your turn with a grabbed enemy, that enemy takes 5 piercing physical damage.

HERMOPTIC CAMOUFLAGE**Cyberpunk**

You can spend a standard action to turn invisible until the end of your next turn.

THREAT LEVEL ABSOLUTE**Cyberpunk**

Your critical threat range with attacks improves by 1.

TURING TESTED**Synth**

When you are psychotic, out of battery charges, or have experienced a system error during the scene, you gain your Wit bonus to all attack rolls and saves.

UNOBTAINIUM SKELETON**Hunter-Killer**

Gain half your physical soak to all energy soak. When you use a battery charge, you gain 7 hit points per level, not 5.

UNPREDICTABLE**Synth**

Gain a bonus to initiative equal to your Wit mod. You can use any deployment maneuvers that you are trained to use simultaneously, in any order.

UNSTOPPABLE**Hunter-Killer**

You can't be knocked prone or immobilized. Gain your physical soak against all ongoing damage.

DEMIGOD

Here we are, born to be kings

We're the princes of the universe

Here we belong, fighting to survive

In a world with the darkest powers

- Queen, *Princes of the Universe* (1986)

You are a warrior of superhuman appetites and power, prophesied in mythology. You do battle with ancient demons and gargantuan monsters until you finally meet your equal. On that fateful day, the apocalypse will quicken, and the primeval cycle will begin anew. The earth trembles at your approach. No mortal creature can withstand your presence, and no monster your fell strike, for you leave only blasted ruins in your wake.

Most demigods must be human; cat and dog survivors may play a Primeval legend demigod (see **Demigod Legends**).

Demigods:

- Are devastating and wrathful in melee, smiting foes left and right.
- Rise to meet any challenge, becoming stronger the more epic the task.
- Have immortal appetites to match their great power.

EPIC

Day of wrath and doom impending.

David's word with Sibyl's blending,

Heaven and earth in ashes ending.

- *Dies Irae*

Gain +2 to all ability scores. Instead of a downward spiral at level 6, gain +2 to all ability scores.

WRATH

"My doom has come upon me; let me not then die ingloriously and without a struggle, but let me first do some great thing that shall be told among men hereafter."

- Homer, *The Iliad*

Your true strength awakens to the din of the most epic battles. Your **wrath** begins at 1 during every scene. Your wrath has no upper limit. Add your wrath to:

- Bonus energy damage from your legendary weapon.
- The size of your wrath aura, and the damage your wrath aura deals during a cataclysm.

INCREASING YOUR WRATH

Your wrath is increased by the following events:

- You score a critical hit.
- You encounter an eldritch horror.
- You slay your first monster in a round.
- You begin your turn crippled, overwhelmed, staggered, stunned, or at 0 hit points.
- You use a retcon.
- You or an ally triggers an anomaly, glitch, or malfunction.
- One of your player allies falls to 0 hit points.

WRATH AURA

"The skies roared with thunder and the earth heaved, then came darkness and a stillness like death. Lightning smashed the ground and fires blazed out; death flooded from the skies. When the heat died and the fires went out, the plains had turned to ash."

- *The Epic of Gilgamesh*, Maier translation (1985)

You have a wrath aura, a permanent aura with an aura burst size equal to 1 + your wrath.

Once per scene, you can spend an instant action to trigger a **cataclysm**. This occurs in a close blast equal to the size of your wrath aura. The cataclysm deals energy damage and causes a secondary effect according to your legend.

Your cataclysm also triggers after you damage a creature with a critical hit from your legendary weapon.

You can cause a cataclysm a maximum of once per round. After your first cataclysm that round, don't make a cataclysm roll again that round.

When a cataclysm occurs, roll 1d20 + your wrath to make a **cataclysm roll**.

CATASTROPHIC ROLL RESULTS

1d20 + Wrath	Damage	Sanity Damage to Other Survivors
2-10	2d6 + Level + Wrath	1d6
11-13	3d6 + Level + Wrath	2d6
14-16	4d6 + Level + Wrath	3d6
17-19	5d6 + Level + Wrath	4d6
20+	6d6 + Level + Wrath	30

LEGENDARY WEAPON

"Behold Excalibur! The sword of power! Forged when birds and beasts and flower were one with man, and death was but a dream!"

- *Excalibur* (1981)

You wield an awesome **legendary weapon**, so powerful that no mortal could hold it without melting, burning, and withering away in moments. Your weapon has a fearsome name passed down from legend, like *Doom's Edge*, *Netherbane*, or *Starbreaker*.

Damage: 1d12

Critical: +1d12

Size: Large

Inventory: 4

Tier: IV

Versatile: You can wield your legendary weapon one-handed, but if you do, its damage and critical damage are reduced by two steps.

Inherited: If your trope or downward spiral grants you a weapon, you may use that weapon as your legendary weapon. This increases your weapon's damage and critical damage if either of the above statistics are better, but not critical threat range.

Legend Element: The weapon permanently deals 1 + your wrath in bonus damage, of the type that your legend grants you.

Destined Wielder: You can wield this weapon even if you would ordinarily be too small to wield it.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

LEGENDS

Choose one **legend**.

LEGENDS AT A GLANCE

Legend	Element		
Antediluvian	Lightning	Elf King	Necrotic
Antihero	Chaos	Greek Hero	Physical
Dwarf Lord	Fire	Hellspawn	Fire
Einheri	Cold	Primeval	Sonic

ANTEDELUVIAN

"It's better to burn out than to fade away!"

- *Highlander* (1986)

You are a prehistoric human with biological immortality. Countless lifetimes of experience have made you superhumanly wise and resourceful. And yet, for all your knowledge, you are estranged from your humanity by the ravages of time.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus lightning damage. Gain +5 lightning soak.

Cataclysm: For every creature damaged by your cataclysm, gain +1 to attack rolls until the end of your next turn. While you have an attack roll bonus from your cataclysm, you can use your legendary weapon as a ranged weapon, and it retains its tier. On a critical hit, a cataclysm centered on your target occurs.

Damage: 1d12 Lightning
Critical: +1d12 Lightning
Might Requirement: -
Range: 12
Autofire: -

The Methuselarity: You and allies in your wrath aura gain your wrath to skills.

Morality Is Fleeting: You don't have and can't gain sanity soak.

ANTIHERO

"Men will have cause to tremble and flee when they hear the names of Elric of Melniboné and Stormbringer, his sword. We are two of a kind—produced by an age which has deserted us. Let us give this age cause to hate us!"

- Michael Moorcock, *Elric: The Stealer of Souls* (1962)

You bear an accursed and evil weapon that you are bound to by fate. Your terrible deeds, fueled by the weapon's supernatural malevolence, have transformed you into a hated and feared figure, dooming you to a terrible destiny.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus chaos damage. Gain +5 chaos soak. When you damage a creature with your legendary weapon, regain 1 hit point.

Cataclysm: For each creature you damage with your cataclysm, regain 1 hit point.

Vengeful Wrath: Allies with 0 sanity or karma in your wrath aura take ongoing chaos damage equal to your wrath. Gain fast healing equal to the highest amount of ongoing damage being taken by any creature in your wrath aura.

DWARF LORD

"For now I have drawn the sword Dainsleif, which was smithied by the dwarfs, and must be the death of a man when it is drawn; its blows never miss the mark, and the wounds made by it never heal."

- *Skáldskaparmál*, Anderson translation (1879)

You are of an elder race of smiths that dwells deep in the earth, where they mined strange minerals from secret places. You craft finer weapons and armors than any deity. However, your greed and vengefulness are legend. Tales tell of dwarfs so miserly that they turned into monsters to protect their treasure, or doomed a hundred generations of their offspring to civil wars over matters of accounting.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus fire damage. Gain +5 fire soak.

Cataclysm: Damage from your cataclysm causes creatures to be crippled until the end of your next turn.

Accursed Craftsman: You festoon yourself with your glittering riches. Your work is the envy of all, but your magic is fickle, influenced by your covetous nature.

Once a day, you may craft a weapon for an ally, identical to a weapon they already possess, by spending 1 normal component. When they wield this weapon for the first time, it gains random effects equal to half your level, rounded up. It can gain the same effect multiple times; each stacks.

Only by paying a blood debt of 20 + level piercing damage can a creature rid themselves of your work. Otherwise it stays in their inventory. Once abandoned, the weapon disappears into your secret trove forever.

ACCURSED CRAFTSMAN TABLE

1d12	Effect	Description
1	Arrow Bound	Deal +2 damage, but take -1 AC.
2	Bloodseeker	Deal +2 damage, but on any round when you miss, take 1d4 piercing physical damage.
3	Burning	Deal +2 damage against enemies with ongoing damage.
4	Madness	Deal +2 damage, but take -2 to sanity soak.

1d12	Effect	Description
5	Misfortune	Deal +2 damage, but take -2 to Scavenge.
6	Overwhelming	Ignore 2 damage soak.
7	Piercing	Deal +2 damage on a critical hit.
8	Precise	Deal +2 damage against enemies you are flanking.
9	Powerful	Deal +1 damage.
10	Unfair	Gain +1 to hit crippled enemies with this weapon.
11	Vengeful	On a miss, gain +2 cumulative damage until the next time you hit an enemy with it.
12	Weakening	Enemies hit take -1 to saves until the end of your next turn.

EINHERI

"Lo, there do I see the line of my people, back to the beginning. Lo, they do call to me. They bid me take my place among them, in the halls of Valhalla, where the brave may live forever."

- *The Thirteenth Warrior* (1999)

You are a warrior of Valhalla, the afterlife for those who lived by heroic virtue and fought for glory. Now that Ragnarok approaches, you have returned at the behest of the gods to ply your bloody trade in the mortal realm one last time.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus cold damage. Gain +5 cold soak.

Cataclysm: Damage from your cataclysm causes creatures to be immobilized until the end of your next turn, and the area becomes difficult terrain for your enemies until the end of the scene.

Odin Owns Ye All: You and allies in your wrath aura gain +2 physical soak, and +2 to hit and damage on charge attacks that begin from inside your wrath aura.

Godly Appetites: You are accustomed to the great feasts of Valhalla and find mortal "food" insufferable. Gain half the hit point benefit of eating food.

ELF KING

"Let this remind you why you once feared the dark."

- *Hellboy II* (2008)

You are an ageless ancient of the faerie realm, made pallid and cruel from the weight of eons. In your amoral view of the universe, mortals are playthings, their lives and deaths of no consequence. Capricious and arrogant, you serve death itself. Woe betide any who cross you in the hour of mankind's doom.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus necrotic damage. Gain +5 necrotic soak.

Cataclysm: Damage from your cataclysm causes creatures to lose 5 fast healing and all regeneration until the end of your next turn.

The Wild Hunt: Gain +1 legendary weapon damage for every ally in your wrath aura who is staggered or at 0 hit points. When an enemy dies in your wrath aura, deal +1 damage with your legendary weapon until the end of your next turn.

The Furious Host: Allies in your wrath aura take -1 sanity soak. Insane survivors take a further -1.

GREEK HERO

"Myrmidons, my brothers of the sword. I would rather fight beside you than any army of thousands! Let no man forget how menacing we are! We are lions! Do you know what's there, waiting beyond that beach? Immortality! Take it! It's yours!"

- *Troy* (2004)

A warrior sired by the gods, your supreme martial skills are matched only by your vanity. Throughout your fated life, many gods approach you to impart wisdom or curse you for your trespasses against them.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus physical damage. Gain bonus physical soak equal to your wrath.

Cataclysm: Damage from your cataclysm causes all creatures to take -2 to AC and saves until the end of your next turn.

Phalanx: Enemies in your wrath aura are flanked if you or an ally are adjacent to them, and always considered staggered, no matter their hit points.

Legendary Vanity: Gain the Vainglory insanity.

HELLSPAWN

"I have got to know, how did you get out with the God-Killer?"

"I just walked in and took it."

"Oh. Wouldn't wanna be you when he finds out."

"What's he gonna do? Not let me back in?"

- *Drive Angry* (2011)

You are a damned soul, escaped from Hell to deal out justice and revenge to those who deserve your fate.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus fire damage. Gain +5 fire soak.

Cataclysm: Your cataclysm ignores fire soak, and damage from your cataclysm causes creatures to take -5 to all damage soak until the end of your next turn.

Hell's Bounty Hunter: You and allies in your wrath aura receive a bonus to damage rolls equal to your wrath against demons, divines, and undead.

Hellmouth: When you reach 0 sanity, you trigger a cataclysm.

PRIMEVAL

"Don't cite the Deep Magic to me, witch. I was there when it was written."

- *The Lion, the Witch, and the Wardrobe* (2005)

Restrictions: Only a cat or dog can become a Primordial.

You are the first beast of your kind, gifted with speech when you were created by the gods. Now you reveal your power to others. You hold primacy over all other beasts of your kind and are prophesied to have a key role to play in the fate of the world.

King of the Jungle: Your legendary weapon is an unarmed attack.

Legendary Weapon: Your legendary weapon and cataclysm deal bonus sonic damage. Gain +5 sonic soak. Your legendary weapon and cataclysm deal sonic damage. Gain +5 sonic soak.

Cataclysm: Damage from your cataclysm causes creatures to take -4 to damage rolls until the end of your next turn.

Pack Tactics: Allies in your wrath aura gain any soak values you have that are better than their own.

Laws of the Jungle: Staggered allies in your wrath aura are flanked and lose the Pack Tactics benefit.

TALENTS**ARCANE RUNES**

Learn a mutant, necromancer, or warlock power that deals the same type of damage as your weapon's element.

BRIMSTONE

Level 6+, Hellspawn legend

Creatures struck by your cataclysm can't save against ongoing damage until the end of your next turn.

DEATHLESS CRAFT

Level 6+, Dwarf Lord legend

- When you spend special components to create a weapon, spend 1 more special component to give it +2 damage. This doesn't stack.
- When you craft armor, spend 1 special component to grant the armor +1 to physical soak and saves.

THE FURIOUS HUNT

Level 6+, Elf King legend

When you trigger a cataclysm, allies in your wrath aura gain +1 critical threat range with attacks until the end of your next turn.

GÖTTERDÄMMERUNG

- Gain +1 to cataclysm rolls when you are staggered.

- When you are reduced to 0 hit points, trigger a cataclysm, with +4 to the cataclysm roll.

HAKUNA MATATA

Level 6+, Primeval legend

Staggered enemies in your wrath aura are flanked.

HOPLITE

Level 6+, Greek Hero legend

When you wield a shield in your offhand, gain +1 AC and your legendary weapon still deals d12 damage and critical damage, instead of d8.

INFINITE XP

Level 6+, Antediluvian legend

Gain training in all Wit skills. If you already had training in some Wit skills, you can transfer these trainings to other skills or grant yourself +1 to a skill you were already trained in.

LAND OF THE ICE AND SNOW

Level 6+, Einheri legend

In your wrath aura and on squares previously hit by your cataclysm, you and all allies can spend a move action to teleport to any other such square until the end of the scene.

TO MAKE AN OMELETTE

Level 6+, Antihero legend

Your cataclysm rolls gain +1 for each ally in your wrath aura.

GHOST

"Let's turn on the juice and see what shakes loose."

- *Beetlejuice* (1988)

You discover, to everyone's horror, that you have all along been dead. You are an unclean spirit bound to the mortal realm, incapable of departing to your eternal reward. As you learn the extent of your powers, your presence haunts the battlefields of the apocalypse, culminating in your revenge on the living.

IMMORTAL HORROR

"That is mortality, to end alone, forever in the dark. And behind the countenance of even a smiling ghost is the cold leer of the cadaver. 'Just as I am... So shall you be.'"

- *The Enchanted World: Ghosts* (1987)

- Gain the undead condition.
- Gain a permanent insanity of your choice.
- You can't use medical healing, retcons, food, or happy pills.
- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- You gain +10 cold, necrotic, and psychic soak.

HAUNTING

"It knows what scares you. It has from the very beginning. Don't give it any help, it knows too much already."

- *Poltergeist* (1982)

All ghosts **haunt** another survivor in two ways:

MEMENTO MORI

You haunt a weapon or piece of armor that you or another survivor possesses, transforming into a **memento mori**.

- This item becomes indestructible unless you are at 0 hit points. If the item is destroyed, you disappear forever, your spirit departing to waste places, never to reform.
- If you possessed this item prior to becoming a ghost, it becomes unattended and must be taken up by another survivor in order for you to travel with the group, even if they can't use it.
- If the item was not yours before you haunted it, it must remain in the possession of its survivor.
- You can't haunt any other player's item without their permission.
- When you are incarnate, the item immediately enters your possession for you to wield, even if you could not ordinarily wield it due to character restrictions.

MEMENTO MORI POWERS

Memento moris, depending on their type, gain either a random accursed weapon or accursed armor appearance (see **Relics – Property Tables**). They also gain a random accursed property that both you and the bearer can use (if the bearer has no restrictions on using the item).

At 4th, 6th, 8th, and 10th level, the item gains an additional random property.

For every two properties the memento mori has, you and the wielder gain the same random corruption. If the wielder *never* uses the item, they will not be corrupted by it, but they instead take -1 sanity soak so long as it is in their possession.

HOST

You haunt another survivor in your group, known as your **host**. The host's player must be willing before you can haunt the survivor.

If your host dies, you are reduced to 0 hit points until the end of the scene, at which point you can choose a new host from among the surviving group members.

MANIFESTATION

"Do you know why you're afraid when you're alone? I do."

- *The Sixth Sense* (1999)

As a ghost, your presence can be felt at all times, but you exist inside the veil of life and death, only able to manifest most powerfully when the veil weakens.

At the beginning of every scene, begin at 0 **manifestation**. As you gain manifestation, you enter different **states**, approaching physical form.

Gain a bonus to all damage rolls and ongoing damage you deal equal to half your manifestation, to a maximum of +10.

You gain or lose manifestation in the following ways:

Event	Manifestation (/ indicates host bonus)
Another survivor causes an anomaly, glitch, cataclysm, malfunction, or battle trance.	+1/+2
Another survivor triggers Blood Magic, Death Magic, Lingua Profanus, or a werewolf frenzy.	+2/+3
Your host is reduced to 0 sanity.	+3
Another survivor summons an undead creature.	+3
You use a 1/scene power.	-1
Your host is reduced to 0 hit points or dies.	-10
You use a 1/day power.	-2
You are reduced to 0 hit points.	-20

Manifestation	State	Effects
0-5	Inchoate	<p>You ride on loathsome cosmic winds, your presence a foul whisper echoing through eternity.</p> <ul style="list-style-type: none"> ▪ Your host and anyone with your memento mori suffer -1 sanity soak and +5% anomaly chance. ▪ You can communicate with your host and sense everything as they sense it. ▪ You lose all your possessions, except your relics. Relics you carry affect only you. ▪ When it is your turn, you can only activate powers you know as if you were in your host's place. For example, you can activate a power with a close burst and it centers on your host. ▪ You can only activate the at-will versions of any powers you know. ▪ Your host shares your insanities. ▪ When your host is affected by conditions through means other than your insanities, you are not affected. ▪ If your host dies, you are ejected from play with them until they return to life, if ever.
6-15	Poltergeist	<p>Your dreadful presence surrounds and follows your host. As Inchoate, except:</p> <ul style="list-style-type: none"> ▪ Your host and anyone with your memento mori gains your manifestation bonus to damage rolls. ▪ Your host and anyone with your memento mori suffer -2 sanity soak and +10% anomaly chance.

		<ul style="list-style-type: none"> When it is your turn, you share your host's body and can activate all your survivor abilities and powers as if you were in their place. If you are damaged on your turn, your host takes the damage. Your host gains your cold, necrotic, and psychic soak bonus from Immortal Horror. You can only activate the at-will or 1/scene versions of any powers you know. When your host is affected by conditions (crippled, dazed, overwhelmed, stunned, etc.) you are affected in the same way, as you are now sharing the same body.
16+	Incarnate	<p>You take physical form, a terrible revenant bent on terror and vengeance. You immediately take physical form in a location within 6 squares of your host.</p> <ul style="list-style-type: none"> Your host suffers -3 sanity soak and +15% anomaly chance, but keeps your manifestation damage bonus. You can activate any version of any power you know. You are no longer physically or psychically linked to your host, and operate independently of one another.

GHOST POWERS

"Gozer the Gozerian, Gozer the Destructor, Volguus Zildrohar, the Traveller has come! Choose and perish!"

- Ghostbusters (1984)

Gain three ghost powers. When you gain a level, gain a new power. The save DC for any power you activate is 15 + your level.

Powers	
Abyssal Light	Shine evil light.
Aura of Dominion	All move to your tune.
Bleak Harvest of the Ankou	Eternal damnation comes to claim all.
Blood Curse	Draw blood out of your victim.
Death Aura	Radiate the essence of death.
Deathless Perversion	You are unable to die.
Emaciate	Drain a foe's flesh away.
Frostheart	Frost crawls into your foes.
Gangrenous Wounds	Enemies' wounds fester.
Hateful Damned	Angry ghosts burst from you.
Killing Curse	Curse a foe to die.
Killing Frost	Radiate deathly cold.
Overwhelming Torture	Inflict lasting torment.
Pestilence	Summon the black plague.
Reap the Whirlwind	Taint the dying.
Reaper's Scythe	Summon an entropic weapon.
Rotting Curse	Your foe rots.

PHENOMENA

You can spend manifestation as a free action when activating your powers to improve their effects with phenomena.

Phenomenon	Cost	Max Stack	Effect
Black Static	1	1	The anomaly chance of the power increases by 10%. Before rolling for any anomaly you trigger with the power, choose the target.
Fractured Veil	1	3	Increase a burst or blast area of an instantaneous power by 1.
Gnosis	2	3	The save DC gains +2.
Gravity Well	3	3	Pull all creatures in the area 1 square toward you.
Incarnadine Flare	4	1	Deal +10 damage with the power. The anomaly chance increases by 10%.
Sundering	3	3	The power deals +1 damage per die, or the ongoing damage it deals increases by 20% from the base amount.
Torment	3	1	Against staggered targets, the power deals +10 damage or +5 ongoing damage.
Voidwalk	2	2	Teleport 3 squares as an instant action after using the power.

TALENTS

COMFORTING DARKNESS

Level 6+

When you gain manifestation, your host and anyone wielding your memento mori (besides you) gain the same amount of hit points. If this is the same survivor, this stacks.

ECHO OF THE TOMB

Once per battle, when you deal ongoing damage, increase that ongoing damage by +5 and gain 1 manifestation.

GRAVEBLIGHT

Spend a stunt when an enemy fails a save against one of your powers to cripple them until the end of your next turn.

GOBLIN

Bones will be shattered, necks will be wrung

You'll be beaten and battered, from racks you'll be hung

You will die down here and never be found

Down in the deep of Goblin-town!

- *The Hobbit: An Unexpected Journey* (2012)

While it was once thought that you were merely unpleasant, in truth you are nothing less than a black-hearted abomination, borne of corruption to do evil upon the race of men. You are vile and decrepit in bearing and soul, foul in spirit and deed.

Goblins:

- Are powerful melee combatants
- Have lopsided and twisted abilities
- Gain more power from corruptions than other survivors

FOULSPAWN

“The Shadow that bred them can only mock, it cannot make: not real new things of its own.”

- J.R.R. Tolkien, *The Lord of the Rings: Return of the King* (1955)

No human soul dwells within you, and your very existence is blasphemy.

- When you gain dark boons from corruptions, you can take as many horrid dark boons as you like.
- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- You can never gain the Fearless condition by any means.

UNCLEAN

“Down through the mist bands, God-cursed Grendel came greedily loping. The bane of the race of men roamed forth, hunting for a prey in the high hall.”

- *Beowulf* (700–1000), Heaney translation

Your body and soul are ravaged with supernatural diseases and curses that no mortal could endure, but somehow seem to quicken you.

You begin with a **malady** (see the **Maladies** chapter) at stage I. Your maladies rapidly progress in number and strength, but never progress to the morbidity stage. You can't otherwise gain maladies. If maladies reduce any of your ability scores to 0, you pass away from your grotesque sickness and cannot be resurrected or restored.

Goblin Level	Malady 1 Stage	Malady 2	Malady 3	Malady 4	Malady 5
3	1	-	-	-	-
4	2	1	-	-	-
5	3	2	1	-	-
6	4	3	2	1	-
7	4	4	3	2	1
8	4	4	4	3	2
9	4	4	4	4	3
10	4	4	4	4	4

RACE

You belong to a specific **race** of goblins that sets you apart in purpose and hierarchy to other goblins.

FELLBEAST

“...It was a winged creature: if bird, then greater than all other birds, and it was naked, and neither quill nor feather did it bear, and its vast pinions were as webs of hide between horned fingers; and it stank.”

- J.R.R. Tolkien, *The Lord of the Rings: Return of the King* (1955)

Requirement: You can only choose fellbeast if you are already an animal.

You are a beast made to terrorize mankind and bear dark lords into battle.

- Gain +4 to the ability of your choice. Take -2 from two other abilities.
- Your size increases to Large. You lose 1 AC.
- Other survivors can ride you as a fiendish steed. Doing so decreases both survivors' speed and mobility by 2, and you are always the target of melee attacks against your rider, but you can both take move actions to move each other around, and gain +1 to melee attack rolls and damage rolls. Both of you take -2 to ranged attack rolls.

HOBGOBLIN

“Amumma wikka babby. Amumma!”

- *Unwelcome* (2022)

You are a stunted and mischievous creature who brings chaos and misfortune to mortals.

- Gain +4 Agility. Take -2 from two other abilities.
- Your size changes to Small. Your maximum inventory is 6, and you must wield medium weapons with two hands. You gain +1 AC.
- Gain +1 to saves.
- If a melee attack misses you, spend a stunt to become invisible until the end of your next turn.

MAGUS

“Everything that you wanted, I have done. You asked that the child be taken. I took him. I have reordered time, I have turned the world upside down, and I have done it all for you! I am exhausted from living up to your expectations.”

- *Labyrinth* (1986)

You are talented enough to learn magic, but only of the worst kind.

- Gain +4 Wit. Take -2 from two other abilities.
- You learn one necromancer or warlock power that deals sanity damage.
- At levels 4, 6, 8, and 10, gain another such power.

ORC

“Do you know how the orcs first came into being? They were elves once, taken by the dark powers. Tortured and mutilated, a ruined and terrible form of life. And now, perfected. My fighting Uruk-hai.”

- *The Lord of the Rings: The Fellowship of the Ring* (2001)

You are a soldier bred for war in the combat pits.

- Gain +2 Might and Agility. Take -2 Wit and Charisma.
- Gain +2 to hit with all attacks, and 1 critical threat range.

TROLL

“They have a cave troll.”

- *The Lord of the Rings: The Fellowship of the Ring* (2001)

You are an ancient brute with the strength of an elephant.

- Gain +4 Might. Take -2 from two other abilities.
- Your size increases to Large. Your maximum inventory is 10. You lose 1 AC.
- Increase your melee damage dice by one step.
- Gain +1 physical soak.

CHIEFTAIN

At level 6, instead of choosing a downward spiral, you may choose to become a chieftain.

- Gain another +2 to the ability score bonus from your race.
- Gain +2 to one of your Stage IV maladies.
- **Fellbeast:** You and your rider gain +1 to all melee damage rolls.
- **Hobgoblin:** Gain +1 AC.
- **Magus:** Increase your power save DCs by 1.
- **Orc:** Gain +2 to all damage rolls.
- **Troll:** Gain +2 physical soak.

SUCCESSORS

There must always be a chieftain. When you die, at the beginning of the next scene, a new goblin from your army takes your place with your statistics and equipment. As part of being replaced by one of your lieutenants, you may also change one talent and one malady.

TALENTS**AGH BURZUM-ISHI KRIMPATUL****Level 6+**

You refuse to speak the language of mortals, though you can understand it. You speak only the Black Speech.

- Only survivors who use the karma sanity variant can understand you without an Insight check (minimum DC 15).
- You gain the *Black Speech* power.
- You gain +1 save DC.

GRAND MAGUS**Magus Race**

You deal +2 damage when rolling chaos, fire, or necrotic damage.

ONE-MAN STAMPEDE**Troll Race**

When you score a critical hit, deal your level in physical damage to all creatures in a close burst 2 and knock them prone. A Might save negates the prone effect.

PIT FIEND**Level 6+**

Add +2 to one of the bonuses from one of your maladies. This bonus isn't doubled.

REDCAP**Hobgoblin Race**

You deal +1 damage to creatures you are flanking, and +1 damage to creatures that are staggered.

URUK-HAI**Orc Race**

Gain +1 AC and +1 damage when wearing heavy armor.

MAD SCIENTIST

“Blasphemy? Before what? God? A god repulsed by the miserable humanity he created in his own image? I will not be shackled by the failures of your god. The only blasphemy is to wallow in insignificance.”

- *Bride of Re-Animator* (1990)

You are an outcast genius, your intellect matched only by your depravity. Your search for knowledge led you past the chains of lesser minds and their morality. In search of undiscovered power, you create horrors that no other being ever contemplated. Mad scientists:

- Deviously control the battlefield at a distance with their powers, especially as they are combined.
- Have high randomness to their powers, which leads to more devastating effects or re-using powers.
- Are unconcerned with ethical questions or the damage left in their wake.

MAD SCIENTIST POWERS

“Your scientists were so preoccupied with whether or not they could that they didn't stop to think if they should.”

- *Jurassic Park* (1993)

Gain four mad scientist powers of your choice, as well as the *Ray Gun* power. When you gain a level, gain a new power. The save DC for any power you activate is 15 + your level.

When you activate a mad scientist power, target your power on the square or creature you wish it to center on, make a **function roll** on a d20, and add your Wit and Charisma modifiers. The function roll determines the effect of the power. A result of 1 on the die is always a malfunction.

MAD SCIENTIST FUNCTION ROLLS

Function Roll	Test Result
Natural 1	Malfunction
2-9	Acceptable Losses
10-19	Normal Parameters
20+	Mad Science

BREAKTHROUGHS

"If I could discover just one of these things, what eternity is, for example, I wouldn't care if they did think I was crazy."

- *Frankenstein* (1931)

Every failed experiment, however spectacular, is a piece of knowledge that you can apply to your work. You can accumulate a total number of **breakthroughs** equal to half your maximum sanity. Accumulate breakthroughs in the following ways:

MADNESS

When your sanity is reduced to 0, gain 10 breakthroughs.

MALFUNCTIONS

When one of your powers malfunctions, gain 10 breakthroughs.

SPECIMENS

You can spend a stunt when a minion or standard enemy in line of sight to you is reduced to 0 hit points. You incapacitate rather than slay the creature, capturing it as a specimen for your private experiments.

Captured minions are worth 1 breakthrough, and standard enemies are worth 4.

USING BREAKTHROUGHS

You can use breakthroughs as a free action in the following ways:

- Apply breakthroughs up to your level to a mad scientist power's function roll after seeing the function roll, gaining +1 for each breakthrough spent.
- Spend 5 breakthroughs to regain a spent 1/scene mad scientist power.
- Spend 10 breakthroughs to regain a spent 1/day mad scientist power, but you can't re-use it in the same scene you activated it.

MAD SCIENTIST POWERS AT A GLANCE

Powers			
Active Denial System	Fire microwaves.	Microraptor	Call a flying dinosaur.
Atomizer	Fire a bouncing ray.	Neural Drones	Combat drones hooked to your brain.
Black Hole	Crush all matter.	Pit Trap	Poisoned spikes.
Catalytic Nanites	Accelerate effects.	Power Armor	Nanobot-based armor.
Clockwork Drudge	Summon a robot.	Psychoplasmics	Turn madness to creatures.
Constructor Nanites	Rebuild flesh.	Pulsar	Create a star.
Cryokinesis	Freeze your foes.	Ray Gun	Fire a science gun.
Cyborg Parts	You are robotic.	Resonance Cascade	You fracture spacetime.
Deinonychus	Summon a dinosaur.	Reverse Bear Trap	A cruel trap.
Devil's Workshop	Trash into treasure.	Shrink Ray	Make someone smaller.
Devouring Nanites	Destroy all matter.	Subcutaneous Nanites	React to trauma.
Doppelganger	The future to the past.	Tesla Coil	Electrocute foes.
Embiggening Ray	Make them bigger.	Time Dilation	Go fast.
Explosive Decomposition	Rotten explosions.	Trioxin Canister	Infect an area with chemicals.
Homunculus	Vegetable creature.	Toxic Nanites	Poison a foe.
Instant Pandemic	Release a virus.	Tyrant King	Summon a T-Rex.
Invisibility Serum	Turn invisible.	Volukinesis	Control an insect swarm.

Powers

It's Alive	Bring back the dead.	Wormhole	Teleport everyone.
Memory Injector	Create memories.	Zombie Drudge	Raise a zombie.

TALENTS**ALL ACCORDING TO PLAN**

- When you cause malfunctions or are reduced to 0 sanity, gain +2 breakthroughs.
- When you get a result of Acceptable Losses on a power, gain 1 breakthrough.

THAT SOUNDS LIKE A PERSONAL PROBLEM

Your out-of-control summoned creatures never attack you.

WHERE DO YOU GET THOSE WONDERFUL TOYS?

Anomalies caused by allies grant you 1 breakthrough when they are triggered.

MECHAPILOT

"Today we face the monsters that are at our door and bring the fight to them! Today, we are canceling the apocalypse!"

- *Pacific Rim* (2013)

You are an elite pilot of a powered mechanical suit, a mecha. Your mecha bristles with heavy armaments and futuretech controlled through a neural interface designed for your body and mind. As you fight the final war, you enhance your mecha until you can go blow-for-blow with even the most terrible abominations. MechapiLOTS:

- Are a massive presence on the battlefield.
- Are never outgunned with their highly modular, customizable systems.
- Are vulnerable to precision shots and overloads to their systems.

CHASSIS

"Get away from her, you bitch!"

- *Aliens* (1986)

You begin with a Large mecha. As you increase in level, your mecha **chassis** is upgraded in size and power, and you gain various bonuses inside your mecha:

MECHA CHASSIS

Level	3-5	6-8	9-10
Size	Large	Huge	Colossal
Reach	2	3	4
Might	+4	+6	+8
Ranged Damage	+2	+3	+4
Melee	1d8, +1d8 Crit		
Physical Soak	+4	+6	+8
Energy Soak	+2	+3	+4
AC Penalty	-1	-2	-3
Agility Skill Penalty	-4	-6	-8

Size/Reach: Your base size and reach, in squares.

Might: The increase to your Might score.

Ranged Damage: Gain this bonus to all ranged damage rolls.

Melee Attack: The damage dice of your melee attack in your mecha, using no special weapons. Any of your mecha's melee weapons count as an unarmed weapon and inherit the qualities from any other such attacks you have. You can use weapon slots to equip more powerful melee weaponry.

Physical Soak: Gain this physical soak bonus.

Energy Soak: Gain this soak against all energy damage.

AC Penalty: Take this penalty to your AC.

Agility Skill Penalty: Take this penalty to all Agility-based skill rolls.

MECHA MANAGEMENT

"All this technology and they can't put in an elevator?"

- *Robotech: The Shadow Chronicles* (2006)

SYMBIOSIS

You are connected to your mecha on the deepest physical and mental levels. Your mecha was designed for your physiology alone, and no one else can pilot it. While you are inside, it is a perfect extension of you. For example, if you are crippled or having a psychotic break, your mecha takes the same effects.

HIT POINT DAMAGE AND SEPARATION FROM YOUR MECHA

Separating from the suit while it is damaged is traumatic.

- Your body doesn't take hit point damage while inside the mecha until the mecha reaches 0 hit points, at which point you also are reduced to 0 hit points.
- If you leave the mecha while it is damaged, lose hit points equal to the amount missing from the mecha.

These losses of hit points to your body can't be blocked or reduced in any way.

If necessary, you can operate separately from your mecha, entering or leaving as a move action without provoking opportunity attacks.

If the mecha is destroyed while you aren't in it, the mecha is considered to have 0 hit points and can still be repaired. If you lose access to the mecha, it can be reconstituted during a rest.

You can use your retcon and your medical heals to repair the mecha and can spend one normal component as a substitute for a medical kit. Heal checks are made with the Craft skill instead of Heal.

WEAPONS AND ARMOR

Armor: While inside your mecha, you don't benefit from armor you are wearing, but you can still wear it. You aren't considered to be wearing armor for the purposes of effects on worn armor.

Weapons: In your mecha, you can only grip Large weapons. Mount any Large weapon using a standard slot.

Corruptions: Corruptions affect you whether or not you can use the relics at the time.

HEAT MANAGEMENT

"Here is the technology. I've asked you to simply make it smaller."

"That's what we're trying to do, but honestly, it's impossible."

"Tony Stark was able to build this in a cave! With a box of scraps!"

- *Iron Man* (2008)

Some of your weapons and technologies generate **Heat**, which is dangerous to your mecha's functionality. Your Heat is represented as a rolling number that you should manage downward as battle continues.

HEAT CAPACITY

Your mecha has Heat capacity equal to your Wit. Your mecha has heatsinks, and your Heat management is aided by tweaks you make to the chassis, as well as your expertise in your mecha's capabilities. Various levels of Heat have detrimental effects:

- When you begin your turn at half your Heat capacity or above (rounded up), you are crippled until the beginning of your next turn.
- When you begin your turn at or above Heat capacity, roll on the system failure table.

HEAT GENERATION

Some weapons and technologies generate Heat. Weapon descriptions indicate how much Heat they generate when fired, and technologies describe any situations in which they generate or change Heat.

At the end of your turn, if you didn't generate any Heat that turn, your Heat decreases by 2.

SYSTEM FAILURE

"We are already dead. We are robot jox!"

- *Robot Jox* (1989)

Your mecha can experience **system failures**. Roll on the system failure table in two circumstances:

- When an enemy scores a critical hit on you.
- When you begin your turn at maximum Heat capacity or above.

SYSTEM FAILURE TABLE

1d20	Failure	Description
01-02	Absorption Failure	An attack penetrates your shock absorbers. You are dazed until the end of your next turn.
03-05	Armament Overload	Weapons and technologies go offline until the end of your next turn.
06	Power Failure	You are overwhelmed until the end of your next turn.
07-09	Heatsink	Your Heat increases by 4.

1d20	Failure	Description
	Failure	
10-11	Internal Fire	Take your level in ongoing fire damage. A Might save negates the damage. When you take the damage, increase your Heat by 1.
12	Hydraulics Failure	You are stunned until the end of your next turn.
13-14	Hydraulics Damage	You are immobilized until the end of your next turn.
15	Sensor Failure	You are blinded until the end of your next turn.
16-17	Stability Failure	An explosion occurs inside your armor. Take 10 piercing fire damage.
18	Synapse Overload	Electrical systems misfire into your body. Take 10 piercing lightning damage.
19	Technology Failure	One technology randomly goes offline until the end of the scene.
20	Weapon Failure	The last weapon you fired goes offline until the end of the scene.

WEAPONS & TECHNOLOGIES

“Go beyond the impossible and kick reason to the curb!”

- *Gurren Lagann* (2007)

Your mecha always has:

- **Two standard weapon slots**
- **One strategic weapon slot**
- **Technology slots equal to your level + your Wit mod**

Your mecha is supplied and maintained through orbital drops, nanotech, metalwork, and banging broken parts against the nearest dumpster. During a rest, you can change out all your weapon and technology slots into different configurations.

You can upgrade weapons with the Craft skill. Each new tier grants +1 to damage (or damage per die, if the damage is tied to level). Weapons retain their tiers when you change them out.

STANDARD WEAPONS

“They aren’t much to look at, are they?”

“Well, we didn’t build them to do pretty things.”

- *Starship Troopers 3: Marauder* (2008)

Equip your mecha with an array of **standard weapons**. These weapons take one or two slots.

STANDARD MECHA WEAPONS AT A GLANCE

Weapon	Type	Heat	Weapon Slots	Ammunition
Carbon Fiber Sword	Melee	-	1	-
Chaingun	Ranged	+1	1	Might Score
Flak Cannon	Ranged	+1	1	Might Mod
Flamethrower	Ranged	+2	-	Might Mod
Laser Cannon	Ranged	+2	1	Might Score
Laser Sword	Melee	+1	1	Might Score
Machine Gun Turret	Ranged	-	1	Might Score
Power Sledge	Melee	+1	2	Might Score
Rail Gun	Ranged	+2	1	Might Mod
Shield	Armor	-	1	-
Titanium Sledge	Melee	-	2	-

CARBON FIBER SWORD

Standard Melee Weapon

Damage: 1d10 (19-20)

Critical: +1d10 (19-20)

Heat: -

Weapon Slots: 1

Tier: IV

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

CHAINGUN

Ranged Weapon

Damage: 1d10

Critical: 18-20, +1d10

Range: 18

Autofire: +

Heat: +1

Weapon Slots: 1

Tier: IV

Ammunition: You can fire this gun a number of times in a scene equal to your total Might. Using autofire doesn’t generate more Heat.

Big Gun: Take -2 speed and mobility when you carry this gun.

Soak This: On a critical hit, the chaingun ignores all physical soak.

FLAK CANNON**Standard Ranged Weapon****Damage:** 2d8**Critical:** +2d8**Range:** 4**Autofire:** -**Heat:** +1**Weapon Slots:** 1**Tier:** IV**Ammunition:** You can fire this gun a number of times in a scene equal to your Might modifier.**Short Range:** Enemies more than 4 squares away take half damage from the flak cannon.**FLAMETHROWER****Standard Ranged Weapon****Damage:** 2d6 Fire**Critical:** +2d6 Fire**Range:** -**Autofire:** -**Heat:** +2**Weapon Slots:** 1**Tier:** IV**Ammunition:** You can fire this gun a number of times in a scene equal to your Might modifier.**Flamethrower:** Attack in a close blast 4. The area that the flamethrower hits is lit on fire until the end of the scene. Creatures that cross through the area or end their turn there take 1 fire damage per level (to a maximum of once per round). On a critical hit, enemies take 5 ongoing fire damage (Agility DC 15 + your level negates).**LASER CANNON****Standard Ranged Weapon****Damage:** 1d12 Fire**Critical:** +1d12 (18-20)**Range:** 18**Autofire:** +**Heat:** +2**Weapon Slots:** 1**Tier:** IV**Ammunition:** You can fire this gun a number of times in a scene equal to your total Might. Using autofire doesn't generate more Heat.**Laser Cannon:** Critical hits with this weapon deal piercing damage.**LASER SWORD****Standard Melee Weapon****Damage:** 1d12 Fire**Critical:** +1d12 Fire (18-20)**Heat:** +1**Weapon Slots:** 1**Tier:** IV**Ammunition:** You can fire this gun a number of times in a scene equal to your total Might.**Light:** You can use your Agility bonus instead of your Might bonus to attack with this weapon.**MACHINE GUN TURRET****Standard Ranged Weapon****Damage:** 1d10**Critical:** +1d10**Range:** 12**Autofire:** +**Heat:** -**Weapon Slots:** 1**Tier:** IV**Ammunition:** You can fire this gun a number of times in a scene equal to your total Might.**Fire Control:** When you use the machine gun turret to Spray and Pray, the squares you target don't have to be adjacent to one another (but they still must be within line of sight).**POWER SLEDGE****Standard Melee Weapon****Damage:** 3d8**Critical:** +3d8 (18-20)**Heat:** +1**Weapon Slots:** 2**Tier:** IV**Ammunition:** You can fire this gun a number of times in a scene equal to your total Might.**RAIL GUN****Standard Ranged Weapon****Damage:** 2d8 Piercing Physical**Critical:** +2d8 Piercing Physical**Range:** 24**Autofire:** -**Heat:** +2**Weapon Slots:** 1**Tier:** IV**Ammunition:** You can fire this gun a number of times in a scene equal to your Might modifier.**Rail Gun:** The rail gun ignores all cover.**SHIELD****Standard Heavy Armor**

- Gain +2 AC and +2 to Agility saves.
- Take -2 speed.
- Takes up 1 weapon slot.
- You can equip a maximum of one shield.

TITANIUM SLEDGE**Standard Melee Weapon****Damage:** 3d8**Critical:** +3d8**Heat:** -**Weapon Slots:** 2**Tier:** IV

STRATEGIC WEAPONS

“Peekaboo, I kill you!”

- *Robot Wars (1993)*

Your **strategic weapons** are powerful armaments of more limited ammunition than standard weapons.

STRATEGIC WEAPONS AT A GLANCE

Strategic Weapon	Type	Heat	Strategic Weapon	Type	Heat
Autogun	Ranged	-	Mortar Tube	Grenade	-
Disintegrator Cannon	Grenade	+2	Rocket Launcher	Grenade	+2
Micromissile	Ranged	-	Rocket Punch	Melee	+3
Missile Pod	Grenade	+3			

AUTOGUN

Strategic Ranged Weapon

Autogun: You can activate the autogun as an instant action once per scene. Until the end of the scene, on the beginning of your turn, you may deal one enemy within 12 squares and your line of sight 5 physical damage. This is a ranged attack that draws opportunity attacks.

This weapon doesn't generate heat, but while active, on turns where you generate no Heat, Heat is only reduced by 1, not 2.

You can deactivate the autogun as a move action.

DISINTEGRATOR CANNON

Strategic Grenade Weapon

Damage: 1d4 Piercing Fire Per Level

Radius: Burst 4

Range: 12

Heat: +2

Tier: V

Ammunition: You can fire this weapon once per scene.

Disintegrator Cannon: You can fire this weapon as an instant action. Victims in the area take 1d4 piercing fire damage per level.

MICROMISSILE

Strategic Ranged Weapon

Damage: 1d8 Piercing Physical Per Level

Critical: +3d8 (18-20)

Range: 12

Autofire: -

Heat: -

Tier: V

Ammunition: You can fire this weapon once per day.

Micromissile: This weapon gains +4 to hit and bonus damage equal to triple the target's physical soak. If the target dies, it explodes in a close burst 2, dealing 10 fire damage to all creatures.

MISSILE POD

Strategic Grenade Weapon

Damage: 2d6 Piercing Fire Per Level

Radius: Burst 4

Range: 12

Heat: +3

Tier: V

Ammunition: You can fire this weapon once per day.

Missile Pod: Select three different ranged burst areas when firing this weapon. Victims in the radius must make an Agility save (DC 15 + your level). On failure, victims take 2d6 piercing damage per level and are knocked prone. Victims who roll a 1 on their save are stunned until the end of your next turn. On a successful save, victims take half damage and aren't knocked prone.

MORTAR TUBE

Strategic Grenade Weapon

Damage: 1d12 Fire Per Level

Radius: Burst 2d4

Range: 12

Heat: -

Tier: V

Ammunition: You can fire this weapon once per scene.

Mortar Tube: Victims in the radius must make an Agility save (DC 15 + your level). On failure, victims take 1d12 fire damage per level. On a success, they take half damage.

ROCKET LAUNCHER

Strategic Grenade Weapon

Damage: 1d12 Fire Per Level

Radius: Burst 6

Range: 12

Heat: +2

Tier: V

Ammunition: You can fire this weapon once per scene.

Rocket Launcher: Victims in the radius must make an Agility save (DC 15 + your level). On failure, victims take 1d12 fire damage per level. Victims count any fire soak they possess against each die of damage. Victims who roll a 1 on their save can't heal (by normal means, fast healing, or regeneration) until the end of your next turn. On a successful save, victims take half damage.

ROCKET PUNCH

Strategic Melee Weapon

Damage: 1d8 Per Level

Critical: +3d8 (18-20)

Heat: +3

Tier: V

Ammunition: You can fire this weapon once per day.

Rocket Punch: You can shift 6 squares before making this attack. Gain +1 damage on the attack for every 3 heat you have, including the Heat gained from using this attack.

MECHA TECHNOLOGIES

"The year is 1992. To try to counter the threat posed to the planet's survival by Godzilla, Japan's Counter-G Bureau recruited the most brilliant scientific brains in the world to build a fighting machine."

- *Godzilla vs. Mechagodzilla II* (1993)

Mecha technologies are upgrades to your mecha and its weaponry.

ADDITIONAL PAYLOAD

Gain an additional strategic weapon slot. You can take this technology an additional time for each size category above Large your mecha is. If you have the Minimecha technology, Additional Payload has no effect after the first time you take it.

ALL-TERRAIN

You ignore difficult terrain and can't be knocked prone. Penalties to your speed are halved.

CREWED

If the mecha is at least Huge, it gains a maximum crew of 2, including you. Crewed survivors take your restrictions to armor, weapons, and hit points, and all damage is taken by the mecha. Your crew can use their actions to attack with your mecha weapons—they can't use their own weapons. They can use powers and other abilities that don't require ranged attacks.

For your crew, entering or exiting the mecha is a standard action, and they receive the same penalties to hit points as you do for leaving.

If your mecha is Colossal, you can add an additional crew member.

DEATH FROM ABOVE

You begin each day in orbit of the planet or dark realm you are on. In orbit, choose one survivor as your recon. You can see through your recon's line of sight and communicate to and from their position.

Once per day, on your first turn in combat, you can perform a telemetry-assisted orbital combat drop near your allies' position. This functions as the warlord's *Artillery Strike* power, except that the area is equal to the size of your mecha. After dealing damage, your mecha shunts any creatures damaged by this attack to the nearest non-hazardous square and knocks them prone if they failed the save.

DEPLETED URANIUM ROUNDS

Gain the warlord's *Armor-Piercing Rounds* power, usable only on yourself and affecting only the chaingun, flak cannon, and machine gun turret.

DREADNOUGHT

While insane, add your Charisma modifier to your Heat capacity.

EMERGENCY FIRE SUPPRESSION

As an instant action once per scene, end an instance of ongoing damage.

EMERGENCY HEATSINK

As an instant action once per scene, reduce your Heat by 2.

ENERGY SHIELD

Your bonus energy soak to your mecha is equal to your mecha's bonus physical soak. Begin each scene with your Heat at 2.

ENHANCED SENSORS

Gain night vision 12 and +1 Perception.

FLECHETTE ROUNDS

Gain the warlord's *Anti-Personnel Rounds* power, usable only on yourself and affecting only the chaingun, flak cannon, and machine gun turret.

IMPROVED MUNITIONS CASING

Gain +4 ammunition for all standard weapons.

IMPROVED VENTING

Your Heat capacity improves by 2.

LAST STAND

Once per scene, add your current Heat, up to your maximum Heat capacity, to a damage roll. After this, you can't reduce Heat until the end of the scene.

MINIMECHA

Your mecha stays at Large size, but gains other benefits based on level. You no longer have an AC penalty. From level 6 onward, use this table instead of the default mecha size table:

MINIMECHA CHASSIS

Level	6-8	9-10
Size	Large	
Reach	2	
Might	+4	
Agility	+6	+8
Ranged Damage	+2	
Melee	1d8, +1d8 Critical	
Physical Soak	+4	
Energy Soak	+2	
Speed	10	12

NANOTECH ARMOR

Once per day as an instant action, you can trigger nanotech repair if your Heat is below half capacity. This allows you to make a Craft check to repair the mecha as an instant action.

NAPALM ROUNDS

Gain the warlord's *Incendiary Rounds* power, usable only on yourself and affecting only the chaingun, flak cannon, and machine gun turret.

ORBITAL ARMAMENT DROP POD

Once per day as a move action, deploy a different weapon to your mecha, dropping one or more others to make room.

ROCKET BOOSTERS

As a move action once per scene, shift up to 12 squares in a straight line. Gain +2 to melee attack rolls against adjacent enemies at the end of your move until the end of your turn.

SERVOMECHANISM

Gain a standard weapon slot. This slot doesn't function if you are carrying a shield or are only Large size.

SHOCK BREAKER

Once per scene when you are grabbed or grabbing a creature, as an instant action deal 15 lightning damage to the creature. If you are grabbed, the grab is broken.

SLAMMER

When you score a critical hit with a power sledge or titanium sledge, other enemies in a close burst 2 take 5 physical damage.

SMOKE LAUNCHER

Once per scene, you can throw a tear gas canister.

SYMPATHETIC MADNESS

While you are psychotic, you always lose 1 Heat at the end of your turn.

TARGETING COMPUTER

Gain +2 to ranged attacks.

TITAN ARMOR

Gain +2 to energy soak, but take -2 speed and you can't shift.

TOXIC ROUNDS

Gain the warlord's *Chem Rounds* power, usable only on yourself and affecting only the chaingun, flak cannon, and machine gun turret.

TWIN LINK

If you have at least two standard weapons, spend a stunt to attack with two of them on the same round at -2.

VORTEX SHIELD

When you take ranged, burst, or blast area damage, you can trigger your vortex shield as an instant action to decrease the damage by 4 and increase your Heat by 2.

WAR ENSEMBLE

Add 1 to your Heat capacity for each insanity you have.

MECHA MASTER

"If it's our time to die, it's our time. All I ask is, if we have to give these bastards our lives, we give 'em hell before we do!"

- *The Matrix Revolutions* (2003)

At level 6, instead of taking a downward spiral, you may choose to become a mecha master.

- Gain +2 to all ability scores.
- At level 7, your mecha gains 2 hit points per level, and its retcon bonus per level goes up to 6. At level 9, your mecha gains a further 2 hit points per level, and its retcon bonus per level goes up to 7.
- Gain an additional technology at levels 6, 8, and 10.

TALENTS**BAG OF TRICKS****Level 6+**

- Gain an additional strategic weapon slot.
- Your maximum Heat capacity improves by 1.

DOOM APPROACHES

Enemies that are the same size or smaller take -2 to Agility and Wit saves.

MECHACOMBAT TRAINING

Gain +2 on saves against grabs, and enemies take -2 to saves against your grabs.

TITANOMACHY**Level 6+**

- Your mecha gains 2 hit points per level, and its retcon bonus per level increases by 1.
- Your maximum Heat capacity improves by 1.

MONSTER HUNTER

"1958, the Occult Wars finally come to an end with the death of Adolf Hitler."

"1945, you mean. Hitler died in '45."

"Did he now?"

- *Hellboy* (2004)

You have a great destiny to fight evil, forced into a life of hunting and destroying monsters by disciplined use of mystical powers and dangerous artifacts. You aren't alone. You and your team are part of a clandestine organization dedicated to destroying evil. As you prove yourself, you access weapons and lore far beyond that of most survivors, but the dark powers are always tempting you into ruin. Monster hunters:

- Are versatile combatants, with many useful abilities to counter monsters and support allies.
- Ignore the effects of corruptions, to a point. Don't follow the dark path!
- Are well-armed with dangerous eldritch weaponry.

ALMOST INCORRUPTIBLE

"Some motherfuckers are always trying to ice-skate uphill."

- *Blade* (1998)

Suppress the effects of any corruptions you have until you have more than 5 + your Wit mod in corruptions, at which point you become a fallen hunter.

OCCULTIST

"Magic is chaos, art, and science. It is a curse, a blessing, and progress. It all depends on who uses magic, how they use it, and to what purpose. And magic is everywhere. All around us. Easily accessible."

- Andrzej Sapkowski, *Blood of Elves* (1994)

You are a student of many magical arts, with disciplined control of powers **sanctioned** by your organization. You don't take sanity damage from sanctioned powers, but others aren't protected.

Gain five Monster Hunter powers. When you gain a level, gain a new power. The save DC for any power you activate is 15 + your level.

UNSANCTIONED MAGIC

Tempt fate by learning **unsanctioned powers**. Instead of taking a Monster Hunter power, you can learn any Necromancer or Warlock power. Each time you learn such a power, gain a corruption (see **Relics**). You take sanity damage from unsanctioned powers. Learning powers not on the Monster Hunter list from dark tomes and other sources also counts as unsanctioned magic and carries the same penalty.

MONSTER HUNTER POWERS AT A GLANCE

Power	Description		
Anathemabane	Prepare to battle abominations.	Foul Augury	Burn entrails to see the future.
Brimstone Passage	Disappear in a cloud of sulfur.	Lichbane	Prepare to battle the undead.
Calculator	Gain precognitive insight.	Mirror, Mirror	Beseech the mirror for guidance.
Clairvoyance	Speak and see with your mind.	Misguidance	Transfer bad luck to others.
Cleansing	Dispel evil.	Occult Panoply	Protection from darkness.
Consultation	Ask questions of dark entities.	Plutonian Raven	Summon an invisible entity for help.
Dark Fits	Gain seizures of inspiration.	Resurrection	Return a creature from the dead.

Power	Description		
Demonbane	Prepare to battle demons.	Retribution	Punish magical attackers.
Dimensional Portal	Travel to a realm of madness.	Riftwalk	Diverge into parallel dimensions.
Ever-Changing Fortune	Bad luck is a boon for you.	Rune of Power	Pour your soul into a sigil of doom.
Eye of Baphomet	Beseech Baphomet for power.	Stigmata	Pierce your palms to achieve clarity.
Fearless	Become a paragon of stoic discipline.	Teleport	Warp through reality.
Force Field	Generate a defensive field.	Xenobane	Prepare to battle aliens.

BACKSTORY

“Your sister embraced her gift, you denied yours. Denial is a better idea.”

- *Constantine (2005)*

You have a **backstory** that makes you an ideal member of your organization to fight on the front lines.

ANGELIC

You are the offspring of a seraphim, gifted with divine grace.

- Gain one of the following as a sanctioned power: *Grandeur*, *Shock and Awe*, or *Sonic Shield*.
- Gain +5 chaos soak.

DARK INHERITOR

You are the offspring of the Devil, but you have rejected his gifts and promises... Mostly.

- You learn one unsanctioned Warlock power of your choice.
- Gain fire soak +5, and attacks that deal fire damage gain +1 to hit or +1 save DC, where applicable.

DAYWALKER

You are a vampire with the ability to walk in daylight, to the envy and hatred of all true vampires.

- Gain an unsanctioned power on the Vampire downward spiral's list (besides *Blood Feast of the Damned*).
- Gain +5 cold soak.
- Your attacks against the undead gain +1 to hit or +1 save DC, where applicable.

DEMONOLOGIST

You contend with powers far beyond your ken to do your work.

- Gain *Demonic Binding* as an unsanctioned power. Gain +2 to saves made for this power.

SECOND SIGHT

You were born with a second sight to perceive ghosts, demons, vampires, and other horrors, even when they don't want to be seen. Tormented and hardened, you learned to do more than see these creatures.

- Gain Omniscience 6. All enemies you perceive are perceived by all allies and take -1 to saves.
- Gain +1 sanity soak.

DRUID

Your order is ancient. You've lived many lives, reincarnated each time to continue the never-ending war. Your order devised many spells that mortals today have sullied by committing them to writing.

- One of your unsanctioned powers becomes sanctioned and gains +1 save DC.
- Choose an energy type. Deal +2 damage with all powers that deal that damage type.

HAUNTED

An invisible evil spirit is bound to you. This being aids you, for nefarious reasons or because it is forced to.

- You learn one unsanctioned Necromancer power of your choice.
- Gain +5 necrotic soak. Attacks that deal necrotic damage gain +1 to hit or +1 save DC, as applicable.

MAD MONK

You've seen too much, and while it has steeled your resolve, you have spiritual wounds that won't heal.

- Gain two permanent insanities of your choice.
- Gain +2 sanity soak and +2 to the maximum number of corruptions you can suppress.

MIB

You protect the Earth from the scum of the universe.

- Gain one of the following accursed weapon relics: Destructor, Flenser, Ultor Cannon, or Vivisector.
- Gain +5 acid soak.

REFORMED VILLAIN

You lived a lifetime of infamy before a personal or cosmic event changed you for the better.

- Gain a dark tome fragment of your choice, the last remains of your previous life.
- The years haven't been kind. Take -2 Might or Agility, but gain +2 Wit or Charisma.
- You're wracked by guilt and madness. When you take sanity damage, roll d8s instead of d6s.

ELITE HUNTER

“In every generation there is a chosen one. She alone will stand against the vampires, the demons, and the forces of darkness. She is the Slayer.”

- *Buffy the Vampire Slayer (1997)*

At level 6, instead of taking a downward spiral, you can become an elite hunter.

- As an elite hunter, you've seen most everything, and gain +5 sanity soak.
- Your corruption limit increases by 5.
- Your organization commands a vast armory of arcane power, forbidden to lesser initiates. At level 6 and every level thereafter, gain a dark tome fragment of your choice. At levels 6, 8, and 10, gain an accursed armor, accursed weapon, or eldritch artifact of your choice.

FALLEN HUNTER

“You're less than inhuman, a pitiful defect, a failed science project. Sending you back to your maker would be an act of mercy.”

- *Hellsing (2001)*

You become a fallen hunter when you have more than 5 + your Wit mod in corruptions. Gain the following:

- Roll all your suppressed corruptions and apply the effects immediately.
- Take full sanity damage from all your powers.
- You can't become an Elite Hunter, and you lose the sanity soak bonus and any future benefits from Elite Hunter not yet earned. Choose another downward spiral if you were already an Elite Hunter.

- You can learn Necromancer or Warlock powers when you level up. You no longer gain corruptions for learning these powers.
- You can no longer learn Monster Hunter powers that aren't on another destiny's list.
- You qualify for any downward spirals that a Sorcerer can.

TALENTS

EDGIER, FOR ADULT FANS OF THE GENRE

For each insanity you have, you can suppress one more corruption.

SOMETHING I PICKED UP IN TRANSYLVANIA

Level 6+

Gain an eldritch artifact of your choice, so long as it doesn't and can't give you a corruption.

MUTANT

"He eats very much the way a fly eats. His teeth are now useless, because although he can chew up solid foods, he can't digest them. Solid food hurts. So, like a fly, Brundlefly breaks down solids with a corrosive enzyme... Ready for a demonstration, kids?"

- *The Fly* (1986)

You wield genetic potential locked away for millions of years, or you were exposed to eldritch energies that warped you. Your gift transforms you into a new and unnatural species of life. Mutants:

- Wield a mix of passive powers and devastating psychic abilities, and play almost any group role.
- Lose touch with their remaining humanity as they grow in power.
- Are psychically sensitive to their environment.

MUTANT POWERS

"I'm gonna suck your brain dry! Everything you are is gonna become me."

- *Scanners* (1981)

Gain three mutant powers. When you gain a level, gain a new power. The save DC for any power you activate is 15 + your level.

INHUMANITY

You begin to lose touch with humanity, evolving into an abomination. Some mutant powers cause you to gain **inhumanity** when you learn them. This is a permanent effect. Inhumanity has the following effects:

- Add your Inhumanity to your % chance of all anomalies.
- Add half your Inhumanity to save DCs with your mutant powers.
- Add half your Inhumanity to your sanity soak.

RADIANCE

Your psychic powers manipulate the infinite ocean of cosmic energy flowing through all things. This energy is the echo of emotions and actions flowing from the beginning of time. Mutants are beacons for this energy, and burn brighter as they develop their talents. This is a strength and vulnerability, for just beneath the ocean is an abyss that stares back.

Some powers and effects give you a **radiance** rating or add to it. Begin each scene at 0 radiance. You increase radiance by activating psychic powers, but it can also be increased by where you are and what kind of creatures you encounter. In dark realms, for example, you have a constant minimum radiance when you are a mutant. Radiance has the following effects:

- Add your radiance to damage rolls with mutant powers.
- Add your radiance to all sanity damage you take.

MUTANT POWERS AT A GLANCE

Power	Description	Power	Description
Absorb Madness	You transfer psychosis.	Ironsing	Your skin hardens.
Acid Blood	Your blood melts foes.	Moulting	Shed your skin.
Ameliorating Vomit	Expel healing vomit.	Necrotic Vomit	Expel foul vomit.
Amphibian Tongue	Grow a frog tongue.	Patagium	Fly.
Animal Magnetism	Others are drawn to your presence.	Psychic Invisibility	Become unreal.
Barbed Tail	Grow a venomous appendage.	Regeneration	Heal unnaturally.
Behemoth	Get bigger.	Riftwalk	Merge realities.
Bioluminescence	Your organs glow with inner light.	Shock and Awe	Destructive sound.
Brumation	Hibernate when resting.	Shocking Step	Lightning speed.
Calculator	You think faster than is possible.	Shrinking	Compact.
Chimeric Form	Become whirling claws and teeth.	Slendering	Stretch.
Combustion	Immolate your victim.	Smite	Bend gravity.
Clairvoyance	Communicate with and join minds.	Songbird	Pull your foe.
Cranial Deluge	Crush your enemy's skull.	Sonic Shield	Repulse enemies.
Crushing Will	Stomp an enemy.	Squamae	Grow fish scales.
Disintegration Wave	Create a powerful shockwave.	Stingers	Grow poisonous stingers.
Domination	Control an enemy's mind.	Telekinetic Chains	Slow enemies with psychic force.
Doom	Bend probability to your will.	Telekinetic Ruination	Pull a creature apart.
Echolocation	See by hearing.	Telekinetic Rush	Psychically charge a foe.
Electroreceptors	Sense and radiate electricity.	Teleport	Warp around.
Explosive Innards	You explode.	Tentacle	Grow a tentacle.
Flames of Hatred	Punish with rage.	Thunderbolt	Summon a bolt of lightning.
Force Field	Block attacks.	Time Distortion	Time slows down.
Grandeur	You project power.	Tyranny	Restrict movement.
Great Leap	You jump far.	Urticating Bristles	Shoot deadly spines at enemies.
Ice Razor	Lacerate foes with shards of pure ice.	Vermin Lord	Command vermin.
Insect Pheromones	Bugs gather.	Webbing	Caustic webbing.

TALENTS

BLLRRGGGLTHRRPT

Each time you gain an inhuman anomaly, your aura sizes increase by 1 until the end of the scene.

FORCE OF WILL

Once per scene, add half your sanity soak to a Might or Agility-based skill roll.

FURY OF A NASCENT GOD**Level 6+**

Each time you cause a magical anomaly, increase your radiance by 1.

GENOME MASTERY**Level 6+**

Gain your Might or Wit mod as a soak bonus against any form of damage you have access to with at least one of your mutant powers. Powers that deal random damage types don't count.

NECROMANCER

“Arise, my messengers of death! Our time has arrived!”

- *The Black Cauldron* (1985)

You practice ancient and forbidden magic over life and death. Your power warps the flesh and soul, and to master it is to surrender your mortality. Each new circle of understanding withers and emaciates you further into an inhuman husk without the flame of life, your blood merely a reagent for your spells. Necromancers:

- Weaken and slay at will with their dreadful powers.
- Shield themselves with counterspells and armies of vile minions.
- Rend flesh and sanity alike with their evil magic.

NECROMANCER POWERS

“Hecate, Queen of Darkness, revenge yourself against the Thessalians. Deliver to me the children of the hydra's teeth, the children of the night!”

- *Jason and the Argonauts* (1963)

Gain two necromancer powers, as well as the Call the Damned power. When you gain a level, gain a new power. The save DC for any power you activate is 15 + your level.

BLOOD MAGIC

“What did you dream about this afternoon? A woman in your arms? The sea at your doorstep? No. You dreamt of me and of the grave. I know because I was there. And I can be there every time you close your eyes.”

- *The Serpent and the Rainbow* (1988)

Once per scene, invoke **Blood Magic** to make a sacrifice and enhance a power of your choice. When you use Blood Magic, reduce your maximum hit points by 10 for that scene. Retain lost hit points after your hit points are lowered. The chosen power's save DC increases by 5 and deals +1 damage per die until the end of the scene, and your summoned Call the Damned monster gains +2 to damage rolls. You can use Blood Magic again during the same scene if you retcon.

At level 6, you can reduce your hit points by another 10 to receive another +1 damage per die.

DEATH MAGIC

“The crime is life. The sentence is death.”

- *2000 A.D.* (1981)

Taking life quickens you, leading to ever more powerful **Death Magic**. Once per round, when you kill a creature with a Necromancer power, all your powers gain +1 save DC until the end of the scene, and your summoned Call the Damned creaturee gains +2 to all damage rolls.

NECROMANCER POWERS AT A GLANCE

Powers			
Army of Abominations	Turn allies to monsters.	Killing Frost	Radiate deathly cold.
Banshee Screech	You scream loudly.	Malefic Wrappings	Summon a cloak of darkness.
Biotransmutation	Replace your flesh with metal.	Mirror, Mirror	Beseech the magic mirror.
Blasphemy	An insult that destroys matter.	Mordskull	A burning skull of doom.
Bleak Harvest of the Ankou	Damnation claims all.	Pestilence	Summon the black plague.
Blinding Torment	Curse a foe's eyes to burst.	Plague of Years	Wither a foe with age.
Blood Curse	Draw blood out of your victim.	Plutonian Raven	Call an invisible helper.
Blood to Bile	Turn blood to acid.	Putrescent Mist	Become unclean mist.
Bloody Tribute	Blood fuels you.	Quagmire	Festerling mire consumes all.
Call the Damned	Summon an ancient horror.	Rancid Corrosion	Toxify the air to burn flesh.
Children of the Night	Call a pack of evil wolves.	Ravenous Scarabs	Swarm of beetles.
Consume	Devour a creature whole.	Reap the Whirlwind	Taint the dying.
Cruor Mail	Your armor eats blood.	Reaper's Scythe	Summon an entropic weapon.
Death Aura	Radiate the essence of death.	Resurrection	Bring back the dead.
Deathless Perversion	You are unable to die.	Rotting Curse	Your foe rots.
Devour Soul	Consume a departing soul.	Rune of Power	Carve a sigil in the air.
Elemental Transmutation	Transform energy currents.	Sanguine Summoning	Call a blood monster.
Emaciate	Drain a foe's flesh away.	Shifting Murder	Move as a swarm.
Ferromancy	Enhance weaponry with alchemy.	Shrunken Head	Throw toxic heads.
Fleshturn	Curse the flesh to recede.	Spirit Shell	A protective shroud of souls.
Foul Augury	Read entrails for portents.	Squamous Vines	Call healing vines.
Foul Familiar	Call a foul servant.	Talons of Torment	Summon evil rending claws.
Frostheart	Frost crawls into your foes.	Tree of Woe	Impale your victim.
Gangrenous Wounds	Enemies' wounds fester.	Unearthly Choir	Lost souls call out for victims.
Golem	A corruption of life serves you.	Vampire Bats	Bats harry foes.
Great Wasp	A mystical poison wasp stings.	Warp Terrain	Change your surroundings.
Hateful Damned	Angry ghosts burst from you.	Winged Fury	You and allies grow wings.
Horde of the Damned	Call a swarm of zombies.	Zombie Dust	Control an ally.
Killing Curse	Curse a foe to die.		

TALENTS**DREADFUL**

Adjacent enemy minions are crippled, and you gain +2 to hit them.

EASY PREY

Gain +2 damage against dazed, prone, and immobilized creatures.

IMMORTAL LORD

Level 6+

Gain +5 soak against a damage type you dealt with a necromancer power until the end of your next turn. If this power killed a creature, gain +10 soak.

UNNATURAL STRENGTH

Once per round, when an effect heals you, add your Charisma mod to the amount healed.

PAGAN

"Serpent of old, ruler of the deep, guardian of the bitter sea. Show us your glory! Show us your power! We pray of thee, we pray of thee. We invoke thee."

- *The Craft* (1996)

You are a priest of an ancient and esoteric sect of mystics. The deities you worship are forgotten by modern mankind or regarded as myth; but you know they are real, terrible, and powerful. Your gods are wrathful and monstrous entities from the ages before Christ, and they do not love mortals. They are grim personifications of man's darker nature and the fury of the elements, and through them you wield fearsome magic. Pagans:

- Grow stronger through sets of thematic powers.
- Use powers more effectively than other survivors.
- Gain unique multiclassing options.

MASTER OF APOCRYPHA

"Me? I've had so many names. Old names that only the wind and the trees can pronounce. I am the mountain, the forest, and the earth."

- *Pan's Labyrinth* (2006)

When you would learn a random power from a relic or other randomized effect (such as a corruption), you can choose the power instead.

BLACK RITES

"Think, think! He doesn't care about you! When it's finished with you, what will it do with you?"

"Kill me, I hope!"

"Declan, for the love of God!"

"Get upstairs, fuckface! I can't keep God waiting!"

- *Rawhead Rex* (1986)

At the center of your belief system is servitude to an amoral power that cares little or nothing for humans. To curry favor with such entities is taxing on the human mind and leads to abhorrent behavior. You gain a permanent random insanity. Each day, re-roll the insanity.

PAGAN POWERS

Their gods were sadder than the sea,

Gods of a wandering will,

Who cried for blood like beasts at night,

Sadly, from hill to hill.

- G.K. Chesterton, *The Ballad of the White Horse* (1911)

You gain three powers. You may choose powers from your cult, the necromancer list, or the warlock list. When you gain a level, gain a new power from any of those lists. The save DC for any power you activate is 15 + your level.

CULT

"When an animal looks up at the night sky, what does it see? Thousands and thousands of tiny points. Then a man looks up at the same points and sees millions of stars, galaxies, within which are billions of planets. Do you want to know what I see? Were you there when I created the stars?"

- *Black Mountain Side* (2014)

Choose a **cult**. Your cult comes with a list of powers that you can learn. You gain a mastery bonus, which increases as you learn more cult powers. Where applicable, it applies to all powers you know. This is a bonus to:

- Power save DCs
- Power damage per die
- One-time damage effects and ongoing damage you deal with powers
- Power close blast and ranged burst radius
- Damage per die of creatures you summon
- Your sanity soak

Your cult also gives you an additional property from your mastery bonus. The more powers you know from your cult, the greater the mastery bonus you receive:

Cult Powers Known	Description
-	+1
3	+2
6	+3
9	+4
12+	+5

CULT OF THE ABOMINABLE CITY

"He described a sort of pool with a margin of mud that was marled with obscene offal; and in the pool a grayish, horrid mass that nearly choked it from rim to rim... Here, it seemed, was the ultimate source of all miscreation and abomination."

- Clark Ashton Smith, *The Seven Geases* (1934)

You practice forbidden rites to create mockeries of life. Before it was toppled by heroes of old, the subterranean city of your ancestors was built on the power of such unnatural horrors.

- Gain your mastery bonus to function rolls that your cult powers use.

Power	Description		
Call the Damned	Summon an ancient horror.	Psychoplasmics	Turn madness to creatures.
Clockwork Drudge	Summon a robot.	Resurrection	Bring back the dead.
Deinonychus	Summon a dinosaur.	Return of the Leviathan	The maw of the Leviathan claims its due.
Golem	A corruption of life serves you.	Trollsong	You sing a dirge that brings forth a troll.
Homunculus	Make a vegetable creature.	Tyrant King	Summon a T-Rex.
Microraptor	Call a flying dinosaur.	Zombie Drudge	Raise a zombie.

CULT OF THE ASSASSIN

"If there happens to be a prince who has incurred the hatred or distrust of this people, the chief places a dagger in the hand of one or several of his followers; those thus designated hasten away at once, regardless of the consequences of the deed or the probability of personal escape."

- William of Tyre, *A History of Deeds Done Beyond the Sea* (1184)

You belong to a sect of trained killers who serve at the pleasure of cruel and unspeakable murder gods, such as Nergal or the Phonoii. By your hand, justice and terror are dealt in equal measure.

- Gain your mastery bonus to damage against creatures you are flanking.

Power	Description		
Ambush	Make a surprise assault.	Personal Camouflage	Cloaking technology.
Army of Shadows	Shadows conceal you.	Psychic Invisibility	Become unreal.
Chemical Agent	Coat weapons in poison.	Sabotage	Enemy plans go awry.
Clean Kill	Inflict a quick death.	Silent Takedown	Kill quietly.
Dart Launcher	Shoot poison darts.	Sleeping Gas	Tranquilize enemies.
Diversion	Exploit a distraction.	Smoke Bomb	Use concealing smoke.

CULT OF THE BURNING BLOOD

"I believe in the life eternal, as promised to us by our Lord, Jesus Christ."

"That is good. For believing what you do, we confer upon you a rare gift these days: a martyr's death."

- *The Wicker Man* (1973)

You appease wrathful harvest deities with righteous bloodletting. This gives you dread powers over blood itself, and the power to bring blight and disease to apostates.

- Gain your mastery bonus to poison soak.

Power	Description		
Blood Curse	Draw the blood out of a foe.	Hungry Blades	Your weapons are bloodthirsty.
Blood to Bile	Turn blood to acid.	Instant Pandemic	A virus spreads like wildfire.
Bloody Tribute	An orb of blood fuels you.	Pestilence	A clinging plague.
Cruor Mail	Armor of dread devours gore.	Sanguine Summoning	A simulacrum of blood.
Great Wasp	A blue wasp poisons your enemy.	Venomous Vermin	Creatures are your assassins.
Hunger of Itzpapalotl	Star demons come to devour.	Vermin Lord	You rule all vermin.

CULT OF THE COSMIC

"We are on a tiny island of what we know, surrounded by an ocean of what we don't."

- *Cold Skin* (2017)

You worship maddening entities that existed before time was time. To study and venerate such beings leads to horrors unimaginable.

- Gain your mastery bonus to chaos soak.

Power	Description		
Abyssal Light	Shine evil light.	Dimensional Portal	Travel to a dark realm.
Army of Abominations	Wizen and turn into monsters.	Eldritch Fire	Enemies die screaming in green flame.
Black Speech	Speak corrupting power words.	Lord of the Flies	Plague enemies with biting flies.
Blasphemy	Utter a dark insult to reality.	Squamae	Grow fish scales.
Bolt of Annihilation	A ray of screaming energy.	Tentacle	A tentacle is coiled into your body.
Chaos Meteor	Call an apocalyptic meteor.	Tentakill	A tentacle emerges from a portal.

CULT OF THE IMPERIAL DRAGON

"Some of the wizards got greedy. They went to the evil side to control the dragon. These black wizards were led by the Two-Faced Witch."

- *Iron Mask* (2019)

You either protect or abuse the holy energy of Shenlong, the great dragon of the tempest. This gives you great elemental powers, even though Shenlong has long been imprisoned by evil wizards.

- Gain your mastery bonus to cold and lightning soak.

Power	Description		
Baleful Lightning	Shoot lightning.	Ice Razor	Impale a foe with ice.
Banshee Screech	Your scream pierces the flesh of your victims.	Killing Frost	Radiate deathly cold.
Blazing Dragon	A fiery entity hurtles out of your body.	Shocking Step	Move with great speed.
Electroreceptors	Feel the beating hearts of everything around you.	Songbird	Pull your foe.
Frostheart	Pernicious black frost crawls out of wounds.	Thunderbolt	A lightning bolt strikes.
Howl from the Mountain	The dragon of the tempest unleashes its wrath.	Tyranny	Punish movement.

CULT OF THE MOLDERING HEXER

"Let us see the mouth of hell. Open the gates! Do not be afraid, your spirits will lie warm in the belly of the bull, and your flesh will taste sweeter now that it's aroused. Come, powerful one. Come see what I have brought you! Come taste!"

- *Minotaur* (2006)

You wield curses and hexes against the unworthy to placate Hecate, rancid goddess of magic. The mere words you speak destroy and torment.

- Gain your mastery bonus to Wit saves.

Power	Description		
Blinding Torment	Curse eyes to burst.	Fleshturn	Curse your enemy's flesh.
Blood Curse	Draw the blood out of a foe.	Hex	A set of powerful curses.
Corrosive Curse	Melt your enemy.	Killing Curse	Pronounce death.
Death of Insolence	Attain the power of the Furies.	Manyfold Curse of Hecate	Deliver a curse song.
Debauched Revelry of Pan	Pan spreads madness.	Plague of Years	Reduce a foe to nothingness.
Festering Hymn	Make enemies erupt in blisters.	Rotting Curse	Cause your foe to rot.

CULT OF THE MORRÍGAN

"It was then that Badb and Macha and Mórrígan ... Sent forth magic showers of sorcery and compact clouds of mist and a furious rain of fire, with a downpour of red blood from the air on the warriors' heads."

- John Fraser, *The First Battle of Moytura* (1916)

You are soaked in the blood of enemies fated to die at your hands through the magic of the Mórrígan, the terrible war goddess who gathers the crows.

- Gain your mastery bonus to physical soak.

Power	Description		
Banshee Screech	Your scream pierces flesh.	Frenzy	Enter a bloody rage.
Bleak Harvest of the Ankou	Eternal damnation comes to claim all.	Hungry Blades	Weapons come alive.
Brutal Armor	Mount skulls on your armor.	Plutonian Raven	Call an invisible helper.
Cry Havoc	Give a berserker howl.	Shifting Murder	Move as a swarm.
Fearless	You fear nothing.	War Fury	A whirling tornado of strikes.
Foul Augury	Read entrails.	Winged Fury	You and allies grow wings.

CULT OF THE MORTUARY

"You have studied our ancient arts, and you know that you cannot harm me. You also know that you must return that scroll to me or die. Now tell that weak fool to get that scroll, wherever it is, and hand it to his Nubian servant."

- *The Mummy* (1932)

The knowledge of the ancient Nubian sorcerers is yours to command in your quest for power, though much has been lost to treasure hunters and sorcerers over the millennia. You gather it once more to punish your enemies.

- Gain your mastery bonus to damage against undead creatures.

Power	Description		
Black Contempt of Set	Bring the torments of Set.	Great Wasp	A mystical poison wasp stings.
Call the Damned	Summon an ancient horror.	Hateful Damned	Angry ghosts burst from you.
Death Aura	Radiate the essence of death.	Mordskull	A burning skull of doom.
Desolating Wind of Pazuzu	An ill wind blows from the southwest.	Pestilence	Summon the black plague.
Emaciate	Drain a foe's flesh away.	Ravenous Scarabs	Swarm of flesh-eating beetles.
Endless Night of Apophis	Foes suffer wrath in darkness.	Reaper's Scythe	Summon an entropic weapon.

CULT OF THE SEIÐR

"Óðinn had the skill which gives great power and which he practiced himself. It is called seiðr, and by means of it he could know the destiny of men and predict events that had not yet come to pass; and by it he could also inflict bane on men, or loss of soul or waning health, or also take wit or power from some men, and give them to others."

- Snorri Sturluson, *Ynglinga saga* (c. 1225)

You are a practitioner of ancient Norse sorcery, thought lost even by most occultists since the Iron Age. This grants you accursed foresight, as well as kinship with inhuman gods and amoral monsters.

- Gain your mastery bonus to all skills.

Power	Description		
Burning Blade of Surtr	The fire giant strikes.	Mirror, Mirror	Beseech a magic mirror.
Chooser of the Slain	A Valkyrie delivers a furious blow.	Ordained Victory	Promise victory to master.
Ever-Changing Fortune	Cause misfortune.	Plutonian Raven	Call an invisible helper.
Fleeting Greatness	Predict success.	Rune of Power	Carve a sigil in the air.
Foul Augury	Read entrails.	Shock and Awe	Destructive sound.
Misguidance	Transfer luck.	Trollsong	You sing a dirge that brings forth a troll.

CULT OF THE SERPENT

“To die so that the god may live is a privilege, and if you know anything at all about history, you will know that human sacrifice is as old as Dionin himself, whose every death is a rebirth into a god ever mightier!”

- *Lair of the White Worm* (1988)

You worship the snake as an assassin, guardian, tempter, and bringer of abundance and fertility.

- Gain your mastery to acid and poison soak.

Power	Description		
Ameliorating Vomit	Expel healing vomit.	Litany of Blasphemies	Dark prayers heal.
Animal Magnetism	Others are drawn to your presence.	Moulting	Shed your skin.
Brumation	You hibernate instead of sleep.	Regeneration	Heal unnaturally.
Cleansing	Dispel evil.	Squamous Vines	Call healing vines.
Gorge	Eat a victim whole.	Strike of the Primordial Viper	The first viper attacks.
Infestation	Eat regurgitation.	Ur-Beast	An ally becomes a beast.

CULT OF THE SKINWALKER

“Your bear minds burn in the bodies of men. Sons of the wolf Fenrir, break free from your flesh. Wolves will howl in the storm of Odin. Warriors will fall as the bear claw strikes. We will fight to Valhöll. Until we return to human shape. Fearless, we shall drink blood from our enemies' wounds. Together we will rage in the battlefield of corpses. The Father of War commands us! Transform your skin brothers! Slaughter-wolves! Berserkers!

Become your fury!”

- *The Northman* (2022)

You worship a pantheon of warlike and beastly deities who grant you the power to shapeshift.

- Gain your mastery bonus to melee damage rolls.

Power	Description		
Animal Magnetism	Others are drawn to your presence.	Fearless	You fear nothing.
Behemoth	Get bigger.	Frenzy	Enter a bloody rage.
Bloodlust	Blood sends you into a rage.	Great Leap	You jump far.
Brumation	You hibernate instead of sleep.	Mauling Charge	Make a vicious charge attack.
Chimeric Form	Become whirling claws and teeth.	War Fury	A whirling tornado of strikes.
Combat Drugs	Inject yourself with drugs.	Wrath of Fenris	Become the beast of Ragnarök.

HIEROPHANT

“We men are the monsters now. The time of heroes is dead. The Christ-God has killed it, leaving humankind with nothing but weeping martyrs, fear, and shame.”

- *Beowulf* (2007)

At level 6, rather than take a downward spiral, you may instead gain +2 to all ability scores, another cult, and an additional power at every level, starting at 6. Other survivors can also take Hierophant instead of a downward spiral.

TALENTS**ANOINTED IN BLOOD**

Add your total insanities to the number of corruptions you can gain before you suffer penalties.

THE PEOPLE WERE ASTONISHED AT HIS DOCTRINE

Add your mastery bonus to one-time damage effects that don't involve a damage roll, and ongoing damage you deal with powers.

THE PRICE OF ABUNDANCE

Level 6+

For every creature that dies during the scene on the battlefield, regain 1 hit point.

SLAYER OF MEN

You gain your mastery bonus to attack rolls so long as you are above 0 sanity.

THE THIRTEENTH WARRIOR

Level 6+

Switch out one of your cult powers for a cult power from a different list.

SINGULARITY

“What was your life like before?”

“Before? I operated a gas station.”

“You still operate a gas station, don't you?”

“Only on the most pathetic level of reality.”

- *Existenz* (1999)

You are an outside entity inside the reality that is this “world,” pursuing some kind of mission for the outer world that can only be accomplished from the inner. It may be that this reality is a simulation, someone else's dream state, or that you are a traveler from a dimension that supersedes this one. Whatever the case, the life-like simulation is directly connected with your brain, so that if you die in the game, you die for real.

Your growing ability to manipulate this reality, bending and breaking its boundaries to your will, gives you god-like powers within its confines, but for every action there is a reaction, and the system that governs this reality reacts to violations caused by your interference.

Singularities:

- Are powerful combatants in melee or at range, with relatively simple powers and passive effects.
- Break the rules of the game with their mere presence.
- Are at risk of the game breaking them back in retaliation.

SINGULARITY POWERS

“How?”

“He is the One.”

- *The Matrix* (1999)

You learn three singularity powers, and gain a new power at each level. The save DC for any power you activate is 15 + your level.

SINGULARITY POWERS AT A GLANCE

Powers			
Alacrity	Gain an extra action.	Healbot	Allies regain more hit points.
Black Hat	Dominate a creature's programming.	Hyperagility	Attain superhuman Agility.
Blue Pill	Allies accept your weird powers.	Hypercharisma	Attain superhuman Charisma.
Code Rewrite	Alter the fabric of the world subtly.	Hypermight	Attain superhuman Might.
Cow Level	You know where the best stuff is.	Inevitability	Block all damage.
Create Program	Create artificial minions.	Iron Fists	Your blows break through anything.
Digital Ki	Damage the code of enemies.	Logic Bomb	Set a condition for failure.
Digital Regeneration	Your digital avatar heals.	Lots of Guns	Conjure a gun from thin air.
Digital Resurrection	You bring a creature back to life.	Meat Shield	Endure extraordinary damage.
Digital Speed	You're faster than is possible.	Neural Programming	Know more than is possible.
Digital Telekinesis	Cause things to move with your will.	Overpower	Burst through all obstacles.
Evasion	Become nearly impossible to hit.	Warp Terrain	Change your surroundings.
Flurry	You hit your enemy. A lot.		

GLITCHES

“Why are they all looking at me?”

“Because my subconscious feels that someone else is creating this world. The more you change things, the quicker the projections start to converge on you.”

- *Inception* (2010)

Many of your singularity powers have a chance of causing a **glitch**. A glitch occurs when the simulation, be it virtual reality, the dreamer, or an extradimensional enforcer, detects that you are interfering with normal operations and breaking its rules. It responds by sending entities to stop you and by turning the parameters of the simulation against you.

When a power indicates you cause a glitch, you make a glitch roll on Glitch Table section during the Anomaly Phase of the round.

THERE IS NO SPOON

“Stop punishing yourself, Doug. You're a fine, upstanding man. You have a beautiful wife who loves you. Your whole life is ahead of you. But you've got to want to return to reality.”

- *Total Recall* (1990)

You don't gain a downward spiral, because you aren't of this dimension. You still use sanity, and while the simulation is still very real for you, you do know that it's not, so you roll d4s for sanity damage instead of d6s.

TALENTS

MIND OVER NO MATTER

You can use your Wit modifier instead of your Charisma to determine your total stunts.

TROLLING

Level 6+

When an enemy rolls a natural 1 on an attack roll or save, gain +1 to hit and damage against it until the end of the scene.

SORCERER

“Magic, the darkest magic. My soul swims in it. Scattered across time, trapped in the world of formlessness.”

- *Big Trouble in Little China* (1986)

You are a mystic with a lust for absolute eldritch power above all else, at any cost. You absorb occult knowledge from every source you can find in your quest to become a god, ruthless and unscrupulous. You are a master of many arcane disciplines, but your abilities are far outpaced by your ambition.

Sorcerers:

- Are masters of magic, using almost any power in the game.
- Suffer high chance of magical anomaly, but such is the price of true power.

SORCERER POWERS

“The fate of mankind rested with the just and powerful Merlin. He told his secrets to three trusted apprentices: Balthazar, Veronica, and Horvath. He should have trusted only two.”

- *The Sorcerer's Apprentice* (2010)

You gain five mutant, necromancer, or warlock powers of your choice. When you gain a level, gain a new power from any of those lists. The save DC for any power you activate is $15 + \text{your level}$.

LIMITLESS AMBITION

“There is no good and evil, there is only power and those too weak to seek it.”

- J.K. Rowling, *Harry Potter and the Sorcerer's Stone* (1997)

Your chance of an anomaly is increased by 10% for 1/scene powers and by 20% for 1/day powers. When you trigger an anomaly, the power you activated deals +5 damage on damage rolls.

TALENTS

MEDDLING MYSTIC

Level 6+

When you cause an anomaly, regain hit points equal to $5 + \text{your Wit modifier}$.

SPY

"Before you die, I want you to get this through that thick, primitive skull: I never worked for you. You worked for me."

- *Atomic Blonde* (2017)

You are an elite secret agent engaged in a critical mission. The mission could be noble, evil, or inscrutable. You complete the mission by any means necessary. No method is too brutal, clandestine, or unscrupulous.

Spies:

- Assassinate, confuse, or control enemies.
- Use clever abilities that switch up allied and enemy positioning at crucial moments.
- Have high randomness to their power selection, as the situation is always changing.

POWERS

"First, never let them see you bleed."

"And the second?"

"Always have an escape plan."

- *The World Is Not Enough* (1999)

LEARNED POWERS

Gain one spy power at level 3, and gain a new power at levels 4, 6, 8, and 10. These powers are your **learned powers** and are skills and technology you can always rely on. You can't discard these because of spycraft draws.

Your **spy network** and **role** give you additional learned powers.

The save DC for any power you activate is 15 + your level.

SPYCRAFT DRAWS

In addition to your learned powers, you also have access to temporary resources, your **spycraft draws**. The situation on the ground changes, so you don't always have access to the same resources.

- Gain three spycraft draws a day at level 3, and gain an additional draw at levels 6 and 9. You make these daily draws after you finish resting, discarding any previous powers gained via spycraft draws.
- You also make an additional spycraft draw when you retcon, but discard this when you rest.
- Make a spycraft draw using a standard deck of cards (four suits and two jokers).

Drawing the Joker: This gives you a special result based on your spy network.

Drawing a Power You Already Know: Where applicable, this gives you an additional use of that power per day or scene. Optionally, you can discard the power and redraw. Passive powers don't stack, and activating the same power twice doesn't give stacking bonuses.

**TYPES OF POWERS**

- **Gadget:** You have access to top secret super-science, but your network is always making new prototypes and revoking access based on needs.
- **Intelligence:** The best espionage is the least glamorous. You've read the briefings, studied the raw intelligence, and prepared the operation from start to finish, giving your team the advantage.
- **Skullduggery:** Deal in deception and betrayal, and always fight dirty. Nothing is too low.
- **Wetwork:** Dispense with espionage and make do with violence. Efficient, ruthless, and brutal.
-

POWERS AT A GLANCE

Power	Type	Description	Power	Type	Description
Adrenaline Shot	Wetwork	Inject adrenaline.	License to Kill	Wetwork	Exploit your speed.
Ambush	Intelligence	Make a surprise assault.	Listening Post	Intelligence	Enemies can't hide.
Autoturret	Gadget	Deploy a robotic turret.	Mission First	Wetwork	Fight through the pain.
Bait and Switch	Skullduggery	Masquerade as an ally.	No Witnesses	Wetwork	Execute quickly.
Booby Trap	Skullduggery	Enemies fall into your trap.	Other Arrangements	Intelligence	Fate takes care of itself.
Brush Contact	Intelligence	Receive info from an agent.	Patsy	Skullduggery	Implicate an enemy.
Chemical Agent	Skullduggery	Coat weapons in poison.	Personal Camouflage	Gadget	Cloaking technology.
Clean Kill	Wetwork	Inflict a quick death.	Planted Explosives	Skullduggery	Prepare a little surprise.
Combat Drugs	Wetwork	Inject yourself with drugs.	Right Cross	Wetwork	Punch back.
Countersniper	Skullduggery	Direct sniper support.	Riposte	Wetwork	Land a counter-strike.
Dart Launcher	Gadget	Shoot poison darts.	Sabotage	Skullduggery	Enemy plans go awry.
Deduction	Intelligence	Quickly analyze.	Safe House	Intelligence	Go to ground.
Defector	Intelligence	An enemy joins you.	Sexual Tyrannosaurus	Super-Spy	You can't be ignored.
Detailed Files	Intelligence	Read up on the enemy.	Silent Takedown	Wetwork	Kill quietly.
Diversion	Skullduggery	Exploit a distraction.	Sleeper Operative	Skullduggery	Post-hypnotic control.
Drone	Gadget	Eye in the sky.	Sleeping Gas	Gadget	Tranquilize enemies.
Extreme Prejudice	Wetwork	Mark targets for death.	Smoke Bomb	Gadget	Use concealing smoke.
Fearless	Asset	You fear nothing.	Sticky Bombs	Gadget	Tiny explosives.
False Face	Spook	You could be anybody.	Stiletto	Wetwork	Dispatch an enemy fast.
Flashbomb	Gadget	Stun enemies.	Stolen Launch Codes	Skullduggery	Misuse a superweapon.
Formal Wear	Gadget	The suit isn't for show.	Suave	Intelligence	Wield charm.

Hack	Intelligence	Gain an advantage.	Supply Drop	Intelligence	Use a secret network.
Handler	Intelligence	Get your team on track.	Suppressors	Gadget	Go quiet.
Hit Squad	Skullduggery	A van sprays gunfire.	Surprise Knife	Wetwork	Lightning-fast knife attack.
I've Been Briefed	Intelligence	You have an edge.	Venomous Vermin	Skullduggery	Nature is your assassin.
Jetpack	Gadget	Fly around.	Vienna Gambit	Skullduggery	Use an ally as distraction.
Killshot	Wetwork	Pull off the perfect shot.	X-Ray Lens	Gadget	See through everything.
Laserwatch	Gadget	A laser that tells time.			

SPYCRAFT DRAW TABLE

Card	Clubs Intelligence	Diamonds Skullduggery	Hearts Gadgets	Spades Wetwork
Ace	Ambush	Bait and Switch	Autoturret	Adrenaline Shot
2	Brush Contact	Booby Trap	Dart Launcher	Clean Kill
3	Deduction	Chemical Agent	Drone	Combat Drugs
4	Defector	Countersniper	Flashbomb	Extreme Prejudice
5	Detailed Files	Diversion	Formal Wear	Killshot
6	I've Been Briefed	Hit Squad	Jetpack	License to Kill
7	Listening Post	Patsy	Laserwatch	Mission First
8	Hack	Planted Explosives	Personal Camouflage	No Witnesses
9	Handler	Sabotage	Sleeping Gas	Right Cross
10	Other Arrangements	Sleeper Operative	Smoke Bomb	Riposte
Jack	Safe House	Stolen Launch Codes	Sticky Bombs	Silent Takedown
Queen	Suave	Venomous Vermin	Suppressors	Stiletto
King	Supply Drop	Vienna Gambit	X-Ray Lens	Surprise Knife

SPY NETWORK

"Report back to me... When it makes sense."

- *Burn After Reading* (2008)

Choose one spy network.

BENEVOLENT

"I report to the Prime Minister, and even he's smart enough not to ask me what we do."

- *Casino Royale* (2006)

You serve the interests of peaceable nations, and in that sense alone are with the "good guys."

- Gain a gadget or wetwork.
- Once per day, when you draw a skullduggery with your spycraft draw, exchange it for a gadget in the same card rank.
- When you draw the Joker, discard all skullduggeries and gain that many gadgets of your choice.

- Gain +1 sanity soak.

MALEVOLENT

"I'm gonna find her. I'm gonna hurt her. I'm gonna make her bleed, and cry, and call out your name. And then I'm gonna find you and kill you right in front of her."

- *Mission Impossible III* (2006)

You work for a megalomaniac bent on world domination through mayhem and extortion, so long as you get your piece of the action.

- Gain a skullduggery or wetwork.
- Once per day, when you draw a gadget, exchange it for a skullduggery in the same card rank.
- When you draw the Joker, discard all gadgets and gain that many skullduggeries of your choice.
- Gain a permanent insanity of your choice.

MYSTERIOUS

"Yesterday I would have killed Mundt because I thought him evil and an enemy. But not today. Today he is evil and my friend."

- *The Spy Who Came in from the Cold* (1965)

Your alias died in Budapest and your references died in Istanbul, so that the people you thought were your friends in Rome could meet unfortunate ends in Casablanca. But there are new orders now.

- Gain an intelligence or skullduggery.
- Your skullduggeries gain +2 to save DC, where applicable.
- When you draw the Joker, gain the skullduggery draw of your choice.
- Gain +1 Insight and Stealth.

ROGUE

"If I even feel somebody behind me, there is no measure to how fast and how hard I will bring this fight to your doorstep. I'm on my own side now."

- *The Bourne Identity* (2002)

You've been burned and can't trust anybody, doing business for yourself.

- Gain an intelligence or wetwork.
- Make one less spycraft draw per day. After making all your draws after a rest or retcon, discard and redraw any you disliked. You must keep the new results.
- When you draw the Joker, gain the card result of your choice.
- You may re-roll one scavenge item result per scene.

ROLE

"Orphans always make the best recruits."

- *Skyfall* (2012)

Choose one role.

ASSET

"They don't make mistakes. They don't do random. There's always an objective. Always a target."

- *The Bourne Supremacy* (2004)

You were trained from birth or after traumatic reconditioning to kill without question or hesitation.

- Gain +2 Might or Agility.
- Gain a wetwork.
- When you fall to 0 sanity, make a spycraft draw. You may exchange the result for a wetwork of the same rank.
- Gain the Fearless power.

BUFFOON

"He can't be that good."

"Good? Ha, he's not good, he's terrible. He's the worst. There's not another man like him anywhere in the world."

- *The Pink Panther Strikes Again* (1976)

An unconscionable fool with a disastrous record of service, you've been assigned to regions where you can do the least damage, but regardless stumble into the most critical operations. You save the day despite yourself, to everyone else's expense.

- Gain +4 Charisma, but -2 to one other ability score.
- When you roll a natural 1 or 20 on an attack roll or save, discard a spycraft draw of your choice and redraw.
- When you are reduced to 0 hit points or an anomaly occurs, discard one of your skullduggery spycraft draws and make two spycraft draws. Make only one draw if you have no skullduggeries remaining.

CONTRACTOR

"I don't interest myself in why. I think more often in terms of when, sometimes where, always how much."

- *Three Days of the Condor* (1975)

You're paid by the head for the kind of results only a true psychopath can produce.

- Gain +2 to one ability score.
- Gain a skullduggery or wetwork.
- When an enemy fails a save against one of your spy powers, your other spy powers gain +1 save DC until the end of the scene. You can only gain this bonus once per power, no matter how many enemies fail saves.
- Gain a permanent insanity of your choice.

SPOOK

"Stick of gum, right? No. Red light, green light. You find a lock you can't pick, you mash them together. Hasta lasagna, don't get any on ya."

- *Mission: Impossible* (1996)

You crack codes, provide the technology, and always have plans B and C.

- Gain +2 Wit.
- Gain a gadget or intelligence.
- Add your Wit modifier to all gadget save DCs.

- Gain the *False Face* power.

SPYMASTER

"We've both spent our lives looking for the weakness in one another's systems. Don't you think it's time to recognize there is as little worth on your side as there is on mine?"

- *Tinker Tailor Soldier Spy* (2011)

You aren't usually deployed like this, as your skills are in "personnel development" and managing global operations. But the situation on the ground has changed, and you're here with new orders.

- Gain +2 Wit.
- Gain an intelligence.
- Gain +4 bonus to all Wit-based skills and +1 to all save DCs.

SUPER-SPY

"You're old, pretentious, a misogynist, full of yourself, vain, borderline racist, a tacky dresser, childish, not funny. Shall I stop?"

"A tacky dresser?"

- *OSS 117: Lost in Rio* (2009)

You are a completely unsubtle, easily identified "spy" on a first-name basis with every espionage organization on the planet. But you look good in a tuxedo.

- Gain +2 Charisma.
- When an enemy succeeds on a save against one of your skullduggeries, regain the use of a spent gadget.
- Gain the *Sexual Tyrannosaurus* power.

OUR BEST AGENT

"Don't ever risk your life for an asset. If it comes down to you or them... Send flowers."

- *Spy Game* (2001)

At level 6, rather than take a downward spiral, you may instead become Our Best Agent. If you do, gain:

- A second role
- +2 to all ability scores
- An additional learned power at levels 7 and 9

TALENTS**A BIRD IN THE HAND**

When making spycraft draws, make two fewer draws and retain one of the cards you drew the day before.

GO GADGET GO

At least three learned Gadget powers

Your gadget powers gain +2 bonus to their save DCs.

NOBODY DOES IT BETTER

At least three learned Intelligence powers

Once per day, re-use a spent daily Intelligence power.

STIFF UPPER LIP

Add your Wit or Cha mod to your sanity soak, and spend a stunt to add your Cha mod to a Wit save.

TWO IN THE BUSH**Level 6+**

Once per day after making your spycraft draws, discard two draws to take one draw of your choice.

VILLAIN

“Evil will always triumph, because good is dumb.”

- *Spaceballs* (1987)

You are the antagonist, an evil megalomaniac. You wield unspeakable power that you slew countless innocents to find, that you will use to slay many more if they stand in your way. All the while, you corrupt others to serving your dark ambitions. You seek deification at any cost and believe that you are the one person who deserves such power, but you are in truth a slave to evil. Villains:

- Play a support and leadership role in groups.
- Use a variety of multiclass characteristics and are well-armed with doomsday artifacts.
- Are... A bit unstable.

MACGUFFINS

“I know what I must do. I will shred this universe down to its last atom, and then, with the stones you've collected for me, create a new one teeming with life that knows not what it's lost.”

- *Avengers: Endgame* (2019)

You collect an armory of relics to wield powers beyond imagining, your **macguffins**. Gain three fragments of a dark tome of your choice. At each new level, gain a new fragment for your dark tome. When you have completed a dark tome, on the next level you begin collecting another. Instead of taking talents when you level, you may instead gain an accursed armor, accursed weapon, or eldritch artifact.

FLAWED BRILLIANCE

“If it wasn't for you, I could have saved the world.”

“If it had mattered to you, Luthor, you could have saved the world years ago.”

“You're right.”

- *All-Star Superman* (2011)

You have great potential brought low by great madness. Raise all sanity damage dice you take by one step.

VILLAINIES

“Give in to your anger. With each passing moment you make yourself more my servant.”

- *Star Wars Episode VI: Return of the Jedi* (1983)

You're the worst. Gain two **villainies** that describe the nature of your evil and the way in which you influence your allies. Your effects on your allies always end if you are at 0 hit points or dead.

VILLAINIES AT A GLANCE

Villainy	Downward Spirals	Villainy	Downward Spirals	Villainy	Downward Spirals
Abomination	Mutant	Disfigured	-	Grandiloquent	-

Beast	-	Doomsayer	-	Industrialist	-
Bioterrorist	-	Failed Scientist	Mad Scientist and Mutant	Mercenary	Warlord
Corrupted Sensei	Champion	Fallen God	-	Schemer	-
Crazy	Waster	Fallen Guardian	Wizard	Soul Eater	Warlock
Dark Knight	Champion	Fanatic	Zealot	Supreme Leader	
Dark Lord	Necromancer	Futurist	-	Terrorist	Warlord

ABOMINATION

“What are you going to do?”

“Let's just say God works too slow.”

- *X-Men* (2000)

Your unnatural gifts are best shared with others, so they can see the world with your inhuman gaze.

- Gain two Mutant powers. Your allies gain one of the passive effects of one of your powers, if possible.
- You qualify for Mutant downward spirals.

BEAST

“I'm gonna rip you in half now.”

- *Deadpool 2* (2018)

You are a bloodthirsty berserker, uncaring and unfeeling.

- Gain +2 physical soak and +2 to melee damage rolls.
- Add 2 to any existing fast healing you have.
- Your allies gain +1 physical soak and melee damage.

BIOTERRORIST

“Wiping out the human race? That's a great idea. That's great. But more of a long-term thing. I mean, first we have to focus on more immediate goals.”

- *12 Monkeys* (1995)

You have a plan to install a new world order by use of a cleansing virus.

- Enemies that can see you take -2 to Might saves, and their soak against poison and all ongoing damage is reduced by 5.
- You can change any energy damage you deal to poison.

CORRUPTED SENSEI

“Strike first. Strike hard. No mercy!”

- *The Karate Kid* (1984)

You are a former student of the martial arts who abandoned all ascetic principles in the pursuit of raw power. Though you consider yourself a master who can teach the true nature of kung fu and the world to others, in truth you aren't much of a martial artist without your other powers.

- Gain 2 champion technique points from a single discipline's choices. You must accept the equipment limitations of that

discipline to do so.

- Your allies gain 1 technique point in the same discipline and must also accept those limitations.
- You qualify for Champion downward spirals.

CRAZY

"Let me ask you something. If the rule you followed brought you to this, of what use was the rule?"

- *No Country for Old Men* (2007)

You are criminally insane.

- Gain two permanent insanities of your choice.
- Your allies gain a permanent insanity of their choice.
- You and allies gain +1 sanity soak.
- You qualify for Waster downward spirals.

DARK KNIGHT

"What I offer you is freedom. Freedom from Arthur's tyrannical dream. Freedom from Arthur's tyrannical law. Freedom from Arthur's tyrannical God."

- *First Knight* (1995)

You broke your oath to defend the weak and fight injustice. Now you wield fear and bring tyranny.

- Enemies that can see you take -2 to Agility saves.
- Add your Charisma modifier to melee damage rolls.
- You qualify for Champion downward spirals.

DARK LORD

One Ring to rule them all, One Ring to find them,

One Ring to bring them all, and in the darkness bind them.

- J.R.R. Tolkien, *The Lord of the Rings: The Fellowship of the Ring* (1954)

You are a being of absolute evil who practices the darkest magic imaginable.

- Enemies that can see you take -1 to saves.
- Gain two Necromancer powers.
- You qualify for Necromancer downward spirals.

DISFIGURED

"You can look at my face, but you shied when I said the name of God."

- *Hannibal* (2001)

Once your appearance was fair. Now you hide behind concealing armor, for in your fall from grace you were horribly maimed.

- Gain +2 physical soak, and you and all allies gain +1 to saves.
- Enemies that can see you take -1 to saves.

DOOMSAYER

"I think we can assume that these entities are more advanced than us. Why don't they just come right out and tell us what's on their minds?"

"You're more advanced than a cockroach. Have you ever tried explaining yourself to one of them?"

- *The Mothman Prophecies* (2002)

You are an apocalyptic prophet whose certainty of the coming oblivion, to your mind, excuses any vile deed.

- Gain all the prophecy powers (*Ever-Changing Fortune*, *Fleeting Greatness*, *Misguidance*, and *Ordained Victory*).

FAILED SCIENTIST

"Harry tells me you're quite the science wiz. You know, I'm something of a scientist myself."

- *Spiderman* (2002)

Your aspirations at scientific greatness were cut short by ethical lapses and horrible accidents that led to losing your funding. Without the money, it became clear that it was never about the science, so much as the ruthless ambitions your technology serves.

- Gain two at-will or 1/scene mad scientist powers. Your allies gain one of these (always the same one). They can only use the power once per day.
- You qualify for Mad Scientist or Mutant downward spirals.

FALLEN GOD

"You are specks of dust beneath our fingernails. Your very breath is a gift from Olympus. You have insulted powers beyond your comprehension."

- *Clash of the Titans* (2010)

Once you were truly a god. For crimes too terrible to imagine, you were stripped of your divine power and forced to walk among mortals. Some of your divine spark remains, but your time on Earth hasn't led you to enlightenment or forgiveness.

- Add your Charisma bonus to your cold, fire, and lightning soak.
- You can change energy damage you deal to cold, fire, or lightning. Enemies that can see you take -5 to cold, fire, and lightning soak.

FALLEN GUARDIAN

"We must join with him, Gandalf. We must join with Sauron. It would be wise, my friend."

- *The Lord of the Rings: The Fellowship of the Ring* (2001)

You were charged with safeguarding humanity from evil, but you were seduced by this same evil and now use your immortal power to serve it, in hopes that you will be favored by the new order. Your staff is broken, but you have learned other arts that some would consider to be unnatural.

- Gain two Wizard sacred mysteries.
- Deal +2 damage with accursed weapon relics, and you can fire weapons that require sanity when you are at 0 sanity without paying with a stunt.
- You qualify for Wizard downward spirals (but not for Archmage).

FANATIC

"So me and mine gotta lay down and die so you can live in your better world?"

"I'm not going to live there. There's no place for me there, any more than there is for you. I'm a monster. What I do is evil. I have no illusions about it, but it must be done."

- *Serenity* (2005)

You are filled with misguided self-righteousness that allows you to perform the most despicable acts in the name of the "greater good." The greater good will be a horrible nightmare... For everyone else.

- Your allies gain +2 sanity soak, because nothing they do is wrong if they do it for you.
- For every permanent insanity you have, gain +1 sanity soak.
- You qualify for Zealot downward spirals and fanaticisms.

FUTURIST

"Do you seriously think I would explain my masterstroke to you if there were even the slightest possibility you could affect the outcome? I triggered it 35 minutes ago."

- *Watchmen* (2009)

There's a storm coming, and through your forward thinking and genius, you've seen it before anyone else. You've made the simple calculation that without extreme measures, humanity will be destroyed. The cure is worse than the disease, and the irony is that you are the very danger you foresaw.

- You and allies gain the same singularity power.
- Gain +2 to Wit or Charisma.

GRANDILOQUENT

"And when Alexander saw the breadth of his domain, he wept, for there were no more worlds to conquer."

- *Die Hard* (1988)

Let it not be said that you can't talk your enemies to death.

- Add your Charisma bonus to damage rolls and energy soak on sonic damage.
- Your allies can use your stunt die on stunts to improve skill rolls.

INDUSTRIALIST

"Greed, for lack of a better word, is good. Greed is right, greed works."

- *Wall Street* (1987)

You're in it for the profit. A so-called apocalypse is nothing next to the number of tentacles you had buried in the economy before it all went under, and now you've got the supply to meet a sudden rise in demand. You're willing to get your hands dirty, but any working with you soon become your "security team," checking on your vested business interests and dealing harshly with your more difficult transactions.

- You and all characters gain +2 Scavenge.
- If a Scavenge result doesn't turn up a ranged weapon, roll an extra Scavenge result, and re-roll it until it turns up a ranged weapon.
- When determining the number of relic rolls your group receives in a dark realm, add 1.

MERCENARY

"If you're good at something, never do it for free."

- *The Dark Knight* (2008)

Good? Bad? There's only money. There is no cause too vile to fight for if the money is good.

- Gain two warlord powers. Your allies gain one of the passive effects of one of these (if possible).
- You qualify for Warlord downward spirals.

SCHEMER

"Do you expect me to talk?"

"No Mr. Bond, I expect you to die. There is nothing you can talk to me about that I don't already know."

- *Goldfinger* (1964)

You are a plotter of intrigue and deception. You have sleeper agents everywhere.

- At the beginning of a scene before rolling initiative, spend a number of stunts. For each stunt spent, roll 1d20 and keep the results secret. When an ally makes an attack roll or save, you can replace their die roll with one of these d20s. If this causes their roll to fail, you and all allies gain +1 to Scavenge (including for relics) at the end of the battle.
- Spend a standard action to force an enemy minion to roll a Wit save. On a failure, you gain control of it. The minion disappears at the end of the scene.

SOUL EATER

"Your soul is mine. Fatality."

- *Mortal Kombat* (1995)

After trading away your soul in a Faustian bargain, you barter for more power using the souls you steal from your victims.

- Enemies you kill with one of the powers of your macguffins or accursed weapons restore 5 hit points to you and 1 hit point to all your allies. If you kill an enemy with such a power while at full hit points, gain an extra stunt.
- You qualify for Warlock downward spirals.

SUPREME LEADER

“For you, the day Bison graced your village was the most important day in your life. But for me, it was Tuesday.”

- *Street Fighter* (1994)

Your lasting wish is to become absolute dictator of the universe.

- Your allies gain +1 to damage rolls.
- Add your Wit bonus to your attack rolls and skills.

TERRORIST

“It doesn’t matter who we are. What matters is our plan.”

- *The Dark Knight Rises* (2012)

Your methods are inhumane and horrible, whatever your intentions.

- Enemies that can see you take -2 to Wit saves.
- Close burst, close blast, and ranged burst effects by you or your allies increase in size by 1.
- You qualify for Warlord downward spirals.

TALENTS**BAD TO THE BONE**

Gain a permanent insanity of your choice.

WARLOCK

“I was born to murder the world.”

- *Lord of Illusions* (1995)

You practice evil magic that defiles and unravels reality with the sheer power of its awesome blasphemy. To be a warlock is to forsake all that is good, to fall in league with demons and do evil for evil’s sake. Warlocks:

- Are masters of the most evil and vile magic imaginable.
- Deal lots of elemental damage, but also have high flexibility in their power selection.
- Can greatly boost their power, at the expense of mere sanity.

WARLOCK POWERS

“Where we’re going, we won’t need eyes to see!”

- *Event Horizon* (1997)

Gain three warlock powers. When you gain a level, gain a new power. The save DC for any power you activate is 15 + your level.

WARLOCK PACT

“Are we negotiating?”

“Always.”

- *The Devil’s Advocate* (1997)

You have made **pact** with an immortal entity for fleeting power. Choose one:

DARK TORMENTOR

Increase all ongoing damage you deal by 5. Gain a stacking +1 to your save DCs with powers that deal ongoing damage, and +1 to your save DCs while you have ongoing damage in effect on an enemy.

DEMONOLOGIST

You gain +2 to saves that one of your powers has you make and +2 to save DCs on powers that require enemies to make a Wit save. Further, you can spend a stunt to change any of your powers to a Wit save against enemies.

PRIMORDIAL ANNIHILATOR

When your power deals damage dice, add an additional die.

LINGUA PROFANUS

“Wouldst thou like to live deliciously?”

- *The Witch* (2015)

To empower your spells, you surrender your soul to evil.

- Once per scene, you can invoke the **Lingua Profanus** to make a sacrifice and greatly enhance one of your powers.
- Before activating the power, declare you are invoking the **Lingua Profanus**, and spend the necessary sacrifice dice. You can spend sacrifice dice equal to your total level. You can add multiple **Lingua Profanus** effects if you have the necessary levels to do so.
- For every sacrifice die spent, take 1d6 additional sanity damage when you activate the power.
- When you or an ally reaches 0 sanity in a scene, gain an additional use of **Lingua Profanus**.

LINGUA PROFANUS SACRIFICES

Lingua Profanus	Sacrifice	Effect
Absortio	4	Victims crippled by the power are instead overwhelmed.
Exedo	3	Increase the burst or blast radius by 1. Stack this effect to increase the radius by up to 3 squares.
Impius	1	Add your Charisma modifier to any damage you deal with the power, or ongoing damage the power causes.
Infraeum	3	One target takes piercing chaos damage instead of the normal damage. If this target is reduced to 0 hit points, it is obliterated.
Maledicta	1	Add 1 to the save DC of the power. Stack this effect for a total of +5.
Sperne	2	Increase the damage die of the power by one step, to a maximum of d12. Stack this effect multiple times.
Velox	4	Activate the power as an instant action instead of a standard or move.

WARLOCK POWERS AT A GLANCE

Warlock Powers			
Abyssal Light	Shine evil light.	Festering Hymn	Sing a woeful song.
Acid Rain	Summon acrid mist.	Fleeting Greatness	Predict success.
Army of Shadows	Shadows conceal you.	Foul Augury	Read entrails.
Aura of Dominion	All move to your tune.	Foul Familiar	Call a vile servant.
Baleful Lightning	Shoot lightning.	Hex	Speak curses.
Baleful Might	Become too strong.	Hungry Blades	Weapons come alive.

Warlock Powers			
Black Speech	Evil strengthens you.	Inferno	Fire springs forth.
Blasphemy	An insult destroys matter.	Litany of Blasphemies	Dark prayers heal.
Blazing Dragon	Channel a fire demon.	Lord of the Flies	A swarm of flies.
Bolt of Annihilation	Shoot a blast of evil.	Mirror, Mirror	Beseech a magic mirror.
Brimstone Passage	Move through smoke.	Misguidance	Transfer luck.
Call of the Devil	A fiendish scream.	Oath of Disemboweling	Melt viscera.
Chaos Meteor	Call an evil meteor.	Ordained Victory	Promise victory to master.
Consultation	Beseech dark powers.	Overwhelming Torture	Inflict lasting torment.
Corrosive Curse	Melt your enemy.	Perdition Flames	Your blood is fire.
Dark Fits	Foul communion.	Possession	Enter another's body.
Demonic Binding	Force a demon to serve you.	Sadism	Cruelty makes you strong.
Devour Soul	Consume a soul.	Stigmata	Agonizing clarity.
Dimensional Portal	Cross worlds.	Tentakill	Magical tentacle attack.
Eldritch Fire	Flames of chaos.	Tree of Woe	Impale your victim.
Ever-Changing Fortune	Cause misfortune.	Ur-Beast	An ally becomes a beast.
Eye of Baphomet	Beseech a demon.	Winged Fury	You all grow wings.

TALENTS**NEEDFUL THINGS**

Once per scene, when the party rolls for what items they find during a Scavenge check, you can allow them to re-roll one result on the table to get a different item or roll a different amount of ammunition. If this is done, everyone in the party except you takes 1d6 sanity damage. If this causes a psychotic break or insanity, it manifests in the next scene.

RAVAGER

When you activate a power that damages creatures over an area, gain +1 damage for each creature in the area, including your allies.

UNNATURAL BEAUTY

Regain four times your Charisma modifier in hit points after every battle, or when you run out of stunts, whichever comes first.

WARLORD

"You're dealing with an expert in guerrilla warfare, with a man who's the best, with guns, with knives, with his bare hands. A man who's been trained to ignore pain, ignore weather, to live off the land, to eat things that would make a billy goat puke. In Vietnam his job was to dispose of enemy personnel. To kill, period! Win by attrition. Well, Rambo was the best."

- *First Blood* (1982)

You are an elite soldier driven mad by your battles with the forces of darkness. You remain a skilled warrior, but you are a brutal and selfish killer, your fractured mind sending you into terrible frenzies. Warlords:

- Offer a mix of conventional combat strength and "martial spellcaster" options.
- Go into bloodthirsty trances in the heat of battle.
- Can play leadership, support, control, and high damage roles.

WARLORD POWERS

Gain three warlord powers. When you gain a level, gain a new power. Your save DC for powers is 15 + your level.

WARLORD POWERS AT A GLANCE

Warlord Powers	Description		
Adrenaline Shot	Inject yourself with adrenaline.	Juggernaut	Armor can't slow you down.
Anti-Personnel Rounds	Bullets shred infantry.	Killshot	Pull off the perfect shot.
Armor-Piercing Rounds	Bullets hammer armor.	Mauling Charge	Make a vicious charge attack.
Artillery Strike	Call down the thunder.	Megadeath	Detonate a nuke.
Bloodlust	Blood sends you into a rage.	Mortar Barrage	Call down a hail of light artillery fire.
Brutal Armor	Mount skulls on your armor.	Right Cross	Punch back.
Bunker Buster	Call in a bomb strike.	Riposte	Land a counter-strike.
Chem Rounds	Fire toxic rounds.	Rocket Barrage	Call a series of rockets.
Clean Kill	Grant an enemy the peace of death.	Sexual Tyrannosaurus	Your presence can't be ignored.
Combat Drugs	Inject your body with drugs.	Silent Takedown	You are a killing shadow.
Coordinated Fire	Direct your team to attack a target.	Smoke Bomb	Use smoke to conceal movement.
Countersniper	Direct long-distance sniper support.	Supersoldier Serum	Become an enhanced monster.
Cry Havoc	Give a berserker howl.	Supply Drop	Use your secret supply network.
Drone	You have an eye in the sky.	Surprise Knife	Make a lightning-fast knife attack.
Fearless	You fear nothing.	Take Cover	Call out an incoming attack.
Fortitude	Become unstoppable.	Trooper	You are an expert warrior.
Frenzy	Enter a bloody rage.	Walk It Off	Pain is weakness leaving your body.
Grenade Cluster	Rain grenades on your foes.	War Fury	A whirling tornado of strikes.
Incendiary Rounds	Fire burning rounds.		

DEPRAVED

"I am gravely disappointed. Again you have made me unleash my dogs of war."

- *The Road Warrior* (1981)

Gain a permanent insanity of your choice.

BATTLE TRANCES

"I'll stare the bastard in the face as he screams to God, and I'll laugh harder when he whimpers like a baby. And when his eyes go dead, the Hell I send him to will seem like Heaven after what I've done to him."

- *Sin City* (2005)

You can enter a bloodthirsty reverie known as a **battle trance**. In a battle trance, you lose your grip on reality and become an inhuman killing machine, forgetting who you are.

You start with one battle trance. Gain a new battle trance at levels 4, 6, 8, and 10. The save DC for any battle trance you activate is 15 + your level.

Each battle trance you know can be used once per day and lasts for one scene. While in a battle trance, you can use your weapons normally, but can't activate other powers, including other battle trances.

The power of a battle trance comes more easily to you when you are already psychotic. When you have any sanity remaining, activating a battle trance is a standard action. When you are at 0 sanity, activating a battle trance is an instant action, and replaces any psychotic break you are experiencing. Battle trances don't negate insanities.

BLOWN AWAY

You ignite demolition charges planted around the battlefield.

Everything takes 1d6 physical damage per level, and unfortified structures collapse. An Agility save (DC 15 + your level) reduces damage by half. For the duration, the blast and burst ranges of your weapons and grenades increase by 1.

BURNING FURY

Your contempt for pain and creatures that try to kill you bursts forth.

Gain additional soak to all forms of damage equal to your combined Wit and Charisma bonuses. When you are taking any ongoing damage or are crippled, your critical threat range improves by 1.

DEATHLY SPEED

You become a terror, able to dodge what should be killing blows.

You can no longer make ranged attacks. Gain +2 speed, AC, and saves, and gain your Agility bonus as physical soak.

DIE, WORMS

You pitilessly slaughter your victims.

Gain +4 to hit and damage against creatures that are prone, flanked, staggered, or taking status penalties.

GET SOME

Your reflexes heighten, allowing you to murder with ruthless efficiency.

You can make an extra ranged attack with an equipped firearm each round as an instant action.

GORELORD

You revel in the massacre.

While staggered, gain 1 fast healing for every other dead or staggered combatant in the battle.

GRENADEGASM

You unleash a little surprise.

Gain 1d4+1 frag grenades, which don't take up inventory space and disappear at the end of the scene.

HAVOC

You brutalize everything within reach.

At the beginning of your turn, you deal damage to all adjacent creatures equal to 5 + your Might bonus.

HEAD COLLECTOR

Take a grim prize from every kill.

You can only make melee attacks, and you can only attack the closest enemy. When you score a critical hit or kill an enemy, regain 1 hit point and gain +1 damage for the rest of the scene. These bonuses increase by 1 each time afterward that conditions are met.

HEEDLESS FURY

Every ounce of your human cunning is replaced with animal fury.

You lose your Agility bonus to AC and any physical soak you possess. You can no longer make ranged attacks.

Add your Agility bonus to all melee attack rolls and your physical soak to all melee damage.

I MUST BREAK YOU

You swear to defeat your singular enemy, no matter the cost.

Choose one creature when you activate this trance. Once per round, when that creature attacks you or deals you damage, gain +1 to hit and damage against it. This stacks, to a maximum of +10. When the creature dies or flees from the battle, the bonus resets to +0 and you may choose a new target as an instant action.

IN THE ZONE

You become a robotic killing machine.

When you make an attack, roll 1d6. On a 1, gain +4 to hit. On a 2-5, gain +4 damage. On a 6, make another attack with the same weapon after resolving the first.

JAWS OF DEATH

You slaughter foes even as they approach.

When an enemy moves into a square adjacent to you from a square outside your reach, you can make a melee or ranged attack against them as an instant action, without provoking opportunity attacks.

LET'S ROCK

Weapons free, danger close.

You can no longer make melee attacks. On your turn, if you aren't holding a firearm, you immediately equip the nearest firearm. If you have no firearm, or your firearm runs out of ammo, you instantly take a firearm from the nearest ally, even if they aren't adjacent, and are able to use it on that turn.

At the beginning of each of your turns, choose a close burst 2 or a ranged burst 2 centered on any area to which you have line of sight. Creatures in the area must make Agility saves (DC 15 + your level) or take physical damage equal to your level. Each attacked creature costs 1 ammo.

NONE MAY CHALLENGE ME

Your booming voice and bravado turn aside blows and deflect bullets.

You become fearless and gain physical soak equal to your Wit or Charisma bonus, whichever is higher.

ODE TO JOY

Death and carnage are a celebration.

Each time a combatant dies, gain a stunt.

OMAHA BEACH

Time slows down, and you become deaf to all but the horrors of war.

You are deaf and reduced to speed 2, but gain +2 to attack rolls, AC, and saves. You ignore the crippled and overwhelmed status effects.

WHIRLWIND OF DEATH

Your swift vengeance leaves a trail of bodies in your wake.

Your speed increases by 2, and when you move, a number of squares of that movement can be shifts equal to your Agility bonus. Creatures adjacent to your path of movement along any point take 5 piercing physical damage. They can only take this damage once per movement action you make.

WEAPON MASTERY

"Look, I'm not a very good shot. But the Samaritan here uses really big bullets."

- *Hellboy* (2004)

You are exceptionally skilled with weapons. You begin with three **weapon masteries** that apply to all weapons, where applicable. When you gain a level, gain a new mastery.

ACCURATE

Gain +1 to hit and damage.

BALANCED

Ranged

Might requirements decrease by 2.

BFG

Ranged

Burst or blast ranges increase by 1.

BIGGER

Damage die sizes increase by 1, to a maximum of d12.

DEADLY

Deal +4 damage on a critical hit.

DEFENSIVE

Melee

If you wield a melee weapon along with a shield, gain +1 AC.

ENERGIZED

When you deal energy damage, deal +2 damage.

EXCEPTIONAL REACH

Melee

If your weapon has an increased reach, that reach improves by 1.

LONG RANGE

Ranged

Your weapon ranges increase by 50%.

MONKEY GRIP

You may treat large weapons as medium weapons, but when you do they take -1 to hit.

ONE SIZE FITS ALL

Ranged

Your weapons can take ammo from other weapons of the same type. For example, a launcher can take any launcher ammo, a pistol can take any pistol ammo, and a rifle can take any rifle ammo.

POTENT

Any save DCs against your weapons increase by 2.

PRECISE

Your critical threat range increases by 1.

RETRACTABLE

Your weapons' inventory sizes decrease by 2, to a minimum of 1.

SUPERIOR

Your weapons gain one crafting upgrade when you use them. You can take this mastery up to twice to gain both upgrades. Weapons max out at Tier VI.

TALENTS**SOLDIER OF FORTUNE**

On Scavenge checks, when the group rolls ammo, double the amount found.

SUPERSOLDIER

Level 6+

Gain an additional weapon mastery.

WARMASTER

Level 6+

Once per day, you can activate two battle trances in the same scene.

WASTER

"My life fades. The vision dims. All that remains are memories. I remember a time of chaos, ruined dreams, this wasted land. But most of all, I remember the road warrior."

- *Mad Max 2: The Road Warrior* (1981)

You are post-apocalyptic warrior who thrives at the end of the world. You may be a madman, brigand, neo-medieval hero, or all three. Wasters:

- Use a short, simple, and powerful set of bonuses so they can fight without a lot of overhead.
- Gain more utility out of scavenging.
- Can be heroic or villainous.

IMPROVED ABILITY SCORES

Gain +2 to all ability scores.

IMPROVED SANITY SOAK

Gain +1 sanity soak.

MORE TALENTS

Gain an additional talent at levels 3, 5, 7, and 9.

RESOURCEFUL

During a scavenge check, you may scavenge the remains of your enemies to create a **wasteland resources** item of your choice, according to what is available on the battlefield. You can only scavenge one resource per scavenge check. See the **Wasteland Resources** section in the **Equipment** chapter.

WASTER PATHS

Gain a waster path. Choose one. All waster paths are either corrupt or heroic. Corrupt wastlers choose a permanent insanity. Heroic wastlers are fearless.

ASSASSIN**Corrupt**

"He's not the bogeyman. He's the one you send to kill the fucking bogeyman."

- *John Wick* (2014)

Killshots: When using a light melee weapon, crossbow, longbow, or pistol, gain +1 to hit and add +5 damage against flanked enemies. If the target is also blinded, crippled, dazed, immobilized, overwhelmed, staggered, or stunned, gain an additional +1 to hit and +5 damage.

Just Too Damn Good: Add +5 to your AC, Agility saves, and Agility-based skills.

EVIL GENIUS**Corrupt**

"After we conclude our business here, I shall endeavor to find the most creative of endings for your friend and his wife."

- *Sherlock Holmes: A Game of Shadows* (2011)

Natural Talent: Gain another talent at levels 3, 4, and 8.

Keen Mind: Gain +2 to skills and roll all skill rolls twice and take the better result.

Well-Prepared: Gain +1 to saves.

EXPERIMENT**Heroic**

"The time has come for me to meet my maker and to repay him in kind for all that he's done."

- *V for Vendetta* (2005)

Genetically Engineered: Your lowest ability score improves by 2.

Built to Last: Gain +5 soak bonus to all energy damage.

Superior: Gain +1 to saves.

HEDONIST**Corrupt**

Out along the edges, always where I burn to be

The further on the edge, the hotter the intensity

- *Kenny Loggins, Danger Zone* (1986)

Extremist: Deal +1d6 damage on critical hits.

Better to Burn Out: When you are taking ongoing damage, your critical threat range with all weapons increases by 2.

Living on the Edge: When you are out of stunts, gain +2 to hit and saves. When you reach 0 sanity, gain +2 soak against all damage until the end of the scene.

INBRED**Corrupt**

"Between 1945 and 1962 the United States conducted 331 atmospheric nuclear tests. Today, the government still denies the genetic effects caused by the radioactive fallout."

- *The Hills Have Eyes* (2006)

On the Hunt: Your damage dice with melee weapons, crossbows, longbows, shotguns, and sniper rifles increases by 1 step, to a maximum of d12. Your critical damage with these weapons is likewise increased.

Unstoppable: You can be medically healed one additional time per day and can retcon twice a day.

Irradiated: You can't be irradiated, and use your best energy soak value against nuclear damage.

Damaged: Gain a permanent insanity of your choice.

MASOCHIST**Corrupt**

"Yes! Excellent! I haven't had this much fun in ages! What did you say your name was?"

- *Hellsing* (2001)

Scar Tissue: Gain +5 physical soak.

Pain Is Pleasure: When staggered, gain +4 to hit and saves.

Surely You Can Do Better: Ignore the effects of being crippled or stunned. If you have other abilities that trigger when crippled or stunned, these still work.

MINSTREL**Heroic**

I walk these streets, a loaded six-string on my back

I play for keeps 'cause I might not make it back

I been everywhere, still, I'm standing tall

I've seen a million faces, and I've rocked them all

- *Bon Jovi, Wanted Dead or Alive* (1986)

Moral Support: So long as you aren't staggered, you and allies in line of sight gain +2 to attack rolls and the save DCs of powers.

The Song of My People: You possess a lute, a one-handed weapon with the same statistics as a combat knife. Add +5 sonic damage to this weapon. While you have the lute equipped, when you or an ally in line of sight are healed, increase the healing effect as applicable by spending a stunt:

- Medical heal dice increase by one step.
- Fast healing and regeneration increase by 5.
- Retcon hit point return increases by 20%.

Epic Poem: During a rest, you may write a stanza of at least four lines that recounts the group's adventure. If you recite it to the group aloud, you and all allies' maximum stunts increase by 1 until the next rest.

MORON**Corrupt****"Hodor!"**

- **Hodor, Hodor**

Crazy: You don't have sanity soak, and can't gain any in any way.**Of Mice and Men:** When you are psychotic, insane, or overwhelmed, you have fast healing 2.**Pit Bull:** When you miss an enemy with an attack, fail a save, or fail a skill roll that the director asks for, you regain 4 hit points. You can gain this bonus only once per round.**Vice Grip:** The save DCs to break your grapples are increased by 2. When you begin your turn with a grappled enemy, you deal it 10 + your Might mod in physical damage.**PIRATE****Corrupt****"Laugh, by thunder. Laugh! Before an hour's out, ye'll laugh upon the other side. Them that die'll be the lucky ones."**

- **Robert Louis Stevenson, Treasure Island (1883)**

Cutthroat: Deal +5 damage with light and medium edged weapons. When you use a stunt to boost attack rolls with such weapons, take an additional +1.**Flintlock:** Once per scene, you can fire your flintlock as a standard action. This creates a 1d4 ranged burst attack within 12 squares (roll 1d4 to determine the area when you choose the target square). Creatures in the area take 1d12 damage per level, but count their physical soak against every die of damage. An Agility save (DC 15 + level) reduces damage by half.**You Are a Pirate:** Choose one of several prominent pirate features:

- **Eye Patch:** Gain +2 to the ability score of your choice, but take -2 Wit or Charisma.
- **Hook Hand:** When you score a critical hit with a cutthroat weapon, once per scene you can make a bonus attack with it as an instant action.
- **Peg Leg:** You can spend a stunt to ignore immobilization and difficult terrain until the end of your next turn.
- **Pirate Pet:** Gain a monkey or parrot accomplice. Gain +2 Scavenge, and you can re-roll a Scavenge check once per day.

You can choose other Pirate's Regalia features by using a talent to gain two features.

RAIDER**Corrupt****"Anything I say. What a wonderful philosophy you have."**

- **Mad Max (1979)**

Witness Me: After hitting with a melee or thrown weapon attack and rolling damage, re-roll all 1s and add +2 damage to each die.**Blood and Fire:** Add +5 damage to flamethrower attacks.**Well-Stocked:** You begin each day with at least one Molotov cocktail. If you possess no such Molotov at the end of the previous day, you mysteriously begin the next day with one, such that you always have at least one on hand. Your Molotovs deal +2 damage per die.**SADIST****Corrupt****"I am the Devil, and I am here to do the Devil's work."**

- **The Devil's Rejects (2005)**

Cruelty: Gain +5 to damage rolls. Re-roll any 1 or 2 you get on your damage dice.**Butcher:** Your base critical threat range with all weapons is improved by 1.**SERIAL KILLER****Corrupt****"If you didn't kill him, then who did, sir?"****"Who can say? Best thing for him, really. His therapy was going nowhere."**

- **The Silence of the Lambs (1991)**

Cunning: Gain +4 Influence, Perception, and Stealth.**Resourceful:** Gain an extra stunt, and your stunt die increases by one step. You regain a lost stunt when you kill anything, up to once per round. When you are out of stunts, you can replace any save roll you make with a 10.**TEMPLAR****Heroic****"Negotiation's over. Sentence is death."**

- **Dredd (2012)**

Armored Saint: Gain +5 physical soak when you wear any armor, and gain +1 AC when you wear a shield.**Executioner:** Gain an executioner handgun.**Damage:** 1d10**Critical:** +1d10**Might Requirement:** -**Range:** 12**Autofire:** -**Size:** Small**Ammo:** .44 Magnum**Inventory:** 1**Tier:** III**▪ DNA-Coded:** If other people try to use your handgun, it explodes, dealing them 2d6 piercing physical damage. You need to rest to regain the handgun.**▪ Modular:** When you make an attack with the weapon, before rolling to hit, spend a stunt to deal one of the following effects:**Armor-Piercing:** The attack deals piercing physical damage.**Heat Seeking:** The attack gains +2 to hit.**High Explosive:** The attack turns into a ranged burst 1. An Agility save (DC 15 + your level) reduces damage by half.**Incendiary:** The attack deals fire damage and causes 5 ongoing fire damage. An Agility save (DC 15 + your level) ends the ongoing damage.**Stun:** The target makes a Might save. On a failure, the target is dazed until the end of your next turn.

TALENTS**BADLANDS MEDICINE****Heroic**

- When you regain hit points or heal others, add your Wit bonus to the amount healed.
- Spend a stunt as a free action to ignore the dazed, immobilized, or stunned effects until the end of your next turn.

BUTCHER**Corrupt**

Once per scene, when you descriptively kill a creature, regain 5 + level hit points.

CONTRACT FULFILLED**Level 6+, Assassin path**

Your melee takedowns and snipes deal +4 damage, and you can use an additional effect.

CROSSBOW MASTER

Gain +1 to hit and deal +2 damage with crossbows.

DAMAGED GENIUS**Level 6+, Evil Genius or Serial Killer path**

For every two insanities you have, gain +1 to skills.

DUMMY THICC**Level 6+, Moron path**

When you are psychotic, crippled, or overwhelmed, gain +1 to attack rolls, damage rolls, all damage soak, and saves.

ESCAPED LUNATIC**Corrupt**

Gain physical soak +1 and +1 to saves.

GLUTTON FOR PUNISHMENT**Level 6+, Masochist path**

For every 20 hit points you are missing, your stunt die increases by one step.

GROTESQUERIE**Level 6+, Inbred path**

Add your Might mod to your sanity soak.

IT IS THEY WHO ARE MAD**Level 6+**

- Gain +2 Charisma.
- When you completely soak sanity damage, you regain 1 hit point.

JUDGMENT TIME**Level 6+, Templar path**

When you use the modular ability on your executioner, choose two abilities.

KNIFE MASTER

Gain +1 AC and +2 melee damage when you are wielding only knives or machetes as weapons.

KNIVES AND LINT**Level 6+, Sadist path**

- Deal +2 damage with small weapons, and your critical threat range with them increases by 1.
- Deal +1 damage with large weapons, and your critical damage with large weapons improves by 5.

LONG ARM OF THE LAW

▪ Gain +2 damage with shotguns.

- Your critical threat range with shotguns increases by 1.

LONGBOW MASTER

▪ Deal +1 damage with longbows.

- Your longbow attacks ignore physical soak equal to your Might or Agility modifier.

ONE LAST HIT**Level 6+, Hedonist path**

When you kill a wounded enemy on your turn, regain a stunt.

REAVING AND PILLAGING**Level 6+, Raider path**

Once per day, re-roll any scavenging or relic result.

REMEMBER THE FIFTH OF NOVEMBER**Level 6+, Experiment path**

Once per scene, reduce any instance of damage to you by 10.

SONGMASTER**Level 6+, Minstrel path**

You are immune to sonic damage.

Spend a stunt to change any energy damage you deal on your turn to sonic damage. If you do, it deals +1 damage and the DC improves by 1.

TELL ME ABOUT THE BEFORE TIME**Heroic**

Gain +1 sanity soak. When you aren't at 0 sanity, your allies gain +1 sanity soak.

WEREWOLF

“You are too late. The beast is immortal.”

- *Brotherhood of the Wolf* (2001)

You are cursed to become a half-human, half-wolf monster. Your power is a corruption of the flesh and soul that manifests your truest nature. Werewolves:

- Become ever more hideous and powerful as battles grow bloodier.
- Are vicious and ravenous melee attackers.
- Wield powerful passive abilities.

PACK ROLE

“A secret society exists and is living among all of us. They are neither people nor animals, but something in-between.”

- *The Howling* (1981)

All werewolves have a pack mentality that gives them bonuses and access to abilities known as evolutions. Choose one **pack role**.

ALPHA

“Can you feel the wind? Now he's back, at last. He will command the hounds. And all of you... All of you will die!”

- *Monster Dog* (1984)

You are the pack leader, proven by your many successful hunts.

- You can learn werewolf evolutions with the Alpha descriptor.
- Gain +4 Charisma.
- Gain the Alpha Strike melee attack.

ALPHA STRIKE

Type: Melee

Damage: 1d10

Critical: +1d10

Size: Medium

Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Leader of the Pack: When you score a critical hit, spend a stunt to allow an adjacent ally to shift its speed or make a melee attack against your target.

COYOTE

“He said to Coyote, ‘Why do you trouble people? Why don't you let others alone? Why don't you behave? You are always the first to start a quarrel. You always want to kill people without any reason.’”

- *The Theft of Fire: A Maidu Legend*

You are a hedonistic trickster with a mastery of the spirit world.

- You can learn werewolf evolutions with the Coyote descriptor.
- Gain +4 Wit.
- Gain the Coyote Strike melee attack.
- You know three powers from the Necromancer or Warlock lists.

COYOTE STRIKE

Type: Melee

Damage: 1d10

Critical: +1d10

Size: Medium

Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Wily: Spend a stunt before or after you make this attack to shift squares equal to your Wit mod. If your move takes you to a flanking position on your target, this doesn't require a stunt.

CUR

“I see the wolfman hasn't killed you yet.”

“Don't worry. He's getting to it.”

- *Van Helsing* (2004)

You are battle-scarred and mangy, wretched even for your kind. Disease and desolation follow in your wake.

- You can learn werewolf evolutions with the Cur descriptor.
- Gain +4 Might.
- Gain the Cur Strike melee attack.

CUR STRIKE

Type: Melee

Damage: 1d10

Critical: +1d10

Size: Medium

Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Mange: Spend a stunt when you hit to immobilize the target until the end of your next turn. While the target is immobilized, if it uses an attack or ability for which you aren't one of the targets, it takes 10 physical damage.

LONE WOLF

"If you scream, I'll kill you. I'll just break your neck, okay?"

- *Wolf* (1994)

You run with no pack and follow your own style.

- You can learn werewolf evolutions with any descriptor. However, you must have an equal number of powers from each descriptor, with no more than one more total power of one type than any other.
- Gain +2 to two ability scores.
- Gain the Lone Wolf Strike melee attack.

LONE WOLF STRIKE

Type: Melee

Damage: 1d10

Critical: +1d10

Size: Medium

Inventory: -

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Self-Sufficient: When you score a critical hit, regain one lost stunt.

MANGLER

"I'm not going to kill her. I'm just gonna rip her to shreds and let her choke on her own blood... And then maybe I'll eat her."

- *Cursed* (2005)

You are a ravenous predator that deals in slaughter and torn viscera.

- You can learn werewolf evolutions with the Mangler descriptor.
- Gain +4 Agility.
- Gain the Mangler Strike melee attack.

MANGLER STRIKE

Type: Melee

Damage: 1d10

Critical: +1d10

Size: Medium

Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Maul: When you hit with this attack and make a melee takedown, spend a stunt to deal +4 damage.

FLESHCHANGE

"In arrogance, man knows nothing of what exists. There exists on this earth such as we daren't imagine; life as certain as our death, life that will prey on us as surely as we prey on this earth."

- *Wolfen* (1981)

When battle begins, you begin turning into a monster. You have a **fleshchange bonus**. This starts at +1 and increases from the following effects:

New Round: At the beginning of each new round after the first, gain +1 fleshchange.

Frenzy: When you frenzy, gain +1 fleshchange.

Your fleshchange bonus increases the strength of werewolf evolutions. Your maximum bonus is +5.

FRENZY

Darkness falls across the land

The midnight hour is close at hand

Creatures crawl in search of blood

To terrorize y'all's neighborhood

- Michael Jackson, *Thriller* (1982)

At the end of your turn during a combat scene, roll a 1d20 **frenzy check**. If you roll a 20, or at or under your shifting bonus, you **frenzy**.

For example, at a +3 bonus you frenzy on a result of 1-3, or on a natural 20.

When you frenzy:

- Gain fleshchange +1.
- Shift your speed until you are adjacent to the closest creature (ally or enemy). Take the shortest path possible to reach the nearest target. If an ally or enemy or equidistant, move to an enemy first.
- Deal 10 + fleshchange in piercing physical damage to all creatures in a close burst 1.

WEREWOLF EVOLUTIONS

"The werewolf is neither man nor wolf, but a Satanic creature with the worst qualities of both."

- *Werewolf of London* (1935)

At level 3, choose two **evolutions**. At levels 5, 7, and 9, choose a new evolution. All are permanent.

WEREWOLF EVOLUTIONS

Evolution	Alp	Coy	Cur	Man	Effect
Agile				+	Add fleshchange to Agility saves.
Darkwise			+		Add fleshchange to skills.
Everhunter			+		Add fleshchange to fast healing.
Fleet of Foot				+	Add fleshchange to speed.
Foulhide				+	Reduce ongoing damage you take by your fleshchange.
Glorious	+				Add fleshchange to your stunt die.
Howler	+				You and adjacent allies gain your fleshchange to damage on charge attacks.
Hungry	+				Add fleshchange to attack rolls.

Evolution	Alp	Coy	Cur	Man	Effect
Lunar	+				Add fleshchange to energy soak.
Mighty		+			Add fleshchange to Might saves.
Moonlit	+				Add fleshchange to saves.
Pack Elder	+				Melee damage dice reading less than your fleshchange become your fleshchange.
Quick		+			When you shift, add your fleshchange to the number of squares you move.
Ravenous		+			Add fleshchange to melee damage.
Scarred	+				Add fleshchange to physical soak.
Sharpened		+			Add fleshchange to your critical threat range.
Unkillable		+			Add fleshchange to AC.
Wily	+				Add fleshchange to your sanity soak.
Wolfspell	+				Add fleshchange to damage with powers.
Wolfwise	+				Add fleshchange to Wit saves.

CANNIBAL

"Life is far too glorious, especially to the cursed and the damned like myself."

- *The Wolfman* (2010)

You eat flesh for sustenance. Gain the Cannibalism insanity, but ignore its negative traits.

TALENTS

AGGRAVATED DAMAGE

Level 6+

Your frenzy deals +2 damage, and for each enemy you kill with a frenzy, all other enemies take +1 damage from your frenzies (including that frenzy) until the end of the scene.

BARK AT THE MOON

- Gain +1 speed.
- You can howl as an instant action once per scene, affecting all allies on the battlefield until the end of your next turn. Until the end of your next turn, every ally gains the benefit of one of your werewolf evolutions, with the same fleshchange bonus.

FURSONA

Level 6+

New events trigger +1 fleshchange based on your pack role:

- Alpha:** When you roll a natural 20 on an attack or save or run out of stunts.
- Coyote:** When an anomaly or disturbance is triggered, change the phase by an additional 1.
- Cur:** When you roll a 1 on a save or are critically hit.
- Mangler:** When you score a natural 20 hit or stagger an enemy.

NEW TRICKS

Gain a werewolf evolution from a different pack role. The fleshchange bonus for this evolution is half your normal bonus, rounded up.

WIZARD

"Are you a dream, Merlin?"

"A dream to some. A nightmare to others!"

- *Excalibur* (1981)

You are a powerful and wise immortal who has wandered the world since ancient times, living many lives. When darkness rises, you are sent by the elder gods to aid mankind, bring hope, defend the weak, and guide champions with your wisdom. This time, you are sure, is the last time. The fates are loosed upon the world and the portents read death. You were there at the beginning, and you will be there for the end—you will guide the survivors to a new existence, whatever that may be. Wizards:

- Play powerful and versatile support roles.
- Are heroic and mysterious characters, in sharp contrast to many other survivors.
- Use simple powers, and take little sanity damage.

SCEPTER

"End, begin, all the same. Big change. Sometimes good. Sometimes bad."

- *The Dark Crystal* (1982)

You wield a strange glowing scepter through which you channel your power. The scepter roils with elemental magic.

SCEPTER

Type: Melee

Damage: 1d6

Critical: +1d6

Size: Large

Inventory: 3

Tier: III

Element-Attuned: Your scepter deals +1d6 additional energy damage according to the element summoned. Gain +10 soak against cold, fire, and lightning damage.

Light: You can use your Agility bonus instead of your Might bonus to attack with your scepter.

PRIMORDIAL MAGIC

"The true mind can weather all the lies and illusions without being lost. The true heart can touch the poison of hatred without being harmed. Since beginningless time, darkness thrives in the void, but always yields to purifying light."

- *Avatar: The Last Airbender* (2008)

You draw upon astrological portents, geothermic ley lines, and the gods to call upon the truest and oldest magic, that of the elements, the fundamental forces of reality. This power flows on invisible winds passing through veils to other worlds. What primordial magic you can summon is dependent upon this confluence of forces.

Gain the *Elemental Essence*, *Elemental Fury*, and *Elemental Permeation* powers.

Once per scene as a free action, choose an **element** to summon—cold, fire, or lightning.

- Your powers deal damage according to the element summoned.
- Your scepter's attacks deal +1d6 energy damage according to the element summoned.
- Allies gain +5 soak against the element summoned.
- The save DC for any power you activate is 15 + your level.

Once you summon an element during the scene, it remains summoned until the end of the scene. You can only summon that element again after you've summoned every other element you have access to during a different scene.

WIZARD POWERS AT A GLANCE

Wizard Powers	Description
Elemental Essence	Your presence destroys enemies.
Elemental Fury	Summon a burst of magic.
Elemental Permeation	Bathe an area in elemental radiance.

THE SACRED MYSTERIES

"I am a servant of the Secret Fire, wielder of the Flame of Anor. The dark fire will not avail you, Flame of Udûn! Go back to the shadow. You shall not pass!"

- *The Lord of the Rings: The Fellowship of the Ring* (2001)

As you take up your mantle and remember your strength, you recall your many legendary deeds, for which you earned epithets of respect from mortals and fear from enemies. Each epithet acknowledges you as the master of a **sacred mystery**, the greatest magic of the wizards.

You begin with two sacred mysteries. Gain a new sacred mystery at 5th, 7th, and 9th level. Your sacred mysteries increase in power if you become an Archmage at level 6.

ABJURER

When an ally in line of sight is suffering a condition that a save can end or that will end at the end of an enemy's next turn, as an instant action, spend a stunt to end it.

Archmage: You and allies gain +1 to saves.

BEASTMASTER

You can converse with animals and cryptids, and can call on a variety of tiny animals to act as messengers and deliver aid.

When you succeed on a Scavenge check during the looting phase, animals always bring you food according to your level:

1-3: Water

4-6: Pet Food

7+: Ration

Archmage: Gain +4 to saves against cryptids, and when you are healed with effects other than fast healing or regeneration, animal survivors in the party gain half the effect.

CONJURER

Once per day as a standard action, call an elemental based out of the element summoned. It acts after you in initiative order. The elemental can't be healed or revived from death, but persists until it is reduced to 0 hit points, at which point it returns to its realm. You control the elemental without limitations. If you summon a second elemental, the first disappears.

Type: Medium Divine
Abilities: Might 16, Agility 16, Wit 16, Charisma 16
Hit Points: 21 + 5 per level
Initiative: +6
Speed: 6
Armor Class: 13 + 1 Per Level
Saves: 6 + 1 Per Level
Attacks: Claw 3 + Level
Damage: Claw 1d6+3 + Level + 1d6 Energy
Passive Defenses: Soak All Energy Equal to Level

Archmage: The elemental gains 50 hit points.

COUNSELOR OF KINGS

All other survivors add your Charisma modifier to their Wit-based skill rolls. Champions, demigods, wasters with a heroic path, and zealots gain +1 sanity soak.

Archmage: Your allies gain +1 sanity soak and +1 to Wit saves.

EYES OF THE DRAGON

You see invisible creatures. If you fail a Wit save, you can spend a stunt to re-roll it as a Perception check.

Archmage: You have omniscience 12.

FORGEMASTER

You can strengthen another survivor's weapon. The weapon must be a relic, one they gained from a trope, destiny, or downward spiral, or one that is affected by *Demonic Binding*, *Ferromancy*, or a dwarf lord's Accursed Craftsman ability.

The weapon gains +1 to hit and damage for every two levels you possess.

Archmage: On a critical hit, the weapon deals 1d6 additional elemental damage.

LIGHTBRINGER

You can choose piercing physical damage as your primordial element, and it enters rotation with your other elements. Gain +1 physical soak when you are wielding your scepter.

Archmage: While summoning piercing physical damage, add +2 to your damage rolls and +2 to your save DCs.

MISTWEAVER

You can choose psychic damage as your primordial element, and it enters rotation with your elements. While summoning psychic damage, *Elemental Fury* uses Wit saves instead of Agility saves, and enemies that fail such a save take -2 to saves until the end of your next turn.

Gain +10 psychic soak when you are wielding your scepter.

Archmage: Spend a stunt after the attack to become invisible to enemies who fail this save until the end of your next turn.

RIDDLEMASTER

Gain +2 Insight, and spend a stunt to roll Insight in place of any other skill.

Archmage: Once per scene, reduce damage from an attack that deals psychic damage or targets your Wit save by half your Insight bonus.

RINGBEARER

Gain +1 sanity soak for every three corruptions caused to you by relics in your possession. Lesser penalties to sanity soak from dark realms by 1.

Archmage: When you reach 0 sanity, instead of taking a psychotic break, you may trigger a magical anomaly. You can't prevent insanity in this way.

SPIRIT WALKER

You can choose necrotic damage as your primordial element, and it enters rotation with your other elements. While summoning necrotic damage, *Elemental Fury* uses Might saves instead of Agility saves. Demons and undead damaged by this attack get no damage soak, and on a failed save are crippled until the end of your next turn.

Gain +10 necrotic soak when you are wielding your scepter.

Archmage: Spend a stunt after the attack to deal 5 ongoing damage to demon and undead enemies that fail a save against this attack (Might save ends).

STARGAZER

Spend a stunt to increase or decrease any attack roll, save, or skill roll by 2. You can't stack this effect.

Archmage: When you roll a natural 1 on an attack roll or save, regain a stunt.

STORMCALLER

During the anomaly phase of a round of a combat scene, you can use your primordial magic if no anomaly has been triggered. Spend a stunt and choose an enemy within line of sight to take 5 + your Wit mod in elemental damage.

Archmage: The attack strikes in a ranged burst 2 if you wish, affecting all creatures.

THAUMATURGE

When an ally spends a stunt to boost an attack roll or skill roll, they gain one step to their stunt die and you regain a lost stunt.

Archmage: When you spend a retcon, all other survivors gain 10 hit points and break conditions as if they had spent a retcon.

THUNDERSPEAKER

You can choose sonic damage as your primordial element, and it enters rotation with your other elements. While summoning sonic damage, *Elemental Fury* uses Might saves instead of Agility saves, and enemies that fail such a save take -2 to all damage soak until the end of your next turn.

Gain +10 psychic soak when you are wielding your scepter.

Archmage: Spend a stunt after the attack to knock prone one enemy who failed this save.

WANDERER

You ignore difficult terrain, penalties in dark realms, and are immune to dark realm anomalies.

Archmage: In dark realms, gain +1 to all damage soak and saves.

WYRM CALLER

Once per day during the anomaly phase of the combat round, if there are no other anomalies, you may summon a dragon to deliver ruin to your enemies as a free action.

Creatures in a ranged burst 2d6 within line of sight take 2d6 elemental damage per level (Agility save for half). For each stunt you spend, this attack deals +2d6 damage and the save DC increases by 1. You are immune to the damage.

You regain this ability after you have retconned, but can only use it once per round.

Archmage: Allies adjacent to you are also immune to the damage.

ANCIENT WISDOM

“Luminous beings are we. Not this crude matter.”

- *The Empire Strikes Back* (1980)

You take sanity damage as any mortal does, but you don't take sanity damage from other survivors' powers. You recognize the type of “magic” they wield as paltry and false.

ARCHMAGI

“You are standing in the source of all magic. The Rock of Eternity. Seven thrones of seven wizards. But long ago, we chose a champion.”

- *Shazam!* (2019)

At level 6, instead of taking a downward spiral, you may choose to become an Archmage.

- At level 6, gain +1 to saves and sanity soak.
- Gain the Archmage bonus on all your sacred mysteries.
- At levels 8 and 10, gain an additional sacred mystery.

You may also choose to take a downward spiral instead. If you do so, you qualify for the same types of downward spirals as a Sorcerer does.

TALENTS**CHARM OF MAKING**

You wield the words of making, and therefore unmaking.

- You can substitute 10 normal components for 1 special component when crafting items.
- When someone else activates a power with a chance of magical anomaly, you can spend all your remaining stunts to cause an anomaly.

YOU SHALL NOT PASS**Level 6+**

- You ignore the aura burst effects of monsters.
- If you are an archmage, gain the *Cleansing* power.

ZEALOT

“Remember this: I am prepared to fight. For eternity.”

- *Exodus: Gods and Kings* (2014)

Possessed of an unbreakable will that transcends the physical and enters the spiritual, you burn so righteously with faith that your enemies burn with you. Trained to do battle with the darkest forces of evil by a secret sect of devout assassins, you fear nothing and will suffer no evil in the bloody pursuit of a restored world.

However, the faith required to live a life of puritanical violence as the world spirals into madness sears your soul, leading to a different kind of darkness that you are blinded to. Faith becomes zeal, zeal becomes hatred, and hatred becomes fanaticism. Zealots:

- Are powerful and self-sufficient melee combatants.
- Can situationally counter certain monsters that they most hate.
- Trade sanity for power in their fanaticism.

FERVOR

“God will understand, my lord. And if he doesn't, then he isn't God and we need not worry.”

- *Kingdom of Heaven* (2005)

You don't have sanity soak and can't gain any in any way. Your faith alone sustains you.

TRUE FAITH

"Like the book says, he works his work in mysterious ways. Some people like it. Some people don't."

- *Constantine* (2005)

While you are above 0 sanity, when you take a die of sanity damage, gain 1 **faith**. An instance of 30 sanity damage (such as when you encounter an eldritch horror) is treated as 5 faith.

You can spend faith as a free action to choose one or more **blessings**.

For example, if you take 4d6 sanity damage, gain 4 faith. You can spend 2 Faith on the Burning Faith blessing and 2 on the Renewal blessing.

You can accumulate 20 maximum faith. Faith isn't lost until it is spent, but any faith gained while you are at maximum is wasted.

Most blessings have a maximum amount of faith that can be spent in a single use of that blessing.

BLESSINGS

"Who shall be lifted up to rapture when the judgment trumpet blows? None but the faithful, brothers and sisters. None but the faithful."

- *The Blob* (1988)

BURNING FAITH

Maximum Faith Spend: 5

Gain +2 to your next damage roll per faith spent.

GUIDANCE

Maximum Faith Spend: 5

Gain +1 to hit on your next attack roll per faith spent.

MYSTERIOUS WAYS

Maximum Faith Spend: 5

Gain +2 to your next skill roll per faith spent.

RENEWAL

Maximum Faith Spend: Unlimited

Regain 2 hit points per faith spent.

WALK THROUGH THE VALLEY

Maximum Faith Spend: 5

Gain +1 to AC and saves per faith spent until the end of your next turn.

ZEALOUS HATRED

"I don't give a damn about living or dying anymore. All I care about is taking as many as those demons back to Hell as I can."

- *From Dusk till Dawn* (1996)

When you hit 0 sanity during a scene, in addition to psychotic episode and insanity effects, you attain **zealous hatred**.

While in a state of zealous hatred:

- You can't use blessings, though you can still accumulate faith.

- You ignore attack penalties resulting from your psychotic break/insanity and can't be prevented from attacking by your ailment.
- You can't be stunned or overwhelmed, and are fearless.
- Gain a bonus to hit and damage rolls equal to 2 + your Wit modifier.
- Take 5 ongoing piercing physical damage. This ongoing damage doesn't end until all enemies are destroyed or routed, or you hit 0 hit points. At 0 hit points, zealous hatred ends and can't be regained in the same scene.

PENITENCE

"Castigo corpus meum!"

- *The Da Vinci Code* (2006)

If you are above 0 sanity, you can heal your sanity damage by punishing your unworthy flesh in **penitence**. As an instant action, you may take piercing physical damage equal to half the sanity damage you want to heal (rounded up), restoring this sanity damage.

ORDO SANCTI

"An autopsy? On Lucy?"

"No, not exactly. I just want to cut off her head and take out her heart."

- *Bram Stoker's Dracula* (1992)

You belong to a devout order of monster slayers who specialize in fighting certain heretical monsters. Choose an **ordo sancti**.

DAEMONIUM

"People say that God is dead, but how can they think that if I show them the Devil?"

- *The Exorcism of Emily Rose* (2005)

- Gain +5 to damage rolls against demons and depraved.
- You inherently know the soak values, fast healing, and regeneration effects that any demon or depraved possesses.
- Gain chaos and fire soak +10.

INTRUSOR

"Outside the limit of our sight, feeding off us, perched on top of us, from birth to death, are our owners! Our owners! They have us! They control us! They are our masters! Wake up! They're all about you! All around you!"

- *They Live* (1988)

- Gain +5 to damage rolls against abominations and aliens.
- You inherently know the soak values, fast healing, and regeneration effects that any abomination or alien possesses.
- Gain acid and poison soak +10.

UMBRA

"In the name of God, impure souls of the living dead shall be banished into eternal damnation. Amen."

- *Hellsing* (2001)

- Gain +5 to damage rolls damage rolls against undead.
- You inherently know the soak values, fast healing, and regeneration effects that any undead possesses.
- Gain cold and necrotic soak +10.

FANATICISM

"These are enemies of Christ, and he rejoices with every one you destroy!"

- *Pilgrimage* (2017)

At level 6, instead of taking a downward spiral, you may instead achieve fanaticism.

- Gain +2 to all ability scores.
- Gain a second Ordo Sancti.
- When you are in Zealous Hatred, all allies lose all sanity soak, but gain a unique benefit based on your form of fanaticism.

CRUSADER

"Endless warfare. It makes more tramps than heroes. But you should come with us to Jerusalem. Your sins will be absolved, whether you live or die. You will see your loved ones again."

- *Valhalla Rising* (2009)

You are a terrifying warrior who frightens even your comrades, urging them to butchery. Your path, marked in blood, is unerring.

While in Zealous Hatred, you and all allies take -2 to physical soak but gain +4 to damage rolls.

HERMIT

"They err in vision, they stumble in judgment, for all the tables are full of vomit and filthiness, so that there is no place clean."

- *Johnny Mnemonic* (1995)

You travel the world in tattered clothes, growing a bushy beard and stringy hair that conceals wild eyes. Though your path is beset with abuse and danger, you endure it all.

While in Zealous Hatred, you and all allies gain +2 to all damage soak values.

INHUMAN

"God is in his holy temple! Earthly thoughts be silent now!"

- *Poltergeist II: The Other Side* (1986)

You are a preternatural presence in the world. The contours of your face are disturbing, with asymmetrical angles and misshapen curves, and your voice has a hollow, sinister ring.

While in Zealous Hatred, you and your allies gain +2 to saves. Once per scene, when an inhuman or magical anomaly is triggered by an ally in the aura, re-roll the effect if the first isn't to your liking, centering the effect on yourself instead of the originator.

INQUISITOR

"I am death! Vengeance is mine! God's fury rains down on you!"

- *Black Death* (2010)

You prosecute endless holy wars and burn out impurity in your comrades.

While in Zealous Hatred, one enemy you attack each round is marked for death until the end of your next turn. While the enemy is marked for death, it takes -4 to AC and saves. Allies gain +2 to saves when they are at more than 0 sanity, but take -1 when they aren't.

TALENTS**BLOODY CRUSADE****Level 6+, Crusader fanaticism**

The first time you are staggered in a scene, you and allies gain +1 to physical soak until the end of the scene.

COMMUNION

When you drink water while resting, all allies gain the benefit.

DOOMSAYER**Level 6+, Hermit fanaticism**

You have an aura burst 2. While you aren't staggered, enemies in this aura treat it as difficult terrain.

EXCOMMUNICATION**Level 6+, Inquisitor fanaticism**

While in zealous hatred, ignore the effects of all anomalies.

ON FAITH ALONE

Add your Wit mod to your maximum faith.

REVELRY**Level 6+, Inhuman fanaticism**

When you are insane, allies share your insanity.

SPIRIT OF RENEWAL**Level 6+**

Add your Wit mod to hit points gained through the Renewal blessing.

POWERS

"By the pricking of my thumbs,
Something wicked this way comes!"

- William Shakespeare, *The Tragedy of Macbeth* (1606)

READING POWERS

POWER NAME

Type

[Descriptive text.]

Action:

Range/Area:

Duration:

Anomaly Chance:

TYPE

Each power has several possible types: Mad Scientist, Mutant, Necromancer, Singularity, Warlock, and Warlord, for example. This restricts what type of survivors can learn the power. A mutant can't learn powers of another type.

DESCRIPTIVE TEXT

A brief description of what the power does.

ACTION

This specifies what kind of action is required to activate the power.

RANGE/AREA

Specifies what the power targets.

DURATION

This specifies the amount of time the power lasts, usually in rounds. A power's duration is considered to have lasted one full round at the end of your next turn after you activate it.

ANOMALY CHANCE

Many Mutant, Necromancer, Singularity, or Warlock powers can cause anomalies. When this is indicated in the power's description, roll d% to avoid an anomaly after activating the power. If you roll at or under the percentage chance, an anomaly occurs during the anomaly phase of the round.

When an anomaly occurs, you take 30 sanity damage after activating the power, and then a further d% roll is made to determine the severity of the anomaly.

There are four types of anomalies:

- **Glitches:** Caused by singularity powers that interfere with the simulation.
- **Inhuman Anomalies:** Disgusting things that occur when you use abominable mutant powers.
- **Magical Anomalies:** Arcane and demonic effects that tear the fabric of reality.
- **Sanction Anomalies:** Caused by alien assassins when they run out of sanction, *not* by use of their powers.

Unless otherwise noted, anomaly effects last until the end of the scene. Some powers have circumstances in which they cause an anomaly.

FULL DESCRIPTION

Many powers have several different aspects that can be used in different situations or at different levels of frequency. Powers can variously have passive effects, at-will effects, 1/scene effects, and 1/day effects. Different power aspects may cause different amounts of sanity damage.

Passive: When you learn this power, you gain permanent abilities or bonuses as described.

At-Will: You can choose to use this aspect of the power all the time.

1/Scene: You can use this aspect of the power once per scene.

1/Day: You can use this aspect of the power once per day. You are limited to using just one 1/day power when it is your turn.

SANITY DAMAGE

Each aspect of the power ends with what sanity damage the power may cause. Aspects without this entry don't usually cause sanity damage. The director is free to specify special circumstances where the power causes less or more sanity damage.

SUMMONING

Some powers have the Summoning tag in their duration.

Summoning a creature is an arduous and dangerous task. When you activate a summoning power, you must make a Wit save (DC 25) to control the summoned creature.

SUMMONING WIT SAVE RESULTS

Wit Save	Result
24 or Less	Failure
25-29	Success
30-34	Success + the creature has 50% more hit points and +2 to hit, AC, saves, save DCs, and damage.
35+	Success + the creature has 100% more hit points and +4 to hit, AC, saves, save DCs, and damage.

Failure: You may choose to either take 10 piercing psychic damage or permanently lose control of the creature. If you lose control, the duration of the power is permanent, and the creature is hostile to all creatures. It attacks the closest creature, preferring you or your allies if there are several equidistant targets.

Success: If you succeed at the Wit save or take the damage, you take control of the creature. The creature acts immediately after you in initiative. To continuously command the creature after the first round of its existence, controlling its actions with your mind, you must either spend a standard action on each of your turns or take 10 piercing psychic damage. Otherwise, the creature falls out of your control as if you failed the original Wit save. If you become stunned, overwhelmed, or fall to 0 hit points or below, you also lose control of the creature.

MAD SCIENTIST SUMMONING

Mad scientist summoning works similarly, but with Function rolls instead of Wit saves, and with better control of creatures.

SUMMONING FUNCTION RESULTS

Function Roll	Result
Malfunction	Failure
Acceptable Losses	Success
Normal Parameters	Success + the creature has 50% more hit points and +2 to hit, AC, saves, save DCs, and damage.
Mad Science!	Success + the creature has 100% more hit points and +4 to hit, AC, saves, save DCs, and damage.

Failure: You permanently lose control of the creature. The duration of the power is permanent, and the creature is hostile to all other creatures. It attacks the closest creature, preferring you or your allies if there are several equidistant targets.

Success: If you succeed at the Function roll, you take control of the creature. The creature acts immediately after you in initiative.

To continuously command all of the creatures you have summoned after the first round of their existence, you must spend a standard action. Otherwise, all creatures fall out of your control as if you failed the original Wit save. If you become stunned, overwhelmed, or fall to 0 hit points or below, you also lose control of the creatures.

POWER LIST

ABSORB MADNESS

Mutant

You enter the mind of your comrade and adjust their psyche.

1/Scene

Action: Instant

Range/Area: 1 psychotic ally within Close Burst 1

Duration: Scene

Anomaly Chance: 10% [Magical]

The target of this power must be an ally with a psychotic break. Gain the ally's psychotic break effect, and the ally loses it. You and the ally also regain 1 stunt. If you are already psychotic when you use this power, you can replace your psychotic break entirely with your ally's. This power has no effect on insanities.

1/Day

Action: Instant

Range/Area: 1 ally or human/depraved within close burst 1

Duration: Permanent

Anomaly Chance: 10% [Magical]

Mutant: When you activate this power, gain radiance +1.

Either give a willing ally your insanity, losing it in the process, or take their insanity. If both of you are insane, you must trade. The duration of the insanity remains the same. If you absorb someone else's insanity without trading, you regain all lost stunts.

You can also attack a human or depraved enemy with this power, forcibly giving them your insanity. In this case, the enemy receives a Wit save to resist the effect.

1/Day

Action: Standard

Range/Area: 1 ally within close burst 1

Duration: Permanent

Anomaly Chance: 10% [Magical]

Mutant: When you activate this power, gain radiance +1.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Take a willing ally's cosmic disturbance, suffering its effects in their stead. The duration of the cosmic disturbance remains the same, and any immediate effects of the cosmic disturbance, such as damage, can't be redirected.

ABYSSAL LIGHT

Ghost, Warlock

A hateful unlight shoots out of your mouth and eyes.

1/Scene

Action: Instant

Range/Area: Close Burst 1

Duration: 1 Round

Anomaly Chance: 15% [Magical]

Creatures adjacent to you take 2 piercing psychic damage per level and must make a Wit save or be blinded until the end of your next turn.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

ACID BLOOD

Mutant

Catalysts in your blood cause you to turn a sickly green-yellow color.

1/Scene

Action: Standard

Range/Area: Self

Duration: Scene

Anomaly Chance: 10% [Inhuman]

Mutant: When you learn this power, gain Inhumanity +1.

After activating this power, when you are damaged, as an instant action you can spray caustic blood from the wound in a close burst 1. Enemies in range take 5 + level acid damage.

ACID RAIN

Warlock

Caustic mist causes enemies agony as they melt into nothingness.

1/Scene

Action: Standard

Range/Area: Close Blast 6

Duration: Scene

Anomaly Chance: 20% [Magical]

When you begin your turn, everything in the area must make a Might save or take 1 acid damage per level.

SANITY DAMAGE

Watching this power destroy a creature for the first time causes 3d6 sanity damage.

ACTIVE DENIAL SYSTEM**Mad Scientist**

Fire a pulsating cone of microwave radiation.

1/Scene

Action: Standard

Range/Area: Close Blast 5

Duration: Scene

MALFUNCTION

The area turns to a close blast 7.

Creatures in the area that move closer to you must make a Might save or take 1 nuclear damage and become irradiated.

Creatures in the area that are also adjacent to you take 1 nuclear damage and irradiation if they remain adjacent to you at the end of their turn.

This power ends if you move from your square.

ACCEPTABLE LOSSES

The area turns to a close blast 4.

Creatures in the area that move closer to you must make a Might save or take 5 nuclear damage and become irradiated.

Creatures in the area that are also adjacent to you take 5 nuclear damage and if they remain adjacent to you at the end of their turn.

This power ends if you move from your square.

NORMAL PARAMETERS

Creatures in the area that move closer to you must make a Might save or take 10 nuclear damage and become irradiated.

Creatures in the area that are also adjacent to you take 10 nuclear damage and become irradiated if they remain adjacent to you at the end of their turn.

This power ends if you move from your square.

MAD SCIENCE!

The area turns to a close blast 6.

Creatures in the area that move closer to you must make a Might save or take 15 in nuclear damage and become irradiated.

Creatures in the area that are also adjacent to you take 15 in nuclear damage and are irradiated if they remain adjacent to you at the end of their turn.

This power ends if you move from your square.

ADRENALINE SHOT**Warlord**

You inject yourself with adrenaline.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

You regain 2 hit points per level and become immune to the crippled, dazed, and overwhelmed conditions until the end of your next turn. You also soak all ongoing damage to yourself until the end of your next turn.

This expends one of your daily uses of medical healing or a retcon.

ALACRITY**Singularity**

You act as quickly as you can think.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 20% [Glitch]

Gain an extra standard action.

AMBUSH**Spy (Intelligence)**

Use foreknowledge to stage an ambush.

1/Day

Action: Free

Range/Area: Battlefield

Duration: Instant

During the deployment phase, activate this power to let you and each ally use two different maneuvers, so long as they don't conflict or cancel out.

AMELIORATING VOMIT**Mutant**

You vomit up a paste of organic painkillers and healing chemicals.

1/Day

Action: Instant

Range/Area: Melee 1 or Personal

Duration: Instantaneous

Anomaly Chance: 10% [Inhuman]

Mutant: When you learn this power, gain Inhumanity +1.

You or an ally you vomit on regain 1d6 hit points per level. This is considered like Happy Pills for the purposes of effects that enhance Happy Pills, such as the Faithful's Absolution ability.

SANITY DAMAGE

Allies who see you use this power take 2d6 sanity damage.

AMPHIBIAN TONGUE**Mutant**

You lash out with a frog's tongue.

Passive

Mutant: When you learn this power, gain Inhumanity +1.

You can extend a frog-like tongue, attacking with it.

TONGUE**Damage:** 1d8 Poison**Critical:** +1d8 Poison**Size:** Small**Light:** You can use your Agility bonus instead of your Might bonus to attack with this weapon.**Unarmed:** This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.**Pest Control:** On a critical hit, you cripple your enemy until the end of your next turn and can attempt to grab it without provoking opportunity attacks as an instant action. Enemies that soak or are immune to poison aren't crippled. The Might save DC against your Grab is $10 + \text{your level} + \text{your Might modifier}$.**ANATHEMABANE****Monster Hunter***You are prepared for battle against abominations.***Passive**

You inherently know the soak values, fast healing, and regeneration effects that any abomination possesses, and can identify such creatures on sight in battle.

1/Day**Action:** Instant**Range/Area:** Battlefield**Duration:** Scene

You must consume 1 normal component to activate this power. You and allies gain +2 damage against abominations, and +1 critical threat range against them.

Also choose a type of save. You and allies gain +1 to that save.

ANIMAL MAGNETISM**Mutant***Creatures around you are drawn into your awe-inspiring presence.***1/Scene****Action:** Instant**Range/Area:** Aura Burst 3**Duration:** Scene**Anomaly Chance:** 25% [Inhuman]**Mutant:** When you learn this power, gain Inhumanity +1.

Living enemies treat squares as difficult terrain and take -2 to saves against your powers. Your stunt die improves by one step.

ANTI-PERSONNEL ROUNDS**Warlord***You and allies switch to flesh-shredding rounds.***1/Day****Action:** Instant**Range/Area:** Battlefield**Duration:** Scene

You and allies can choose to double the damage dice of your ranged weapon attacks. However, soak is twice as effective against this damage.

You can't activate Armor-Piercing Rounds and Anti-Personnel Rounds at the same time.

ARMOR-PIERCING ROUNDS**Warlord***You and allies switch to armor-piercing rounds.***1/Day****Action:** Instant**Range/Area:** Battlefield**Duration:** Scene

You and allies can choose to reduce the damage dice of your ranged weapon attacks by 1 step. In exchange, the damage ignores all soak.

You can't activate Armor-Piercing Rounds and Anti-Personnel Rounds at the same time.

ARMY OF ABOMINATIONS**Necromancer***You and allies wizen and turn into stone-skinned monsters.***1/Day****Action:** Standard**Range/Area:** Battlefield**Duration:** Scene**Anomaly Chance:** 15% [Magical]

You and allies gain +1 to AC, +2 to physical soak, and +2 to saves.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

ARMY OF SHADOWS**Warlock**

Shrouding magic conceals your approach.

1/Scene

Action: Instant

Range/Area: Close Burst 6

Duration: Scene

Anomaly Chance: 10% [Magical]

You and allies in the area turn invisible and shift 6 squares. A recipient becomes visible only after he scores a hit with an attack or activates a power.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

ARTILLERY STRIKE**Warlord**

You call down the thunder.

1/Day

Action: Standard

Range/Area: Ranged Burst 3 within 12

Duration: Instantaneous

You call in an artillery strike from a distant battery. The blast deals 2d6 piercing physical damage per level. A Might save (DC 15 + your level) reduces damage by half.

For each stunt you spend when activating this power, add 1 to the save DC.

ASSIMILATION**Alien Assassin (Biomass)**

You digest a creature, becoming it in the process.

At-Will

Action: Standard

Range/Area: Close Burst 1

Duration: Instant

Choose one creature in the area. It takes 5 + level + Might mod acid damage. You regain 1 hit point. If you kill the creature, regain 4 additional hit points, and you may take that creature's shape if it is Medium or Small.

SANITY DAMAGE

Your allies take 2d6 sanity damage from this horrific alien act.

1/Scene

Action: Standard

Range/Area: Close Burst 2

Duration: Instant

Creatures in the area take 10 acid damage. You regain 5 hit points for each damaged creature. For each creature this kills, regain 5 additional hit points, and you may take that creature's shape if it is Medium or Small.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this horrific alien act.

1/Day

Action: Standard

Range/Area: Close Burst 3

Duration: Instant

Creatures in the area take 20 acid damage. You regain 5 hit points for each damaged creature. For each creature this kills, regain 10 additional hit points, and you may take that creature's shape if it is Medium or Small.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this horrific alien act.

ATOMIZER**Mad Scientist**

You fire a bouncing ray of disintegrating energy.

1/Scene

Action: Instant

Range/Area: 12

Duration: Scene

MALFUNCTION

The range/area becomes a ranged burst 6. Every creature in the area takes 15 nuclear damage and is irradiated.

ACCEPTABLE LOSSES

The target takes 8 nuclear damage. The ray then bounces to a creature of your choice within 2 squares, dealing 6 nuclear damage. This effect repeats on each hit, dealing 2 less damage each time, until reduced to 0 or there are no more targets. The ray can't hit the same creature twice. Creatures damaged by the ray are irradiated.

NORMAL PARAMETERS

The target takes 12 nuclear damage. The ray then bounces to a creature of your choice within 4 squares, dealing 3 nuclear damage. This effect repeats on each hit, dealing 3 less damage each time, until reduced to 0 or there are no more targets. The ray can't hit the same creature twice. Creatures damaged by the ray are irradiated.

MAD SCIENCE!

The target takes 15 nuclear damage. The ray then bounces to a creature of your choice within 6 squares, dealing 12 nuclear damage. This effect repeats on each hit, dealing 3 less damage each time, until reduced to 0 or there are no more targets. The ray can't hit the same creature twice. Creatures damaged by the ray are irradiated.

AURA OF DOMINION**Ghost, Warlock**

Your allies and enemies alike dance to your tune.

1/Scene

Action: Instant

Range/Area: Line of Sight

Duration: Scene

You can speak telepathically with any ally in the area.

As a standard action, shift one creature in the area up to 3 squares and/or deal it 1 piercing psychic damage.

When you use a power that deals damage, shift one target of that power that failed a save against it up to 3 squares.

As an instant action once per scene, shift any creatures in the area up to 3 squares. You may choose which creatures move first.

The *Aura of Dominion* ends if you are at 0 sanity.

AUTOTURRET

Spy (Gadget)

Deploy a robotic turret.

1/Day

Action: Standard

Range/Area: Close Burst 6

Duration: Scene

You spawn a robotic turret somewhere in the area. The autoturret acts immediately after you in initiative.

Type: Medium

Abilities: Might 10, Agility 10, Wit 10, Charisma 10

Hit Points: 5 Per Level

Initiative: +0

Speed: 3

Armor Class: 15 + Your Level

Saves: +Your Level

Attacks: -

Damage: -

Passive Defenses: Physical Soak +5

The autoturret doesn't make normal attacks. When the autoturret begins its turn, it targets the closest enemy that is not in melee range, dealing 5 + your level + your Wit mod in physical damage. An Agility save negates the damage. This action provokes opportunity attacks.

BAIT AND SWITCH

Spy (Skullduggery)

Masquerade as one of your allies to confuse your enemies.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Instant

You reveal that you exchanged places with one of your allies, with each pretending to be the other. You switch places with a willing ally, including any conditions you are suffering aside from sanity damage effects.

Each survivor takes on the other survivor's hit point damage, switching those numbers as well. For example, if you are missing 20 hit points and your ally is missing 10 when you switch places, now you are missing 10 and they are missing 20.

BALEFUL LIGHTNING

Warlock

Lightning continuously arcs from your fingertips.

1/Scene

Action: Instant

Range/Area: Close Burst 1

Duration: Instant

Anomaly Chance: 10% [Magical]

Activate this power when you take damage from a melee attack. The attacking enemy within range takes 10 + your Wit mod in lightning damage, and its soak values are lowered by 5 until the end of your next turn.

1/Scene

Action: Standard

Range/Area: Close Burst 3

Duration: Scene

Anomaly Chance: 20% [Magical]

You begin firing lightning out of your fingertips, dealing 1d10 + level + Wit lightning damage to one foe within range and crippling them until the end of your next turn. You must have an unimpeded line of targeting to your intended target; cover, or another creature in the way of the attack, blocks it.

The victim makes an Agility save when you deal the damage. On a success, they aren't crippled, and the power ends.

On your next turn, you can again take a standard action to repeat the damage and the crippling effect, allowing the target another save. Again, you must have an unimpeded line of targeting when you take the action.

Creatures that soak all the lightning damage can't be crippled by this power.

You regain the use of this power whenever you kill an enemy with it.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

BALEFUL MIGHT

Ghost, Warlock

You become so strong that you rend your own flesh.

1/Scene

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Magical]

Deal +1d4 damage with melee attacks. This damage can be of any type that the melee attack already deals. However, when you hit with melee attacks, you take 1 piercing necrotic damage.

SANITY DAMAGE

Take 2d6 sanity damage from the energies you call forth when you activate this power.

BANSHEE SCREECH**Necromancer**

Your scream pierces the flesh of your victims.

At-Will

Action: Standard

Range/Area: Close Blast 2

Duration: Instantaneous

Anomaly Chance: 10% [Magical]

Deal 1d8 + level + Wit mod sonic damage (Might save for half damage).

SANITY DAMAGE

Your allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Scene

Action: Instant

Range/Area: Close Blast 3

Duration: Instant

Anomaly Chance: 20% [Magical]

Deal 10 sonic damage to all creatures in the area, and they lose all soak, including sanity soak, until the end of your next turn.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Close Blast 4

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d10 + level + Wit mod sonic damage (Might save for half damage). For each stunt you spend, increase the damage by 1d10. Victims that fail their saves are crippled and can't use any omniscience they possess until the end of your next turn.

SANITY DAMAGE

When you unleash this level of banshee screech, your allies take 3d6 sanity damage.

BARBED TAIL**Mutant**

You grow a prehensile tail with which you can deliver deadly venom.

Passive

Mutant: When you learn this power, gain Inhumanity +1.

You grow a venomous prehensile tail of some kind when you learn this power, or your existing tail becomes more fearsome. The tail is impossible to conceal. You can always use the tail as a weapon.

Damage: 1d4

Critical: +2d6

Size: Small

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility modifier instead of your Might modifier to attack with this weapon.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: -

You can use your tail to inject venom when you score a hit with it as an instant action, dealing 1d8 poison damage per level. Struck creatures can make a Might save for half damage.

SANITY DAMAGE

The first time your allies see you kill a creature with this power, they take 3d6 sanity damage.

BEHEMOTH**Mutant**

You become a grotesquely muscular monstrosity.

Passive

Mutant: When you learn this power, gain Inhumanity +1.

You don't take any speed or save penalties for wearing armor, can use Athletics and Acrobatics as if you aren't wearing armor, ignore immobilization effects, and gain 2 inventory.

1/Day

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Inhuman]

Increase in size by one category. Gain +2 Might and +2 physical soak, and your damage dice with melee attacks improve by 1 step to a maximum of 1d12, but you take -1 to AC. Regain 20 hit points.

While in this form, you can't communicate intelligibly and can't activate or maintain powers of any kind (any other active power effects you maintain end). You can't use any skills that require Wit.

SANITY DAMAGE

The first time your allies see you use this power, they take 3d6 sanity damage.

BIOLUMINESCENCE**Mutant**

Your internal organs glow with power.

Passive

Mutant: When you learn this power, gain Inhumanity +1.

Unless you are wearing armor, you always shed bright light in a radius of six squares. You also gain cold soak +5.

1/Scene**Action:** Standard**Range/Area:** 1 Enemy Within Close Burst 6**Duration:** 1 Round**Anomaly Chance:** 10% [Inhuman]

You brighten your bioluminescence to fierce levels and direct it at an enemy. That enemy must make a Might save or be blinded until the end of your next turn. Enemies without eyes ignore this power.

BIOTRANSMUTATION**Necromancer***Replace your flesh with ornate metal.***Passive**

Gain +2 Might, +1 physical soak, +5 necrotic soak, and +1 soak against all other forms of energy. In addition, your maximum hit points increase by 10 and your retcon value increases by 5.

However, you take -2 o Agility and speed, and -1 mobility. Gain a corruption.

BLACK CONTEMPT OF SET**Pagan***Your wrath visits the torments of the Set-animal on your foes.***1/Day****Action:** Instant**Range/Area:** Battlefield**Duration:** Scene**Anomaly Chance:** 10% [Magical]

Creatures that fail any save are crippled until the end of their next turn. Double the amount of ongoing damage on all creatures.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the twisted visage of Set on the horizon.

BLACK HAT**Singularity***You control a creature's programming.***1/Day****Action:** Standard**Range/Area:** Ranged 6**Duration:** Concentration**Anomaly Chance:** 20% [Glitch]

When you activate this power, you dominate a creature unless it makes a Wit save. You can give a dominated creature a mental command as a move action if it is within 12 squares. Once a dominated creature has a command, it continues to attempt to carry out that command to the exclusion of all other activities.

To maintain domination, you must concentrate as a standard action on your turn. On each round, the victim receives a new Wit save against the power. A creature beyond the range of this power doesn't escape domination but can't be given a new command until it returns within range.

You can't dominate a creature that is already dominated.

SANITY DAMAGE

Dominating an ally causes them 3d6 sanity damage.

BLACK HOLE**Mad Scientist***You crush all matter.***1/Day****Action:** Standard**Range/Area:** Ranged Burst 3 within 12**Duration:** Scene**MALFUNCTION**

You fail to activate the power and instead activate *Wormhole* centered on the intended area. The director decides the placement of creatures inside the *Wormhole*.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

The area changes to a ranged burst 2.

Creatures in the area take 3 piercing chaos damage and are immobilized until the end of your next turn. Flying is impossible in the area.

When you begin your turn, creatures in the area take 3 piercing chaos damage, their speed is reduced by 5 (to a minimum of 1), and they can't shift.

Creatures attempting to leave the area without teleporting must make a Might save. On a failure, they can't move out of the area and their move action ends with no further movement.

Creatures outside the area have +1 soak against all damage from creatures in the area.

Multiple black hole areas overlap continuously; a creature doesn't need to make a save to enter or exit adjacent black holes.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

Creatures in the area take 10 piercing chaos damage and are immobilized until the end of your next turn. Flying is impossible in the area.

When you begin your turn, creatures in the area take 5 piercing chaos damage, their speed is reduced by 5 (to a minimum of 1), and they can't shift.

Creatures attempting to leave the area without teleporting must make a Might save. On a failure, they can't move out of the area and their move action ends with no further movement.

Creatures outside the area have +2 soak against all damage from creatures in the area.

Multiple black hole areas overlap continuously; a creature doesn't need to make a save to enter or exit adjacent black holes.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

The area changes to a ranged burst 4.

Creatures in the area take 15 piercing chaos damage and are immobilized until the end of your next turn. Flying is impossible in the area.

When you begin your turn, creatures in the area take 10 piercing chaos damage, their speed is reduced by 5 (to a minimum of 1), and they can't shift.

Creatures attempting to leave the area without teleporting must make a Might save. On a failure, they can't move out of the area and their move action ends with no further movement.

Creatures outside the area have +3 soak against all damage from creatures in the area.

Multiple black hole areas overlap continuously; a creature doesn't need to make a save to enter or exit adjacent black holes.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

BLACK SPEECH

Warlock

You speak corrupting words of murderous power, and your flesh twists.

At-Will

Action: Standard

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 10% [Magical]

You can use *Black Speech* as part of a standard action to make any melee or ranged attack. The attack deals 1d6 additional chaos damage if it hits. This damage is maximized on a critical hit.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

You can use *Black Speech* as part of a standard action to make any melee or ranged attack. The attack gains +4 to hit, your critical threat range increases by 1, and the attack deals 5d8 additional chaos damage if it hits. For each stunt you spend, increase the damage by 1d8. Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

BLASPHEMY

Necromancer, Warlock

You utter a dark insult to reality that turns victims to ashen skeletons.

At-Will

Action: Standard

Range/Area: Close Blast 2

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

Deal 1d10 + level + Wit mod chaos damage to enemies in the area (Wit save for half damage).

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Close Blast 3

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d12 + level + Wit mod chaos damage to enemies in the area (Might save for half damage). For each stunt you spend, increase the damage by 1d12. Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

BLAZING DRAGON

Warlock

A fiery entity hurtles out of your body, seeking your enemy.

At-Will

Action: Standard

Range/Area: 1 Target within Close Burst 6

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

A flaming skull or dragon-like entity emerges from your body, soars overhead, and crashes into a single foe within range. The target need not be in your line of sight, but the entity must be able to see it (invisible creatures can't be attacked by *Blazing Dragon*). Your target takes 2d6 + level + Wit fire damage. An Agility save reduces damage by half.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Close Blast 8

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

A flaming skull or dragon-like entity emerges from your body, soars overhead, and crashes into a single foe within range. The target need not be in your line of sight, but the entity must be able to see it (invisible creatures can't be attacked by *Blazing Dragon*). Your target takes $10d8 + \text{level} + \text{Wit}$ fire damage. For each stunt you spend, increase the damage by $2d8$. An Agility save reduces damage by half.

SANITY DAMAGE

Your allies take $3d6$ sanity damage from the energies you call forth when you activate this power.

BLEAK HARVEST OF THE ANKOU**Ghost, Necromancer, Pagan**

Eternal damnation comes to claim all.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Instantaneous

Anomaly Chance: 10% [Magical]

When an enemy fails a save against one of your powers, deal it 5 piercing necrotic damage. Once per round, when an enemy succeeds on a save against one of your powers, gain +2 to all damage rolls until the end of the scene. Creatures you reduce to 0 hit points cannot regenerate or come back to life.

SANITY DAMAGE

Your allies take $2d6$ sanity damage from the hollow laughter of the Ankou.

BLINDING TORMENT**Necromancer**

You curse your opponent's eyes to burst with acid.

1/Scene

Action: Standard

Range/Area: Ranged 6

Duration: 1 Round

Anomaly Chance: 10% [Magical]

The creature takes 10 acid damage and must make a Might save or be blinded and have all soak reduced by 10 until the end of your next turn.

SANITY DAMAGE

You and allies take $2d6$ sanity damage from the energies you call forth when you activate this power.

BLOOD CURSE**Ghost, Necromancer**

You physically draw the blood out of a foe.

1/Day

Action: Instant

Range/Area: Ranged 12

Duration: Instant

Anomaly Chance: 10% [Magical]

Deal 20 necrotic damage to an enemy and regain 20 hit points.

Once per scene, if you become staggered, you regain the use of this power.

SANITY DAMAGE

Your allies take $2d6$ sanity damage from the energies you call forth when you activate this power.

BLOOD TO BILE**Necromancer**

Your victim's blood turns to stomach acid.

1/Scene

Action: Standard

Range/Area: 12

Duration: Scene

Anomaly Chance: 20% [Magical]

Your target takes 10 acid damage and must make a Might save. On a failure, the target takes 10 ongoing acid damage. While taking this ongoing damage, the target is crippled.

A Fortitude save against the ongoing damage ends the effect.

SANITY DAMAGE

You and allies take $2d6$ sanity damage from the energies you call forth when you activate this power.

BLOODLUST**Warlord**

The smell of blood sends you into a rage.

Passive

Deal +2 damage in melee to staggered enemies. If you are staggered, you deal a further +2 damage with melee attacks.

BLOODY TRIBUTE**Necromancer**

A swirling orb of blood above your head fuels your power.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 10% [Magical]

Your bloody tribute collects hit points, starting at 0.

- When creatures are damaged by any effect, the bloody tribute gains 1 hit point. The bloody tribute gains a hit point for each creature damaged by the same effect.
- When you activate a power that deals necrotic damage, the bloody tribute gains 3 hit points.
- When a creature in the area dies, the bloody tribute gains 5 hit points.

You become more powerful as the orb grows larger.

- For every 10 hit points the bloody tribute has, gain regeneration 1.
- For every 5 hit points the bloody tribute has, your powers that deal necrotic damage deal +1 damage.

- As an instant action, you can absorb the bloody tribute, expending it, to gain a retcon. The retcon has the hit point value of the bloody tribute.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the energies you call forth when you activate this power.

BLUE PILL**Singularity**

You let people in on the secret.

Passive

Lower sanity damage dice from effects you cause to your allies by one step.

BOLT OF ANNIHILATION**Warlock**

You unleash a ray of screaming energy that consumes creatures in an echoing scream as they become nothingness.

At-Will

Action: Standard

Range/Area: Wall 3 Within 1

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

Deal 1d10 + level + Wit mod chaos damage (Agility save for half damage). This power passes through any obstruction that is within its area and doesn't stop until its maximum range is reached. Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Wall 5 Within 1

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d12 + level + Wit mod chaos damage (Agility save for half damage). For each stunt you spend, increase the damage by 1d12. This power passes through any obstruction that is within its area and doesn't stop until its maximum range is reached. Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

BOOBY TRAP**Spy (Skullduggery)**

Enemies fall right into your trap.

1/Day

Action: Standard

Range/Area: Ranged Burst 3 within 12

Duration: Permanent

The area becomes difficult terrain. Enemies in the area take 5d10 + level + Wit mod physical damage and are knocked prone, immobilized, and crippled until the end of your next turn. For each stunt you spend, increase the damage by 1d10.

Creatures that make an Agility save take only half damage and aren't immobilized.

BRIMSTONE PASSAGE**Warlock**

You disappear into a cloud of sulfur.

1/Scene

Action: Standard

Range/Area: Close Burst 1

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

You teleport up to 3 squares to any location to which you have line of sight. At either the location from you which you teleported or your arrival destination (your choice), every adjacent creature takes 15 fire damage.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Instant

Range/Area: Close Burst 2

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

You teleport up to 6 squares to any location to which you have line of sight. At either the location from you which you teleported or your arrival destination (your choice), every creature in a close burst 2 takes 25 fire damage.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

BRUMATION**Mutant**

You hibernate rather than sleep.

Passive

Mutant: When you learn this power, gain Inhumanity +1.

You can't be dazed. You regain 75% of your hit points when you rest, rather than 50%. Reduce the duration of all insanities you gain by 2 days.

BRUSH CONTACT**Spy (Intelligence)**

Contact your undercover agent.

1/Day

Action: Instant

Range/Area: Melee 1

Duration: Instant

You exchange information while no one's looking with an enemy who is secretly on your side. Make an Insight check while adjacent to an enemy minion, standard monster, or other non-hostile creature. You receive intel and a possible effect.

BRUSH CONTACT CHECK RESULTS

Result	Intel	Effect
14 or Less	Nothing	You've been burned, and are dazed until the end of your next turn.
15-20	1 Normal Component	If the creature is an enemy minion, it disappears.
21-29	1d4 Normal Components	If the creature is an enemy minion, it disappears.
30+	1 Special Component	If the creature is an enemy minion or standard monster, it disappears.

BRUTAL ARMOR**Warlord**

You mount skulls on your armor.

Passive

This power only functions when you are wearing chain or plate mail. You must mount skulls on your armor, impaling them on horns and spikes you have built into it. The number of skulls required is equal to your level.

If you meet these conditions, gain your Might score in additional maximum hit points, and treat your retcon value as if you were 2 levels higher.

BUNKER BUSTER**Warlord**

You call in a massive bomb strike.

1/Day

Action: Standard

Range/Area: Ranged Burst 6 Within 18

Duration: Instant

Creatures in the area take nuclear damage according to how close they are to the center of the area. If a creature occupies multiple squares, count the square closest to the center.

All creatures in the area are dazed until the end of your next turn and knocked prone.

BUNKER BUSTER DAMAGE

Proximity from Center	Damage
6 (Outer Edge)	1d6 Nuclear
5	2d6 Nuclear
4	3d6 Nuclear
3	4d6 Nuclear

2	5d6 Nuclear
1	6d6 Nuclear
0 (Center)	7d6 Nuclear

BURNING BLADE OF SURTR**Pagan**

The fire giant strikes from the horizon.

1/Day

Action: Instant

Range/Area: Wall 6 within 1

Duration: Instantaneous

Anomaly Chance: 10% [Magical]

Deal 5d12 + level + Wit mod fire damage (Agility save for half damage) to enemies in the area. For each stunt you spend, increase the damage by 1d12.

Creatures that fail their save against this power are knocked prone and lose all damage soak, fast healing, and regeneration until the end of your next turn.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the unearthly bellow of Surtr.

CALCULATOR**Mutant**

Gain flashes of insight that seem precognitive to others.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: -

Mutant: When you activate this power, gain radiance +1.

You can activate this power after rolling an attack, skill roll, initiative check, or Agility save. You can roll again, taking whichever result is higher. In the case of a skill or initiative check, add 1 to the second roll.

CALL OF THE DEVIL**Warlock**

A fiendish scream cuts through the air.

At-Will

Action: Standard

Range/Area: Close Blast 2

Duration: Instantaneous

Anomaly Chance: 20% [Magical]

Deal 1d6 + level + Wit mod sonic damage (Might save for half damage). Creatures that fail their saves are immobilized until the end of your next turn.

Roll d8s for damage against creatures that are crippled, dazed, overwhelmed, or staggered.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Close Blast 3

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You lose the ability to activate any version of this power again until you rest.

Deal 5d8 + level + Wit mod sonic damage (Might save for half damage). For each stunt you spend, increase the damage by 1d8.

Creatures that fail their saves are immobilized until the end of your next turn.

Roll d10s for damage against creatures that are crippled, dazed, overwhelmed, or staggered.

SANITY DAMAGE

When you unleash this power, your allies take 3d6 sanity damage.

CALL THE DAMNED**Necromancer**

You pull forgotten evil back into the mortal realm. It invades dead flesh, energized with hatred older than language.

1/Day

Action: Standard

Range/Area: Close Burst 1

Duration: Scene [Summoning]

Anomaly Chance: 20% [Magical]

You bind a corpse, or incomplete corpse matter, to summon an ancient undead horror that answers to you. This evil takes a random form when summoned:

1d10	Horror	Description	Abilities
1	Black Reaper	Ribs twisted into a walking horror.	<ul style="list-style-type: none"> Has a reach of 2. When the Black Reaper hits a staggered creature, it deals +1d12 damage.
2	Bone Swarm	A storm of loose bones driven by an insane entity.	<ul style="list-style-type: none"> Has a reach of 2. Enemies that enter or start their turn in the swarm's reach take 5 physical damage.
3	Corpseroot	A split-open corpse with roots of necrotic nerve-vine.	On a hit, a bone grub infests the target. The target takes 10 ongoing necrotic damage (Agility save ends), and any other ongoing damage it is taking increases by 5.
4	Crypt Thing	A wet, pale knot of leech flesh forced into a human frame.	Enemies adjacent to the crypt thing take -4 to saves.
5	Fleshtide	A rolling knot of torsos and limbs.	<ul style="list-style-type: none"> When the fleshtide begins its turn, all adjacent enemies are pushed 1 square. On a hit, the fleshtide pushes 2 squares and deals +5 damage.
6	Graveling	Rancid corpse-matter that hates you with all its being.	When the graveling begins its turn, all adjacent creatures take 2d6 piercing physical damage.
7	Harrower	A dark spirit that hates warmth and thought.	Deals +10 damage to all living creatures.

1d10	Horror	Description	Abilities
8	Marrowbeast	An unclean entity of claws and fangs, seeking to mutilate.	When the marrowbeast hits a flanked target, it deals +2d6 damage.
9	Shambler	A swollen mound of corpseweight.	<ul style="list-style-type: none"> Gains +5 physical soak. Enemies adjacent to the husk take -2 to attack other targets than the husk.
10	Skin Thief	A stolen hide stretched over something thin and writhing.	If the skin thief hits a creature that has not acted yet this round, deal +2d6 damage.

Type: Medium Undead

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 23 + 5 per Level

Initiative: +6

Speed: 6

Armor Class: 13 + 1 per Level

Saves: 6 + 1 per Level

Attacks: Claw 3 + Level

Damage: Bite or Claw 1d10 + 6 + Level

Passive Defenses: Soak (All) +½ Level

The summoned creature follows your commands if you maintain control through the Summoning rules. When the creature hits 0 hit points, the animating force tears free and leaves the remains useless for further summoning. It can't be restored.

SANITY DAMAGE

You and your allies suffer 4d6 sanity damage from this dark blasphemy.

CATALYTIC NANITES**Mad Scientist**

You release a pressurized cylinder of shimmering nanites that drift in a glittering haze. Every event becomes an eruption.

1/Day

Action: Instant

Range/Area: Aura Burst 1

Duration: Scene

Anomaly Chance: 20% [Magical]

MALFUNCTION

You are crippled and double any ongoing damage that you take.

ACCEPTABLE LOSSES

You are crippled. Add 2 to all bonuses and penalties from powers, character abilities, or effects. Add 3 to all damage that you take or deal.

NORMAL PARAMETERS

Add 3 to all bonuses and penalties from powers, character abilities, or effects. Add 3 to all damage that you take or deal.

MAD SCIENCE!

Add 4 to all bonuses and penalties from powers, character abilities, or effects. Add 4 to all damage that you take or deal.

CHAOS METEOR**Warlock**

You call an apocalyptic meteor down on yourself.

1/Day**Action:** Standard**Range/Area:** Close Burst 3**Duration:** Instantaneous/Scene (see below)**Anomaly Chance:** Automatic [Magical]

Everything around you takes 10d8 chaos damage. For each stunt you spend, increase the chaos damage by 2d8. A Might save reduces this damage by half. Creatures reduced to 0 hit points by this initial damage are obliterated. Roll 1d8 when you call forth the chaos meteor. Use the table to determine the effect. The area remains for the duration of the scene.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the energies you call forth when you activate this power.

CHAOS METEOR DAMAGE

Roll	Result	Effect
1	Acid	Victims take 10 acid damage. In the area, creatures' soak values are reduced by your Wit mod.
2	Cold	Victims take 10 cold damage. The area becomes difficult terrain.
3	Fire	Victims take 10 fire damage. When you start your turn, creatures in the area take 5 fire damage.
4	Lightning	Victims take 10 lightning damage. Creatures moving into or out of the area take 5 lightning damage.
5	Necrotic	Victims take 10 necrotic damage. Creatures in the area take -2 to saves.
6	Poison	Victims take 10 poison damage. Creatures deal -2 damage with melee attacks.
7	Psychic	Victims take 10 psychic damage. Creatures in the area take -2 to attack rolls.
8	Sonic	Victims take 10 sonic damage. Creatures in the area have their movement reduced by 3.

CHEM ROUNDS**Warlord**

You and allies switch to chemical weapon rounds.

1/Day**Action:** Instant**Range/Area:** Battlefield**Duration:** Scene

You and allies can choose to deal poison damage with your ranged weapon attacks. Enemies damaged by this poison lose all fast healing and regeneration until the end of the attacker's next turn. You can't activate *Chem Rounds* and *Incendiary Rounds* at the same time.

CHEMICAL AGENT**Spy (Skullduggery)**

Coat your weapons in deadly poison.

At-Will: Poison Pellets**Action:** Standard**Range/Area:** Melee 1 or Ranged 3**Duration:** Scene

Your target takes 5 + Wit mod ongoing poison damage. A Might save negates this effect.

1/Day: Poisoned Weapons**Action:** Instant**Range/Area:** Self**Duration:** Scene

All the damage from your weapon attacks changes to your choice of necrotic or poison when you activate this power. Deal +2 damage with weapon attacks.

CHILDREN OF THE NIGHT**Necromancer**

You command a dutiful pack of black wolves.

1/Scene**Action:** Instant**Range/Area:** Close Burst 6**Duration:** Instantaneous**Anomaly Chance:** 10% [Magical]

A wolf corners your prey. Target one enemy in the area. That enemy takes 10 physical damage and its speed is reduced by half until the end of your next turn.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day**Action:** Standard**Range/Area:** Line of Sight**Duration:** Instantaneous**Anomaly Chance:** 10% [Magical]

The pack arrives to do your bidding. While this power is active, once per round as an instant action you cause an enemy in line of sight to take 1 physical damage per level and reduce their speed by half. All enemies in the area are flanked.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the energies you call forth when you activate this power.

1/Day**Action:** Standard**Range/Area:** Close Burst 12**Duration:** Instantaneous**Anomaly Chance:** 20% [Magical]

What sweet music they make! You regain 10 hit points for every staggered, crippled, or overwhelmed enemy in line of sight as wolves howl around you.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the energies you call forth when you activate this power.

CHIMERIC FORM**Mutant**

You turn into a twisting tumult of claws and teeth.

1/Scene

Action: Standard

Range/Area: Close Burst 1

Duration: Instantaneous

Anomaly Chance: 20% [Magical]

Mutant: When you learn this power, gain Inhumanity +1.

You cancel any effect that is grabbing or immobilizing you, stand from prone, and shift up to four squares, ignoring difficult terrain.

Before or after you move, force all adjacent enemies to make a Might save. On a failure, enemies take your level + your Wit mod in physical damage. Enemies that are grabbing you take +5 damage from this attack.

SANITY DAMAGE

When you unleash this power, your allies take 2d6 sanity damage.

CHOOSER OF THE SLAIN**Pagan**

A shining Valkyrie emerges from Valhalla to deliver a furious blow.

1/Day

Action: Instant

Range/Area: Close Burst 2

Duration: Scene

Anomaly Chance: 10% [Magical]

Deal 5d8 + level + Wit mod physical damage (Agility save for half damage) to enemies in the area. For each stunt you spend, increase the damage by 1d8. Staggered enemies take +2 damage per die.

For the rest of the scene, allies in the area gain +1 AC and +1 physical soak.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the wrath of Odin.

CHRONOKINESIS**Alien Assassin (Gray One)**

You alter the flow of time to your will.

1/Scene

Action: Free

Range/Area: Line of Sight

Duration: Instant

Increase or decrease an attack roll or Agility save made by a creature in the area by 4, and likewise change the resulting damage by 4.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instant

Gain an extra standard action.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Instant

Stun all enemies until the beginning of your next turn. A Wit save negates this effect.

SANITY DAMAGE

Your allies take 2d6 sanity damage from this display of alien power.

CLAIRVOYANCE**Mutant**

You see into all minds.

Passive

Gain an aura burst 3. Add your radiance to this range. Gain omniscience in the area.

You can speak telepathically with any creatures in this area, and they with you. You and creatures in the area—friend or foe—gain your radiance to Perception checks.

If an eldritch horror is within range of this power, your sanity soak is reduced to 0 and you take -2 to saves.

You can shut off your clairvoyance until the end of the shooting day as an instant action, though if you do so, take -1 to sanity soak because you are concentrating on ignoring this extrasensory perception.

1/Day: Psychic Fanfare

Action: Standard

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 10% [Magical]

Mutant: When you activate this power, gain +1 radiance.

You join the minds of allies to create a more powerful whole. This power has two effects. First, the power creates a shared pool of stunts. All survivors lend their stunts to the pool. Any survivor can use these stunts, even if they were out of stunts when the pool was created. When a point is used, it is subtracted from the pool. The bonus provided from these stunts is equal to that of the survivor in the fanfare with the greatest bonus.

SANITY DAMAGE

Each time a survivor affected by Psychic Fanfare uses a stunt for any purpose, they take 1d6 sanity damage from the choir of linked minds interfering with their thoughts. Survivors who hit 0 sanity during the scene are expelled from the fanfare. Expelled survivors can no longer be affected by Psychic Fanfare for the duration of the scene and take back stunts equal to their normal maximum or whatever amount in the pool is left if there is less than their normal maximum.

If the survivor who originally created the effect hits 0 sanity, they too are expelled, but the power continues functioning.

CLEAN KILL**Warlord**

You bring quick death with a precise maneuver.

1/Scene

Action: Instant

Range/Area: Melee

Duration: Instantaneous

You activate this power as part of a melee attack on an unaware, flanked, or prone enemy. Gain +2 to hit, and your attack's critical threat range increases by 2.

If after your attack the enemy has 20 or fewer hit points, they are reduced to 0 hit points. You must then describe how you kill your foe.

CLEANSING**Monster Hunter**

Dispel evil with righteous enchantments.

1/Day

Action: Standard

Range/Area: Line of Sight

Duration: Instantaneous

Anomaly Chance: -

Enemies in the area take 10 ongoing psychic damage. A Wit save ends the damage.

While taking this ongoing damage, the following effects apply to them:

- Their aura effects don't function.
- The passive defense bonuses and dark boons from a dark power don't apply to monsters it is possessing.
- Graven idols have no damage soak or fast healing.

When a creature successfully saves against the ongoing damage, it takes 10 piercing psychic damage. Creatures killed by this final effect can't come back to life or use any effects that occur when they die.

CLOCKWORK DRUDGE**Mad Scientist**

You summon a robot made from cruel implements and rusty metal.

1/Day

Action: Standard

Range/Area: Close Burst 12

Duration: Scene

You summon a clockwork drudge in a square in the area.

Type: Medium Abomination

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 6 Per Level

Initiative: +6

Speed: 6, Fly 6

Armor Class: 13 + Your Level

Saves: Your Level + 6

Attacks: Claw +3 + Your Level

Damage: Claw 2d8+3 + Your Level + ½ your level in lightning damage

The drudge's claw attack improves to 1d10 at level 5, and 1d12 at level 9.

Passive Defenses: Energy Soak +Your Level

When the drudge is reduced to 0 hit points, it explodes, causing 10 lightning damage to all adjacent creatures, and can't be resurrected.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

CODE REWRITE**Singularity**

You change binary code to alter outcomes.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: -

You can activate this power after rolling an attack, skill roll, initiative check, or Agility save. You can roll again, taking whichever result is higher. In the case of a skill or initiative check, add 1 to the second roll.

COMBAT DRUGS**Warlord**

You inject your body with an experimental cocktail of combat drugs.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Scene

Gain +1 to hit, damage, all soak values, and Might and Agility saves. At the start of each of your turns and until the scene is ended, lose 5 sanity, which isn't subject to sanity soak. You must also make a Might save (DC 15 + your level). On a failure, take 5 piercing necrotic damage.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

Gain +2 to hit, damage, all soak values, Might saves, and Agility saves. At the start of each of your turns and until the scene is ended, you lose 5 sanity, and you lose all sanity soak. Furthermore, you must make a Might save (DC 15 + your level). On a failure, you take 10 piercing necrotic damage.

COMBUSTION**Mutant**

Fire spreads from your hand, immolating your victim.

At-Will

Action: Standard

Range/Area: Melee 1

Duration: Scene

Anomaly Chance: 15% [Magical]

Your victim takes 1 ongoing fire damage per level. A Might save negates the ongoing damage.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the psychic energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Scene

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain radiance +1.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Your victim takes 15 ongoing fire damage. Enemies adjacent to the victim also take 10 ongoing fire damage, as do enemies adjacent to them, and so on, until there are no more eligible targets. Creature can make a Might save on the end of each turn to end the effect.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the psychic energies you call forth when you activate this power.

CONSTRUCTOR NANITES**Mad Scientist**

Nanotechnology rebuilds flesh.

1/Day

Action: Standard

Range/Area: You or one ally in line of sight

Duration: Scene

MALFUNCTION

You fail to activate the power and instead activate *Devouring Nanites* on the target.

ACCEPTABLE LOSSES

The target ends any crippling and ongoing damage effects on itself and gains regeneration 5.

This power doesn't work on creatures that are already dead (though it works on the undead).

SANITY DAMAGE

The recipient takes 1d6 sanity damage.

NORMAL PARAMETERS

The target ends any crippling and ongoing damage effects on itself, gains +1 to saves, and gains regeneration 6.

This power doesn't work on creatures that are already dead (though it works on the undead).

SANITY DAMAGE

The recipient takes 1d6 sanity damage.

MAD SCIENCE!

The target ends any crippling and ongoing damage effects on itself, gains +2 to saves, and gains regeneration 7.

This power can revive dead creatures, but causes them 30 sanity damage, and they awaken with a random temporary insanity.

SANITY DAMAGE

The recipient takes 1d6 sanity damage if it was alive when the power began working.

CONSULTATION**Warlock**

You plumb unknown dimensions to ask questions of dark entities.

1/Day

Action: Standard

Range/Area: Personal

Duration: Concentration

Anomaly Chance: -

When you activate this power, you can ask three questions of the inscrutable entities beyond the mortal realm. The entities you contact always reply, but they resent such contact and give only brief answers. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

If you drop to 0 sanity while this power is in effect, it ends. To maintain this power, you must spend a standard action on your turn concentrating.

After activating this power, you are armed with forbidden foreknowledge for the rest of the day, taking -1 to sanity soak and Wit saves, but gaining +1 to attack rolls, save DCs, and other saves.

SANITY DAMAGE

Each time you ask a question, you take 1d6 sanity damage, +1 for each successive question.

CONSUME**Necromancer**

You devour a creature whole to restore your strength.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

Your mouth becomes a gaping hole that swallows a dead or helpless victim, which can be no larger than a medium-sized creature. When this occurs, you regain 1d8 hit points per level.

SANITY DAMAGE

You and allies take 4d6 sanity damage from the energies you call forth when you activate this power.

COORDINATED FIRE**Warlord**

You direct your team to attack the most important target.

1/Scene

Action: Instant

Range/Area: Ranged 12

Duration: 1 Round

You call out an enemy. Until the end of your next turn, all your allies gain your Charisma bonus to ranged attacks against that enemy.

CORROSIVE CURSE**Warlock**

Your enemy withers under your abuse.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Scene

Anomaly Chance: 15% [Magical]

Upon pronouncing your curse, your enemy takes 10 acid damage. When it takes damage from a melee attack, it takes a further 1d4 acid damage. At the beginning of each of your turns, this acid damage bonus increases by +1. If you are reduced to 0 hit points, the *Corrosive Curse* ends.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

COUNTERSNIPER**Spy (Skullduggery), Warlord**

You direct your long-distance sniper support.

1/Day

Action: Standard

Range/Area: Ranged Area Burst 5 Within 12

Duration: Instantaneous

You call in support from a sniper team deployed a mile or more away, but that has a view of your targets.

At the beginning of your next turn, one enemy in the area takes 10 + your Wit bonus in piercing physical damage.

It and all other enemies in the area must make Agility saves (DC 15 + your level) each time they start their turn in the area while not in cover, or if they move into, through, or out of the area and at any point during the move aren't in cover. On a failure, they stop moving, take 10 piercing physical damage, and if they are of Medium size or smaller, are knocked prone.

COW LEVEL**Singularity**

You always know where the best stuff is.

Passive

Gain +5 Scavenge.

CRANIAL DELUGE**Mutant**

You exert invisible, crushing force on your enemy's skull.

At-Will

Action: Standard

Range/Area: Ranged 12

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

You select a target that has a discernible head. Deal 1d12 + level + Wit mod psychic damage (Wit save for half damage).

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power. If you kill a creature with this power, your allies take 3d6 sanity damage.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain radiance +1.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d12+ 5 + level + Wit mod psychic damage (Wit save for half damage). For each stunt you spend, increase the damage by 1d12+1.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power. If you kill a creature with this power, your allies take 3d6 sanity damage.

CREATE PROGRAM**Singularity**

You create artificial minions.

1/Day

Action: Standard

Range/Area: Close Burst 12

Duration: Scene [Summoning]

Anomaly Chance: 20% [Glitch]

You summon 1d4 programmatic creatures to serve you. These monsters are all controlled by a single summoning roll.

PROGRAM

Type: Small Abomination
Abilities: Might 16, Agility 16, Wit 16, Charisma 16
Hit Points: 1
Initiative: +6
Speed: 8
Armor Class: 14 + Your Level
Saves: Your Level + 6
Attacks: Claws +3 + Your Level
Damage: 1d6+3 + Your Level
Passive Defenses: -

CRUSHING WILL**Mutant**

You punish your enemy with mental force.

1/Scene

Action: Standard
Range/Area: 12
Duration: Scene
Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain radiance +1.

Your target must make a Might save. On a failure, it takes 1 piercing psychic damage every time it takes any damage. Gain +2 to hit it while this effect is active. The creature gets a new Might save every round to end the power.

SANITY DAMAGE

When you unleash this power, you and your allies take 2d6 sanity damage.

CRY HAVOC**Warlord**

You give a berserker howl.

1/Scene

Action: Instant
Range/Area: Close Burst 5
Duration: Instantaneous

Use *Cry Havoc* when you roll initiative. You and allies within the area gain +2 initiative. You and affected allies can shift squares equal to your Charisma bonus and gain a bonus to damage equal to your Charisma bonus on the next attack.

You regain the use of this power when you are staggered, but it doesn't provide an initiative bonus.

CRYOKINESIS**Mad Scientist**

You freeze your foes with overwhelming cold.

1/Day: Freeze Cannon

Action: Standard
Range/Area: Close Blast 2
Duration: Instantaneous

MALFUNCTION

Creatures in the area take 5 cold damage and are immobilized until the end of your next turn.

ACCEPTABLE LOSSES

Creatures in the area take 5 cold damage and are dazed and immobilized until the end of your next turn.

NORMAL PARAMETERS

Creatures in the area take 10 ongoing cold damage (a Might save breaks the ongoing damage). While taking this ongoing damage, creatures are dazed and immobilized.

MAD SCIENCE!

The area increases to a close blast 3.

Creatures in the area take 15 ongoing cold damage (a Might save breaks the ongoing damage). While taking this ongoing damage, creatures are dazed and immobilized.

1/Day: Frost Aura

Action: Instant
Range/Area: Close Burst 2
Duration: Scene

MALFUNCTION

The area turns to a close burst 1.

When you begin your turn, creatures in the area take 1 cold damage. Minions and staggered creatures that take this damage are dazed.

Creatures killed by this power turn into solid blocks of ice that become blocking terrain.

ACCEPTABLE LOSSES

When you begin your turn, creatures in the area take 3 cold damage. Minions and staggered creatures that take this damage are dazed.

Creatures killed by this power turn into solid blocks of ice that become blocking terrain.

NORMAL PARAMETERS

When you begin your turn, creatures in the area take 5 cold damage. Minions and staggered creatures that take this damage are dazed.

Creatures killed by this power turn into solid blocks of ice that become blocking terrain.

MAD SCIENCE!

The area turns to a close burst 3.

When you begin your turn, creatures in the area take 10 cold damage. Minions and staggered creatures in the area are dazed.

Creatures killed by this power turn into solid blocks of ice that become blocking terrain.

CRUOR MAIL**Necromancer**

Translucent armor of pure dread blackness devours loose gore.

1/Day**Action:** Standard**Range/Area:** Personal**Duration:** Scene**Anomaly Chance:** 20% [Magical]

Gain fast healing 5. Once per round, when an adjacent creature takes hit point damage, regain 5 hit points as your armor absorbs their life fluids and channels them into your body.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

CRYOSTERILIZATION**Alien Assassin Superweapon**

A flash freeze reduces living things to solid blocks of ice.

1/Day**Action:** Standard**Range/Area:** Ranged Burst 8 within 12**Duration:** Instant

Creatures in the area take 5d10 + level + Wit mod cold damage and are immobilized until the end of your next turn. A Might save reduces the damage by half and prevents the immobilization effect. For every stunt you spend, increase the damage by 1d10.

Creatures killed by this power become blocking terrain.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

CYBORG PARTS**Mad Scientist**

You reveal that you are partially robotic.

1/Scene: Neutron Cannon**Action:** Standard**Range/Area:** Personal**Duration:** Permanent**MALFUNCTION**

You crackle and explode. Creatures in a close burst 1 take 1d6 + level + Wit chaos damage, and you take 5 piercing chaos damage. An Agility save reduces damage to others by half.

ACCEPTABLE LOSSES

As normal parameters, except the damage changes to 2d6 + level + Wit mod chaos damage, and soak values are reduced by 1 on a failed save, including for this attack.

NORMAL PARAMETERS

Your arm transforms into a cannon until the end of your turn, and you fire a ray to up to 12 squares. The victim takes 3d6 + level

+ Wit mod chaos damage, and their soak values are reduced by 5 until the end of your next turn, including for this attack. A successful Might save halves the damage and negates the soak effect.

MAD SCIENCE!

As normal parameters, except the damage changes to 4d6 + level + Wit mod chaos damage, and the victim's soak disappears until the end of your next turn, including for this attack.

1/Scene: Robotic Internals**Action:** Instant**Range/Area:** Personal**Duration:** Permanent**MALFUNCTION**

You crackle and explode. Creatures in a close burst 1 take 1d6 + level + Wit fire damage, and you take 5 piercing fire damage. An Agility save reduces damage to others by half.

ACCEPTABLE LOSSES

Reduce an instance of damage to yourself by 5 and break any crippled, immobilized, or prone condition on yourself.

NORMAL PARAMETERS

Reduce an instance of damage to yourself by 10 and break any crippled, immobilized, or prone condition on yourself.

MAD SCIENCE!

Reduce an instance of damage to yourself by 15 and break any crippled, immobilized, overwhelmed, or prone condition on yourself.

DARK FITS**Warlock**

You have seizures of dark inspiration, communing with the dark.

At-Will**Action:** Instant**Range/Area:** Personal**Duration:** Scene**Anomaly Chance:** 10% [Magical]

Activate this power when you roll a natural 1 on an attack or save during a scene. Gain +1 to attack rolls, damage with attacks and powers, and saves for the rest of the scene. This effect stacks.

SANITY DAMAGE

Take 1d6 sanity damage from the energies you call forth when you activate this power.

DART LAUNCHER**Spy (Gadget)**

Shoot poison darts from your wrist.

1/Scene**Action:** Instant**Range/Area:** Ranged 12**Duration:** Instant

Deal your target 5d6 + level + Wit mod poison damage, and it is dazed until the end of your next turn. For each stunt you spend, increase the damage by 1d6 and the save DC by 1. An Agility save reduces damage by half and negates the other effects.

DDOS**Singularity**

You overwhelm the data flow to a creature.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: 20% [Glitch]

You can trigger this power when you hit a creature, give it 10 ongoing piercing chaos damage. While it is taking this ongoing damage, it treats all squares as difficult terrain and is dazed. A Wit save ends this effect. The creature is stunned until the end of your next turn if it doesn't make its first save.

DEATH AURA**Ghost, Necromancer**

You surround yourself with black energy that saps life force.

1/Scene

Action: Standard

Range/Area: Aura Burst 1

Duration: Scene

Anomaly Chance: 15% [Magical]

When you activate this power, and when you begin your turn, adjacent enemies must make a Might save or take 10 necrotic damage.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Aura Burst 2

Duration: Scene

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

When you activate this power, and when you begin your turn, enemies in the area must make a Might save or take 15 necrotic damage.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

DEATH OF INSOLENCE**Pagan**

You attain the dreadful power of the Furies.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Magical]

You temporarily lose all psychotic breaks and insanities, and become fearless. When you hit an enemy with a melee or ranged attack, you also deliver a random secondary effect:

DEATH OF INSOLENCE EFFECTS

1d8 Roll	Effect	
1	Baleful Blindness	The creature takes -4 to attack rolls until the end of its next turn.
2	Brittle Bones	The creature's maximum hit points are reduced by 10.
3	Fatal Frailty	The creature loses 5 physical soak until the end of your next turn.
4	Malicious Malady	Healing effects on the creature don't work until the end of its next turn.
5	Pernicious Pain	The creature loses 5 energy soak until the end of your next turn.
6	Sluggish Senses	The creature's initiative count reduces by 5, changing when it gets its next turn.
7	Vile Vulnerability	The creature takes -4 to saves until the end of your next turn.
8	Woeful Weakness	The creature takes -4 to damage rolls until the end of its next turn.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the hideous rage of the Erinyes.

DEATH SIGNAL**Alien Assassin Superweapon**

A psychic code signal short-circuits everything's will to live.

1/Day

Action: Standard

Range/Area: Ranged Burst 8 within 12

Duration: Instant

Creatures in the area take 5d8 + level + Wit mod psychic damage and are overwhelmed until the end of your next turn. A Wit save reduces the damage by half and prevents the overwhelming effect. For every stunt you spend, increase the damage by 1d8.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

DEATHLESS PERVERSION**Necromancer**

At a terrible price, you are unable to die.

Passive

Gain a corruption when you learn this power.

If you die, at the end of the scene you return to life at full hit points, your body sewing itself back together in whatever way necessary to reform a complete whole. However, gain a corruption and take a permanent -1 to sanity soak.

If you are already at 0 sanity soak when you take this penalty, your maximum sanity decreases by 5. If you are reduced to 20 sanity from continuous deaths, your spirit is too hopelessly corrupt to ever return, and you die permanently.

In addition, if you ever die as the result of a magical anomaly, you are permanently dead.

SANITY DAMAGE

When you return to life, your allies take 4d6 sanity damage.

DEBAUCHED REVELRY OF PAN

Pagan

The song of Pan spreads madness.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 10% [Magical]

You and your allies can't be dazed, immobilized, or stunned. Insane survivors gain +1 to attack rolls, damage rolls, AC, saves, skills, speed, mobility, and damage soak. Survivors at 0 sanity gain a further +1.

SANITY DAMAGE

Your allies take 2d6 sanity damage to begin the revelry.

DEDUCTION

Spy (Intelligence)

You have a keen analytical mind.

1/Scene

Action: Instant

Range/Area: Self

Duration: Instant

Add 4 to a Wit-based skill roll you make, and roll twice and take the better result.

DEFECTOR

Spy (Intelligence)

One of your enemies switches sides.

At-Will: On the Payroll

Action: Instant

Range/Area: Close Burst 6

Duration: Scene

You can use this power up to once per round. Force one minion in the area to make a Wit save. On a failure, it leaves, abandoning its allies.

1/Day: Double-Cross

Action: Standard

Range/Area: Close Burst 6

Duration: Scene

Target one minion or standard monster in the area and spend a stunt. Minions are always affected, but standard monsters can make a Wit save.

On a failure, you offer the minion 1 normal component or the standard monster 1d4 normal components to switch sides.

These components are deposited in its Swiss bank account and permanently lost. If you don't have enough components for the transaction, the power doesn't work and is spent.

The monster becomes allied to your team and acts immediately after you in the initiative, doing as you instruct. You learn about all its powers and passive defenses, and it can use them.

At the end of the scene, the monster disappears.

SANITY DAMAGE

This type of work is especially dirty pool that no one can be proud of, and you take 3d6 sanity damage if the power works.

DEINONYCHUS

Mad Scientist

You summon a voracious dinosaur predator.

1/Day

Action: Standard

Range/Area: Close Burst 12

Duration: Permanent

When you activate the power, a deinonychus appears in open squares in the area. When the deinonychus is reduced to 0 hit points, it can't be resurrected.

Type: Large Cryptid

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 4 Per Level

Initiative: +6

Speed: 8

Armor Class: 12 + Your Level

Saves: Your Level + 6

Attacks: -

Damage: -

Passive Defenses: -

Ravenous: The deinonychus doesn't make normal attacks. Instead, at the end of its turn, all creatures adjacent to it take 15 physical damage.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

DEMONBANE**Monster Hunter**

You are prepared for battle against demons.

Passive

You inherently know the soak values, fast healing, and regeneration effects that any demon possesses, and can identify such creatures on sight in battle.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

You must consume 1 normal component to activate this power. You and allies gain +2 damage against demons, and +1 critical threat range against them.

Also, choose a type of save. You and allies gain +1 to that save.

DEMONIC BINDING**Warlock**

Ritually force a demon into servitude.

1/Day

Action: Instant

Range/Area: Melee 1 or Touch

Duration: Permanent

Anomaly Chance: Special

You force a demon's foul essence to reincorporate in a manner of your choosing, though it can't take physical form. It instead must have a receptacle, whether it be an object or your body.

Make a Might, Agility, and Wit save (DC 20) to exert your will over the demon and determine how powerful the binding is. Gain +2 on these saves if you defeated at least one demon during the scene.

You are limited to a maximum number of simultaneous bound items/creatures equal to your level. If you bind more demons than you have levels, for each such excess demon, you lose one stunt.

Demonic bindings can be strengthened with multiple attempts as explained in each type of binding, but bindings can't be undone. Destroying an object or creature containing a bound demon, while possible, doesn't undo the binding or the blasphemy you inflicted on reality with this power. Strengthening a binding doesn't count as an additional binding.

DEMONIC BINDING SAVES

Successes	Description	Anomaly Chance
0	You fool! You cause the Demons magical anomaly during the anomaly phase. No other effects occur.	N/A
1	Weak binding	20%
2	Strong binding	40%
3	Absolute binding	Automatic

The further effects of this power are determined by what you attempt to bind the demon into:

Your increased chance of anomaly applies only to powers that already have a chance of anomaly.

ARMOR

You force the demon's essence into a suit of armor.

Add one random accursed armor property (see **Relic Armor/Weapon Tables**) for each tier of binding, as well as a single accursed armor appearance. Gain a corruption for each tier of binding you achieve.

You can continually make armor possession attempts until you achieve an absolute binding. Multiple bindings don't stack for corruptions or bonuses, but you keep the strongest binding.

SANITY DAMAGE

When you unleash this power, you and your allies take 3d6 sanity damage.

GOLEM

You force the demon's essence into a golem you created through the use of the *Golem* power. The golem takes on a dark, demonic appearance.

You can continually make golem possession attempts until you achieve an absolute binding. Multiple bindings don't stack, but you keep the strongest binding.

SANITY DAMAGE

When you unleash this power, you and your allies take 3d6 sanity damage.

GOLEM BINDING LEVEL

Binding	Golem Melee Damage	Physical & Energy Soak	Penalty to Berserk Saves
Weak	+1	+1	-2
Strong	+2	+2	-4
Absolute	+3	+3	-6

SELF-POSSESSION

You absorb the demon's essence into your body.

You can continually make self-possession attempts until you achieve an absolute binding. Multiple bindings don't stack for corruptions or bonuses, but you keep the strongest binding.

SANITY DAMAGE

Take 30 sanity damage. Onlookers take 3d6 sanity damage from the awesome blasphemy you perform.

SELF-POSSESSION BINDING LEVEL

Binding	Corruptions	Sanity Soak	Anomaly Chance	Damage, Saves & All Damage Soak
Weak	1	-1	+5%	+1
Strong	2	-2	+10%	+2
Absolute	3	-3	+15%	+3

WEAPON

You force the demon's essence into a weapon you are carrying.

Add one random accursed weapon property (see **Relic Armor/Weapon Tables**) for each tier of binding, as well as a single accursed weapon appearance.

You can continually make weapon possession attempts until you achieve an absolute binding. Multiple bindings don't stack for corruptions or bonuses, but you keep the strongest binding.

Anyone who wields the weapon for the first time immediately takes a corruption, in addition to any other corruptions that the weapon may cause if it is already an accursed weapon.

SANITY DAMAGE

When you unleash this power, you and your allies take 3d6 sanity damage.

DESOLATING WIND OF PAZUZU**Pagan**

An ill wind blows from the southwest.

1/Day

Action: Standard

Range/Area: Close Blast 6

Duration: Instant

Anomaly Chance: 10% [Magical]

Enemies in the area take ongoing physical damage equal to 10 + their physical soak, and lose the benefit of all damage soak while this ongoing damage is in effect. A Might save negates the ongoing damage.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the fell breath of Pazuzu.

DETAILED FILES**Spy (Intelligence)**

You've done your homework on the enemy's force capability.

1/Scene

Action: Instant

Range/Area: Line of Sight

Duration: Instant

Choose one enemy in the area. You know how many hit points it has, its passive defenses, and the tags on its powers.

DEVIL'S WORKSHOP**Mad Scientist**

You turn trash into treasure.

1/Day

Action: Instant

Range/Area: Personal

Duration: Permanent

MALFUNCTION

You break down an item that has a junk value and receive 1 normal component and 1 special component (if the breakdown would normally yield special components).

Alternately, you convert 20 normal components into 1 special component.

ACCEPTABLE LOSSES

You break down an item that has a component value and receive 1 additional normal component.

Alternately, you convert 15 normal components into 1 special component.

NORMAL PARAMETERS

You break down an item that has a junk value and receive 1 additional normal component and 1 additional special component (if the breakdown would normally yield special components).

Alternately, you convert 10 normal components into 1 special component.

MAD SCIENCE!

You break down an item that has a junk value and receive 2 additional normal components and 2 additional special components (if the breakdown would normally yield special components).

Alternately, you convert 5 normal components into 1 special component.

DEVOUR SOUL**Necromancer, Warlock**

You consume the soul of your enemy at the moment of its demise.

1/Scene

Action: Instant

Range/Area: Line of Sight

Duration: Permanent

Anomaly Chance: 10% [Magical]

When an enemy is reduced to 0 hit points, you can enact the power as an instant action at any time before the end of your next turn to devour their soul and regain 2 hit points per level, end any ongoing damage as if you saved, and regain one stunt as the creature's soul is visibly consumed.

A creature victimized by this power can't be resurrected until you are dead. This power doesn't function on the undead.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

DEVOURING NANITES**Mad Scientist**

Nanotechnology systematically destroys all matter.

1/Day

Action: Standard

Range/Area: One enemy in a Close Burst 6

Duration: Scene

MALFUNCTION

You fail to activate the power and instead activate *Constructor Nanites* on the target.

ACCEPTABLE LOSSES

The victim is crippled and takes 5 ongoing piercing necrotic damage. A Might save negates the ongoing damage.

If the creature dies while taking this ongoing damage, the nanites spread to all adjacent creatures.

NORMAL PARAMETERS

The victim is crippled, takes -1 to saves, and takes 10 ongoing piercing necrotic damage. A Might save negates the ongoing damage.

If the creature dies while taking this ongoing damage, the nanites spread to all adjacent creatures.

MAD SCIENCE!

The victim is crippled, takes -2 to saves, and takes 15 ongoing piercing necrotic damage. A Might save negates the ongoing damage.

If the creature dies while taking this ongoing damage, the nanites spread to all adjacent creatures.

DIGITAL KI**Singularity**

You hit your enemy right in the code.

Passive

When you use a stunt to boost a melee attack, add your Wit modifier to the damage. You can't use this ability if you are staggered, crippled, dazed, or overwhelmed.

DIGITAL REGENERATION**Singularity**

You restore damage to your avatar.

1/Day

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 10% [Glitch]

Gain regeneration 7 until the end of the scene. This regeneration ends only if you die.

DIGITAL RESURRECTION**Singularity**

You fundamentally alter the code to bring a dead creature back to life.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Instantaneous

Anomaly Chance: 20% [Glitch]

You attempt to resurrect a creature from the dead. You make a Wit save to do so. Several modifiers apply to this Wit save:

DIGITAL RESURRECTION MODIFIERS**Circumstance****Wit Save Modifier**

The creature's body is mostly intact. +2

You choose to cause a glitch when you activate the power. +2

The creature was an irradiated, shade, or other creature that can't die a mortal death. +2

You only have a small part of the corpse left. -8

You must possess at least one identifiable body part.

What happens next depends upon your Wit save result:

DIGITAL RESURRECTION RESULTS

Wit Save	Result
1-23	Failed Resurrection
24+	True Resurrection

FAILED RESURRECTION

The recipient's body disintegrates.

TRUE RESURRECTION

The creature returns to life even if its body was totally destroyed and/or its soul driven to the void. The creature returns to life at 1 hit point.

Resurrection is unnatural and has consequences. A resurrected survivor awakens in the throes of a psychotic episode and returns with a random temporary insanity. The resurrected creature is forever warped by the experience and doesn't return as it was before.

SANITY DAMAGE

Your allies (besides the resurrected creature) take 3d6 sanity damage.

DIGITAL SPEED**Singularity**

You move faster than is physically possible.

Passive

Gain +3 speed, attack rolls on charges, and damage on charge attacks.

DIGITAL TELEKINESIS**Singularity**

You alter the flow of physics to your desire.

1/Scene: Telekinetic Chains

Action: Standard

Range/Area: Ranged Burst 3 Within 12

Duration: Scene

Anomaly Chance: 15% [Glitch]

You create a field of effect that dampens movement. The area becomes difficult terrain, even for flying creatures. Creatures in the area also take -4 to Agility saves, and -2 to attack on creatures outside the area.

1/Day: Force Field

Action: Standard

Range/Area: Close Aura Burst 3

Duration: Concentration

Anomaly Chance: 20% [Glitch]

When you activate this power, enemies in the area of medium size or smaller must make a Might save or be immobilized until the end of your next turn.

Once the force field is established, anyone attempting to pass into the area from the outer edge of the radius must make a Might save to successfully do so. On failure, the victim stops moving and is knocked prone. If you move so that the radius extends over any creature, the creature must make a Might save or be knocked prone but is otherwise allowed into the field without further incident.

Attacks originating from outside the force field and passing into or through it are subject to a physical soak +5.

To maintain the force field, you must concentrate as a standard action on your turn.

Multiple force fields negate one another, cancelling both effects.

DIMENSIONAL PORTAL**Warlock**

You travel to a realm of madness.

1/Day: Banishment

Action: Standard

Range/Area: Melee 1

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

You attempt to banish an alien, demon, or ghost to its proper realm. The victim makes a Wit save. Eldritch horrors gain +4 to this save. On a failure, the creature takes $5d6 + \text{level} + \text{Wit mod}$ piercing psychic damage and is sucked into a dimensional vortex that appears around it. For each stunt you spend, increase the damage by 1d6. The creature disappears until the end of your next turn, reappearing in the closest possible square into which it will fit. On a successful save, the target takes half damage and isn't banished.

If the creature is reduced to 0 hit points by this attack, it isn't dead; it is simply banished until it can find a way back.

SANITY DAMAGE

You and allies take $3d6$ sanity damage from witnessing the mad realm which you momentarily opened the way to when you activate this power.

1/Day: Sudden Refuge

Action: Instant

Range/Area: Personal

Duration: Up to 1 Round/Level

Anomaly Chance: 20% [Magical]

You transport yourself to a random dimension, plane, or planet. At the end of the power's duration, your body is reconstructed where you left, or in the closest available location from there. Renewed and forever changed by your experience, you regain 5 hit points per round spent in your refuge, and gain soak +5 all forms of energy for the duration of the scene.

While this power is active, on your turn, you can choose to return from your refuge as an instant action. You can also observe what is going on around the space where you left reality. Otherwise, you can take no other actions.

SANITY DAMAGE

Take $2d6$ sanity damage for each round you remain in the dark realm. Onlookers take $3d6$ sanity damage when they witness you being physically sucked into another realm, often by melting down and reconstituting on the other side or some other unnatural event.

1/Day: Open Dimensional Portal

Action: Standard

Range/Area: Melee 1

Duration: 1 Round/Level

Anomaly Chance: 20% [Magical]

You open a portal to a random dimension, plane, or planet, causing a dimensional disruption that transports you and everyone else into a dark realm. Any enemies with you travel as well.

DISINTEGRATION WAVE**Mutant**

A shockwave of psychic energy obliterates everything around you.

1/Scene

Action: Instant

Range/Area: Close Burst 1d6

Duration: Instant

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain radiance +1.

Your roll to determine the burst range also affects the damage of this power. Creatures in the area can make a Might save to reduce damage by half.

DISINTEGRATION WAVE DAMAGE

Roll (1d6)	Damage
1	$1 + \text{Wit mod} + \text{level psychic}$
2	$1d6 + \text{Wit mod} + \text{level psychic}$
3	$2d6 + \text{Wit mod} + \text{level psychic}$
4	$3d6 + \text{Wit mod} + \text{level psychic}$
5	$4d6 + \text{Wit mod} + \text{level psychic}$
6	$5d6 + \text{Wit mod} + \text{level piercing psychic}$

SANITY DAMAGE

You and allies take $2d6$ sanity damage from the energies you call forth when you activate this power.

DIVERSION**Spy (Skullduggery)**

A momentary distraction lets everyone slip away.

1/Day

Action: Standard

Range/Area: Line of Sight

Duration: Instant

You and allies in line of sight shift 6 squares and turn invisible until the end of your next turn.

DOMINATION**Mutant**

You reach out with your mind and control another.

1/Day

Action: Standard

Range/Area: Ranged 6

Duration: Concentration

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain radiance +1.

When you activate this power, you mentally control the actions of a creature unless it makes a Wit save. You can give a dominated creature a mental command as a move action if it is within 12 squares. Once a dominated creature has a command, it continues to attempt to carry out that command to the exclusion of all other activities.

To maintain domination, you must concentrate as a standard action on your turn. On each round, the victim receives a new Wit save against the power. A creature beyond the range of this power doesn't escape domination but can't be given a new command until it returns within range.

Be warned: the minds of eldritch horrors are beyond the ken of even the most powerful mortals, and they overpower petty attempts to command them.

You can't dominate a creature that is already dominated.

SANITY DAMAGE

Dominating the will of a creature that isn't human is especially taxing, causing you 3d6 sanity damage. If you attempt to dominate an ally or other human, they take 3d6 sanity damage. Attempting to dominate an undead creature, or a creature with no physical brain, causes you 4d6 sanity damage.

DOOM

Mutant

You bend probability to harm your enemy or aid your ally.

1/Day

Action: Instant

Range/Area: One Enemy Within Close Burst 10

Duration: Scene (see below)

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain radiance +1.

When the creature makes an attack roll or save, you force it to roll an additional time. You choose which roll is used. Enemies or unwilling allies can make a Wit save to resist this power when you first activate it, and again each time they end their turn.

DOPPELGANGER

Mad Scientist

You bring your future self to its past.

1/Day

Action: Instant

Range/Area: Close Burst 6

Duration: 2 rounds [Summoning]

You summon your future self into an open square in the area.

Any damage or effects that either version of you takes is accumulated on both you and your future self; if one of you takes 10 damage, you both take 10 damage; if one of you is crippled, you are both crippled.

You and your future self have access to the same powers, but if one of you uses a 1/scene or 1/daily ability, that ability is expended for both of you.

At the beginning of the next round, you and your future self wink out of existence until the beginning of the round after that. While you are non-existent, any active powers you have activated end, you can't take actions, and time doesn't flow for you; effects on you such as ongoing damage or fast healing don't happen.

At the beginning of the following turn, you reappear in an open square of your choice in the area.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

DRONE

Warlord

You have an eye in the sky.

Passive

You have an unmanned aerial drone that supports you from a safe altitude. The drone provides you with +2 Perception, as it assists in detecting nearby hostiles.

To keep the drone in the air and use any of its abilities, you must devote 2 inventory to a laptop used to maintain the drone.

1/Day: Reconnaissance & Patrol

Action: Instant

Range/Area: Close Burst 5

Duration: Instantaneous

Your drone scouts out enemy positions ahead of time and lets you know that you have incoming enemies. You and allies in the area gain +2 initiative and can't lose a turn to a surprise round.

This power only works if you and your enemies are outside.

1/Day: Predator Strike

Action: Standard

Range/Area: Ranged Burst 2 Within 12

Duration: Instantaneous

Your drone fires a missile. The type of damage the missile deals depends on the type of strike you call in.

Chemical Weapon: The missile deals 2d6 + Wit bonus + level acid damage. A Might save (DC 15 + your level) reduces damage by half. For the rest of the scene, creatures that start their turn in an area struck by the missile take 5 poison damage.

High Explosive: The missile deals 2d4 + Wit bonus + level piercing fire damage. An Agility save (DC 15 + your level) reduces damage by half.

Incendiary: The missile deals 2d4 + Wit bonus + level fire damage, and after the initial hit, the area turns into a ranged burst 3. An Agility save (DC 15 + your level) reduces damage by half. For the rest of the scene, creatures that start their turn in an area struck by the missile take 5 fire damage.

For each stunt you spend when activating this power, add 1 to the save DC.

ECHOLOCATION

Mutant

You can see by hearing.

Passive

Gain +4 Perception. You are immune to the blind condition.

ELDRITCH FIRE**Warlock**

Enemies die screaming in green flame as they melt into bubbling filth.

At-Will

Action: Standard

Range/Area: Ranged Burst 1 Within 12

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

Deal $1d10 + \text{level} + \text{Wit mod}$ chaos damage (Agility save for half damage). Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

You and allies take $1d6$ sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Ranged Burst 2 Within 12

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal $5d12 + \text{level} + \text{Wit mod}$ chaos damage (Agility save for half damage). For each stunt you spend, increase the damage by $1d12$. Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

Your allies take $3d6$ sanity damage from the energies you call forth when you activate this power.

ELECTROMAGNETIC PULSE**Alien Assassin Superweapon**

An electrical signal permeates the area, burning cellular life.

1/Day

Action: Standard

Range/Area: Ranged Burst 8 Within 12

Duration: Instant

Creatures in the area take $5d10 + \text{level} + \text{Wit mod}$ lightning damage and take an ongoing effect wherein their fast healing and regeneration don't work (Might save ends). A Might save reduces this damage by half and prevents the ongoing effect. For every stunt you spend, increase the damage by $1d10$.

SANITY DAMAGE

Your allies take $4d6$ sanity damage from this awesomely horrific display of destructive force.

ELECTRORECEPTORS**Mutant**

You feel the beating hearts and brain activity of everything around you.

Passive

Mutant: When you learn this power, gain Inhumanity +1.

You have omniscience 6 against all living creatures, gain +2 to Wit saves and Insight against living creatures, and gain lightning soak +5.

1/Scene

Action: Standard

Range/Area: Close Burst 1

Duration: Instantaneous

Anomaly Chance: 10% [Inhuman]

Enemies in the area take 20 lightning damage and must make a Might save or be crippled until the end of your next turn.

1/Day

Action: Standard

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 15% [Magical]

Gain lightning soak equal to your level and deal an additional 5 lightning damage each time you hit an opponent with any melee attack. Allies deal an additional 5 lightning damage with melee attacks.

Each time someone under the effect of this power scores a hit, add 1 charge. As an instant action, release all charges, ending the power. All enemies within a close burst 6 take lightning damage equal to $20 + \text{the number of charges you expended}$.

Multiple uses of this version of the power end all instances of the power.

ELEMENTAL ESSENCE**Wizard**

Your mere presence destroys your enemies.

1/Day

Action: Instant

Range/Area: Aura Burst 2

Duration: Scene

At the beginning of your turn, enemies in the area take 5 elemental damage.

ELEMENTAL FURY**Wizard**

You call down a burst of primordial magic.

At-Will

Action: Standard

Range/Area: Ranged 12

Duration: Instant

Your target takes $1d8 + \text{level} + \text{Wit mod}$ energy damage of the element that you summoned. An Agility save reduces damage by half.

Cold: Enemies that fail their save against the power are immobilized until the end of your next turn.

Fire: Enemies that fail their save against the power take 5 ongoing fire damage (Agility save ends).

Lightning: Enemies that fail their save against the power are dazed until the end of your next turn.

1/Scene**Action:** Standard**Range/Area:** Ranged Burst 3 Within 12**Duration:** Instant

Your targets take $1d10 + \text{level} + \text{Wit mod}$ energy damage of the element that you summoned. An Agility save reduces damage by half.

Cold: Enemies that fail their save against the power are immobilized until the end of your next turn.**Fire:** Enemies that fail their save against the power take 5 ongoing fire damage (Agility save ends).**Lightning:** Enemies that fail their save against the power are dazed until the end of your next turn.**1/Day****Action:** Standard**Range/Area:** Ranged Burst 6 Within 12**Duration:** Scene

Your targets take $5d12 + \text{level} + \text{Wit mod}$ energy damage of the element that you summoned. An Agility save reduces damage by half. For each stunt you spend, increase the damage by $1d12$.

Creatures that end their turn in the area take 5 damage from the element you summoned.

Cold: Enemies that fail their save against the power are immobilized until the end of your next turn.**Fire:** Enemies that fail their save against the power take 5 ongoing fire damage (Agility save ends).**Lightning:** Enemies that fail their save against the power are dazed until the end of your next turn.**ELEMENTAL PERMEATION****Wizard***You bathe the battlefield in elemental radiance.***1/Scene****Action:** Standard**Range/Area:** Ranged Burst 3 Within 12**Duration:** Scene

Creatures that end their turn in the area take 5 damage from the element you summoned.

At the beginning of your turn, spend a move action to increase or decrease the area's burst size by 1.

ELEMENTAL TRANSMUTATION**Necromancer***Transform energy currents at will.***Passive**

When you or a creature in line of sight takes or deals energy damage besides chaos or psychic, you can spend a stunt to change that energy damage to any other energy.

Gain a corruption.

1/Scene**Action:** Instant**Range/Area:** Line of Sight**Duration:** Instant

Reduce or increase any energy damage that you transmute through your passive ability by 5.

1/Day**Action:** Instant**Range/Area:** Line of Sight**Duration:** Instant

Reduce or increase the close burst, close blast, or ranged burst size of any damage effect that you transmute by 2 squares. If this reduces the effect to "0," it doesn't occur at all.

EMACIATE**Ghost, Necromancer***You strip your foe's flesh away to sustain your own.***1/Day****Action:** Standard**Range/Area:** Melee 1**Duration:** Instantaneous**Anomaly Chance:** 20% [Magical]

Deal a creature necrotic damage equal to 10% of its maximum hit points before counting soak. The affected creature cannot heal by any means until the end of your next turn. Gain half the damage back as hit points and gain +2 to hit, damage rolls, AC, skills, and saves until the end of your next turn.

SANITY DAMAGEYou and allies take $3d6$ sanity damage from the energies you call forth when you activate this power.**EMBIGGENING RAY****Mad Scientist***You make a creature much bigger.***1/Day****Action:** Standard**Range/Area:** Ranged 12**Duration:** Scene**MALFUNCTION**

The target takes an ongoing effect that reduces its size by up to 2 categories, to a minimum of Tiny. The target takes -2 to Might saves, melee damage, and physical soak, and -4 to speed (to a minimum of 1), but gains +2 AC and Agility saves.

A Might save ends this ongoing effect. When the effect ends, the target returns to normal size and takes 10 physical damage. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGEYour allies take $1d6$ sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

The target experiences an ongoing effect that increases its size by 1 category, to a maximum of Colossal. The target gains +1 to Might saves, melee damage, and physical soak, and +2 to speed, but takes -1 to AC and Agility saves. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

A Might save ends this ongoing effect, although the creature can choose not to make the save and continue the effect. When the effect ends, the target returns to normal size and takes 5 physical damage.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

The target experiences an ongoing effect that increases its size by 1 category, to a maximum of Colossal. The target gains +2 to Might saves, melee damage, and physical soak, and +4 to speed, but takes -2 to AC and Agility saves. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

A Might save ends this ongoing effect, although the creature can choose not to make the save and continue the effect. When the effect ends, the target returns to normal size and takes 10 physical damage.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

The target experiences an ongoing effect that increases its size by 1 category, to a maximum of Colossal. The target gains +3 to Might saves, melee damage, and physical soak, and +6 to speed, but takes -3 to AC and Agility saves. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

A Might save ends this ongoing effect, although the creature can choose not to make the save and continue the effect. When the effect ends, the target returns to normal size and takes 15 physical damage.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

ENDLESS NIGHT OF APOPHIS**Pagan**

Your foes suffer wrath in eternal darkness.

1/Day

Action: Standard

Range/Area: Close Blast 6

Duration: Scene

Anomaly Chance: 10% [Magical]

Enemies in the area suffer -2 to all saves and, if they are in the area while they are staggered, are blinded until the end of their next turn.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the raw hatred of Apophis.

EVASION**Singularity**

You become almost impossible to hit.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 10% [Glitch]

When you are attacked or you must make an Agility save, you can activate this power to gain +4 to your AC and Agility saves until the beginning of your next turn.

EVER-CHANGING FORTUNE**Warlock**

The bad luck of others is a boon for you.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 10% [Magical]

When one of your allies misses an attack, gain +2 on your next attack or +2 save DC on your next power until the end of your next turn. This effect stacks.

This is a prophecy power. You can have only one prophecy power active at a time.

EVISCIERATION**Alien Assassin (Insectoid)**

You dart around, dismembering everything and spraying venom.

At-Will

Action: Standard

Range/Area: Melee

Duration: Instant

Make a melee attack. Shift 6 squares before or after making this attack, and at your end point, deal every adjacent creature poison damage equal to your Agility mod. This damage can apply only once to the same creature per use of this power.

1/Scene

Action: Standard

Range/Area: Melee

Duration: Instant

Make a melee attack. Shift 12 squares before or after making this attack, and at your start point and end point, deal every adjacent creature poison damage equal to twice your Agility mod. This damage can apply only once to the same creature per use of this power.

1/Day**Action:** Standard**Range/Area:** Melee**Duration:** Instant

Make a melee attack. Shift 18 squares before or after making this attack, and at your start point and end point, deal every adjacent creature poison damage equal to triple your Agility mod. This damage can apply only once to the same creature per use of this power.

EXPLOSIVE DECOMPOSITION**Mad Scientist**

A chemical reaction causes your enemy to explode on death.

1/Scene**Action:** Instant**Range/Area:** Ranged 12**Duration:** Scene**MALFUNCTION**

The victim takes 10 necrotic damage.

ACCEPTABLE LOSSES

As normal parameters, except all damage is decreased by 2 and burst sizes decrease by 1 (to a minimum of 1).

NORMAL PARAMETERS

The victim takes 5 ongoing necrotic damage. This ongoing damage is increased if the victim is greater than Medium size:

- **Large:** +2
- **Huge:** +4
- **Colossal:** +6

A Might save negates the ongoing damage.

If the victim dies during the scene, you can spend an instant action to cause it to explode at any time. The burst size and damage are affected by the victim's size:

- **Medium or smaller:** Close Burst 2 / 10 necrotic damage
- **Large:** Close Burst 3 / 15 necrotic damage
- **Huge:** Close Burst 4 / 20 necrotic damage
- **Colossal:** Close Burst 5 / 25 necrotic damage

An Agility save reduces the damage by half.

SANITY DAMAGE

When the victim dies, your allies take 2d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

As normal parameters, except all damage is increased by 5 and burst sizes increase by 1.

EXPLOSIVE INNARDS**Mutant**

Your body explodes with noxious chemicals.

1/Scene**Action:** Instant**Range/Area:** Close Burst 1**Duration:** Instantaneous**Anomaly Chance:** 10% [Inhuman]

Mutant: When you learn this power, gain Inhumanity +1.

You catalyze chemicals inside your body as a defense mechanism in times of desperation. You can do this as an instant action, including in response to being reduced to 0 hit points, so long as you activate the power before the end of your next turn.

Take up to 1d4 piercing acid damage per level. You may choose to take fewer dice of damage but must take at least 1d4 damage. For every die of damage you take, adjacent creatures take 1d12+1 acid damage (Agility save for half damage).

If you are reduced to 0 hit points by your explosive innards, or activate your explosive innards while you have 0 or fewer hit points, you are blown in half, and one half of your body lands at least 2 squares away from your other half. Regeneration, resurrection, or being allowed to rest for an hour will restore your two halves in much the same way that a lizard regrows a tail. If you regenerate, your legs only grow back when you are no longer staggered.

SANITY DAMAGE

Your allies take 2d6 sanity damage when they witness this disgusting power.

EXTREME PREJUDICE**Spy (Wetwork)**

Mark your enemies for death.

1/Day**Action:** Instant**Range/Area:** Self**Duration:** Scene

Your critical threat range with all weapons increases by 2.

EYE OF BAPHOMET**Warlock**

You beseech Baphomet for power, for a price.

1/Day**Action:** Instant**Range/Area:** Personal**Duration:** Permanent**Anomaly Chance:** -

Your powers deal +1 damage and add +1 to the save DC. However, your physical soak, energy soak, and saves are -1. This power only ends if you activate it again on yourself.

FALSE FACE**Spy (Spook)***You could be anybody.***1/Scene****Action:** Standard**Range/Area:** Battlefield**Duration:** Instant

You reveal that you exchanged places with one of your enemies while no one was looking. You switch places with a minion or standard monster, including any conditions you are suffering aside from sanity damage effects.

Each creature takes on the other survivor's hit point damage, switching those numbers as well. For example, if you are missing 20 hit points and your ally is missing 10 when you switch places, now you are missing 10 and they are missing 20.

FEARLESS**Warlord***You are a paragon of stoic discipline.***Passive**

Gain +1 to Wit saves and sanity soak. You are fearless.

FERROMANCY**Necromancer***You enhance weaponry and armor with alchemical secrets.***Passive**

Gain a corruption when you learn this power.

Weapons, armor, and shields you wield increase in tier by one level, to a maximum of VI.

FESTERING HYMN**Ghost, Warlock***A terrible song of woe causes your enemy to erupt in burning blisters.***1/Scene****Action:** Instant**Range/Area:** Line of Sight**Duration:** Scene**Anomaly Chance:** 10% [Magical]

Enemies take -1 to saves, and take +1 damage whenever they take ongoing damage.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Scene**Action:** Standard**Range/Area:** Ranged 6**Duration:** Scene**Anomaly Chance:** 15% [Magical]

The victim takes ongoing necrotic damage equal to your level. While this ongoing damage affects the creature, it takes -2 to saves.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

FLAMES OF HATRED**Mutant***You punish transgressors with your burning rage.***1/Scene****Action:** Standard**Range/Area:** Ranged 6**Duration:** Scene**Anomaly Chance:** 15% [Magical]**Mutant:** When you activate this power, gain radiance +1.

The victim takes 10 ongoing fire damage. When your enemy fails a Wit save against this ongoing damage, its adjacent allies take 5 fire damage.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

1/Day**Action:** Standard**Range/Area:** Personal**Duration:** Scene**Anomaly Chance:** 20% [Magical]**Mutant:** When you activate this power, gain radiance +1.

Gain fire soak +10 as your body becomes encircled with living flame, borne of your negative emotions.

The first time each round that you are hit by a melee or ranged attack, the attacking creature takes 10 fire damage.

The first time you are staggered or reduced to 0 hit points, cleansing flame issues forth from your body. Enemies within a close burst 2 take 10 fire damage.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

FLASHBOMB**Spy (Gadget)**

Stun your enemies with pyrotechnics.

1/Day

Action: Instant

Range/Area: Ranged Burst 2 within 12

Duration: Instant

Enemies in the area take $5d6 + \text{level} + \text{Wit mod}$ fire damage and are blinded and stunned until the end of your next turn. For each stunt you spend, increase the damage by $1d6$ and the save DC by 1. A Wit save reduces damage by half and negates the other effects.

FLEETING GREATNESS**Warlock**

You promise your master that your ally will serve well.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 10% [Magical]

Choose an ally on the battlefield. They gain +2 to attack rolls, AC, and saves. When they roll a natural 1 on an attack or are critically hit, you become overwhelmed until the end of your next turn and take $1d8$ karma damage.

This is a prophecy power. You can have only one prophecy power active at a time.

FLESHTURN**Necromancer**

You curse your enemy's flesh to repel inward into its body.

1/Scene

Action: Standard

Range/Area: Ranged 6

Duration: Scene

Anomaly Chance: 10% [Magical]

The victim takes 20 piercing physical damage as its flesh violently recedes into its body. It must also make a Might save or be crippled for the duration. Ghosts and creatures without flesh are unaffected by this power.

SANITY DAMAGE

You and allies take $3d6$ sanity damage from the energies you call forth when you activate this power.

FLURRY**Singularity**

You hit your enemy. A lot.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 10% [Glitch]

Trigger this power when you make a melee attack. You can instead make two attacks, each at -2, three at -4, or four at -6. For each attack you miss, take 10 piercing physical damage.

FORCE FIELD**Mutant**

You generate a shimmering field that extends outward around you.

1/Day

Action: Standard

Range/Area: Close Aura Burst 3

Duration: Concentration

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain radiance +1.

Enemies in the area of Medium size or smaller must make a Might save or be immobilized until the end of your next turn.

Once the force field is established, anyone attempting to pass into the area from the outer edge of the radius must make a Might save to successfully do so. On failure, the victim stops moving and is knocked prone. If you move so that the radius extends over any creature, the creature must make a Might save or be knocked prone but is otherwise allowed into the field without further incident.

Attacks originating from outside the force field and passing into or through it are subject to physical soak +5.

To maintain the force field, you must concentrate as a standard action on your turn.

Multiple force fields negate one another, cancelling both effects.

FORMAL WEAR**Spy (Gadget)**

This suit isn't just for show.

Passive

Gain +2 physical soak and +5 cold, fire, and lightning soak. You can breathe underwater or walk on water.

FORTITUDE**Warlord**

You become *unstoppable*.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

You lose your Might bonus to melee damage and gain it as a bonus to physical soak.

This power only works while you are wielding a shield and wearing chain or plate armor with a helmet.

FOUL AUGURY**Necromancer, Warlock**

You burn the entrails of a monster to see the future.

1/Day

Action: Standard

Range/Area: Melee

Duration: Scene

Anomaly Chance: -

You can only use this power on the body of a dead monster.

Make an Insight check. Gain a bonus for each level of the monster, as well as its type (minion +0, standard +1, monstrosity +3, eldritch horror +6).

Divide your total Insight check by 10 and round up. Gain this amount as a bonus to your stunt die during your next scene, but your mind is rent by your foreknowledge, and you also take the amount as a penalty to sanity soak.

FOUL FAMILIAR**Necromancer, Warlock**

You offer obscene supplications to foul entities to summon a familiar.

1/Day

Action: Standard

Range/Area: Personal

Duration: Permanent

Anomaly Chance: -

When the power is completed, you choose from one of several possible familiars:

- **Beastfolk Scout.** A dog-human hybrid with the worst traits of both.
- **Death Dog.** A two-headed hound from the depths of Hell.
- **Dofleini Hatchling.** A stunted octopus man.
- **Flesh Polyp.** A starfish of zombified flesh.
- **Frankencat.** A zombie cat stitched together from auxiliary body parts.
- **Spiderling.** An oversized hunting spider.
- **Zombie Monkey.** A zombified macaque.

Your familiar whispers terrible secrets to you:

- You gain +1 to save DCs.

- When you have a familiar, once per scene you can add 1d6 to one 1d20 roll, after hearing the result.

- The familiar adds +4 to your Insight, but any time you make an Insight check or must use practical problem-solving, the director, by way of the familiar, will suggest only solutions with grotesque personal consequences.

Familiars are classified as minions, and they gain a bonus to hit, damage, AC, saves, and skills equal to your level. Your familiar can make Scavenge checks and counts as a party member when doing so.

You may possess only one familiar at once. Any attempt to summon a second familiar fails. A familiar can't be dismissed. If the familiar dies, you take 30 sanity damage and take 5 piercing necrotic damage per level. Your familiar is your responsibility and is bonded to you by kinship and ritual. Murdering your own familiar or allowing your allies to murder it for any reason is a grave act of betrayal that will bring deific wrath down on your head in the form of further penalties or angry monsters. What constitutes murder is at the discretion of the director.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

FRENZY**Warlord**

You enter a heedless rage.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

You lose your physical soak and convert that physical soak into a damage bonus that you gain when you make attacks with large melee weapons.

FROSTHEART**Ghost, Necromancer**

Pernicious black frost crawls out of your wounds.

1/Day

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 20% [Magical]

When creatures hit you in melee, they take ongoing 5 cold damage, with no initial save. While they are taking this ongoing cold damage, they treat all movement as difficult terrain, and their soak values against all energy are reduced by 5. If they strike you again while under the effects of this ongoing damage, they take a further 5 cold damage.

A Might save negates the ongoing damage.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

GANGRENOUS WOUNDS**Ghost, Necromancer**

You curse an enemy's wounds to fester with bubbling, gangrenous filth.

1/Scene

Action: Standard

Range/Area: Ranged 6

Duration: Scene

Anomaly Chance: 10% [Magical]

The affected creature must make a Might save. On a failure, victims take 3 additional necrotic damage when they take damage and can't shift or make opportunity attacks until the end of the scene.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

GLASSING**Alien Assassin Superweapon**

A sustained orbital death ray sterilizes the Earth's crust.

1/Day

Action: Standard

Range/Area: Ranged Burst 8 Within 12

Duration: Scene

Creatures in the area take $5d12 + \text{level} + \text{Wit mod}$ fire damage. A Might save reduces the damage by half. For every stunt you spend, increase the damage by $1d12$.

At the beginning of each of your turns until the end of the scene, the area expands by 1 square and everything in the area takes 5 piercing fire damage.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

GOLEM**Necromancer**

Create a perverse corruption of life to serve you forever.

Passive

You create a permanent golem anywhere in a close burst 6 as a standard action, assembling it from metal and stone around the site of its creation. This material melds together of its own accord, bound by profane runes on its body. This soulless being is neither alive nor dead, and in its unnatural state grows bitter and hateful at your curse of existence.

The golem follows you everywhere, acting immediately after you in initiative and outside of your control, attacking the closest enemy. You make its attack rolls, saves, and so on. It only stops fighting when all enemies are dead or flee, and doesn't recognize any other end of hostilities. If an enemy surrenders, the golem must be physically stopped from killing it.

You can only have one golem. Every time you rebind the golem, it is the same golem.

When you construct your golem, you gain a corruption, and your chance of magical anomaly increases by 10% for all powers with a pre-existing chance of anomaly.

GOLEM

Type: Large Abomination

Abilities: Might 20, Agility 8, Wit 10, Charisma 16

Hit Points: 5 Per Level

Speed: 8

Armor Class: 9 + Your Level

Saves: Might +8 + Your Level, Agility +2 + Your Level, Wit +3 + Your Level

Attacks: Claw +5 + Your Level

Damage: Claw 1d10+5 + Your Level

Passive Defenses: Physical Soak +5, Energy Soak +5

Grab: Any medium or smaller creature struck by the golem is grabbed (Might save DC 15 + your level to escape). On the beginning of the golem's turn, it deals 5 physical damage to grabbed creatures.

Drudge: The golem never uses its skills, automatically failing Perception checks and never making Scavenge checks.

Why Do I Live?: If you trigger an anomaly, the golem goes berserk, and begins attacking the closest creature until it is destroyed or suppressed (see the Suppression ability), prioritizing you or your allies over enemies. After it's destroyed and repaired, it's no longer berserk.

Unkillable Automaton: At 0 hit points, the golem is destroyed, but you can rebind it from any state of destruction (see the Rebinding ability).

Repairable: You use Craft instead of Heal to repair damage to the golem. Gain 1 heal level for purposes of repairs, but must expend one normal component to do so. If the golem is destroyed, it is considered to be at 0 hit points, and you need 5 normal components to repair without the use of the Rebinding power below.

The golem can also be healed by the use of your other powers.

At-Will: Suppression

Action: Move

Range/Area: Ranged 12

Duration: Instantaneous

If the golem is berserk, use this power to make a Wit save (DC 25) to bring it back under control. You can re-attempt this power again after you fail. Each subsequent use after a failure gains a cumulative +1 to the save and costs a stunt. If you have no stunts, you can't suppress the golem after the first try and must destroy it.

1/Day: Annihilation

Action: Standard

Range/Area: Close Burst 3 Around the Golem

Duration: Instantaneous

The golem explodes in a cloud of noxious dust, dealing $3d10$ necrotic damage, + $1d10$ for every 10 hit points it has remaining. The golem is reduced to 0 hit points.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

1/Day: Rebinding

Action: Instant

Range/Area: Ranged 12

Duration: Instantaneous

The golem regains $1d10$ hit points per level, and starts from 0 if destroyed. If you left the area where the golem was destroyed before rebinding, the golem reappears on the following round in squares of your choice within a close burst 6.

GORGE**Alien Assassin (Insectoid)***You eat a victim whole.***1/Scene****Action:** Standard**Range/Area:** Melee**Duration:** Instant

You grab a Medium or Small creature, swallowing it. While you have it swallowed, gain +1 physical soak and aren't impeded in any way (you can even grab more creatures, though you can't swallow them without this power).

The swallowed creature shares your space. Only you and the swallowed creature have line of sight to each other. You can use your other powers on the swallowed creature.

When you begin your turn, a creature you have swallowed takes 5 piercing poison damage. You can spend a standard action to deal it a further 5 piercing poison damage.

Once per round, a swallowed creature can make a Might save as an instant action to free itself from your body. If it succeeds, it lands prone in a square adjacent to you.

If a creature you have swallowed dies (or is already dead), you digest it, the bonus to physical soak remains for the rest of the scene, and you regain the use of this power.

GRANDEUR**Mutant***Your head projects a halo of psychic power.***1/Day****Action:** Standard**Range/Area:** Close Aura Burst 1**Duration:** Scene**Anomaly Chance:** 10% [Magical]**Mutant:** When you activate this power, gain radiance +1.

Gain the following benefits:

- Gain a bonus to attack rolls and AC equal to your Wit modifier (minimum +1).
- You can't be crippled or dazed, and these effects end if you were suffering from them.
- Allies adjacent to you gain +2 to attack rolls and AC.

GREAT LEAP**Mutant***You grow thick, sinewy legs that bend backward at the knee.***At-Will****Action:** Move**Range/Area:** Personal**Duration:** -**Anomaly Chance:** -**Mutant:** When you learn this power, gain Inhumanity +1.

Make an Athletics check with a +5 bonus to jump without provoking attacks. There is no upper limit to the distance moved during this jump and it isn't counted toward your maximum movement. If you land next to an enemy, you can resolve the next melee attack you make that turn as a charge attack.

GREAT WASP**Necromancer***A massive blue wasp emerges from your hand to poison your enemy.***1/Scene****Action:** Instant**Range/Area:** Ranged 12**Duration:** Scene**Anomaly Chance:** 10% [Magical]

The target takes ongoing 5 necrotic and 5 poison damage. Each instance of ongoing damage can only be ended by a separate Might save. Once both instances of ongoing damage are saved against, the target takes 5 acid damage.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the energies you call forth when you activate this power.

GRENADE CLUSTER**Warlord***You rain grenades on your foes.***1/Scene****Action:** Standard**Range/Area:** Special**Duration:** Instantaneous

You throw grenades equal to your Agility bonus (minimum 1). These are resolved like normal grenade attacks, and you must have the requisite number of grenades to make the attacks. These grenades must be of the same type.

1/Scene: Bottoms Up**Action:** Standard**Range/Area:** Special**Duration:** Instantaneous

If a Large or larger enemy grabs you, you can toss a grenade down their throat. This is resolved as a normal grenade attack, except that your enemy receives no save and doesn't enjoy soak against this damage unless it is immune to it.

If your enemy is killed by the attack, the grenade explodes outward, with a square adjacent to you as its point of detonation. Take half damage from this grenade.

HACK**Spy (Intelligence)***Hack the enemy system for an unexpected advantage.***1/Scene: Communications Jammer****Action:** Standard**Range/Area:** Battlefield**Duration:** Instant

All enemies in the area adjacent to any other enemy take 1d6 + level + Wit mod in sonic damage and are deafened until the end of your next turn. A Wit save reduces this damage by half and negates the deafened effect.

1/Day**Action:** Instant**Range/Area:** Personal**Duration:** Scene

Gain the use of one of the following powers for the duration of this scene:

- *Code Rewrite*
- *Lots of Guns*
- *Neural Programming*
- *Warp Terrain*

You don't take an anomaly chance.

HANDLER**Spy (Intelligence)***Get your people on track.***1/Day****Action:** Instant**Range/Area:** Battlefield**Duration:** Instant

Allies regain 5d6 hit points, 3d6 sanity (if they wish), and become fearless until the end of the scene.

HATEFUL DAMNED**Ghost, Necromancer***Screaming ghosts turn foes to smoldering black slime that you absorb.***At-Will****Action:** Standard**Range/Area:** Close Blast 3**Duration:** Instantaneous**Anomaly Chance:** 15% [Magical]

Deal 1d6 + level + Wit mod necrotic damage (Agility save for half damage).

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day**Action:** Standard**Range/Area:** Close Blast 4**Duration:** Instantaneous**Anomaly Chance:** Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d8 + level + Wit mod necrotic damage (Agility save for half damage). For each stunt you spend, increase the damage by 1d8.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

HEALBOT**Singularity***In your presence, allies heal faster.***Passive**

When allies regain hit points from sources other than fast healing or regeneration, they regain 5 additional hit points.

HEX**Warlock***You know a series of powerful curses.***At-Will: Hex of Power****Action:** Instant**Range/Area:** Personal**Duration:** Instant**Anomaly Chance:** 10% [Magical]

Until the end of your turn, any power you activate that deals damage gains +4 damage. This doesn't stack and doesn't apply to ongoing damage.

Each time you use this form of hex, its chance of magical anomaly goes up by 10% the next time you use it. If you trigger a magical anomaly with any hex, you can't use hexes for the rest of the day.

At-Will: Hex of Puppetry**Action:** Move**Range/Area:** Melee 1**Duration:** Instant**Anomaly Chance:** 10% [Magical]

Force the target to make a Wit save. On a failure, cause the creature to do one of the following: Become dazed until the beginning of your next turn, shift 6 squares in a direction of your choice, or fall prone. The target gets a Wit save (DC 10 + your level) to avoid moving onto hazardous terrain.

Gain +4 Influence against the target until the beginning of your next turn, and the target doesn't realize you attacked it. Skill bonuses from this ability don't stack with multiple uses.

Each time you use this form of hex, its chance of magical anomaly goes up by 10% the next time you use it. If you trigger a magical anomaly with any hex, you can't use hexes for the rest of the day.

At-Will: Hex of the Stars**Action:** Move**Range/Area:** Close Burst 6**Duration:** Instant**Anomaly Chance:** 10% [Magical]

Teleport yourself or an adjacent ally to any other square in range of this power.

Each time you use this form of hex, its chance of magical anomaly goes up by 10% the next time you use it. If you trigger a magical anomaly with any hex, you can't use hexes for the rest of the day.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the energies you call forth when you activate this power.

At-Will: Hex of Wrath**Action:** Instant**Range/Area:** Close Burst 6**Duration:** Instant**Anomaly Chance:** 10% [Magical]

Choose a target within range. They take 5 chaos damage.

You can only use this power once per round. You may use this power up to three times per day.

Each time you use this form of hex, its chance of magical anomaly goes up by 10% the next time you use it. If you trigger a magical anomaly with any hex, you can't use hexes for the rest of the day.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the energies you call forth when you activate this power.

HIT SQUAD**Spy (Skullduggery)**

An unmarked van sprays machine gun fire before speeding off.

1/Day**Action:** Instant**Range/Area:** Close Blast 6**Duration:** Instant

Make ranged attacks with +15 to hit on all enemies in the area. On a hit, they take 1d10+15 damage. On a critical hit, they take 1d10+25 damage.

HOMUNCULUS**Mad Scientist**

You create a being from rotting vegetation.

1/Day**Action:** Standard**Range/Area:** Close Burst 12**Duration:** Scene [Summoning]

When you activate the power, a homunculus appears in a square in the area, despoiling the world around it with its living rot.

The homunculus acts immediately after you in initiative. It always spends its action moving toward the closest enemy. If it can't see any enemies, it moves toward the closest creature. You can spend a standard action to make a Wit save (DC 15 + your level) to dismiss the homunculus. Even if you fail the save, the homunculus moves at half speed and deals half damage.

When the homunculus is reduced to 0 hit points, it can't be resurrected.

Type: Small Abomination**Abilities:** Might 16, Agility 16, Wit 16, Charisma 16**Hit Points:** 4 Per Level**Initiative:** +6**Speed:** 6**Armor Class:** 14 + Your Level**Saves:** Your Level + 6**Attacks:** -**Damage:** -**Passive Defenses:** -

Toxic Essence: The homunculus doesn't make normal attacks. Instead, it has an aura burst 2. Creatures that take any damage while in the aura also take 5 necrotic damage and cause the homunculus to regain 1 hit point. A creature can only be affected by Toxic Essence once per round.

Sanity Damage: Your allies take 3d6 sanity damage from the crime against nature you commit.

HORDE OF THE DAMNED**Necromancer**

You bring forth a horde of ravenous, cannibalistic zombies.

1/Day**Action:** Standard**Range/Area:** Close Blast 3**Duration:** Scene**Anomaly Chance:** 20% [Magical]

All enemies in the area gain 10 ongoing physical damage. This only ends when they leave the area and is re-established when they re-enter.

If a creature dies in the area, an adjacent square of your choice around the original area also becomes affected by *Horde of the Damned*.

If an area effect attack goes off in the zone, the zombies in the affected squares die, ending the damage effect, but creating a mound of dead in that square that is difficult terrain for the duration of the battle.

You may spend a standard action to move the entire area up to 3 squares. All affected squares move in the same formation. Squares where the zombies were destroyed don't move.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

HOWL FROM THE MOUNTAIN**Pagan**

The dragon of the tempest unleashes its wrath.

1/Day**Action:** Standard**Range/Area:** 3 Ranged Burst 1 Areas Within 12**Duration:** Instant**Anomaly Chance:** 10% [Magical]

Choose three areas. Deal 5d6 + level + Wit mod sonic damage in those areas (Wit save for half damage). For each stunt you spend, increase the damage by 1d6 and the burst range by 1. Allies in the area regain 10 hit points.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the thundering rage of Shenlong.

HUNGER OF ITZPAPALOTL**Pagan**

The star demons come to devour reality.

1/Day

Action: Standard

Range/Area: Close Blast 6

Duration: Instant

Anomaly Chance: 10% [Magical]

Deal 5d6 + level + Wit mod chaos damage (Might save for half damage) to enemies in the area. For each stunt you spend, increase the damage by 1d6. This power deals +1 damage for every creature that has already died during the same scene.

Creatures that fail their save against this power are blinded until the end of your next turn. Regain 5 hit points for each creature reduced to 0 hit points by this power. Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the cold hunger of the star gods.

HUNGRY BLADES**Warlock**

You fill the weapons around you with crude and unnatural life, and only blood will sate them.

1/Day

Action: Instant

Range/Area: Aura Burst 3

Duration: Scene

Anomaly Chance: 15% [Magical]

The critical threat range of you and your allies in the area improves by 1. However, you and allies that roll a 1 or a 2 on attack rolls in the area take 10 piercing chaos damage.

If an ability allows you to change the number of a die roll, only the roll originally made counts for purposes of determining whether the effects of *Hungry Blades* trigger.

SANITY DAMAGE

When you or an ally in range of this power scores a critical hit, the attacker takes 1d6 sanity damage from the evil energy infesting the weapon.

HYPERAGILITY**Singularity**

You are superhumanly dexterous.

Passive

Gain +2 Agility. At levels 7 and 9, gain a further +2 Agility, for a total of +6.

HYPERCHARISMA**Singularity**

You are superhumanly charismatic.

Passive

Gain +2 Charisma. At levels 7 and 9, gain a further +2 Charisma, for a total of +6.

HYPERMIGHT**Singularity**

You are superhumanly strong.

Passive

Gain +2 Might. At levels 7 and 9, gain a further +2 Might, for a total of +6.

ICE RAZOR**Mutant**

You impale your foe with a shard of pure ice.

At-Will

Action: Standard

Range/Area: Melee 1

Duration: Instant

Anomaly Chance: 15% [Magical]

You form a shard of ice in midair that plunges into your target, causing 2d4 + level + Wit cold damage. The victim is immobilized until the beginning of your next turn. The victim receives a Might save; on a success, it takes half damage and isn't immobilized.

Creatures that completely soak the damage or that are immune to cold damage aren't immobilized.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Instant

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain radiance +1.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

You form a shard of ice in midair that plunges into your target, causing 10d6 + level + Wit cold damage. For each stunt you spend, increase the damage by 2d6. The victim is immobilized until the beginning of your next turn and takes a penalty to any physical soak it possesses equal to your Wit score for the duration of the scene. The victim receives a Might save; on a success, it takes half damage and isn't otherwise penalized.

Creatures that completely soak the damage or that are immune to cold damage aren't immobilized.

INCENDIARY ROUNDS**Warlord**

You and allies switch to incendiary weapon rounds.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

You and allies can choose to deal fire damage with your ranged weapon attacks. Enemies damaged by this fire lose 5 energy damage soak until the end of your next turn.

You can't activate *Chem Rounds* and *Incendiary Rounds* at the same time.

INEVITABILITY**Singularity**

You momentarily become invincible.

1/Day

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 50% [Glitch]

You are immune to damage until the end of your next turn.

INFERNO**Warlock**

Fire springs from the ground and into the flesh of your enemies.

At-Will

Action: Standard

Range/Area: Ranged 12

Duration: Instant

Anomaly Chance: 20% [Magical]

Choose two targets in range, dealing $1d6 + \text{level} + \text{Wit}$ fire damage. The victim receives an Agility save; on a success, it takes half damage.

SANITY DAMAGE

You and allies take $1d6$ sanity damage from the energies you call forth when you activate this power.

1/Scene

Action: Standard

Range/Area: Close Blast 6

Duration: Scene

Anomaly Chance: 20% [Magical]

When you begin your turn, everything in the area must make a Might save or take 1 fire damage per level. This damage doesn't affect flying creatures.

SANITY DAMAGE

Watching this power destroy a creature for the first time causes $3d6$ sanity damage.

1/Day

Action: Standard

Range/Area: Ranged Burst 2 Within 12

Duration: Scene

Anomaly Chance: Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Choose three areas to target with the ranged burst effect. They cannot overlap. Deal $5d8 + \text{level} + \text{Wit mod}$ fire damage to enemies in the area (Might save for half damage). For each stunt you spend, increase the damage by $1d8$.

For the rest of the scene, you gain an aura 1. When you begin your turn, all creatures in the area take 5 fire damage.

INFESTATION**Alien Assassin (Insectoid)**

Pheromone-controlled cockroaches devour and regurgitate prey.

At-Will

Action: Instant

Range/Area: Melee

Duration: Instant

Deal a creature 5 ongoing poison damage, and it treats all terrain as difficult terrain while taking this ongoing damage. A Might save ends this effect. If a creature dies while under this effect, your medical heals, happy pills, and retcons restore +2 hit points for the rest of the day.

INSECT PHEROMONES**Mutant**

An army of insects gather to you as though you were a rotting carcass.

1/Scene

Action: Standard

Range/Area: Close Aura Burst 1

Duration: Scene

Anomaly Chance: 10% [Inhuman]

Mutant: When you learn this power, gain Inhumanity +1.

You attract massive amounts of insects to yourself. These insects provide soak +5 against all forms of energy to you for the duration (but not physical attacks). When you start your turn, choose an enemy within range. That enemy takes 5 physical damage.

Medium size or smaller enemies treat the area as difficult terrain, even if they fly.

SANITY DAMAGE

The first time an onlooker witnesses this power, they take $3d6$ sanity damage.

INSTANT PANDEMIC**Mad Scientist**

You release a fast-acting virus that spreads like wildfire.

1/Day

Action: Standard

Range/Area: Close Burst 6

Duration: Scene

MALFUNCTION

The area changes to a close burst 2d6.

Every creature in the area takes $1d4 + \text{Wit mod} + \text{level}$ poison damage. A Might save reduces this damage by half. Creatures that fail the save also take 1 ongoing poison damage (Might save ends).

When a creature takes this ongoing poison damage, it is a disease carrier for the rest of the scene, even if it successfully saves at any point. When a carrier damaged, adjacent creatures must make a Might save or take 1 ongoing poison damage (Might save ends) and become carriers themselves in the same manner.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

Every creature in the area takes $3d4 + \text{Wit mod} + \text{level}$ poison damage. A Might save reduces this damage by half. Creatures that fail the save also take 1 ongoing poison damage (Might save ends).

When a creature takes this ongoing poison damage, it is a disease carrier for the rest of the scene, even if it successfully saves at any point. When a carrier damaged, adjacent creatures must make a Might save or take 1 ongoing poison damage (Might save ends) and become carriers themselves in the same manner.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

Every creature in the area takes $5d4 + \text{Wit mod} + \text{level}$ poison damage. A Might save reduces this damage by half. Creatures that fail the save also take 5 ongoing poison damage (Might save ends).

When a creature takes this ongoing poison damage, it is a disease carrier for the rest of the scene, even if it successfully saves at any point. When a carrier damaged, adjacent creatures must make a Might save or take 10 ongoing poison damage (Might save ends) and become carriers themselves in the same manner.

MAD SCIENCE!

Every creature in the area takes $7d4 + \text{Wit mod} + \text{level}$ poison damage. A Might save reduces this damage by half. Creatures that fail the save also take 7 ongoing poison damage (Might save ends).

When a creature takes this ongoing poison damage, it is a disease carrier for the rest of the scene, even if it successfully saves at any point. When a carrier damaged, adjacent creatures must make a Might save or take 12 ongoing poison damage (Might save ends) and become carriers themselves in the same manner.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

INVISIBILITY SERUM**Mad Scientist**

You turn invisible and slowly lose your mind.

1/Day

Action: Standard

Range/Area: Personal or Melee 1

Duration: Scene

MALFUNCTION

The target takes 5 ongoing chaos damage (Might save ends) as the serum eats its molecules. While taking this damage, the target is blind.

ACCEPTABLE LOSSES

The target doesn't become invisible but is difficult to see and gains +2 to AC and attack rolls.

NORMAL PARAMETERS

The target becomes invisible. While invisible, the target can't be blinded, because it has no eyelids. Being invisible is mentally scarring and causes the victim to lose all sanity soak.

When the invisible creature attacks, enemies that can't see it don't benefit from their Agility modifier to AC. The invisible creature benefits from concealment (+4 AC) against creatures that can't see it.

A creature struck by an invisible survivor or that must make a save against an ability it possesses gets a Wit save. On a success, the invisible creature becomes visible to the attacked creature until the end of the invisible creature's next turn.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

As normal parameters, except the target is only partially real and gains +1 to saves and damage soak.

IRON FISTS**Singularity**

Your physical blows can break through anything.

Passive

Your melee attacks ignore 5 soak.

IRONSKIN**Mutant**

The iron in your blood creates subdermal armor.

1/Scene

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Inhuman]

Mutant: When you learn this power, gain Inhumanity +1.

Gain physical soak +2 and deal +2 damage with all melee attacks. Your speed slows by 2, to a minimum of 1.

1/Day**Action:** Standard**Range/Area:** Personal**Duration:** Scene**Anomaly Chance:** 20% [Inhuman]

Using the daily version of this power supersedes the 1/scene version, replacing those bonuses and penalties. Gain physical soak +4 and +4 damage with all melee attacks. Your speed is -4, and you take -2 to AC and Agility saves.

IT'S ALIVE**Mad Scientist***You restore the dead to life.***1/Day****Action:** Standard**Range/Area:** Melee 1**Duration:** Instantaneous**MALFUNCTION***You fail to resurrect the target creature from the dead.*

The target “returns to life” as a hostile zombie drudge, per the Zombie Drudge power (Normal Parameters). The drudge never attacks you, but is hostile to every other creature, and doesn’t relent until it is destroyed. It attacks the closest target.

*You can’t attempt to raise the intended creature with this power again.***SANITY DAMAGE***Your allies take 4d6 sanity damage from this horror.***ACCEPTABLE LOSSES***You fail to resurrect the target creature from the dead.*

The recipient’s body erupts into a gibbering mass of constantly mutating flesh that screams from every orifice before exploding into noxious giblets at the end of your turn. Any creature adjacent to this revolting atrocity takes 10 lightning damage.

SANITY DAMAGE*Your allies take 4d6 sanity damage from this horror.***NORMAL PARAMETERS**

You resurrect the creature, so long as its body is mostly intact. Creatures reduced to a negative hit point count equal to their normal maximum hit points are too badly maimed to properly resurrect with this result. If the recipient is missing too many organs, its head, or too much of its body has been ruined, the “resurrected” creature reacts poorly and expires after several moments of indescribable agony.

A successful resurrection returns the creature to physical wholeness; lacerations seal, nearby dismembered limbs link back together, and broken bones fuse back. The creature returns to life at 1 hit point.

The resurrected survivor awakens in the throes of a psychotic episode and returns with a random temporary insanity. The resurrected creature is forever warped by the experience and doesn’t return as it was before.

SANITY DAMAGE*Your allies (besides the resurrected creature) take 3d6 sanity damage from this horror.***MAD SCIENCE!***The creature returns to life even if its body was destroyed. The creature returns to life at 1 hit point.*

The resurrected survivor awakens in the throes of a psychotic episode and returns with a random temporary insanity. The resurrected creature is forever warped by the experience and doesn’t return as it was before.

SANITY DAMAGE*Your allies (besides the resurrected creature) take 3d6 sanity damage from this horror.***I'VE BEEN BRIEFED****Spy (Intelligence)***Foreknowledge gives you an edge in every situation.***Passive***Gain +2 to skills.***JETPACK****Spy (Gadget)***You shoot across the landscape.***1/Day****Action:** Standard**Range/Area:** Self**Duration:** Scene*For the duration:*

- Your speed increases by 2.
- You can shift your speed.
- As a standard action, shift your speed and make an attack without provoking an opportunity attack. As part of this action, you can split your movement squares up to make some of the movement before and some of the movement after you attack.

JUGGERNAUT**Warlord***Armor can't slow you down.***Passive**

You don’t take any speed or save penalties for wearing armor and can use Athletics and Acrobatics as if you aren’t wearing armor.

KILLING CURSE**Ghost, Necromancer***You pronounce death upon a foe.***1/Day****Action:** Standard**Range/Area:** Ranged 12**Duration:** Instant**Anomaly Chance:** 20% [Magical]

Deal the target piercing necrotic damage equal to 20% of its maximum hit points. If this kills the target, you regain a medical healing or predation.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

KILLING FROST**Ghost, Necromancer**

The area becomes deathly cold with the presence of a dread void entity.

At-Will**Action:** Standard**Range/Area:** Close Burst 1**Duration:** Instantaneous**Anomaly Chance:** 15% [Magical]

Enemies in the area take $1d4 + \text{level} + \text{Wit mod}$ cold damage, and take -1 to AC, Agility saves, and speed until the end of your next turn. A Might save reduces damage by half and negates the penalties.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day**Action:** Standard**Range/Area:** Close Burst 2**Duration:** Scene**Anomaly Chance:** Automatic [Magical]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Enemies in the area take $5d6 + \text{level} + \text{Wit mod}$ cold damage, take -2 to AC and Agility saves, and their speed is reduced by 2 until the end of your next turn. For every stunt you spend, increase the damage by 1d6 and the penalties by 1. A Might save reduces damage by half and negates the penalties.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

KILLSHOT**Warlord**

You pull off the perfect shot in the blink of an eye.

1/Scene**Action:** Standard**Range/Area:** Special**Duration:** Instantaneous

As part of this action, you make an attack with a firearm. You can't use Spray and Pray as part of Killshot, but you can use Focused Fire.

Your Killshot gains +2 to hit, and ignores cover and any armor bonus to AC. On a critical hit, you ignore your enemy's soak.

LASER SHREDDER**Alien Assassin Superweapon**

Flying holographic robots set up a disintegrator killbox.

1/Day**Action:** Standard**Range/Area:** Ranged Burst 8 Within 12**Duration:** Scene

Creatures in the area take $5d10 + \text{level} + \text{Wit mod}$ piercing fire damage. An Agility save reduces the damage by half. When a creature is killed by this power, the laser bounces to another target, dealing 5 piercing fire damage. For every stunt you spend, increase the damage by 1d10.

Until the end of the scene, creatures that move into, out of, or around the area on their turn take 5 piercing fire damage.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

LASERWATCH**Spy (Gadget)**

A laser that tells time always comes in handy.

1/Scene**Action:** Instant**Range/Area:** Close Burst 1**Duration:** Instant

Deal $5d10$ fire damage to all enemies in the area, break any grabs or restraints you are in, and daze all enemies until the end of your next turn. For each stunt you spend, increase the damage by 1d10 and the save DC by 1. An Agility save reduces damage by half and negates the other effects.

LICENSE TO KILL**Spy (Wetwork)**

First prize is survival. Second prize is death.

Passive

Gain +2 bonus to hit and weapon damage, and +1 critical threat range, against enemies with a lower initiative count than you.

LICHBANE**Monster Hunter**

You are prepared for battle against the undead.

Passive

You inherently know the soak values, fast healing, and regeneration effects that any undead possesses, and can identify such creatures on sight in battle.

1/Day**Action:** Instant**Range/Area:** Battlefield**Duration:** Scene

You must consume 1 normal component to activate this power. You and allies gain +2 damage against undead, and +1 critical threat range against them.

Also, choose a type of save. You and allies gain +1 to that save.

LISTENING POST**Spy (Intelligence)**

Your enemies can't hide.

1/Scene: Thermal Imaging**Action:** Instant**Range/Area:** Close Burst 6**Duration:** Scene

You and all allies in the area gain a +1 bonus to hit on ranged attacks until the beginning of your next turn.

1/Scene: Ops Telemetry**Action:** Instant**Range/Area:** Ranged 12**Duration:** Scene

You gain +1 to hit, damage rolls, and save DCs against one target until the end of the scene. You ignore any invisibility the target has.

1/Day: Satellite Feed**Action:** Instant**Range/Area:** Battlefield**Duration:** Scene

Reveal the locations of all enemies in the area, including those you can't see. Enemies can't turn invisible or hide in the area. Enemies don't receive a cover bonus to AC unless their cover is total. You and allies gain +4 Scavenge.

LITANY OF BLASPHEMIES**Warlock**

You speak a torrent of foul prayers for unnatural strength.

1/Scene**Action:** Instant**Range/Area:** Battlefield**Duration:** Scene**Anomaly Chance:** 20% [Magical]

Allies have their sanity soak reduced by 1, to a minimum of 0, but receive one of the following benefits:

- +1 to weapon damage
- +1 to AC and saves
- +1 to all soak values
- +2 to speed and +1 mobility

As an instant action once per round, change the benefit.

At levels 6, 8, and 10, you can create an additional simultaneous benefit from the list above.

In addition, once per scene as an instant action while this power is active, you cause yourself or an ally to regain 1d8 hit points per level. This expends a use of medical healing or predation on the recipient.

The power ends if you are at 0 sanity.

LOGIC BOMB**Singularity**

You set a trap in the code to catch an enemy.

1/Day**Action:** Standard**Range/Area:** Ranged 6**Duration:** Scene**Anomaly Chance:** 20% [Glitch]

The next time the target rolls a save, it takes 20 ongoing psychic damage. While it is taking this ongoing damage, it is immobilized. A Wit save negates this damage.

LORD OF THE FLIES**Warlock**

You plague enemies with biting, virulent flies.

1/Day**Action:** Standard**Range/Area:** Aura Burst 4**Duration:** Scene**Anomaly Chance:** 20% [Magical]

Medium or smaller creatures treat the area as difficult terrain. Deal +4 damage to enemies that are taking ongoing damage or staggered in the area.

Once per round as an instant action while this aura is active, deal an enemy in the area 5 piercing chaos damage. Enemies killed by this power are shredded into nothingness and obliterated.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

LOTS OF GUNS**Singularity**

You create a gun out of thin air.

1/Day**Action:** Instant**Range/Area:** Personal**Duration:** Scene**Anomaly Chance:** 10% [Glitch]

You create a random gun. At the end of the scene, the gun and its extra ammo disappears.

LOTS OF GUNS RESULT

Roll (1d12)	Item
1	Machine Gun, Heavy and 2d12 Ammo
2	Machine Gun, Light 3d12 Ammo
3	Pistol, Heavy and 3d12 Ammo
4	Pistol, Light and 5d12 Ammo
5	Pistol, Medium and 4d12 Ammo
6	Rifle, Assault and 3d12 Ammo
7	Rifle, Heavy Sniper and 3d12 Ammo
8	Rifle, Medium Sniper and 3d12 Ammo
9	Shotgun, Heavy Long-Barrel and 2d12 Ammo
10	Shotgun, Medium Assault and 3d12 Ammo
11	Shotgun, Medium Long-Barrel and 3d12 Ammo
12	Submachine Gun and 3d12 Ammo

MALEFIC WRAPPINGS**Necromancer**

Your cloak extends all around you into a clinging, hungry darkness.

1/Scene

Action: Instant

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 10% [Magical]

You have cover from enemies that aren't adjacent to you. Enemies that fail a save against one of your powers while in line of sight are immobilized until the end of your next turn.

MANYFOLD CURSE OF HECATE**Pagan**

You deliver a curse-song of unrivaled wrath.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 10% [Magical]

Your victim takes 10 ongoing chaos damage. While it is taking this damage, any other damage rolls made against it roll an additional 1d6 of the same type as the attack. A successful Wit save ends the ongoing damage, but the victim then takes 20 chaos damage and is crippled until the end of its next turn. Creatures reduced to 0 hit points by this power are obliterated.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the rotting visage of the worm-ridden witch-goddess.

MAULING CHARGE**Warlord**

You make a vicious charge attack.

At-Will

Action: Standard

Range/Area: Special

Duration: Instantaneous

As part of using this power, you make a charge attack. You must move at least 6 squares on this charge, or you can't use Mauling Charge.

Gain +1 damage to your charge attack for every 2 squares you moved during the charge.

MEAT SHIELD**Singularity**

You endure extraordinary damage.

Passive

Gain 20 hit points and your retcon value improves by 10. Your physical soak improves by 1 for every three levels you have, rounded up.

MEGADEATH**Warlord**

You detonate an airburst nuclear missile. God be with you all.

1/Day

Action: Standard

Range/Area: Ranged Burst 5d6 Within 18

Duration: Instant

Everything in the area takes 2d6 nuclear damage per level. Affected creatures must also make two saves:

- **Might:** On a successful Might save, creatures are crippled until the end of your next turn. On a failed save, they are overwhelmed.
- **Wit:** On a successful Wit save, creatures are blinded and dazed until the end of your next turn. On a failed save, they are blinded and stunned.

SANITY DAMAGE

You lose all sanity soak until you reach 0 sanity, take 30 sanity damage, and trigger a cosmic disturbance on yourself because you are a bad person. You can't use *Megadeath* again until you recover from the next random temporary insanity you take.

MEMORY INJECTOR**Mad Scientist**

You synthesize memories.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Scene

MALFUNCTION

The recipient gains a random insanity until the next time they rest.

ACCEPTABLE LOSSES

The recipient gains knowledge of a talent until the next time they rest. They also take 5 sanity damage that isn't subject to sanity soak. Talents gained in this way don't grant access to items.

NORMAL PARAMETERS

The recipient gains knowledge of two talents until the next time they rest. They also take 5 sanity damage that isn't subject to sanity soak. Talents gained in this way don't grant access to items.

MAD SCIENCE!

The recipient gains knowledge of three talents and +2 to skills until the next time they rest. They also take 5 sanity damage that isn't subject to sanity soak. Talents gained in this way don't grant access to items.

MICRORAPTOR**Mad Scientist***You call a poisonous flying dinosaur.***1/Day****Action:** Standard**Range/Area:** Line of Sight**Duration:** Scene**MALFUNCTION**

A swarm of angry, uncontrollable microraptors attacks. Every creature in line of sight takes 5 poison damage and is crippled and unable to shift until the end of your next turn, at which point the power ends.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

At the beginning of your turn, deal 3 poison damage to one creature in line of sight. That creature must make an Agility save or be unable to shift until the end of your next turn.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

At the beginning of your turn, deal 5 poison damage to one creature in line of sight. That creature must make an Agility save or be crippled and unable to shift until the end of your next turn.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

At the beginning of your turn, deal 10 poison damage to one creature in line of sight. That creature must make an Agility save or be blinded, crippled, and unable to shift until the end of your next turn. A creature can only be blinded by this power once.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

MIRROR, MIRROR**Necromancer, Warlock***You beseech the mirror between worlds for guidance.***1/Scene****Action:** Standard**Range/Area:** Close Burst 12**Duration:** Scene**Anomaly Chance:** 10% [Magical]

Select two squares within range. Creatures of medium size or smaller that enter the first square during the scene are immediately teleported to the second as if they moved to the second square, rather than the first.

If the second square is occupied, the first can't teleport.

While the power is in effect, you may spend move actions to ask questions about your enemies:

- Which creature has the most or least hit points?

- How many hit points does this creature have?
- What are this creature's passive defenses?
- What are this creature's saves?

SANITY DAMAGE

Passing through the gate deals 1d6 sanity damage. Each question deals you and your allies 1d6 sanity damage.

1/Day**Action:** Standard**Range/Area:** Ranged 12**Duration:** Scene**Anomaly Chance:** 20% [Magical]

Creatures in a close burst 2 around each square take 20 psychic damage. This damage doesn't stack where the burst areas overlap.

MISGUIDANCE**Warlock***You transfer your luck to others, creating a field of misfortune in turn.***1/Day****Action:** Instant**Range/Area:** Battlefield**Duration:** Scene**Anomaly Chance:** 10% [Magical]

You and allies gain +4 on damage rolls. You take -2 AC and -2 to saves.

This is a prophecy power. You can have only one prophecy power active at a time.

MISSION FIRST**Spy (Wetwork)***Fight through the pain.***1/Day****Action:** Instant**Range/Area:** Self**Duration:** Scene

Gain +5 soak against ongoing damage and +10 sanity soak. Reduce penalties from being crippled or overwhelmed by 2.

MORDSKULL**Necromancer***You conjure a burning green skull of doom to collect souls.***1/Scene****Action:** Standard**Range/Area:** Close Blast 6**Duration:** Instant**Anomaly Chance:** 10% [Magical]

Every creature in the area takes 5 damage of a type of your choice: Chaos, fire, necrotic, or psychic. A single target also takes 5 damage of that type for every other damaged creature in the area.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

MORTAR BARRAGE**Warlord**

You call down a hail of light artillery fire.

1/Day

Action: Standard

Range/Area: Ranged Burst 2 Within 12

Duration: Scene

You call in continuous mortar strikes from a distant team. When you activate this power, a mortar round hits at the beginning of each of your turns. The type of damage the mortar round deals depends on the type of strike you call in.

Chemical Weapon: The mortar round deals 1d6 + level acid damage. A Might save (DC 15 + your level) reduces damage by half. For the rest of the scene, creatures that start their turn in an area struck by the mortar take 5 poison damage.

High Explosive: The mortar round deals 1d4 + level piercing fire damage. An Agility save (DC 15 + your level) reduces damage by half.

Incendiary: The mortar round deals 1d4 + level fire damage and has an improved range burst of 3. An Agility save (DC 15 + your level) reduces damage by half. For the rest of the scene, creatures that start their turn in an area struck by the mortar take 5 fire damage.

For each stunt you spend when activating this power, add 1 to the save DC.

MOULTING**Mutant**

You shed your skin, sloughing off your problems.

Passive

Mutant: When you learn this power, gain Inhumanity +1. Gain +1 to Agility saves.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instant

Anomaly Chance: 10% [Inhuman]

You end any grab and ongoing damage on yourself.

NANOSTORM**Alien Assassin Superweapon**

A swarm of nanobots devours matter, reducing it to jagged carbon.

1/Day

Action: Standard

Range/Area: Ranged Burst 8 Within 12

Duration: Instant

Creatures in the area take 5d10 + level + Wit mod acid damage and 5 ongoing acid damage (Might save ends). A Might save reduces the damage by half and prevents the ongoing effect. For every stunt you spend, increase the damage by 1d10.

At the beginning of your first turn after activating this power, the area permanently becomes difficult terrain.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

NECROTIC VOMIT**Mutant**

You expel foul enzymes and the necrotized contents of your intestines.

At-Will

Action: Standard

Range/Area: Close Blast 2

Duration: Scene

Anomaly Chance: 15% [Inhuman]

Mutant: When you learn this power, gain Inhumanity +1.

Deal 1d8 + level + Wit mod necrotic damage (Agility save for half damage). The area becomes difficult terrain for the duration.

SANITY DAMAGE

You and allies take 1d6 sanity damage from this disgusting power.

1/Day

Action: Standard

Range/Area: Close Blast 3

Duration: Scene

Anomaly Chance: Automatic [Inhuman]

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d10 + level + Wit mod necrotic damage (Agility save for half damage). For each stunt you spend, increase the damage by 1d10. The area becomes difficult terrain for the duration. When you begin your turn, creatures in the area take 10 necrotic damage.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

NEURAL DRONES**Mad Scientist**

You deploy floating drones around you that attack and assist.

1/Day

Action: Standard

Range/Area: Line of Sight

Duration: Scene

MALFUNCTION

As Normal Parameters, but the initial bonus is +0 and you deal yourself 10 fire damage from rogue drones.

ACCEPTABLE LOSSES

As Normal Parameters, except the initial bonus is +0.

NORMAL PARAMETERS

You gain a random type of neural drone on the table below. The drone either affects you and all allies in your line of sight, or attacks one target in line of sight.

Creating More Drones: On your next turn, you can spend a move action to deploy another drone of the same type as that summoned. The bonus or damage provided by the drones increases as indicated by the slashes. You can create up to five of the same type of drone.

Drones are dangerous A.I. constructs connected to your brain. For every drone you have active, take -1 sanity soak.

Losing Drones: Your drones move and cogitate with your intellect and reflexes. When you fail a save caused by an enemy or are reduced to 0 sanity, you lose one drone. The power doesn't end until the end of the scene even if you temporarily lose all your drones.

Maximum Power: Some drones have a special effect when there are five of them. When you use their maximum power effect, if the enemy fails its save, you also lose two drones.

Roll (1d8)	Drone Type	Effect
1	Ablative	You and allies gain +1/+1/+2/+2/+3 physical soak.
2	Crowd Dispersal	Once per round as an instant action, deal a target 1/2/3/4/5 + Wit mod + Cha mod poison damage. At maximum power, victims must make a Might save or be crippled until the end of your next turn.
3	Defender	You and allies gain +1/+1/+2/+2/+3 AC.
4	Disintegrator	Once per round as an instant action, deal a target 1/2/3/4/5 + Wit mod + Cha mod chaos damage. At maximum power, victims must make an Agility save or lose all physical soak until the end of your next turn.
5	Flamethrower	Once per round as an instant action, deal a target 1/2/3/4/5 + Wit mod + Cha mod fire damage. At maximum power, victims take 10 ongoing fire damage (Agility save ends).
6	Flashbanger	Once per round as an instant action, deal a target 1/2/3/4/5 + Wit mod + Cha mod sonic damage. At maximum power, victims must make an Agility save or be blinded until the end of your next turn.
7	Sensor	You and all allies gain +1/+1/+2/+2/+3 to hit and Perception.
8	Tesla	Once per round as an instant action, deal a target 1/2/3/4/5 + Wit mod + Cha mod lightning damage. At maximum power, victims must make an Agility save or be immobilized until the end of your next turn.

MAD SCIENCE!

As Normal Parameters, except start with two different types of drone.

NEURAL PROGRAMMING

Singularity

You know more than is possible.

Passive

Gain +1 to skills for every three levels you have, rounded up.

NO WITNESSES

Spy (Wetwork)

Execute quickly.

1/Scene

Action: Instant

Range/Area: Close Burst 6

Duration: Instant

Make an attack with a pistol you are holding against all enemies in the area. These attacks can't use autofire.

OATH OF DISEMBOWELING

Warlock

You cause your victim's innards to burst with caustic acid.

1/Scene

Action: Standard

Range/Area: Ranged 6

Duration: Scene

Anomaly Chance: 15% [Magical]

You inflict 20 acid damage. For the rest of the scene, when the creature moves, it takes 5 acid damage. Teleportation doesn't incur this damage penalty.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

OCCULT PANOPLY

Monster Hunter

You have emergency talismans to protect you and your allies.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

Choose two types of energy. You and allies gain +5 soak against those damage types, as well as +2 to saves (regardless of damage or source).

ORDAINED VICTORY

Warlock

You promise your master the head of your enemy. Don't fail.

1/Day

Action: Instant

Range/Area: Line of Sight

Duration: Scene

Anomaly Chance: 10% [Magical]

The critical threat range of attacks on the targeted enemy increase by 1. However, the enemy gains a stacking +1 to damage each time an attack misses it.

This is a prophecy power. You can have only one prophecy power active at a time.

OTHER ARRANGEMENTS**Spy (Intelligence)**

Sometimes fate takes care of itself.

1/Day

Action: Free

Range/Area: Battlefield

Duration: Instant

One willing ally re-rolls any one die roll made within the same round as you use this power, before or after you use it.

OTHERHULK**Alien Assassin (Biomass)**

You become a screeching blend of every creature you've absorbed.

1/Day

Action: Instant

Range/Area: Aura Burst 2

Duration: Scene

Become Large. Gain +2 Might, but take -1 to AC. You can't be flanked and ignore difficult terrain.

When you begin your turn, enemies in the area take 5 acid damage. You regenerate 1 hit point for every creature damaged.

When you begin your turn with a grabbed creature, that creature takes an additional 5 acid damage and you regenerate 5 hit points.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this horrifically alien act.

OVERPOWER**Singularity**

You ignore all obstacles when you move.

1/Scene

Action: Move

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 20% [Glitch]

You shift up to 6 squares in any direction, directing which squares you travel through in so doing. You can shift through the squares of blocking terrain and creatures. Any creatures you pass through must make a Might save or take 15 physical damage.

You can only pass through the same square once, and creatures occupying multiple squares take this damage only once.

Blocking terrain you move through is destroyed, unless it is also a creature.

SANITY DAMAGE

Your allies take 1d6 sanity damage.

OVERWHELMING TORTURE**Ghost, Warlock**

Jagged shards of burning glass rupture your enemy's flesh and bone.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Scene

Anomaly Chance: 20% [Magical]

Your victim takes $5d4 + \text{Wit modifier}$ psychic damage. For each stunt you spend, increase the damage by 1d4.

The creature must also make a Might save or be overwhelmed. A successful save negates the overwhelming effect. At the end of each of its turns, the creature gains a new save to resist.

SANITY DAMAGE

You and allies take 4d6 sanity damage from the energies you call forth when you activate this power.

PATAGIUM**Mutant**

Membranes running from your elbows to your waist allow you to fly.

Passive

Mutant: When you learn this power, gain Inhumanity +1. Gain +1 mobility. You never take falling damage.

1/Scene

Action: Move

Range/Area: Personal

Duration: -

Anomaly Chance: -

As a move action, shift your speed in any direction without provoking opportunity attacks.

PATSY**Spy (Skullduggery)**

You implicate an enemy in your schemes.

1/Day

Action: Standard

Range/Area: Line of Sight

Duration: Scene

Target all enemies but one in the area and force them to make a Wit save. Add +4 to the save DC if you are trained in Influence. For every stunt you spend, increase the save DC by 1.

If all the targeted enemies fail, they treat the enemy you didn't target as their enemy and attack it if it is the closest target.

- If your patsy is a minion, no Wit save is allowed and the duration is permanent.
- If the patsy is a standard monster, the effect lasts for the scene.
- If your patsy is a monstrosity or higher, this effect lasts until the end of your next turn.

PERDITION FLAMES**Warlock**

Your blood forms into clawing flames that explode from your wounds.

1/Scene

Action: Instant

Range/Area: Aura Burst 2

Duration: Scene

Anomaly Chance: 10% [Magical]

You can activate this power only if you are taking ongoing damage. While this spell is active, when you take ongoing damage, enemies in the area take half that damage as fire. If you are taking ongoing damage from multiple sources, all effects stack for the purposes of damage you deal.

PERSONAL CAMOUFLAGE**Spy (Gadget)**

You have cloaking technology.

1/Day

Action: Standard

Range/Area: Self

Duration: Scene

You turn invisible until the end of the scene or until you successfully make a melee or ranged attack.

PESTILENCE**Ghost, Necromancer**

A clinging plague of bursting buboes and ravenous flies torments foes.

1/Day

Action: Standard

Range/Area: Close Burst 6

Duration: Scene

Anomaly Chance: 30% [Magical]

All enemies in the area must make a Might save. Enemies who fail take 15 ongoing necrotic damage and can make a Might save to end the effect on themselves on their turns.

Each time an enemy fails a save, afflict a new enemy within a close burst 6 of that enemy with the effect.

SANITY DAMAGE

When you unleash this power, you and your allies take 2d6 sanity damage.

PIT TRAP**Mad Scientist**

The floor gives way under your enemies, revealing poisoned spikes.

1/Day

Action: Standard

Range/Area: Ranged Burst 2 within 12

Duration: Permanent

MALFUNCTION

The area changes to a ranged burst 1d6.

The area becomes difficult terrain. Creatures in the area take $1d10 + \text{level} + \text{Wit mod}$ damage and are knocked prone and immobilized until the end of your next turn. Half this damage is physical, and half is poison. Staggered creatures are crippled until they leave the area.

Creatures that make an Agility save take only half damage and aren't immobilized. The crippling effect isn't changed by a successful save.

ACCEPTABLE LOSSES

The area becomes difficult terrain. Creatures in the area take $3d10 + \text{level} + \text{Wit mod}$ damage and are knocked prone and immobilized until the end of your next turn. Half this damage is physical, and half is poison. Staggered creatures are crippled until they leave the area.

Creatures that make an Agility save take only half damage and aren't immobilized. The crippling effect isn't changed by a successful save.

NORMAL PARAMETERS

The area becomes difficult terrain. Creatures in the area take $5d10 + \text{level} + \text{Wit mod}$ damage and are knocked prone and immobilized until the end of your next turn. Half this damage is physical, and half is poison. Staggered creatures are crippled until they leave the area.

Creatures that make an Agility save take only half damage and aren't immobilized. The crippling effect isn't changed by a successful save.

MAD SCIENCE!

The area changes to a ranged burst 3.

The area becomes difficult terrain. Creatures in the area take $7d10 + \text{level} + \text{Wit mod}$ damage and are knocked prone, immobilized, and overwhelmed until the end of your next turn. Half this damage is physical, and half is poison. Staggered creatures are crippled until they leave the area.

Creatures that make an Agility save take only half damage and aren't immobilized. The crippling effect isn't changed by a successful save.

PLAQUE OF YEARS**Ghost, Necromancer**

You reduce your foe to a moldering heap.

At-Will

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 10% [Magical]

You cause your foe to take 5 necrotic damage.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Scene

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 20% [Magical]

Your foe takes 10 ongoing necrotic damage. While taking this damage, it is crippled. A Might save ends the damage.

If the target dies during this scene, it bursts into a cloud of dust. Enemies adjacent to it when this occurs take 10 necrotic damage.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

1/Daily

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 20% [Magical]

Your foe takes 20 ongoing necrotic damage. While taking this damage, it is crippled, and its damage soak, fast healing, and regeneration are reduced by 5. A Might save ends the damage.

SANITY DAMAGE

You and allies take 4d6 sanity damage from the energies you call forth when you activate this power.

PLANET CRACKER**Alien Assassin Superweapon**

An orbital strike shatters the Earth's crust.

1/Day

Action: Standard

Range/Area: Ranged Burst 10 Within 12

Duration: Instant

Creatures in the area take 5d12 + level + Wit mod physical damage and are knocked prone. A Might save reduces the damage by half and prevents the prone effect. For every stunt you spend, increase the damage by 1d12.

The world is thrown out of balance by this effect, and the destruction is near total. All anomaly chances increase by 20% for the remainder of the scene and the area permanently becomes difficult terrain.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

PLANTED EXPLOSIVES**Spy (Skullduggery)**

You've prepared a little surprise.

1/Day

Action: Instant

Range/Area: Line of Sight

Duration: Instant

Every enemy takes 5d6 + level + Wit mod fire damage and is knocked prone. For each stunt you spend, increase the damage by 1d6 and the save DC by 1. An Agility save reduces damage by half and negates other effects.

PLUTONIAN RAVEN**Necromancer**

You bring forth an invisible entity in the air above.

1/Scene

Action: Instant

Range/Area: Ranged Burst 1 within 12

Duration: Scene

Anomaly Chance: 10% [Magical]

As an instant action once per round, teleport the raven to any square you can see. Creatures in the area are under the raven's gaze. Enemies in the raven's gaze take -1 to AC and saves, are always visible to you, and don't have cover from you.

While in the raven's gaze, gain +1 mobility.

Once per scene as an instant action, restore 1d8 hit points per level to an ally in the raven's gaze. This expends a use of medical healing or predation on the recipient.

POSSESSION**Warlock**

You dissolve into tiny insects and enter another creature's body.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Scene

Anomaly Chance: 20% [Magical]

You possess a living creature, dominating it and entering its body. You control the creature's actions, acting on your initiative. You must spend a move action each round to maintain possession and can't take any instant actions while possessing the creature. You can't willingly leave the creature's body once you have possessed it. When the victim is damaged, you take half this damage as piercing chaos damage. The victim gains the benefit of any soak it possesses.

When occupying the creature's body, you gain the ability to use the creature's attacks, but can't use any powers the creature possesses. You use your own Wit save to resist attacks, but otherwise use the creature's defenses. You lose the benefit of any trope, talent, or downward spiral abilities you have while possessing another creature, but you can activate other powers you know.

On the beginning of the creature's turn each round, it makes a Wit save. On a successful save, it controls its own body and expels you. You return in an adjacent square, or the nearest possible square. On a failed save, it can take no other actions. If you possess a willing ally, the ally can voluntarily fail Wit saves.

If you are reduced to 0 hit points while possessing another creature, the creature vomits out your life essence. Your vomited body melts into a pile of flapping and steaming scar tissue, and you are dead.

A possessed creature can't be dominated unless you yourself are dominated.

SANITY DAMAGE

You and allies take 4d6 sanity damage from the energies you call forth when you activate this power.

POWER ARMOR

Mad Scientist

You deploy nanotech armor.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

MALFUNCTION

Your armor crushes your limbs, dealing you 10 piercing physical damage and crippling you until the end of your next turn. Gain two rolls on the Armor Upgrade table.

ACCEPTABLE LOSSES

Gain three rolls on the Armor Upgrade table.

NORMAL PARAMETERS

Gain four rolls on the Armor Upgrade table:

Roll (1d6)	Armor Upgrade	Effect
1	Armor	Physical soak +3.
2	Energy Shield	Energy soak +3.
3	Jet Pack	Increase speed and mobility by 2. Ignore difficult terrain.
4	Neural Boost	+1 to all saves.
5	Synthesis	Fast healing 1.
6	Targeting System	+1 to attack, damage rolls, and save DCs.

MAD SCIENCE!

Gain five rolls on the Armor Upgrade table. Increase all bonuses by 1.

PSYCHIC INVISIBILITY

Mutant

Your subject becomes only partially real.

1/Scene

Action: Standard

Range/Area: You or one ally in a Close Burst 6

Duration: Scene

Anomaly Chance: 15% [Magical]

Mutant: When you activate this power, gain radiance +1.

The target becomes invisible. This invisibility is caused by extradimensional interference that makes the subject only half-real. When invisible creatures attack, enemies that can't see them don't benefit from their Agility modifier to AC. The invisible creature benefits from concealment (+4 AC) against creatures that can't see it.

A creature struck by a psychically invisible survivor, or that must make a save against a power it possesses, gets a Wit save. On a success, the invisible survivor becomes visible and the power ends.

SANITY DAMAGE

The first time an onlooker witnesses this power, they take 2d6 sanity damage.

PSYCHIC REND

Alien Assassin (Gray One)

You pull apart a creature with your mind.

At-Will

Action: Standard

Range/Area: Ranged 12

Duration: Instant

Deal your target $1d10 + \text{level} + \text{Wit mod}$ psychic damage. Its speed is halved and it takes -2 to Might saves until the end of your next turn. A Wit save reduces damage by half and negates the other effects.

SANITY DAMAGE

Your allies take 1d6 sanity damage from this display of alien power.

1/Scene

Action: Standard

Range/Area: Ranged 12

Duration: Instant

Deal your target $2d10 + \text{level} + \text{Wit mod}$ psychic damage. Its speed is halved and it takes -4 to Might saves until the end of your next turn. A Wit save reduces damage by half and negates the other effects.

SANITY DAMAGE

Your allies take 2d6 sanity damage from this display of alien power.

1/Day

Action: Instant

Range/Area: Infinite

Duration: Instant

Deal your target $5d12 + \text{level} + \text{Wit mod}$ psychic damage. Its speed is halved, it takes -6 to Might saves, and it has no damage soak until the end of your next turn. A Wit save reduces damage by half and negates the other effects, except for the reduction in soak.

SANITY DAMAGE

Your allies take 3d6 sanity damage from this display of alien power.

PSYCHOPLASMICS**Mad Scientist**

You transform psychological pain into physical creatures.

1/Day**Action:** Standard**Range/Area:** Close Burst 12**Duration:** Scene [Summoning]

You target a psychotic or insane creature within range (including yourself). Three open squares within range spawn psychoplasmics, small fetus-like monsters born from mental trauma.

The creature you targeted loses their psychosis or insanity until the end of the scene, even if it could not otherwise be suppressed. The creature can also attempt to control the psychoplasmics as if it were the summoner. One roll or instance of damage controls all the psychoplasmics.

Type: Small Abomination**Abilities:** Might 16, Agility 16, Wit 16, Charisma 16**Hit Points:** 1**Initiative:** +6**Speed:** 8**Armor Class:** 14 + Your Level**Saves:** Your Level + 6**Attacks:** Claws +3 + Your Level**Damage:** 2d6+3 + Your Level**Passive Defenses:** -

When a psychoplasmic is reduced to 0 hit points, it can't be resurrected.

MAD SCIENCE!

As normal parameters, except four psychoplasmics are summoned and they have +4 to AC and saves.

PULSAR**Mad Scientist**

You create a miniature star.

1/Day**Action:** Standard**Range/Area:** Ranged Burst 4 Within 24**Duration:** Scene

When you activate this power, it has a random energy type determined by a 1d6 roll before the function roll.

PULSAR RESULT

Energy	Result	Special Effect (Spend a Stunt)
1	Chaos	Creatures have all their soak values reduced by 3.
2	Cold	The area becomes difficult terrain.
3	Fire	Creatures that leave the area take ongoing fire damage equal to half the pulsar's automatic damage (Agility save ends).
4	Lightning	Creatures moving into or out of the area take 5 lightning damage.
5	Psychic	Creatures take -2 to attack rolls.
6	Sonic	Creatures take -2 to saves.

MALFUNCTION

The burst area changes to 1 and centers on you.

Creatures in the area take 15 damage of the pulsar's energy type damage and are immobilized until the end of your next turn. Flying is impossible in the area.

When you begin your turn, creatures in the area take 10 energy damage, their speed is reduced by 5 (to a minimum of 1), and they can't shift.

Creatures attempting to leave the area without teleporting must make a Might save. On a failure, they can't move out of the area and their move action ends with no further movement.

Creatures outside the area have +3 soak against all damage from creatures in the area.

As a standard action, you may detonate the pulsar. Everything in the area takes 5d4 + level + Wit mod + 1 damage per ranged burst size of the pulsar. This damage is of the pulsar's type. An Agility save reduces damage by half. The pulsar's automatic damaging effect ends, and it no longer expands in size, but the special effect from the pulsar's random energy remains.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

The burst area changes to 2.

When you begin your turn, creatures in the area take 6 damage of the pulsar's energy type. At the beginning of your next turn, the burst size increases by 1 and the damage increases by 1. This maxes out at a ranged burst 10, dealing 12 damage.

As a standard action, you may detonate the pulsar. This causes its burst area to extend by 2. Everything in the area takes 5d8 + level + Wit mod + 1 damage per ranged burst size of the pulsar. This damage is of the pulsar's type. An Agility save reduces damage by half. The pulsar's automatic damaging effect ends, and it no longer expands in size, but the special effect from the pulsar's random energy remains.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

When you begin your turn, creatures in the area take 8 damage of the pulsar's energy type. At the beginning of your next turn, the burst size increases by 1 and the damage increases by 2. This maxes out at a ranged burst 10, dealing 22 damage.

As a standard action, you may detonate the pulsar. This causes its burst area to extend by 2. Everything in the area takes 5d10 + level + Wit mod + 1 damage per ranged burst size of the pulsar. This damage is of the pulsar's type. An Agility save reduces damage by half. The pulsar's automatic damaging effect ends, and it no longer expands in size, but the special effect from the pulsar's random energy remains.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

When you begin your turn, creatures in the area take 10 damage of the pulsar's energy type. At the beginning of your next turn, the burst size increases by 1 and the damage increases by 3. This maxes out at a ranged burst 10, dealing 28 damage.

As a standard action, you may detonate the pulsar. This causes its burst area to extend by 2. Everything in the area takes 5d12 + level + Wit mod + 2 damage per ranged burst size of the pulsar. This damage is of the pulsar's type. An Agility save reduces damage by half. The pulsar's automatic damaging effect ends, and it no longer expands in size, but the special effect from the pulsar's random energy remains.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

PUTRESCENT MIST**Necromancer**

You become an emerald-colored, unclean mist.

1/Day**Action:** Instant**Range/Area:** Aura Burst 1**Duration:** Scene**Anomaly Chance:** 10% [Magical]

While in mist form:

- Gain physical soak +10, but you can't make melee attacks.
- Your movement doesn't provoke opportunity attacks.
- Allies in the area have cover.
- When you begin your turn, enemies in the area take 5 necrotic damage.

This power ends when your sanity is reduced to 0.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the energies you call forth when you activate this power.

QUAGMIRE**Necromancer**

A festering mire consumes your foes.

1/Scene**Action:** Standard**Range/Area:** Close Burst 6**Duration:** Scene**Anomaly Chance:** 30% [Magical]

Enemies in the area take 10 necrotic damage. The area becomes difficult terrain for the duration.

SANITY DAMAGE

When you unleash this power, you and your allies take 1d6 sanity damage.

RANCID CORROSION**Necromancer**

You toxify the air to burn flesh and corrode armor.

1/Scene**Action:** Standard**Range/Area:** Close Burst 1**Duration:** Scene**Anomaly Chance:** 20% [Inhuman]

Enemies in the area have their soak values reduced by 2, and take -1 to AC.

SANITY DAMAGE

When you unleash this power, your allies take 1d6 sanity damage.

RAVENOUS SCARABS**Necromancer**

You send a scarab into your victim's brain to torment and kill.

1/Day**Action:** Standard**Range/Area:** Ranged 12**Duration:** Scene**Anomaly Chance:** 20% [Magical]

The target takes 10 piercing necrotic damage and must make a Wit save or be stunned until the end of your next turn. On your next turn, the target must make a Wit save or be overwhelmed until the end of your next turn. On successful saves, the target is only dazed.

SANITY DAMAGE

When you unleash this power, your allies take 1d6 sanity damage.

1/Day**Action:** Standard**Range/Area:** Close Blast 5**Duration:** Scene**Anomaly Chance:** 20% [Magical]

A swarm of scarabs strip the flesh of your enemies to feed you. Enemies in the area take 10 ongoing necrotic damage. A Might save breaks this ongoing damage. Gain regeneration 1 for each creature that hasn't yet successfully saved against this power and regain 10 hit points When a creature under the effect of this power dies.

SANITY DAMAGE

When you unleash this power, your allies take 4d6 sanity damage.

RAY GUN**Mad Scientist**

You fire your unpredictable but deadly hand-crafted science gun.

At-Will**Action:** Standard**Range/Area:** Ranged 12**Duration:** Instant

When you activate this power, it has a energy determined by a 1d10 roll before the function roll.

RAY GUN EFFECTS

1d10	Result	Special Effect
1	Acid	Victims who fail the save have their physical soak reduced by 5 until the end of your next turn.
2	Chaos	Roll twice again on the table and take both resulting special effects (a second Chaos is no additional effect).
3	Cold	Victims who fail the save are immobilized until the end of your next turn.
4	Fire	Victims who fail the save take 5 fire damage at the end of your next turn.
5	Lightning	Victims who fail the save are dazed until the end of your next turn.
6	Necrotic	Victims who fail the save are crippled until the end of your next turn.
7	Physical	Victims who fail the save are knocked prone.
8	Poison	Victims who fail the save take -2 to saves until the end of your next turn.
9	Psychic	Victims who fail the save are blinded until the end of your next turn.
10	Sonic	Victims who fail the save take -2 to save DCs until the end of your next turn.

MALFUNCTION

The victim takes $1d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half. You can't use this power again until the end of the scene.

ACCEPTABLE LOSSES

The victim takes $2d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d4$ by spending a stunt.

NORMAL PARAMETERS

The victim takes $3d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d6$ by spending a stunt.

MAD SCIENCE!

The victim takes $4d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d8$ by spending a stunt.

1/Scene

Action: Standard

Range/Area: Ranged 12

Duration: Instant

When you activate this power, it has a energy determined by a $1d10$ roll before the function roll.

RAY GUN EFFECTS

1d10	Result	Special Effect
1	Acid	Victims who fail the save have their physical soak reduced by 10 until the end of your next turn.
2	Chaos	Roll twice again on the table and take both resulting special effects (a second Chaos is no additional effect).
3	Cold	Victims who fail the save are immobilized until the end of your next turn.
4	Fire	Victims who fail the save take 10 fire damage at the end of your next turn.
5	Lightning	Victims who fail the save are dazed until the end of your next turn.
6	Necrotic	Victims who fail the save are crippled until the end of your next turn.
7	Physical	Victims who fail the save are knocked prone.
8	Poison	Victims who fail the save take -4 to saves until the end of your next turn.
9	Psychic	Victims who fail the save are blinded until the end of your next turn.
10	Sonic	Victims who fail the save take -4 to save DCs until the end of your next turn.

MALFUNCTION

The victim takes $3d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half. You can't use this power again until the end of the scene.

You can choose to give this power a ranged burst area of $1d4$ by spending a stunt.

ACCEPTABLE LOSSES

The victim takes $4d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d6$ by spending a stunt.

NORMAL PARAMETERS

The victim takes $5d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d8$ by spending a stunt.

MAD SCIENCE!

The victim takes $6d4 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d10$ by spending a stunt.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Instant

When you activate this power, it has a energy determined by a $1d10$ roll before the function roll.

RAY GUN EFFECTS

1d10 Result	Special Effect
1 Acid	Victims who fail the save have their physical soak reduced by 15 until the end of your next turn.
2 Chaos	Roll twice again on the table and take both resulting special effects (a second Chaos is no additional effect).
3 Cold	Victims who fail the save are immobilized until the end of your next turn.
4 Fire	Victims who fail the save take 15 fire damage at the end of your next turn.
5 Lightning	Victims who fail the save are dazed until the end of your next turn.
6 Necrotic	Victims who fail the save are crippled until the end of your next turn.
7 Physical	Victims who fail the save are knocked prone.
8 Poison	Victims who fail the save take -6 to saves until the end of your next turn.
9 Psychic	Victims who fail the save are blinded until the end of your next turn.
10 Sonic	Victims who fail the save take -6 to save DCs until the end of your next turn.

MALFUNCTION

The victim takes $4d6 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half. You can't use this power again until the end of the scene.

You can choose to give this power a ranged burst area of $1d6$ by spending a stunt.

ACCEPTABLE LOSSES

The victim takes $5d6 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d8$ by spending a stunt.

NORMAL PARAMETERS

The victim takes $6d6 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d10$ by spending a stunt.

MAD SCIENCE!

The victim takes $7d6 + \text{level} + \text{Wit mod}$ energy damage. An Agility save reduces damage by half.

You can choose to give this power a ranged burst area of $1d12$ by spending a stunt.

REAP THE WHIRLWIND**Ghost, Necromancer**

You visibly taint the life force of the wounded and dying.

1/Scene

Action: Standard

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 15% [Magical]

Wounded enemies take 15 necrotic damage. Staggered enemies take 20 necrotic damage. For each enemy you kill, regain 5 hit points.

SANITY DAMAGE

When you unleash this power, you and your allies take $2d6$ sanity damage.

REAPER'S SCYTHE**Ghost, Necromancer**

A scythe made of pure entropic void appears at your fingertips.

At-Will

Action: Standard

Range/Area: Close Burst 1

Duration: Instant

Anomaly Chance: 10% [Magical]

Enemies in the area take $1d4 + \text{level} + \text{Wit mod}$ necrotic damage and all their soak values are reduced by 1 until the end of your next turn. A Might save reduces damage by half and negates the soak penalties.

SANITY DAMAGE

Your allies take $1d6$ sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Close Burst 2

Duration: Instant

Anomaly Chance: Automatic [Magical]

You lose the ability to activate any version of this power for the rest of the day. Enemies in the area take $5d6 + \text{level} + \text{Wit mod}$ necrotic damage and all their soak values reduced by 5 until the end of your next turn. A Might save reduces damage by half and negates the soak penalties. For every stunt you spend, increase the damage by $1d6$ and the penalty by 1.

SANITY DAMAGE

Your allies take $3d6$ sanity damage from the energies you call forth when you activate this power.

REGENERATION**Mutant**

You enact tissue repair on the cellular level.

1/Scene

Action: Standard

Range/Area: You or one ally in a Close Burst 6

Duration: Scene

Anomaly Chance: 10% [Inhuman]

When you learn this power, gain +1 Inhumanity.

The target gains regeneration 5. This power doesn't work on creatures that are already dead (though it works on the undead).

Each time after the first that you use this power without resting, the anomaly chance increases by 10%. After you trigger an anomaly with this power, it can't be used again for the rest of the day.

SANITY DAMAGE

The recipient takes $1d6$ sanity damage.

RESONANCE CASCADE**Mad Scientist**

You overload a prototype quantum-tunneling manifold, collapsing several layers of spacetime into a single catastrophic event.

1/Day

Action: Standard

Range/Area: Melee 1 (primary target), Close Burst 1 (secondary effect)

Duration: Varies by effect

This power initiates three separate effects:

- You eject one adjacent creature from local spacetime.
- A larger portal opens around you, threatening to drag others—friends and foes alike—into the dimensional rupture.
- Causes a chance for an uncontrolled extradimensional monster to appear.

Each tier modifies all three effects.

MALFUNCTION

A core breach occurs.

- The banishment target takes 5d6 chaos damage, with no save. The target is not banished.
- A violent shear wave erupts:
 - All creatures in the burst take 5d6 chaos damage. No one is transported; the portal slams shut.
- A demon or cosmic horror of your level appears. This creature is hostile to everything, and its power is equal to the strongest creature you successfully banished (standard, monstrosity, eldritch horror, etc.)
- You open a portal to a random dimension, plane, or planet, causing a dimensional disruption that transports you and everyone else into a dark realm. Any enemies with you travel as well.

SANITY DAMAGE

All survivors suffer 4d6 sanity damage.

ACCEPTABLE LOSSES

An unstable aperture forms.

- The target makes a Wit save. On failure, the target takes 5d6 + level + Wit mod psychic damage and is banished for 1 round. On success, half damage and no banishment.
- The secondary effect close burst increases in size by 1.
 - Everything in the burst is pulled into separate pocket dimensions until the beginning of your next turn, and are removed from play until that time.
 - Time does not occur normally in these dimensions, and everything comes having experienced 1d6 rounds of time (roll for each target).
- There is a 50% chance that a demon or cosmic horror of your level appears after all other creatures return. This creature is hostile to everything, and its power is equal to the strongest creature you successfully banished (standard, monstrosity, eldritch horror, etc.)

SANITY DAMAGE

All survivors suffer 4d6 sanity damage.

NORMAL PARAMETERS

A harmonic cascade occurs.

- The target is affected as per Acceptable Losses, but the damage increases by 5d6.
- The secondary effect close burst increases in size by 2.
 - Creatures of your choice in the burst are pulled into separate pocket dimensions until the beginning of your next turn, and are removed from play until that time.
 - Time does not occur normally in these dimensions, and everything comes having experienced 1d6 rounds of time (roll for each target).
- There is a 30% chance that a demon or cosmic horror of your level appears after all other creatures return. This creature is hostile to everything, and its power is equal to the strongest creature you successfully banished (standard, monstrosity, eldritch horror, etc.)

MAD SCIENCE!

A total resonance cascade occurs.

- The target is affected as per Acceptable Losses, but the damage increases by 10d6.
- The secondary effect close burst increases in size by 2.
 - Creatures of your choice in the burst are pulled into separate pocket dimensions until the beginning of your next turn, and are removed from play until that time.
 - Time does not occur normally in these dimensions, and everything comes having experienced 1d10 rounds of time (roll for each target).
- There is a 10% chance that a demon or cosmic horror of your level appears after all other creatures return. This creature is hostile to everything, and its power is equal to the strongest creature you successfully banished (standard, monstrosity, eldritch horror, etc.)

SANITY DAMAGE

All survivors suffer 4d6 sanity damage.

RESONATOR**Alien Assassin Superweapon**

A low, throbbing hum rhythmically turns into a piercing pitch.

1/Day

Action: Standard

Range/Area: Ranged Burst 12 Within 12

Duration: Instant

Creatures in the area take 5d8 + level + Wit mod sonic damage. A Might save reduces the damage by half. For every stunt you spend, increase the damage by 1d8.

At the beginning of your next turn, creatures in the area take 3 sonic damage per level. A Might save reduces the damage by half. This happens again on each successive turn, and each time the damage is reduced by 1.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

RESURRECTION

Necromancer

You contend with dark powers to bring a creature back from the dead.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Instantaneous

Anomaly Chance: -

You attempt to resurrect a creature from the dead. You make a Wit save to do so. Several modifiers apply to this Wit save:

RESURRECTION MODIFIERS

Circumstance	Wit Save Modifier
The creature's body is mostly intact. Creatures reduced to a negative hit point count equal to their normal maximum hit points are too maimed to resurrect.	+2
The creature was bound in life as your dedicated servant or slave.	+2
You choose to cause an anomaly when you activate the power.	+2
The creature was an irradiated, shade, or other creature that can't die a mortal death.	+2
You only have a small part of the corpse left, or just an important artifact that was linked to the creature.	-8

You must possess at least one identifiable body part or linked artifact to attempt the power. What qualifies as a linked artifact is at the director's discretion. What happens next depends upon your Wit save result:

RESURRECTION RESULTS

Wit Save	Result
1-8 or Natural 1	Horrid Resurrection
9-18	Failed Resurrection
19-23	Limited Resurrection
24+ or Natural 20	True Resurrection

HORRID RESURRECTION

The target "returns to life" as a graveling of your level, which appears to torment you instead of the soul of the creature you intended. The evil spirit mocks the creature's memory by its appearance and actions.

This graveling never attacks you, but is hostile to every other creature, and doesn't relent until it is destroyed. It attacks the closest target.

You can't attempt to raise the intended creature with this power again.

SANITY DAMAGE

You and allies take 4d6 sanity damage from this horror.

FAILED RESURRECTION

The recipient's body erupts into a gibbering mass of constantly-mutating flesh that screams from every orifice before exploding into noxious giblets at the end of your turn. Any creature adjacent to this revolting atrocity takes 10 poison damage.

SANITY DAMAGE

You and allies take 4d6 sanity damage from this horror.

LIMITED RESURRECTION

When the power is completed, the creature returns to life only if its body was mostly intact. Creatures reduced to a negative hit point count equal to their normal maximum hit points are too badly maimed to properly resurrect with this result. If the recipient is missing too many organs, its head, or too much of its body has been ruined, the "resurrected" creature reacts poorly and expires after several moments of indescribable agony. If the creature had no physical body remaining at all, the power fails.

If the creature isn't too damaged, the resurrection returns the creature to physical wholeness; lacerations seal, nearby dismembered limbs link back together, and broken bones fuse back. The creature returns to life at 1 hit point. If any lost limbs or digits could not be recovered, they remain lost.

Resurrection is unnatural and has consequences. A resurrected survivor awakens in the throes of a psychotic episode and returns with a random temporary insanity. The resurrected creature is forever warped by the experience and doesn't return as it was before.

SANITY DAMAGE

You and allies (besides the resurrected creature) take 3d6 sanity damage from this horror.

TRUE RESURRECTION

The creature returns to life even if its body was destroyed and/or its soul driven to the void. The creature returns to life at 1 hit point.

Resurrection is unnatural and has consequences. A resurrected survivor awakens in the throes of a psychotic episode and returns with a random temporary insanity. The resurrected creature is forever warped by the experience and doesn't return as it was before.

SANITY DAMAGE

You and allies (besides the resurrected creature) take 3d6 sanity damage from this horror.

RETribution

Monster Hunter

When something goes bump in the night, you bump back.

1/Day

Action: Instant

Range/Area: Self

Duration: Scene

When you take energy damage from an enemy's attack or aura, deal that enemy 5 piercing chaos damage.

RETURN OF THE LEVIATHAN

Pagan

The invisible maw of the Leviathan claims its due.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 20% [Magical]

The target must make a Wit save. On a success, the target takes 20 acid damage. On a failure, the target is removed from the battlefield and placed inside the gullet of Leviathan. While in the Leviathan, the target takes 10 ongoing piercing acid damage. The Leviathan's gullet has 10 hit points per your level. Once the target has dealt that much damage in any way, it is immediately

vomited up back into reality, prone, and still takes 10 ongoing acid damage. Once vomited, the victim may make a Might save to end the damage.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the inevitability of ruin.

REVERSE BEAR TRAP

Mad Scientist

You snap a modified bear trap around your victim's neck as a test.

1/Day

Action: Standard

Range/Area: Melee 1

Duration: Scene

MALFUNCTION

The victim takes $1d12 + \text{level} + \text{Wit mod}$ damage, and is dazed until the end of your next turn.

If this power kills the victim, their head explodes, dealing 10 piercing physical damage to all adjacent creatures.

SANITY DAMAGE

Onlookers take 2d6 sanity damage, increased to 3d6 if the power kills its victim.

ACCEPTABLE LOSSES

Your victim is dazed. As a standard action, the victim can choose to take $3d12 + \text{level} + \text{Wit mod}$ damage (Might save for half damage). This ends the daze effect.

You can also end the effect by spending a standard action to force the victim to take an action of your choosing, as if they were dominated. If the victim agrees to take this action, the power ends. If they don't, they take the damage as above, with a Might save for half damage.

If this power kills the victim, their head explodes, dealing 10 piercing physical damage to all adjacent creatures.

You can't use this power on a creature that lacks a discernable head.

SANITY DAMAGE

Onlookers take 2d6 sanity damage, increased to 3d6 if the power kills its victim.

NORMAL PARAMETERS

Your victim is crippled and dazed. As a standard action, the victim can choose to take $5d12 + \text{level} + \text{Wit mod}$ damage (Might save for half damage). This ends the cripple/daze effect.

You can also end the effect by spending a standard action to force the victim to take an action of your choosing, as if they were dominated. If the victim agrees to take this action, the power ends. If they don't, they take the damage as above, with a Might save for half damage.

If this power kills the victim, their head explodes, dealing 10 piercing physical damage to all adjacent creatures.

You can't use this power on a creature that lacks a discernable head.

SANITY DAMAGE

Onlookers take 2d6 sanity damage, increased to 3d6 if the power kills its victim.

MAD SCIENCE!

Your victim is overwhelmed and dazed. As a standard action, the victim can choose to take $7d12 + \text{level} + \text{Wit mod}$ damage (Might save for half damage). This ends the overwhelm/daze effect.

You can also end the effect by spending a standard action to force the victim to take an action of your choosing, as if they were dominated. If the victim agrees to take this action, the power ends. If they don't, they take the damage as above, with a Might save for half damage.

If you spend 5 breakthroughs when the victim agrees to take the action, the power doesn't end.

If this power kills the victim, their head explodes, dealing 10 piercing physical damage to all adjacent creatures.

You can't use this power on a creature that lacks a discernable head.

SANITY DAMAGE

Onlookers take 2d6 sanity damage, increased to 3d6 if the power kills its victim.

RIFTWALK

Mutant

You diverge into parallel dimensions, disrupting the multiverse.

1/Scene

Action: Move

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain +1 radiance.

You teleport up to 6 squares in any direction to a location to which you have line of sight, directing which squares you travel through in so doing. Any creatures you pass through must make an Agility save or take 15 psychic damage. You can only pass through the same square once, and creatures occupying multiple squares take this damage only once.

SANITY DAMAGE

You and allies take 1d6 sanity damage as you become multitudes.

1/Day

Action: Move

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain +1 radiance.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

You and as many allies as you like in a close burst 6 teleport up to 12 squares in any direction, directing which squares you travel through in so doing. Creatures you pass through take 20 psychic damage. Together, you and your allies can only pass through the same square once, and creatures occupying multiple squares take this damage only once.

SANITY DAMAGE

Your allies take 3d6 sanity damage as you all become multitudes.

RIGHT CROSS**Warlord***You punch back.***1/Scene****Action:** Instant**Range/Area:** Melee**Duration:** Instantaneous

You can use *Right Cross* only when you've been damaged by a melee attack on the same round by the creature you are targeting with it.

Make a melee attack on the creature that attacked you.

RIPOSTE**Warlord***You land a counter-strike.***1/Scene****Action:** Instant**Range/Area:** Melee**Duration:** Instantaneous

You can use *Riposte* only when a melee attack misses you.

Make an attack with a light weapon against the creature that attacked you. All qualities of the weapon you are using apply.

ROCKET BARRAGE**Warlord***A creeping barrage of rockets devastates the battlefield.***1/Day****Action:** Standard**Range/Area:** Melee**Duration:** Scene

At the beginning of your next turn, designate an area burst 2 within 24 squares. It doesn't need to be in line of sight. Everything in that area takes $2d6 + \text{level} + \text{Wit mod}$ physical damage. A Might save reduces damage by half.

On each following turn for the duration, at the beginning of your turn call another strike. The area you call it on must be at least partially adjacent to the last area that was hit and can contain no squares that were previously hit.

ROTTING CURSE**Necromancer***Your words cause your foe to rot and fester from within.***1/Scene****Action:** Standard**Range/Area:** Ranged 12**Duration:** Scene**Anomaly Chance:** 15% [Magical]

Your target takes 10 ongoing necrotic damage. A Wit save ends the damage. While taking this ongoing damage, the victim takes -4 to damage rolls.

SANITY DAMAGE

When you unleash this power, you and your allies take $2d6$ sanity damage.

RUNE OF POWER**Necromancer***You pour your soul into a glowing sigil of doom etched in the air.***1/Day****Action:** Standard**Range/Area:** Close Burst 1**Duration:** Scene**Anomaly Chance:** Automatic [Magical]

When you activate this power, you lose all stunts.

Enemies in the area take $1d4$ piercing necrotic damage per level. For the duration of the scene, any enemy starting its turn in the area takes 10 piercing necrotic damage.

For each stunt you lose, increase the die's size by 1, the burst range by 1, and the piercing damage per round by 1. If you spend at least five stunts this way, take 5 piercing necrotic damage per stunt lost and add your stunt die to damage rolls you deal with any further powers you activate until the end of the scene.

SANITY DAMAGE

Your allies take $2d6$ sanity damage from the energies you call forth when you activate this power.

SABOTAGE**Spy (Skullduggery)***Your enemy's plans go awry.***1/Day****Action:** Instant**Range/Area:** Line of Sight**Duration:** Scene

Choose one enemy. It takes 10 physical damage, and the save DCs of its abilities decrease by 5.

SADISM**Warlock***The wounds of friend and foe burn in agony, and demons reward you.***1/Scene****Action:** Standard**Range/Area:** Aura Burst 3**Duration:** Scene**Anomaly Chance:** 15% [Magical]

For each creature that is staggered or taking ongoing damage in the area (including yourself), gain +1 damage on all melee attacks.

SANITY DAMAGE

When you unleash this power, you and your allies take $2d6$ sanity damage.

SAFE HOUSE**Spy (Intelligence)**

You can go to ground anywhere.

Passive

You and allies regain 75% of your hit points when you rest, rather than 50%. Reduce the duration of all insanities you and your allies gain by 2 days.

You and allies always have the workshop necessary to craft items with special components.

SANGUINE SUMMONING**Necromancer**

You create a simulacrum made from blood spilled on the battlefield.

1/Day

Action: Standard

Range/Area: Close Burst 6

Duration: Scene

Anomaly Chance: 20% [Magical]

You create a blood simulacrum anywhere in the area. The blood simulacrum has the following statistics:

Type: Medium Abomination

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: -

Initiative: +6

Speed: 6

Armor Class: 13 + Your Level

Saves: Your Level + 6

Attacks: Claw +3 + Your Level

Damage: Bite or Claw 1d6+3 + Your Level

Passive Defenses: -

Sanguine Strike: The blood simulacrum ignores 5 physical soak.

Anything that affects you affects the blood simulacrum, and vice versa; you share hit points, and any bonuses or penalties applied to one affects the other. When one of you takes damage, the other takes the damage immediately afterward.

When activating powers with an aura burst or that affect only you, you can choose yourself or the blood simulacrum to be the target.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the energies you call forth when you activate this power.

SEXUAL TYRANOSAURUS**Spy (Super-Spy), Warlord**

Your presence on the battlefield can't be ignored.

Passive

Enemies adjacent to you take -2 on attacks that don't include you as a target, and if their attack doesn't target you, they take piercing physical damage equal to your Charisma bonus.

This power is suppressed when you are crippled, dazed, overwhelmed, or stunned.

1/Day

Action: Instant

Range/Area: Aura Burst 1

Duration: Scene

For the duration, enemies adjacent to you take -2 to hit on attacks that don't include you as a target, and if their attack doesn't target you, they take piercing physical damage equal to your Charisma bonus + 5.

This power is suppressed when you are crippled, dazed, overwhelmed, or stunned.

SHIFTING MURDER**Necromancer**

You disorporate into a swarm of clawing, blood-soaked bats or birds.

1/Scene

Action: Instant

Range/Area: Close Burst 1

Duration: Instantaneous

Anomaly Chance: 10% [Magical]

You teleport up to 6 squares to any location to which you have line of sight. At either the location from which you teleported or your arrival destination (your choice), every adjacent creature takes 15 physical damage.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the energies you call forth when you activate this power.

SHOCK AND AWE**Mutant**

Sonic power flows from you.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain +1 radiance.

Gain sonic soak +10, and your stunt die increases by one step.

You also gain the ability to use stunts to increase your melee damage and add to your saves. When you deal melee damage using a stunt, all the damage becomes sonic. When you succeed at a save, adjacent enemies take sonic damage equal to your Charisma bonus.

SANITY DAMAGE

Your allies take 1d6 sanity damage when you use a stunt to improve an attack roll, increase your melee damage, or improve a save.

SHOCKING STEP**Mutant**

You move with lightning speed, gathering static with your movement.

1/Scene

Action: Move

Range/Area: Close Burst 12

Duration: Instantaneous

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain +1 radiance.

Choose one target in the area. Shift to a square adjacent to the target and deal it 10 lightning damage.

SANITY DAMAGE

Your allies take 1d6 sanity damage as you move faster than humanly possible.

1/Day

Action: Move

Range/Area: Close Burst 12

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain +1 radiance.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Choose one target in the area. Shift to a square adjacent to the target and deal it 1d4 lightning damage per level. The static you gather allows allies in the area to also deal 1 lightning damage per level to any creatures they are adjacent to.

SANITY DAMAGE

Your allies take 3d6 sanity damage as you move faster than humanly possible.

SHRINK RAY**Mad Scientist**

You make a creature much smaller.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Scene

MALFUNCTION

The target experiences an ongoing effect that increases its size by up to 2 categories, to a maximum of Colossal. The target gains +2 to Might saves, melee damage, and physical soak, and +4 to speed, but -2 AC and -2 to Agility saves. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

A Might save ends this ongoing effect, although the creature can choose not to make the save and continue the effect. When the effect ends, the target returns to normal size and takes 10 physical damage.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

The target takes an ongoing effect that reduces its size by 1 category, to a minimum of Tiny. The target takes -1 to Might saves, melee damage, and physical soak, and -2 to speed (to a minimum of 1), but gains +1 AC and Agility saves.

A Might save ends this ongoing effect. When the effect ends, the target returns to normal size and takes 5 physical damage. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

The target takes an ongoing effect that reduces its size by up to 2 categories, to a minimum of Tiny. The target takes -2 to Might saves, melee damage, and physical soak, and -4 speed (to a minimum of 1), but gains +2 AC and Agility saves.

A Might save ends this ongoing effect. When the effect ends, the target returns to normal size and takes 10 physical damage. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

The target takes an ongoing effect that reduces its size by up to 3 categories, to a minimum of Tiny. The target takes -3 to Might saves, melee damage, and physical soak, and -6 to speed, but gains +3 AC and Agility saves.

A Might save ends this ongoing effect. When the effect ends, the target returns to normal size and takes 15 physical damage. Creatures taking up its space are shunted into the nearest open, non-hazardous square of their choice.

If you use this power on yourself, you don't deal yourself damage with it.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

SHRINKING**Mutant**

Your body shortens and compacts, making you smaller.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Inhuman]

When you learn this power, gain +1 Inhumanity.

Your size becomes Small if it isn't already. Your Might decreases by 2 but your Agility increases by 2. Gain +1 bonus AC. You can't wield large weapons or guns that require two hands.

SHRUNKEN HEAD**Necromancer**

You hurl a withered head filled with noxious poison.

At-Will

Action: Standard

Range/Area: Ranged Burst 2 Within 12

Duration: Instantaneous

Anomaly Chance: -

Deal 1d6 + level + Wit mod poison damage (Agility save for half damage). You are immune to this poison.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the hideous methods you are using.

1/Scene

Action: Standard

Range/Area: Ranged Burst 3 Within 12

Duration: Scene

Anomaly Chance: -

Deal 1d6 + level + Wit mod poison damage (Agility save for half damage). You are immune to this poison.

The shrunken head you drop on the ground creates a continuous poison cloud. When you begin your turn, everything in the area must make a Might save or take 1 poison damage per level. You are immune to this poison.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the hideous methods you are using.

SILENT TAKEDOWN**Warlord**

You are a killing shadow.

At-Will

Action: Standard

Range/Area: Personal

Duration: Instantaneous

You can only use this power if all enemies are unaware of you, you are invisible, or you begin your turn from cover.

Shift squares equal to your Agility bonus and make a melee attack with a light weapon on an enemy. This attack doesn't make any noise. You attack as if you are flanking, and your critical threat range increases by 2.

If your attack reduces your enemy to 0 hit points, you can again shift squares equal to your Agility bonus.

SLEEPER OPERATIVE**Spy (Skullduggery)**

Your hypnotic suggestion program pays off.

1/Day

Action: Standard

Range/Area: Ranged 6

Duration: Concentration

When you activate this power, you mentally control the actions of a creature unless it makes a Wit save. You can give a dominated creature a mental command as a move action if it is within 12 squares. Once a dominated creature has a command, it continues to attempt to carry out that command to the exclusion of all other activities.

To maintain domination, you must concentrate as a standard action on your turn. On each round, the victim receives a new Wit save against the power. A creature beyond the range of this power doesn't escape domination but can't be given a new command until it returns within range.

Be warned: the minds of eldritch horrors are beyond the ken of even the most powerful mortals, and they overpower petty attempts to command them.

You can't dominate a creature that is already dominated.

SLEEPING GAS**Spy (Gadget)**

Your enemies are tranquilized.

1/Scene

Action: Instant

Range/Area: Ranged Burst 1 Within 6

Duration: Scene

Enemies in the area are dazed until the end of your next turn. On a successful Wit save, they are unaffected.

If an enemy fails a different save while dazed by this power, it is stunned until the end of its next turn or until it is damaged.

SLENDERING**Mutant**

Your skeletal system stretches into a tall, gangly horror.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Inhuman]

When you learn this power, gain +1 Inhumanity.

Gain several abilities for the duration when you activate this power:

- Your reach increases by 1. You threaten all adjacent squares within reach but must use a stunt to make opportunity attacks against creatures not adjacent to you.
- Gain +2 speed and +1 mobility.
- Ignore difficult terrain.

SANITY DAMAGE

The first time an ally witnesses this power, they take 2d6 sanity damage.

SMITE**Mutant**

You bend gravity to your will to crush and flatten your enemies.

At-Will

Action: Standard

Range/Area: Ranged Burst 1 Within 12

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

Deal 1d8 + level + Wit mod psychic damage and knock creatures in the area prone (or cause them to lose 10 feet of altitude if they are flying). A Might save reduces damage by half and negates other penalties.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Ranged Burst 2 Within 12

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain +1 radiance.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d10 + level + Wit mod psychic damage and knock enemies in the area prone and immobilized. Flying creatures are grounded. For each stunt you spend, increase the damage by 1d10. A Might save reduces damage by half and negates other penalties.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

SMOKE BOMB**Champion (Shinobi), Spy (Gadget), Warlord**

You use smoke to conceal your movements.

1/Scene

Action: Instant

Range/Area: Close Burst 1

Duration: Special

Everything in the area has cover from ranged attacks until the end of your next turn. You turn invisible until the beginning of your next turn.

SONGBIRD**Mutant**

Sonic vibrations twist and pull at your foe.

At-Will

Action: Standard

Range/Area: Ranged 12

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

Deal 1d6 + level + Wit mod sonic damage to an enemy and move it a number of squares equal to 1 + your Wit mod (minimum 1 square). On a Might save, the enemy takes half damage and moves only 1 square. This forced movement doesn't provoke opportunity attacks. If the movement would place the target on hazardous terrain, it gets an Agility save to stop moving.

SANITY DAMAGE

You and allies take 1d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Ranged Burst 2 Within 12

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain +1 radiance.

You cause an anomaly and lose the ability to activate any version of this power again until you rest.

Deal 5d8 + level + Wit mod sonic damage to enemies in the area and move them a number of squares equal to 5 + your Wit mod. For each stunt you spend, increase the damage by 1d8 and movement by 1. On a Might save, the enemy takes half damage and moves only 1 square. This forced movement doesn't provoke opportunity attacks. If the movement would place the target on hazardous terrain, it gets an Agility save to stop moving.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

SONIC SHIELD**Mutant**

A wall of reverberating sound repulses and screams at your enemies.

1/Day

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain +1 radiance.

All your soak values increase by 2. When you soak damage from a melee or ranged attack, your attacker takes sonic damage equal to the damage you soaked.

You can take a standard action to strengthen the shield by your Charisma bonus until the beginning of your next turn.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

SPIRIT SHELL**Necromancer**

You are enshrouded in the energy of lost souls.

1/Scene

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 20% [Magical]

Any creature that damages you with a melee attack must make a Might save for each hit or take 5 necrotic damage.

SANITY DAMAGE

You and allies take 2d6 sanity damage from the energies you call forth when you activate this power.

1/Day

Action: Standard

Range/Area: Aura Burst 2

Duration: Scene

Anomaly Chance: Automatic [Magical]

You lose the ability to activate any version of this power again until you rest.

Any enemy that makes any kind of attack against you while in the area must make a Might save for each successful hit or take 15 necrotic damage.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

SQUAMAE**Mutant**

You grow fish scales and take on other fish-like qualities.

Passive

When you learn this power, gain +1 Inhumanity. While you aren't staggered, gain +1 to AC and Agility saves. Damage soak values above 0 improve by 1. While not staggered, your webbed feet ignore difficult terrain.

1/Day

Action: Instant

Range/Area: Close Burst 3

Duration: Scene

Anomaly Chance: 10% [Inhuman]

You spray sticky slime. The area becomes difficult terrain. Enemies adjacent to you in the area are flanked.

You and allies in the area can eat some of the slime once per scene as an instant action. This has the same effect as happy pills, but deals an extra d6 of sanity damage.

SQUAMOUS VINES**Necromancer**

You summon worming vines that heal with beneficent infestation.

1/Day

Action: Instant

Range/Area: Close Burst 6

Duration: Scene

Anomaly Chance: 15% [Magical]

You and allies in the area become immune to the crippled condition until the end of the scene and regain 5 hit points per level. The area becomes difficult terrain for enemies until the end of the scene.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

STICKY BOMBS**Spy (Gadget)**

You launch darts into your enemies with miniature explosive payloads.

1/Day

Action: Instant

Range/Area: Close Burst 6

Duration: Scene

You mark enemies in the area. As an instant action you can detonate tiny warheads on the marked enemies, causing 10 fire damage. A Might save reduces damage by half.

At the beginning of each of your turns, the damage that detonation will cause increases by 5, and the save DC increases by 1.

STIGMATA**Warlock**

You pierce your palms with iron nails, giving you the clarity of pain.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: 20% [Magical]

Take 5 piercing chaos damage but gain +2 to saves and immediately roll additional saves against any ongoing damage you can save against.

SANITY DAMAGE

When you unleash this power, your allies take 1d6 sanity damage.

STILETTO**Spy (Wetwork)**

You dispatch weaker enemies before they know they're dead.

At-Will

Action: Instant

Range/Area: Melee or Ranged 6

Duration: Instant

You can only use this power after you've taken your standard action this round. Kill one minion in range or deal 5 physical damage to an enemy in range that you haven't otherwise dealt damage this turn. You can't use this power if you are grabbed.

STINGERS**Mutant**

Stingers protrude from your arms and the joints on your body.

Passive

When you learn this power, gain +1 Inhumanity.

All poison damage you deal ignores soak. Creatures immune to poison still take half damage.

1/Day

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Inhuman]

All adjacent enemies take 20 poison damage. In addition, your melee attacks deal an additional 2d4 poison damage for the duration. This damage is maximized on a critical hit.

STRIKE OF THE PRIMORDIAL VIPER**Pagan**

The first viper pierces the veil to deliver terrible venom.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 10% [Inhuman]

Deal 5d12 + level + Wit mod poison damage to the victim, and overwhelm it until the end of your next turn. After that, cripple it until the end of your next turn. On a successful Might save, the victim takes half damage and is not overwhelmed or crippled.

If the victim is reduced to 0 hit points by this attack, it is obliterated and disintegrates into a poisonous gas in a close burst 6. Enemies in the area take 20 ongoing poison damage (Might save negates).

SANITY DAMAGE

Your allies take 3d6 sanity damage from the energies you call forth when you activate this power.

STOLEN LAUNCH CODES**Spy (Skullduggery)**

You have the keys to the kingdom.

1/Day

Action: Instant

Range/Area: Self

Duration: Instant

Until the end of the scene, gain access to a random alien assassin superweapon power.

1d10 Superweapon			
1	Cryosterilization	6	Nanobots
2	Death Signal	7	Planet Cracker
3	Electromagnetic Pulse	8	Resonator
4	Glassing	9	Ultravirus
5	Laser Shredder	10	Ur-Venom

SANITY DAMAGE

You lose all sanity soak until you reach 0 sanity, take 30 sanity damage, and trigger a cosmic disturbance on yourself because you're a bad person. You can't use *Stolen Launch Codes* again until you recover from the next random temporary insanity you take.

SUAVE**Spy (Intelligence)**

You wield irrepressible charm.

Passive

You can use your Charisma instead of your Wit for Wit-based skills, and once per scene can add your Charisma bonus to the save DC of a spy power.

SUBCUTANEOUS NANITES**Mad Scientist**

Nanites react to your physical trauma.

1/Scene

Action: Standard

Range/Area: One target in Close Burst 6

Duration: Scene

MALFUNCTION

You fail to activate the power and instead activate *Toxic Nanites* on the target.

ACCEPTABLE LOSSES

The recipient gains +1 to all damage soak and all melee damage rolls.

SANITY DAMAGE

The recipient takes 1d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

The recipient gains +1 to all damage soak and all melee damage rolls. When the recipient is damaged during the round, this bonus increases by +1 after the damage is assessed but reduces their speed by 1 and prevents them from shifting. This effect is cumulative.

The cumulative effect lessens by 1 at the end of the recipient's next turn, lessening their soak and damage bonus but returning their lost speed. The bonus never decreases below +1.

If the recipient's speed is reduced to 0 by this power, they become stunned and act as blocking terrain until their speed is at least 1.

SANITY DAMAGE

The recipient takes 2d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

The recipient gains +2 to all damage soak and all melee damage rolls. When the recipient is damaged during the round, this bonus increases by +2 after the damage is assessed but reduces their speed by 2 and prevents them from shifting. This effect is cumulative.

The cumulative effect lessens by 1 at the end of the recipient's next turn, lessening their soak and damage bonus but returning their lost speed. The bonus never decreases below +2.

If the recipient's speed is reduced to 0 by this power, they become dazed and immobilized, and act as blocking terrain until their speed is at least 1.

SANITY DAMAGE

The recipient takes 2d6 sanity damage from the crime against nature you commit.

SUPERSOLDIER SERUM**Warlord**

You are a chemically-corrupted monster.

Passive

Gain +2 to Might and Agility. Take -2 Wit, lose all sanity soak, and gain a permanent insanity of your choice.

SUPPLY DROP**Spy (Intelligence), Warlord**

You utilize your secret supply network.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Special

You know of a series of supply caches in the area and can access one nearby after a fight.

Use this power to reverse any failed Scavenge check by yourself or an ally, turning it into a success.

SUPPRESSORS**Spy (Gadget)**

Everyone goes quiet.

Passive

The guns of you and your allies don't make noise and gain +1 to hit. This noise reduction doesn't apply to launcher weapons.

SURPRISE KNIFE**Warlord**

You make a lightning-fast knife attack.

1/Scene

Action: Instant

Range/Area: Melee or Ranged 6

Duration: Instantaneous

You can use Surprise Knife when you kill an enemy or score a critical hit with any attack.

As part of this power, you make a melee or ranged throwing weapon attack as if you had a combat knife in hand (even if you don't ordinarily have a combat knife in your equipment; you're full of surprises).

TAKE COVER**Warlord**

You call out an incoming attack.

1/Scene

Action: Instant

Range/Area: Close Burst 5

Duration: Instantaneous

You and allies in the area go prone as an instant action in response to any attack. While prone, all of you gain +2 to AC, saves, and all soak values against ranged attacks. Survivors give up this bonus only by standing back up again or moving.

Survivors that refuse to go prone when you activate the power forfeit the bonus.

TALONS OF TORMENT**Necromancer**

The ground erupts with twisted and bloody claws.

1/Day

Action: Instant

Range/Area: Close Blast 4

Duration: Scene

Anomaly Chance: 15% [Magical]

The area becomes difficult terrain. Creatures in range when you activate the power take 5 physical damage.

When enemies move into, through, or out of the terrain, they must make an Agility save or take 10 physical damage. They can only take this damage once per round.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

TELEKINETIC CHAINS**Mutant**

You create a field of telekinetic energy that slows physics.

1/Scene

Action: Standard

Range/Area: Ranged Burst 3 Within 12

Duration: Scene

Anomaly Chance: 15% [Magical]

Mutant: When you activate this power, gain +1 radiance.

You create a field of effect that dampens movement. The area becomes difficult terrain, even for flying creatures. Creatures in the area also take -4 to Agility saves, and -2 to attack on creatures outside the area.

TELEKINETIC RUINATION**Mutant**

You pull a creature apart.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain +1 Radiance.

You inflict 10 ongoing psychic damage on your victim. A Might save ends the damage. While taking this ongoing damage, the victim is crippled and immobilized, and you can spend a standard action on your turn to deal it a further $1d10 + \text{Wit mod} + \text{level}$ psychic damage, with no save.

When the victim successfully saves against the effect, it takes 20 psychic damage. If this reduces the victim to 0 hit points, it explodes in a close burst 3, dealing 10 psychic damage to all creatures.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the energies you call forth when you activate this power.

TELEKINETIC RUSH**Mutant**

You mentally charge your foe.

At-Will

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 10% [Magical]

Once per round, add your Wit bonus to your speed until the end of your turn.

SANITY DAMAGE

Take 1d6 sanity damage from the mental exertion.

1/Scene

Action: Standard

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 15% [Magical]

Mutant: When you activate this power, gain +1 radiance.

You make a charge attack with a melee weapon as part of the action to activate this power, but you don't physically move from your square. You can attack creatures beyond your normal movement range with this charge, extending it by a number of squares equal to your Wit bonus. When you hit, any damage you deal is psychic, not physical.

If you can't make a charge attack for any reason, you can't use the power.

SANITY DAMAGE

Take 1d6 sanity damage from the mental exertion.

1/Day

Action: Standard

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 20% [Magical]

Mutant: When you activate this power, gain +1 radiance.

You both physically and mentally charge from your square, making a charge attack with a melee weapon as part of the action to activate this power. You don't provoke opportunity attacks when you move. The distance you can charge increases by a number of squares equal to your Wit modifier. When you attack your target, make two attacks. The second attack is the same as the first but deals psychic damage instead of physical.

SANITY DAMAGE

Take 3d6 sanity damage from the mental exertion.

TELEPORT**Mutant**

You warp through reality.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: 10% [Magical]

Mutant: When you activate this power, gain +1 radiance.

You teleport up to 12 squares to any location to which you have line of sight. You can use this power in reaction to being hit to force the attacker to re-roll in addition to your teleportation, but you can't change the result of a critical hit.

TENTACLAWMOUTH**Alien Assassin (Biomass)**

You jab at creatures around you with a mass of surprise appendages.

1/Scene

Action: Standard

Range/Area: Melee

Duration: Instant

Make a melee attack. Your target, all enemies in a close burst 1 around you, and all enemies adjacent to the target take an additional 5 acid damage.

If you score a critical hit or this kills a creature, you can use this power again.

SANITY DAMAGE

Your allies take 2d6 sanity damage from this horrifically alien act.

TENTACLE**Mutant**

You have a tentacle coiled up into your body and intestinal tract.

Passive

When you learn this power, gain +1 Inhumanity.

You can unleash a tentacle to aid you in certain tasks. The tentacle can:

- As an instant action, gain +2 to a Might save against a grab or impose -2 on an enemy's save against your grab.
- Gain +4 to Athletics checks to climb.
- Hold or throw a small object or grenade.

You can also use your tentacle to fight.

TENTACLE

Damage: 1d6

Critical: +1d6

Size: Medium

Grabby: On a critical hit, you grab your opponent if they are of Medium size or smaller. The DC to escape your grab is 12 + your level + your Might modifier.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

SANITY DAMAGE

The first time allies witness your tentacle, they take 2d6 sanity damage.

TENTAKILL**Warlock**

A tentacle emerges from a smoking green portal above your head.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 10% [Magical]

The victim of your tentacle takes 10 ongoing physical damage. It is also immobilized while taking this ongoing damage. A Might save ends the ongoing damage. When the ongoing damage ends, the victim takes 10 poison damage and is crippled until the end of your next turn.

If the tentacle kills its victim, it draws the corpse into its realm to devour it and can attack another victim within range as a standard action on your turn. Otherwise, the tentacle disappears.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

TESLA COIL**Mad Scientist**

You electrocute your foes.

1/Day: Lightning Bolt

Action: Standard

Range/Area: Close Blast 3

Duration: Instantaneous

MALFUNCTION

Creatures in the area take 5 lightning damage and are crippled until the end of your next turn. A Might save breaks the ongoing damage.

ACCEPTABLE LOSSES

Creatures in the area take 10 lightning damage and are crippled and dazed until the end of your next turn. A Might save breaks the ongoing damage.

NORMAL PARAMETERS

Creatures in the area take 15 ongoing lightning damage (a Might save breaks the ongoing damage). While taking this ongoing damage, creatures are crippled and dazed.

MAD SCIENCE!

The area increases to a close blast 4.

Creatures in the area take 20 ongoing lightning damage (a Might save breaks the ongoing damage). While taking this ongoing damage, creatures are crippled and dazed.

1/Day: Lightning Storm

Action: Standard

Range/Area: Aura Burst 2

Duration: Scene

MALFUNCTION

The area turns to an aura burst 1.

When you begin your turn, creatures in the area take 1 lightning damage

Creatures killed by this power explode in a close burst 1, causing everything around them to take 2 lightning damage.

ACCEPTABLE LOSSES

When you begin your turn, creatures in the area take 3 lightning damage.

Creatures killed by this power explode in a close burst 1, causing everything around them to take 3 lightning damage.

NORMAL PARAMETERS

When you begin your turn, creatures in the area take 5 lightning damage.

Creatures killed by this power explode in a close burst 1, causing everything around them to take 4 lightning damage.

MAD SCIENCE!

The area turns to an aura burst 3.

When you begin your turn, creatures in the area take 10 lightning damage.

Creatures killed by this power explode in a close burst 2, causing everything around them to take 5 lightning damage.

THOUGHT SHIELD

Alien Assassin (Gray One)

You are protected by a psychic panoply.

1/Scene

Action: Free

Range/Area: Close Burst 1

Duration: Instant

If you are forced to make a Might or Agility save, change it instead to a Wit save. Allies in the area may also choose to do this.

1/Day

Action: Free

Range/Area: Close Burst 6

Duration: Instant

Reduce an instance of damage by your Wit save bonus. Allies subject to the same effect reduce the damage by the same amount.

THUNDERBOLT

Mutant

You focus a bolt of lightning from the sky as it hits you in the forehead.

1/Day

Action: Standard

Range/Area: Close Burst 3

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain +1 radiance.

You cause an anomaly.

In the area, everything takes sonic damage equal to 10 + your Wit mod. In addition, everything takes 10d8 lightning damage. A Might save reduces the lightning damage by half. Creatures that fail the Might save are also knocked prone and immobilized until the end of your next turn. For each stunt you spend, increase each damage roll by 2d8.

SANITY DAMAGE

Your allies take 4d6 sanity damage from the energies you call forth when you activate this power.

TIME DILATION

Mad Scientist

You go really fast, or the universe goes really slow, or both.

1/Day

Action: Instant

Range/Area: Personal

Duration: 1 Round

MALFUNCTION

Your current turn ends. Until the end of your next turn, you take -2 to attack rolls, AC, saves, soak values, sanity soak, and speed. Opportunity attacks gain +4 to hit you.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

Until the end of your next turn, gain +1 to attack rolls, AC, saves, and speed, and don't provoke opportunity attacks. You can immediately take a free move action.

All your soak values (including sanity) decrease by 1. Any ongoing damage effect you are suffering during this time deals +1 damage.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

Until the end of your next turn, gain +2 to attack rolls, AC, saves, and speed, and don't provoke opportunity attacks. You can immediately take a free standard action.

All your soak values (including sanity) decrease by 2. Any ongoing damage effect you are suffering during this time is twice as powerful. Other effects on you scheduled to end at the end of your next turn instead end on you immediately.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

You teleport up to 6 squares. Your teleportation must end on the ground.

Until the end of your next turn, gain +3 to attack rolls, AC, saves, and speed, and don't provoke opportunity attacks. You can immediately take a free standard action, and at the beginning of your next turn you gain another free standard action.

All your soak values (including sanity) decrease by 3. Any ongoing damage effect you are suffering during this time is three times as powerful. Other effects on you scheduled to end at the end of your next turn instead end on you immediately.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

TIME DISTORTION**Mutant**

Time slows down around you.

1/Scene

Action: Instant

Range/Area: Melee 1 or Personal

Duration: Instantaneous

Anomaly Chance: 25% [Magical]

Mutant: When you activate this power, gain +1 radiance.

The target can take a standard action as an instant action, even if the target has already used their one off-turn instant action during the round.

1/Day

Action: Instant

Range/Area: Personal

Duration: Instantaneous

Anomaly Chance: Automatic [Magical]

Mutant: When you activate this power, gain +1 radiance.

You lose the ability to activate any version of this power again until you rest and automatically cause an anomaly.

Choose any three unspent powers you know. You activate all of them at once, in the order of your choosing. Any resulting sanity damage is counted as a single effect, meaning sanity soak counts only once. You can't use this power to activate 1/day powers.

TOXIC NANITES**Mad Scientist**

Nanites poison your victim on the molecular level.

1/Day

Action: Standard

Range/Area: One target in Close Burst 6

Duration: Scene

MALFUNCTION

You fail to activate the power and instead activate *Subcutaneous Nanites* (normal parameters) on the target.

ACCEPTABLE LOSSES

The recipient takes +1 poison damage from all damage sources and -1 to all melee damage.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

The recipient takes +2 poison damage from all damage sources and -2 to all melee damage. When the recipient is damaged during the round, these penalties increase by 1 after the damage is assessed.

The cumulative effect lessens by 1 at the end of the recipient's next turn, reducing the penalties. If the effect reaches 0, the power ends.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

The recipient takes +3 piercing poison damage from all damage sources and -3 to all melee damage. When the recipient is damaged during the round, these penalties increases by 1 after the damage is assessed.

The cumulative effect lessens by 1 at the end of the recipient's next turn, reducing the penalties. If the effect reaches 0, the power ends.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

TREE OF WOE**Necromancer, Warlock**

You impale your victim as a dire warning to your enemies.

1/Scene

Action: Standard

Range/Area: Ranged Burst 6 Within 12

Duration: Scene

Anomaly Chance: 20% [Magical]

Target one medium or smaller enemy in the area that is staggered or at 0 hit points. It takes 5 ongoing physical damage (Might save ends). While taking this ongoing damage, it is grabbed and immobilized, and other enemies within the area take -2 to Wit saves and -5 to psychic soak. This penalty to enemies in the area remains for the scene if the victim is at 0 hit points or below.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

TRIOXIN CANISTER**Mad Scientist**

You unleash a canister of experimental trioxin that ruptures into a volatile necrochemical field.

1/Scene

Action: Standard

Range/Area: One square in close burst 6

Duration: Scene

MALFUNCTION

The canister vents in your direction, coating your vicinity with aggressive trioxin vapor. The zone still forms on the targeted square. Trigger a chemical chain reaction (roll on the table below). Any allies adjacent to you also trigger it.

ACCEPTABLE LOSSES

The zone occupies the targeted square and a close burst 1 around it. The zone pulses with eerie luminescence. At the start of each of your turns, you may shift the zone one square in any direction.

Whenever a creature enters or starts its turn in the zone, it triggers a chemical chain reaction:

1d10	Chemical Chain Reaction	Effect
01-02	Grave Mist	The target takes 6 necrotic damage and takes -2 to Might and Agility saves until the end of its next turn.
03-04	Necrothermal Spike	The target takes 6 necrotic damage and -2 to physical soak until the end of its next turn.
05-06	Ossification Burst	The target takes 6 necrotic damage and -2 to speed until the end of its turn.

1d10	Chemical Chain Reaction	Effect
07-08	Psycho-Reactive Bloom	The target takes 6 psychic damage and -4 to Wit saves until the end of its next turn.
09-10	Spasmodic Gas	The target takes 6 physical damage and -2 to attack rolls until the end of its turn.

Any creatures that die in the zone for any reason immediately become level 6 zombies according to their overall creature type (standard, monstrosity, or eldritch horror). These zombies aren't under anyone's control and are hostile to all creatures.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

Increase the area of the field by 1, the damage by 3, and the penalties by 2.

MAD SCIENCE!

Increase the area of the field by 2, the damage by 6, and the penalties by 4.

TROLLSONG

Pagan

You sing an ancient, guttural dirge that brings forth a troll.

1/Day

Action: Standard

Range/Area: Close Burst 6

Duration: Scene

Anomaly Chance: 20% [Magical]

A troll appears in squares within the area of effect. Trolls are towering humanoids that seem a degenerate mockery of humanity. Their gray skin is like molten stone, covered in patches of hair. Their eyes are beady, glowing, and miscolored, set above ripping and yellowed canine teeth. Trolls are grim barbarians that hate humans, warm hearths, and laughter.

When the troll is reduced to 0 hit points, it immediately retreats in dismay.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the troll you summon.

Level 5 Standard

Type: Large Abomination

Abilities: Might 16, Agility 16, Wit 16, Charisma 10

Hit Points: 16 + 10 per level

Initiative: +5

Armor Class: 12 + 1 per level (+3 Agi, -1 Size)

Saves: +6 + level

Attacks: Claws +3 + level (Crit 19-20), 1d10+3 + level

Passive Defenses: Regeneration 1 Per Level

From the Ancient Dark: Trolls reduce damage dealt to them by relics and anomalies by 20.

Leaping: The troll can leap 8 squares without provoking an opportunity attack. When it lands, all enemies in a close burst 1 must make an Agility save or take 2d10 damage from the troll's violent landing.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

TROOPER

Warlord

You are an expert warrior with elite talents.

Passive

You can take this power multiple times. Each time you take this power, gain one of the following talents:

- Burninator
- Hard-Boiled
- Suppressing Fire
- Two-Weapon Fighting

TYRANNY

Mutant

Enemies that move around you are harmed.

1/Day

Action: Standard

Range/Area: Line of Sight

Duration: Scene

Anomaly Chance: 25% [Magical]

Mutant: When you activate this power, gain +1 radiance.

Choose cold or lightning damage when manifesting the power. Enemies that move from their square on their turn while in the area take 1 cold or lightning damage per level unless they succeed on a Might save. They can take this damage only once per round, and if they successfully save they are immune to the power until the next round begins. Teleportation doesn't trigger this penalty.

SANITY DAMAGE

You and allies take 3d6 sanity damage from the energies you call forth when you activate this power.

TYRANT KING

Mad Scientist

You summon Tyrannosaurus Rex.

1/Day

Action: Standard

Range/Area: Close Burst 12

Duration: Scene [Summoning]

When you activate the power, a tyrannosaur appears in open squares in the area.

The tyrannosaur acts immediately after you in initiative. It always attacks the closest enemy. If it can't see any enemies, it attacks the closest creature. You can spend a standard action to make a Wit save (DC 20 + your level) to dismiss the tyrannosaur. Even if you fail the save, the tyrannosaur moves at half speed and deals half damage.

When the tyrannosaur is reduced to 0 hit points, it can't be resurrected.

Type: Colossal Cryptid
Abilities: Might 20, Agility 10, Wit 16, Charisma 16

Hit Points: 6 Per Level

Initiative: +3

Speed: 12

Armor Class: 7 + Your Level

Saves: Might Your Level + 8, Agility Your Level + 3, Wit Your Level + 6

Attacks: Bite Your Level +5

Damage: Bite 2d12 + 5 + Your Level

Passive Defenses: Physical Soak +3

King of the Dinosaurs: Once per scene, the tyrannosaurus can roar in a close burst 6. Enemy minions are overwhelmed until the end of the tyrannosaurus's next turn. More powerful monsters must make a Wit save or be crippled and dazed until the end of the tyrannosaurus's next turn.

Munch: Creatures bitten by the tyrannosaurus are grabbed (Might save to escape). Anyone grabbed by the tyrannosaurus takes bite damage on the beginning of the tyrannosaurus's turn. The tyrannosaurus can only munch one large or larger creature at once but can munch on unlimited medium or smaller creatures.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

ULTRAVIRUS

Alien Assassin Superweapon

A cloud of macroscopic bacteria infest and obliterate all life.

1/Day

Action: Standard

Range/Area: Ranged Burst 8 Within 12

Duration: Instant

Creatures in the area take 5d10 + level + Wit mod necrotic damage and are crippled until the end of your next turn. A Might save reduces the damage by half and stops the crippling effect. For every stunt you spend, increase the damage by 1d10.

Increase the burst area of this effect by 1 for each creature caught inside it, counting creatures who were originally outside the area.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this awesomely horrific display of destructive force.

UNEARTHLY CHOIR

Necromancer

The screams of your victims' souls call out for others to join.

1/Scene

Action: Standard

Range/Area: Battlefield

Duration: Scene

Anomaly Chance: 20% [Magical]

Enemies take 3 additional damage from sources of ongoing damage.

SANITY DAMAGE

When you unleash this power, your allies take 2d6 sanity damage.

1/Day

Action: Standard

Range/Area: Aura Burst 1

Duration: Scene

Anomaly Chance: 20% [Magical]

Gain psychic and sonic soak +10.

Enemies that attack you while in the area are immobilized until the end of your next turn. When you attack or activate a power that deals damage against an immobilized enemy in this aura, deal +4 damage to that enemy. This damage can be of any type that the attack already deals.

SANITY DAMAGE

When you unleash this power, your allies take 2d6 sanity damage.

1/Day

Action: Instant

Range/Area: Line of Sight

Duration: Scene

Anomaly Chance: 20% [Magical]

When you activate this power, deal one enemy in the area 1d6 sonic damage. On each new round thereafter for the duration, you can again spend an instant action once per round to deal an enemy 1d6 sonic damage.

When you kill an enemy on your turn, this power's damage increases by 2.

SANITY DAMAGE

When you unleash this power, your allies take 2d6 sanity damage.

UR-BEAST

Warlock

Your ally becomes a misshapen, reeking, and mangy monster.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Scene

Anomaly Chance: 20% [Magical]

Your ally gains +2 physical soak and speed, ignores difficult terrain, becomes immune to the crippled, immobilized, and overwhelmed conditions, and deals 5 bonus acid damage with melee attacks.

If the target is reduced to 0 hit points, it explodes, taking 1d10 acid damage per level. Creatures in a close burst 3 also take half this damage and can make an Agility save to reduce the damage by a further half.

The exploded ally is overwhelmed until it receives medical healing.

SANITY DAMAGE

Your target takes 30 sanity damage. Your other allies take 3d6 sanity damage.

UR-VENOM**Alien Assassin Superweapon**

Aerosolized poison breaks down atoms on contact.

1/Day

Action: Standard

Range/Area: Ranged Burst 8 Within 12

Duration: Instant

Creatures in the area take $5d10 + \text{level} + \text{Wit mod}$ poison damage and are crippled until the end of your next turn. Creatures take additional damage equal to twice their physical soak. A Might save reduces the damage by half and stops the crippling effect. For every stunt you spend, increase the damage by $1d10$.

SANITY DAMAGE

Your allies take $4d6$ sanity damage from this awesomely horrific display of destructive force.

URTICATING BRISTLES**Mutant**

You shoot spiny bristles that bore into flesh.

1/Scene

Action: Instant

Range/Area: Close Burst 1

Duration: Scene

Anomaly Chance: 10% [Inhuman]

When you learn this power, gain +1 Inhumanity.

Enemies in the area take $1d4 + \text{level} + \text{Wit mod}$ necrotic or poison damage (you specify which).

SANITY DAMAGE

Your allies take $2d6$ sanity damage when you kill creatures with this power.

1/Day

Action: Instant

Range/Area: Close Burst 2

Duration: Scene

Anomaly Chance: Automatic [Inhuman]

You lose the ability to activate any version of this power again until you rest.

Enemies in the area take $5d6 + \text{level} + \text{Wit mod}$ necrotic or poison damage (you specify which). For each stunt you spend, increase the damage by $1d6$. If they take any damage, they must also make a Might save or lose 5 points from all soak they possess until the end of your next turn.

SANITY DAMAGE

Your allies take $3d6$ sanity damage when you use this disgusting power.

VAMPIRE BATS**Necromancer**

A swarm of blood-sucking bats harries your enemy.

1/Day

Action: Standard

Range/Area: Ranged 12

Duration: Instant

Anomaly Chance: 20% [Magical]

The target takes $5d10 + \text{level} + \text{Wit mod}$ physical damage and is dazed until the end of your next turn. On a successful save, the target takes half damage and isn't dazed. You regain $15 + \text{level} + \text{Wit mod}$ hit points. For every stunt you spend, increase the damage by $1d10$ and the healing by 3.

SANITY DAMAGE

Your allies take $2d6$ sanity damage from the energies you call forth when you activate this power.

VENOMOUS VERMIN**Spy (Skullduggery)**

Nature's deadliest creatures are your assassins.

1/Day

Action: Instant

Range/Area: Ranged 6

Duration: Scene

You throw a snake, spider, or frog at your enemy. They take $10 + \text{Cha mod}$ ongoing poison damage and are crippled. An Agility save ends this ongoing damage, but not the crippled effect.

VERMIN LORD**Mutant**

You rule all vermin.

Passive

When you learn this power, gain +1 Inhumanity.

Gain the ability to communicate with insects, spiders, rodents, and other vermin. Your critical threat range against cryptids improves by 1. You also gain Night Vision 12 and +1 Perception.

1/Scene

Action: Standard

Range/Area: Personal

Duration: Scene

Anomaly Chance: 10% [Inhuman]

Gain poison soak +5, ignore difficult terrain, and gain +10 to Athletics checks to climb or jump.

SANITY DAMAGE

Allies who see you use this power for the first time take $3d6$ sanity damage.

VIENNA GAMBIT**Spy (Skullduggery)**

One of your teammates draws all the attention.

1/Day

Action: Free

Range/Area: Battlefield

Duration: Instant

Use this power after rolling initiative. You and all but one of your allies turns invisible until the beginning of the next round.

Your visible ally gains +2 to all damage soak and saves until the beginning of the next round.

VOLUKINESIS**Mad Scientist**

Your signal controls a growing swarm of insects.

1/Scene

Action: Instant

Range/Area: Aura Burst 2

Duration: Scene

MALFUNCTION

Biting insects turn on you. Take 5 ongoing physical damage (Might save ends). While this damage is ongoing, you are dazed.

SANITY DAMAGE

Your allies take 2d6 sanity damage from the crime against nature you commit.

ACCEPTABLE LOSSES

The aura burst changes to 1.

Gain +1 soak against all ranged, burst, and blast damage.

All creatures treat the area as difficult terrain. At the beginning of your turn, every creature in the area takes 1 physical damage.

You can end this power as an instant action to cause the insects to viciously attack one creature you specify in the area. That creature takes 2 ongoing physical damage (Might save ends). While the damage is ongoing, the creature is dazed.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

Gain +3 soak against all ranged, burst, and blast damage.

All creatures treat the area as difficult terrain. At the beginning of your turn, every creature in the area takes 5 physical damage.

You can end this power as an instant action to cause the insects to viciously attack one creature you specify in the area. That creature takes 5 ongoing physical damage (Might save ends). While the damage is ongoing, the creature is dazed.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

The aura burst changes to 3.

Gain +5 soak against all ranged, burst, and blast damage.

All creatures treat the area as difficult terrain. At the beginning of your turn, every creature in the area takes 7 physical damage.

You can end this power as an instant action to cause the insects to viciously attack one creature you specify in the area. That creature takes 7 ongoing physical damage (Might save ends). While the damage is ongoing, the creature is dazed.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

WALK IT OFF**Warlord**

Pain is weakness leaving your body.

1/Scene

Action: Instant

Range/Area: Personal

Duration: Instantaneous

You reduce an instance of damage to yourself by an amount equal to 5 + your sanity soak.

WAR FURY**Warlord**

You are a whirling tornado of strikes.

Passive

While you are wielding a large melee weapon, at the beginning of each of your turns, you deal damage to all adjacent enemies equal to your Might bonus.

This effect ends if you are crippled, dazed, overwhelmed, or prone.

WARP TERRAIN**Necromancer, Singularity**

You reshape your surroundings.

1/Scene

Action: Standard

Range/Area: Ranged Burst 3 Within 12

Duration: Scene

Anomaly Chance: 20% [Glitch for Singularity, Magical for Necromancer]

You can alter five squares on the map with one of three effects:

- **Quagmire:** A quagmire square, and every square around it, becomes difficult terrain.
- **Hazardous:** A hazardous square deals 5 energy damage of a type of your choice to any creature that begins its turn there or passes through it.
- **Impassable:** An impassable square becomes blocking terrain. If something wants to break through the square, it has 5 hit points and physical soak +5.

This power can't interrupt a creature's movement action.

WEBBING**Mutant**

You spray caustic webbing.

1/Scene

Action: Standard

Range/Area: Close Burst 2 or Melee 1

Duration: Scene

Anomaly Chance: 10% [Inhuman]

When you learn this power, gain +1 Inhumanity.

You spray caustic webbing onto the ground around or onto another adjacent creature. If you spray the ground, the terrain becomes difficult terrain for the duration. When you start your turn, creatures on the webbing must make a Might save or take 10 acid damage.

You can shoot the webbing at an adjacent creature instead, forcing them to make an Agility save. On a failure, they are covered in webbing and take 10 ongoing acid damage. Until they save against this ongoing damage, they take -2 to AC and Agility saves.

WINGED FURY**Necromancer, Warlock**

You and allies grow razor-sharp wings and a taste for blood.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Instant

Anomaly Chance: 20% [Magical]

You and allies deal +1d6 damage with all melee attacks and regain 1 hit point on a successful hit. As a move action, you may shift your speed.

WORMHOLE**Mad Scientist**

You teleport everyone.

1/Scene

Action: Instant

Range/Area: Ranged Burst 6 Within Line of Sight

Duration: Scene

MALFUNCTION

You fail to activate the power and instead activate *Black Hole* (normal parameters) centered on the intended area.

ACCEPTABLE LOSSES

You teleport every creature in the area up to three squares squares. Every creature moves to a square of your choice. You can't teleport creatures into the air or into solid objects.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

NORMAL PARAMETERS

You teleport every creature in the area up to five squares. Every creature moves to a square of your choice. You can't teleport creatures into the air or into solid objects.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

MAD SCIENCE!

You teleport every creature in the area up to 10 squares. Every creature moves to a square of your choice. You can't teleport creatures into the air or into solid objects.

SANITY DAMAGE

Your allies take 1d6 sanity damage from the crime against nature you commit.

WRATH OF FENRIS**Pagan**

You become the Wolf of Ragnarök.

1/Day

Action: Instant

Range/Area: Self

Duration: Scene

Anomaly Chance: 10% [Magical]

You gain fast healing 5 and double your Might bonus to damage. While this power is in effect, you also gain the Feral Mania insanity.

SANITY DAMAGE

Allies take 2d6 sanity damage from the beast-glare of Fenris.

XENOBANE**Monster Hunter**

You are prepared for battle against aliens.

Passive

You inherently know the soak values, fast healing, and regeneration effects that any alien possesses, and can identify such creatures on sight in battle.

1/Day

Action: Instant

Range/Area: Battlefield

Duration: Scene

You must consume 1 normal component to activate this power. You and allies gain +2 damage against aliens, and +1 critical threat range against them.

Also, choose a type of save. You and allies gain +1 to that save.

X-RAY LENS**Spy (Gadget)**

You see through everything.

Passive

You have omniscience 12. Enemies in range don't receive cover from you unless their cover is total.

ZOMBIE DRUDGE**Mad Scientist**

You raise a zombie from the dead.

1/Day

Action: Standard

Range/Area: Close Burst 12

Duration: Permanent

A dead creature is required to activate this power. A zombie rises in its place in an open square in the area.

Type: Medium Undead

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 4 Per Level

Initiative: +6

Speed: 6

Armor Class: 13 + Your Level

Saves: Your Level + 6

Attacks: Claw +3 + Your Level

Damage: Bite or Claw 2d6+3 + Your Level

Passive Defenses: Immune to Necrotic and Cold damage

Grab: Any medium or smaller creature struck by the zombie is grabbed (Might save to escape). On the beginning of the zombie's turn, it deals 10 necrotic damage to grabbed creatures.

When the drudge is reduced to 0 hit points, it explodes, causing 10 necrotic damage to all adjacent creatures, and can't be resurrected.

SANITY DAMAGE

Your allies take 3d6 sanity damage from the crime against nature you commit.

ZOMBIE DUST**Necromancer**

You blow strange dust in your ally's face, infiltrating their brain.

1/Day

Action: Instant

Range/Area: Ranged 3

Duration: Scene

Anomaly Chance: 20% [Magical]

Your ally is stunned, but at the end of your turn, gains a standard action that they must take immediately. They also always succeed on Wit saves and are fearless. You can spend your move or standard actions to grant the use of those actions to your ally, but each time you transfer an action, they lose 5 hit points. This loss can't be blocked in any way.

ANOMALY TABLES

"Your mother's reabsorption into the cycle of life won't be for nothing, my darling, Elena. You will be the dawning of a new era for the human race and the human soul. Let the new age of enlightenment begin!"

- *Beyond the Black Rainbow* (2010)

Unless otherwise noted, save DCs are 15 + level, where a save effect is specified. If a range is not mentioned, assume the anomaly affects the entire battlefield.

GLITCH ANOMALIES

1d20	Glitch Anomaly	Description
1	Combustion	You self-ignite. You are crippled. At the beginning of your turn, you take 5 fire damage, but every adjacent creature also takes 5 fire damage.
2	Delusion	You become aware of how unreal everything is and see through the simulation, but your mind fills in the gaps with delusions. You take 5 ongoing psychic damage and are overwhelmed until you make a Wit save against the damage.
3	Dissolution	The simulation attempts to destroy the fabric around you. Everyone take 10 cold and 10 fire damage.
4	Eldritch Horror	From the furious abyss emerges an ancient evil. An eldritch horror of your level appears no closer than 12 squares away. It is hostile to everything and attacks the closest creature. At the end of each of your turns, you can make a Wit save (DC 25) to expel the horror back to where it came from.
5	Grue	It is pitch dark. You are likely to be eaten by a grue. You and allies are blinded. At the beginning of each round, there is a 20% chance that the grue attacks. When it does, you take 30 psychic damage, and the darkness ends.
6	Hell Difficulty	Everything seems harder. All enemies and hazards deal +5 damage to you.
7	Horn of Plenty	More. One additional standard monster or four minions of the same type you are fighting appear on the battlefield.
8	Kicked	You wink out of existence. You disappear until the end of your next turn, returning to the square you left or the closest available of your choice.
9	Lag	Your connection is unstable. You are crippled, move at half speed, and lose all damage soak.
10	Lightning Bolt	A lightning bolt strikes you in the head. You and every adjacent creature take 15 lightning damage.
11	Low Gravity	Server settings are messed up. Attacks deal +5 damage, damaging blasts and bursts double in size, everything can move and jump twice as far and high, and critical hits deal 5 more damage.
12	Matter Meld	Solid matter turns sticks to you, turning soft and spongy. Your speed is reduced to 1 and you can't shift. If you end your turn in the same square, the terrain constricts you, dealing 5 piercing physical damage.
13	Men in Black	You'll cooperate, or else. Men in black appear in the area to attack you and your allies. <ul style="list-style-type: none"> ▪ Levels 3-5: 1 Assistant ▪ Levels 6-8: 1d4+1 Assistants or 1 Colleague ▪ Levels 9-10: 1d6+2 Assistants or 1d4 Colleagues
14	Packet Loss	You're having connection issues. You are overwhelmed until the end of the next round and can't activate powers until the end of the scene.

1d20	Glitch Anomaly	Description
15	Respawn	Resetting. You and every creature in a close burst 6 are teleported 6 squares to a location of the director's choice.
16	Server Hiccup	Lag! You and allies are stunned until the end of the next round, but you all gain an extra standard action on your following turns.
17	Sinister	The machine turns its almighty gaze upon you. You can't move closer to enemies and are crippled.
18	Slap	You are smote by otherworldly force. Take 20 piercing physical damage.
19	The Sound of Inevitability	A car, train, or other object drop out of the sky to hit you. You take 15 piercing physical damage and are knocked prone.
20	System Failure	The reality of the simulation unravels, revealing the void beneath. Your allies are overwhelmed until the end of the next round. You are unscathed.

INHUMAN ANOMALIES

1d100	Inhuman Anomaly	Effect	Sanity Dmg
01-02	Acid Tendrils	You perspire acid out of pseudopods in your arms. Your melee attacks deal +2 acid damage. Gain acid soak +2.	3d6
03-04	Adrenal Flush	You retch, spitting up black ichor that hardens into a coal-like lump. You regain the use of any powers you have spent during the scene.	2d6
05-06	Adrenal Resin	You perspire a thick pus that dries instantly on contact with oxygen. Gain +1 physical soak.	2d6
07-08	Angel of Terror	You split apart and become a mass of bloody tentacles formed from your intestines. Your reach increases by 1, and you gain fast healing 5 and physical soak +5. You can attempt to grab after hitting with a melee attack without provoking (the save DC is 15 + your level). Take double damage from acid, fire, and poison.	30
09-10	Bone Armor	Your bones protrude out of your flesh, forming armor hard points. Gain +2 AC.	2d6
11-12	Bone Thing	Your body calcifies. You lose hit points equal to your Might score, but gain physical soak equal to your Might modifier.	2d6
13-14	Bowel Movement	You vacate your bowels. You splatter the ground with an white slime. This slime forms a close burst 1 patch of difficult terrain around you.	4d6
15-16	Boy and His Dog	Your eyes roll into the back of your head. Gain the permanent ability to telepathically communicate with dogs and dog-like creatures to a range of 12 squares. If you get this anomaly ever again, you and any dog allies you have regain a stunt.	2d6
17-18	Celerity	You are superhumanly fast. Change your order in the initiative to your choice, take two instant actions when it isn't your turn, and gain +2 to attack and AC, and +6 speed.	-
19-20	Darkthing	Your eyes become massive white saucers. Gain Night Vision 24, but you are crippled when you are in direct sunlight.	2d6
21-22	Day of the Tentacle	You sprout hundreds of tentacles, some useful. Gain +4 to saves against grabs and impose -4 on enemies' saves to break your grabs.	4d6

1d100	Inhuman Anomaly	Effect	Sanity Dmg
23-24	Dinner Bell	Zombies are attracted to your scent from afar and track you down. 2d4+2 zombies of a level one beneath your own appear (maximum level 6), preferring to attack you, but hostile to everything.	By Monster
25-26	Distended Rib Cage	Your skeleton bends grotesquely around the muscles of your chest and torso. Take -2 AC.	3d6
27-28	Echolocation	You see by hearing. Gain Omniscience 12. When you speak, you make mournful wails instead of words.	2d6
29-30	Electric Discharge	You pulse with electrical energy. The next melee attack you hit or miss with deals 15 lightning damage to your target.	1d6
31-32	Expansion	You rapidly grow, but your figure becomes contorted like that of a primate. You increase in size by one category. Gain +2 Might but -1 to AC.	3d6
33-34	Frontal Lobe Expansion	Your brain enlarges in size, causing your skull to balloon grotesquely. Gain +4 Wit.	3d6
35-36	Fruitful Vomit	You spew gray liquid all over yourself. You regain 1d6 hit points per level and are immune to the crippled condition.	3d6
37-38	The Goggles Do Nothing	Your eyes melt, but regenerate. You are blind until the end of the next round. If you have no eyes to begin with, you grow some, which then pulsate and burst.	3d6
39-40	Gooey Kablooie	You explode into meaty bits. Take 5 damage per level. Every creature in a close burst 2 also takes this damage, but receives an Agility save for half damage.	3d6
41-42	Immunoresponse	Antibodies living in your muscle fiber react to the biochemical changes around them, and your skin begins to melt and smoke. Take 10 piercing poison damage.	3d6
43-44	Infection Vector	You are a plague carrier. Creatures reduced to 0 hit points during the scene, now or before this anomaly (if they are still at 0 hit points), become zombie minions of their level.	3d6
45-46	Lipid Overload	Your body fat expands rapidly. Gain +2 Might, but take -2 speed.	2d6
47-48	Lizard Brain	You become feral and uncontrollable. At the beginning of each turn, make a Wit save or spend your standard action to make a melee attack against the closest possible creature, charging if necessary. If no creature is within range, run towards the closest as a standard action.	2d6
49-50	Loping Beast	Your limbs painfully contort and twist until they are long, sinewy, and jointed like those of a quadruped. Gain +2 speed.	3d6
51-52	Lump	You turn into a rock-like lump. You have regeneration 5 and are immune to all conditions. You are immobile and can't make opportunity attacks.	3d6
53-54	Mating Call	A strange creature is attracted to your presence. A standard abomination or cryptid appears of a level one beneath your own (minimum 1). It is hostile to everything.	By Monster
55-56	Mating Season	Abominations are attracted to your scent from afar and track you down. 1d4+1 standard abominations appear of a level one beneath your own (minimum level 1). They are hostile to everything, preferring to attack you.	By Monster

1d100	Inhuman Anomaly	Effect	Sanity Dmg
57-58	Mending Paste	Your body secretes a sweet-smelling slime that quickly mends your injuries, sewing wounded flesh back together. You regain 10 hit points.	2d6
59-60	Molting	Your flesh disintegrates, revealing new flesh beneath. Gain fast healing 5.	4d6
61-62	My Face Is Up Here	Your head becomes a useless sack of inert flesh. Your rib cage animates and becomes your mouth. You are blind but maintain other special senses. You can make a bite attack that deals 2d6 damage, scores a critical hit on 19-20, and deals +1d6 damage on a critical hit. If you eat at least one creature while in this state by reducing it to 0 hit points or spending a standard action to devour a dead creature, you return to normal.	30
63-64	Necrotic Wash	You are filled with flesh-eating filth. The next time you are dealt damage, your body expels noxious gas. Creatures in a close burst 1 take 10 necrotic damage.	2d6
65-66	Neurotoxin Bloom	You are filled with deadly poison. Gain an aura burst 1. When you begin your turn, creatures must make a Wit save or be crippled and unable to use instant actions until the end of your next turn. Creatures with poison soak or immunity ignore this effect.	3d6
67-68	Renewal	Your body crumbles and dies, revealing a new one, naked and covered in blood. You reappear in a different square from the one in which you perished, emerging from a doorway or out of the ground. Your equipment lays in a pile where you disintegrated. You have full hit points and all spent abilities. You lose your long-term memory until you eat your remains, but have the same personality.	30
69-70	Sculptured	Your body contorts in agony. Your Might and Agility scores switch.	2d6
71-72	Shriveling	Your body shrivels, and the flesh of your face recesses into your skull. Gain +2 Agility but take -2 to Might.	2d6
73-74	Skullbloom	Your face splits open like a blooming flower, exposing your skull. You are crippled until the end of the next round. Allies who see you must make a Wit save or also be crippled until the end of the next round.	30
75-76	Spawning Flies	Tiny alien lifeforms lying dormant inside your body mature and hatch, crawling out and learning to fly. You and creatures in an aura burst 1 have cover.	30
77-78	Squamous Molting	Your flesh disintegrates and reforms under-developed, and you squeal in agony while your body compensates to correct the error. Gain regeneration 5, but you are crippled.	4d6
79-80	The Thing That Should Not Be	Your master calls you home. A terrible cry from an ancient deity causes tremors in the world around you. All creatures must make an Agility save or be knocked prone. The next time you are reduced to 0 hit points, eldritch pallbearers bear you away. Taken before your master, you are emancipated of all humanity and judged. You have three options: <ul style="list-style-type: none"> ▪ Gain +2 to the ability of your choice, but -2 to other scores. ▪ Gain all the benefits of your downward spiral, but also gain a permanent insanity of your choice. ▪ You return and take 50 sanity damage. You are rested and fed. If you get this anomaly again, the roar occurs again, and you regain a stunt. 	30

1d100	Inhuman Anomaly	Effect	Sanity Dmg
81-82	The Thing That Would Not Die	You retch blood from every orifice. Your body splits apart at the seams When you take damage, reforming anew, even if you lose vital organs or are dismembered. Gain regeneration 5, but when you are damaged, you are crippled until the end of your next turn.	4d6
83-84	Tongue Parasite	Your tongue is host to a parasite that matures and sets forth in the world. Take 5 piercing necrotic damage, and you can't speak until the end of the next round. The centipede-like parasite is harmless to you.	3d6
85-86	Two Effects	Re-roll on the table and take both results. Ignore this result if rolled again, and roll a result again if you get the same result twice.	-
87-88	Venom Bloom	You radiate gaseous venom. Gain an aura burst 2. When you begin your turn, creatures take 5 poison damage.	2d6
89-90	Venom Rejection	Your body collects unwelcome substances in its bloodstream and vomits them out of all your orifices in an unending stream. End ongoing damage effects you are taking and become immune to the dazed condition and poison damage.	3d6
91-92	Vibration Sense	You feel minute changes in air pressure and vibrations. Gain Omniscience 12. You make an insect-like clicking sound when you try to speak.	2d6
93-94	Vile Progeny	A hatchling version of you explodes out of your body to infest a host. Take 5 piercing necrotic damage. The creature attacks the nearest lifeform, attempting to infest it. The victim must make a Might save. On a failure, the victim takes 20 piercing necrotic damage. You always know the direction this host creature is in and can find your way to its location. The parasite can be burnt out if the host deals itself 20 fire damage or if it has any fast healing or regeneration, ejecting it from its body. On a successful save, your progeny dies.	30
95-96	What Hath Science Wrought?	A third limb escapes from your innards, and an eyeball forms in your chest. Make an additional weapon attack at -4 to hit when you first make an attack as a standard action. You gain omniscience 12.	30
97-98	Your Head Explodes	Your skull erupts in a shower of gore. You take 5 damage per level and are stunned until the end of the next round.	4d6
99-00	Zombie Evolution	Your skin permanently becomes gray and translucent, and your organs glow. You can't be zombified and gain +1 necrotic soak.	1d6

MAGICAL ANOMALIES

1d100	Magical Anomaly	Effect	Sanity Dmg
01	Abomination	Your skin hardens into hideous stone sludge. You gain +2 AC and +1 physical soak.	2d6
02	Annihilating Surge	Your power bursts out of control. You and all creatures affected by your powers this round (in the area or targeted) take 15 lightning damage. Any creature reduced to 0 hit points or less by this effect is obliterated. This damage can only be triggered on the same creature once.	2d6

1d100	Magical Anomaly	Effect	Sanity Dmg
03	Antimagic Field	Magic abandons the battlefield. All save DCs are lowered by 2. Relic weapon and armor special properties don't work, and eldritch artifacts and vestiges have no effect.	
04	Army of Abominations	Everyone becomes tough and sludge-like. All creatures gain +2 AC.	2d6
05	Aspect of the Leech	A ghostly leech leers above your head. All other creatures are crippled. Gain +2 to attack rolls, skills, damage rolls, sanity soak, and all damage soak.	3d6
06	Astral Court	Attacks bounce off everyone like harmless starlight. You and creatures in a close burst 6 are immune to damage until the end of the next round.	-
07	Astral Majesty	You become more powerful than any mortal. Your current hit points and maximum hit points double.	-
08	Awakening	Godlike insight spreads. All creatures gain +4 Wit.	-
09	Blasphemy's Rake	Your magic offends the gods. You and other creatures in a close burst 6 are struck blind and deaf until the end of the next round.	3d6
10	Blood Boil	Everyone's blood ignites. All creatures take piercing fire damage equal to their Might score.	3d6
11	Brainweep	Your eyes and ears leak blood. You lose 4 Wit for the duration of the scene and take 1 ongoing physical damage per level (Might negates).	3d6
12	Celerity	Everyone is unnaturally quick. All creatures gain +4 Agility.	-
13	Chaos Kablooie	Eldritch energy erupts from your body. Make a Might save (DC 20). On a success, you take 15 piercing chaos damage. On a failure, you drop to 0 hit points, explode, and are obliterated. Your exploding body blows outward in a close burst 3. Creatures in the area take 5d6 physical damage. An Agility save (DC 20) reduces damage by half.	4d6
14	Cleansed by Fire	The wicked flee. All creatures take 10 fire damage per corruption they have. Their corruptions don't function until the end of the scene.	3d6
15	Cogito Ergo Sum	Your mind is indivisible. You gain regeneration 5.	-
16	Coiled Lightning	Lightning bolts burst from your body. Gain an aura burst 2. When you begin your turn, other creatures take 5 lightning damage.	2d6
17	Concussion	You are inflicted with a concussive brain injury. Take 10 piercing psychic damage and 2 ongoing physical damage per level (Might negates).	-
18	Contemplative Sight	You achieve silent clarity. You go deaf and mute, but gain Omniscience 24.	-
19	Cranial Surge	Your brain leaks boiling fluid. Take 2 piercing psychic damage per level, and you are stunned until the end of your next turn. If this reduces you to 0 hit points or less, your head explodes in a shower of gore.	3d6
20	Crown of Flames	A diadem of blue fire erupts around your head. Gain an aura burst 1. When you begin your turn, other creatures take 10 fire damage.	2d6
21	Crystallized	You are encased in hardened crystal and placed in suspended animation. You are stunned and immobilized. The crystal has 10 hit points per level, physical soak +10, and energy soak +10. Once per round, make a Wit save (DC 25) to break free as an instant action.	3d6

1d100	Magical Anomaly	Effect	Sanity Dmg
22	Dark Chill	Callous, frigid chill. All creatures take 10 cold damage.	1d6
23	Dark Miracles	An invisible font of power restores everyone's resolve. All other creatures regain all spent 1/scene powers.	-
24	Dark Omen	Your powerful magic causes an equal and terribly unfortunate reaction somewhere else in the universe. Your allies are crippled until the end of the next round. This is a fear effect.	4d6
25	Death Pulse	Creatures around you momentarily die and return to life. Other creatures in a close burst 6 take 20 necrotic damage.	4d6
		Demons invade reality. Chaos demons, corruption demons, hatred demons, madness demons, ruin demons, or torment demons (director's choice) appear in an area of the director's choosing, no closer than 6 squares away from you, according to your level:	
		▪ Levels 3-5: 1	
		▪ Levels 6-8: 1d4+1	
		▪ Levels 9-10: 1d6+2	
26	Demons	A wrathful deity tires of your disruptions to the fabric of space-time. You are overwhelmed until the end of your next turn and can't activate powers until the end of the scene. Every time you try to do so, you simply cause another anomaly instead of what you intended.	4d6
27	Denial	The veil between worlds collapses. A dimensional disruption occurs.	-
28	Dimensional Disruption	Everything vaporizes. You and all creatures in a close burst 6 take 10 piercing fire damage and 5 ongoing fire damage (Might save negates the ongoing). Creatures reduced to 0 hit points by this effect are obliterated.	-
29	Disintegration	Comrades falls under harmonious mental control. Allies in a close burst 6 are dominated, per the power. Concentrate as a standard action to maintain the domination effects, and command all dominated creatures simultaneously as a move action. Each creature can resist the power normally at the beginning of their turns.	3d6
30	Domination	The ground shudders. Every creature without the ability to fly is knocked prone. A fissure of 6 contiguous squares opens in a location of the director's choice, remaining for 3 rounds and closing at the end of your turn. Anything caught in this fissure when this duration ends is lost.	3d6
31	Earthquake	Clouds of ectoplasm constitute around you. The battlefield is difficult terrain for everyone but you, and grants +2 AC and saves to everyone.	2d6
32	Ectoplasmic Jelly	Alien resin covers the battlefield. All creatures take -4 to Wit saves and sanity soak.	3d6
33	Ectoplasmic Splash	The furious abyss unleashes a terrible beast. An eldritch horror of your level appears no closer than 12 squares away from you. The eldritch horror is hostile to everything and attacks the closest creature. At the end of each of your turns, you can make a Wit save (DC 25) to expel the horror back to where it came from.	30
34	Eldritch Horror	Shimmering force fields surround everyone. All creatures gain physical soak +5.	1d6

1d100	Magical Anomaly	Effect	Sanity Dmg
36	Exaggerated Physics	Physical laws lessen in power. Attacks deal +5 damage, explosive radii double in size, everything can move and jump twice as far and high, and critical hits deal +5 damage.	-
37	Eye of Eternity	Your mind and soul open to uncontrollable power. You trigger an anomaly when you activate any power.	-
38	Ferocious Din	Fury fills the combatants. All creatures gain +2 Might and Agility.	-
39	Firestarter	You burn with dark fire. All your attacks deal +5 fire damage, and you are immune to fire.	-
40	Flesh Scorn	Invisible claws rip at the flesh. All creatures take 5 piercing physical damage and are crippled for one round. Fearless creatures are not crippled.	3d6
41	Font of Life	You wizen as others redouble. Other creatures have their age reversed by one year. You take 10 ongoing physical damage (Might save negates).	2d6
42	Frozen Ruin	A flash frost covers everything in ice. All creatures take 20 cold damage and are immobilized until the end of the next round.	2d6
43	Grasps from Beyond	Invisible hands pull at creatures in this dimension. All creatures lose 4 Agility.	-
44	Hallucinations	Delusions overwhelm you. At the beginning of each turn, make a Wit save (DC 25) to end this effect. A DC 31 Heal check will also correct this disorder.	-
45	Heat Metal	All metal weapons and armor burn to the touch. Anyone carrying or wearing metal material takes 5 fire damage at the beginning of each turn.	-
46	Hellhound	The dark hound awaits. A dread hound appears no closer than 12 squares away from you. The dread hound is hostile to everything and attacks the closest creature. At the end of each of your turns, you can make a Wit save (DC 25) to expel the hound back to where it came from.	30
47	Id Golem	A statue or painting animates. The object becomes a demonic carving. If no physical humanoid likeness exists nearby, the creature forms out of the terrain.	4d6
48	Id Kids	You mentally merge with your comrades. Every ally gains all your talents. At the end of the scene, they can choose to replace any talents they have with your own, if they qualify.	-
49	Inferno	You radiate all-consuming flame. When you begin your turn, all creatures take 5 fire damage.	2d6
50	Intellect Drain	Dark energy suppresses all thought. All creatures take -4 to skills and Wit saves.	2d6
51	Invisibility	You are invisible until the end of the scene.	-
52	Life Drain	You suck life away into the black void. Other creatures age one year and take 10 ongoing necrotic damage (Might save negates the ongoing damage, but not the aging).	4d6
53	Life Surge	Wounds close and stitch of their own accord. All creatures gain fast healing 3.	-
54	Lifeleash	You suppress the flow of lifeblood. All creatures lose fast healing and regeneration. All other healing effects heal no more than 1 hit point.	-

1d100	Magical Anomaly	Effect	Sanity Dmg
55	Light Reap	Unnatural darkness surrounds you. Light sources are dimmed, even sunlight. Creatures are blind if they don't have an alternate form of perception, but are also concealed from all creatures without an alternate form of perception.	1d6
56	Lightning Bolt	Lightning bolt, lightning bolt, lightning bolt. Take 15 lightning damage. Creatures in a close burst 1 also take this damage.	2d6
57	Limitless Knowledge	You awaken suppressed cognition. All creatures gain +8 to skills.	-
58	Madness	Everyone loses their minds. Every ally has a psychotic break, reducing their sanity to 0. Creatures that don't use sanity are unaffected.	-
59	Maiming	Invisible force crushes your body. This causes 10 damage and 5 ongoing physical damage (Might save negates).	3d6
60	Matter Over Mind	Your physical self is powered by your mind. You lose 4 Wit but gain 2 Might and Agility.	-
61	Memory Worm	Memories are altered by pernicious psychic echoes. Other creatures are stunned until the end of the next round. Survivors who are undergoing a psychotic episode or are insane are immune to this effect.	3d6
62	Mind Over Matter	Your metabolism feeds only your mind. You lose 2 Might and Agility, but gain 4 Wit.	-
63	Mind Rot	Brains liquefy. Every creature takes 2 ongoing physical damage per level (Wit negates). While taking this damage, the victim is blind.	3d6
64	Necrotic Drain	Yellow tendrils shoot out from you. Other creatures 5 necrotic damage. You regain 5 hit points for each damaged creature.	3d6
65	Obliteration	You are smote by otherworldly force. You take 20 piercing chaos damage. If you are reduced to 0 hit points, you are obliterated.	2d6
66	Pain Transference	You radiate agony outward. When you are damaged, reduce the damage by 5 but deal 1 piercing psychic damage to all creatures in a close burst 2. If no creatures are in range, tally damage normally.	2d6
67	Poltergeist	Unattended objects fly from their resting places, doors crash open, and windows shatter. Other creatures are crippled by the ongoing chaos, and their mobility is reduced to 0.	2d6
68	Polyglot	Linguistics become simplistic. All creatures learn the language of every other creature on the battlefield.	-
69	Psychic Absolution	You are restored to your best self. Regain all hit points.	-
70	Psychic Diadem	Attacks bounce off you like harmless starlight. You are immune to damage until the end of the next round.	-
71	Psychosis Suppression	A calm settles over your comrades. Allies are unaffected by psychotic episodes and insanities.	-
72	Punishment	Wrathful energy exudes from you. Other creatures take +3 damage from any attack or damage source.	-
73	Radiation Blast	Radioactive energy bursts from you. All creatures are irradiated, taking 5 ongoing nuclear damage (Might save negates).	3d6

1d100	Magical Anomaly	Effect	Sanity Dmg
74	Radiation Zombies	The atomic dead rise. Dead creatures become irradiated zombies. These zombies have stats as zombie minions of your level, but their attacks deal nuclear damage and cause irradiation.	4d6
75	Radioactive	You emit powerful energy. Gain an aura burst 1. When you begin your turn, creatures take 10 nuclear damage and are irradiated.	2d6
76	Rain of Sorrow	Psychic rain forms around you. All creatures are crippled, and take 1 cold damage at the beginning of every anomaly phase.	2d6
77	Roaring Storm	A dull roar breaks into a storming cacophony. All creatures take 3 sonic damage per level.	2d6
78	Rockflesh	Flesh turns to mighty stone. All creatures gain physical soak +3.	-
79	Seal Broken	Hell's rage is let loose. The accursed anomaly from a random dark realm occurs during every anomaly phase, before any other anomalies are assessed.	-
80	Second Sight	Creatures radiate light that only you can see. For one day, gain omniscience 12.	-
81	Severe Radiation	Radiation burns the flesh horribly. You and creatures in a close burst 1 take 20 nuclear damage and are irradiated.	3d6
82	Silence	All sound is blocked. No one can make or hear sound of any kind, and creatures gain sonic soak +10.	1d6
83	Soul Burn	You momentarily lose your soul. Lose 50 sanity. If you are psychotic when this anomaly occurs, gain a random insanity for the normal duration. You also have a +5% increased chance of causing an anomaly until the end of the scene.	-
84	Soul Siphon	You devour the souls of those around you. Allies lose 1 stunt. Gain 1 stunt for each affected ally. Allies who can't pay a stunt take 10 piercing chaos damage.	2d6
85	Spatial Skip	Everything changes places. Every creature in a close burst 6 is teleported 6 squares to a location of the director's choice.	3d6
86	Spontaneous Combustion	You self-ignite. You are crippled. At the beginning of your turn, you take 5 fire damage, but every adjacent creature also takes 5 fire damage.	3d6
87	Static Cling	You charge the battlefield with electricity. All creatures deal an additional 2 lightning damage with melee attacks.	-
88	Superbeast	You become monstrous. Your size increases by one category, and you gain +2 Might and -1 AC. Creatures that would be in your squares when you grow are shunted out of the way without harm.	3d6
89	Taken	You disappear. You wink out of existence for 1d4 rounds, reappearing at the end of your last turn spent in limbo in your original square, or the closest possible square to it (chosen by the director). You are covered in a noxious substance inimical to life, and you and creatures adjacent to you take 5 piercing poison damage when you reappear.	2d6
90	Telekinetic Surge	Invisible force smites the land. Everyone within 12 squares of you takes 10 piercing psychic damage and is knocked prone.	2d6
91	Terrible Resurrection	Everything rises again. Corpses regenerate to 1 hit point at the end of your turn. A resurrected human awakens in the throes of a psychotic episode and random temporary insanity.	30

1d100	Magical Anomaly	Effect	Sanity Dmg
92	Thought Bomb	You are struck stupid by a psychic signal. You and other creatures in a close burst 1 are stunned until the end of the next round.	2d6
93	Time Distortion	The flow of time is warped. Other creatures gain an additional standard action at the beginning of their next turn.	-
94	Time Warp	You wink out of the time and visit another dimension. You disappear until the end of your next turn. You reappear in the square you disappeared from, or reappear in an adjacent square. You lose all sanity, and there is a 50% chance you are possessed as in <i>Transdimensional Cognition</i> .	2d6
95	Transdimensional Cognition	You and an invisible extradimensional entity become aware of one another, and its scrutiny breaks you. You become a standard monster of your level with full hit points. The type of monster is the director's choice. At the end of the scene, you return to normal.	30
96	Transdimensional Phenomena	The veil between worlds is weakened, overwhelming the minds of your allies. You are unscathed. Every ally is overwhelmed until the end of the next round.	3d6
97	Undone by Shame	A dread entity whispers knowledge of your terrible secrets. You lose all sanity soak in this and the next scene, and fall to 0 sanity if you have any remaining.	-
98	Unnatural Strength	Everyone ripple with new power. Other creatures gain +4 Might.	-
99	Unworthy	The gods deem you wanting. Lose 2 stunts. One of these goes to an ally of your choice on the battlefield. The other goes to a monster of the director's choice. If you don't have enough stunts to surrender, you take 10 piercing chaos damage for each stunt you can't lose, and the other targets still gain stunts. If you are reduced to 0 hit points by this anomaly, you are obliterated.	2d6
00	Wail of the Banshee	A horrid scream from beyond the wall of night. All creatures take 10 sonic damage and are crippled until the end of the next round.	2d6

SANCTION ANOMALIES

1d10	Sanction Anomaly	Range	Damage	Effect	Sanity Dmg
1	Cryosterilization	Close Burst 8	5d8 Cold	Victims make a Might save for half damage. On a failed save, victims are immobilized until the end of the next round. Creatures killed by this power become blocking terrain.	4d6
2	Death Signal	Close Burst 8	10d6 Psychic	Victims make a Wit save for half damage. On a failed save, victims are overwhelmed until the end of the next round.	4d6
3	Electromagnetic Pulse	Close Burst 8	5d8 Lightning	Victims make a Might save for half damage. Creatures damaged by this effect lose all fast healing and regeneration until the end of the next round.	4d6
4	Glassing	Close Burst 8	5d10 Fire	Victims make a Might save for half damage. At the beginning of each of your turns until the end of the scene, the area expands by 1 square and everything in the area takes 5 piercing fire damage.	4d6

1d10	Sanction Anomaly	Range	Damage	Effect	Sanity Dmg
5	Laser Shredder	Close Burst 8	5d8 Piercing	Creatures make an Agility save for half damage. Until the end of the scene, creatures that move into, out of, or around the area on their turn take 5 piercing fire damage.	4d6
6	Nanobots	Close Burst 8	5d8 Acid	Creatures make a Might save for half damage. Victims who fail their save take 5 ongoing acid damage (Might save ends). The area permanently becomes difficult terrain.	4d6
7	Planet Cracker	Close Burst 12	5d10 Physical	Victims make a Might save for half damage. On a failed save, victims are knocked prone. The world is thrown out of balance by this effect, and the destruction is near total. All anomaly chances increase by 20% for the remainder of the scene and the area permanently becomes difficult terrain.	4d6
8	Resonator	Close Burst 12	5d6 Sonic	Victims make a Might save for half damage. At the beginning of your next turn, creatures in the area take 5 sonic damage. This happens again on each successive turn, and each time the damage is reduced by 1.	4d6
9	Ultravirus	Close Burst 8	5d8 Necrotic	Victims make a Might save for half damage. On a failed save, victims are crippled until the end of the next round. Increase the burst area of this effect by 1 for each creature caught inside it, counting creatures who were originally outside the area.	4d6
10	Ur-Venom	Close Burst 8	5d10 Poison	Victims make a Might save for half damage. On a failed save, victims are crippled until the end of the scene.	4d6

DOWNWARD SPIRALS

"Horror has a face... You must make a friend of horror. Horror and moral terror are your friends."

- *Apocalypse Now* (1979)

At level 6, select a downward spiral that you are eligible for, based on your destiny. Downward spirals are a series of five dark secrets that you learn about yourself as you descend into true madness and inhumanity. When you choose your downward spiral, you learn the first secret. At each new level, you learn another secret.

DOWNWARD SPIRALS AT A GLANCE

Downward Spiral	Requirement		
Accursed	-	Irradiated	-
Alchemist	Necromancer	Killbot	Mechapilot
Anti-Christ	-	Killing Shadow	Champion (Shinobi)
Archvillain	Villain	Leatherface	-
Baal	-	Lycan	Werewolf
Berserker	Warlord	Malakim	-
Black Knight	Champion (Knight-Errant), Villain	Mastermind	Mutant
Black Magus of Chthon	Mutant, Necromancer, Sorcerer, Warlock	Omega Psychic	Mutant
Cannibal	-	Oracle	Mutant
Captain of Industry	Mad Scientist	Possessed	-
Corpsemonger	Mad Scientist, Necromancer, Waster (Corrupt)	Pharaoh	Ghost, Necromancer
Crabthing	-	Puppet Master	Mad Scientist
Cult Leader	-	Putrefactor	-
Cultist	-	Pyromaniac	-
Dark Scholar	-	Reaper Lord	Champion (Swashbuckler), Waster (Pirate)
Dark Wizard	Necromancer, Sorcerer, Wizard	Roachvile	-
Darkling	-	Satyr	Warlock
Deadly Venom	Champion (Shaolin)	Seraphim	-
Deep Lord	Mutant	Shade	Ghost, Necromancer
Defiler	-	Stranger	Sorcerer, Wizard
Dread Chemist	Mad Scientist	Supersoldier	Warlord
Eldritch Mecha	Mechapilot	Svartalfar	-
Erelim	-	Technomage	Mad Scientist
Exohorror	Mad Scientist	Vampire	Ghost, Necromancer
Fallen Angel	-	Witch	Warlock
God-King	Champion (Barbarian)	Wormfolk	-
Infernal	-	Xenohorror	Mad Scientist

ACCURSED

"To die, to be really dead, that must be glorious... There are far worse things awaiting man than death."

- Bram Stoker, *Dracula* (1897)

You are judged by a dread power and found wanting. You are doomed to wander the cosmos for eternity. Only the cruelest or most gravely insulted powers visit this fate on mortals. You are haunted more and more as you progress through the end times. As you are continuously abandoned by allies—either because they die, become inhuman, or whatever else—you feel ever more alone. Nothing will bring you peace, and there is no limit to the physical and mental anguish you take. You are truly lost.

You are Accursed because you *deserve* it. It's less a gateway to mad power and more a divine punishment. If your body is too badly obliterated or can't be recovered by other survivors, you should make a new survivor... Even though you will be back. No matter what. In what is often a fatalistic game, your fate is far worse than most.

FIRST SECRET: RETURNED

You must die at least once at third level or afterward before you can gain the "benefits" of any secret in this destiny. When you die, you experience a dread epiphany as your soul is rejected from entering any kind of afterlife. You don't understand *why* you are barred from the afterlife, only that you are.

The first time you die, you spend at most 1d4 minutes in a state of clinical death. Then, you return to full hit points and reconstitute somehow, no matter how you died. If someone resuscitates you, you similarly return at full hit points. At this point, you are completely healthy; if you were previously infected by the Contagion, for example, this no longer applies.

You regenerate 1 hit point per day, no matter what. When you are physically dead, you still perceive time passing and possess any senses not temporarily destroyed by physical trauma. You are never truly dead—only at best in a state of suspended animation. When you regenerate to 1 hit point, you are free of any physical ailments that affected you during your last life.

If nothing else more traumatic occurs during your regeneration from death, you take at least 2d6 sanity damage from experiencing a state of death. The sensation of being, for example, digested and converted into fecal matter, before again reconstituting, would be much more traumatic.

The effects of sanity damage accumulated during death begin when you return to life.

You can't be killed by having too many corruptions.

SECOND SECRET: DARK PILGRIM

You are anchored to this existence forever.

- Your sanity soak isn't reduced from dark realms.
- Gain +2 to AC and saves against attacks and effects from aliens.
- Gain regeneration 2.

THIRD SECRET: BLEAK GUARDIAN

Little now fazes you in your hateful misery.

- You are fearless.
- You so long for death that, once per scene, if an adjacent ally is attacked in melee, you can switch places with the ally and take the attack in the ally's place as an instant action, negating any damage to your ally. When you use this ability, the melee attack hits you.
- Your regeneration improves to 3.
- Gain physical soak +1.

FOURTH SECRET: ETERNAL PURGATORY

Your flesh becomes timeless.

- Gain +5 soak against cold, fire, and lightning.
- Your regeneration improves to 4.

FINAL SECRET: THE WATCHER

You join the ranks of the Watchers.

You are immortal, though you continue to physically age—no matter how age withers and wizens you, you will never expire of natural causes. Even if the Earth is turned to dust by an exploding star, your dust particles will reconstitute into a whole so that you can hurtle helplessly through the void for all eternity.

- You are immune to poison, stunning, and crippling. You don't need to eat, breathe, or sleep.
- Your regeneration improves to 5.
- Gain physical soak +1.

TALENTS**THE LAST CRUSADE**

As a standard action once per day, reduce yourself to 0 hit points and transfer your life force to any adjacent allies, allowing them to retcon as a free action without spending their own retcons. Your body wizens horribly (a state from which you recover after you return to maximum hit points) and you deal all onlookers 4d6 sanity damage.

ALCHEMIST

“Humans who would dare to play god must pay a steep price for their arrogance. That is truth.”

- *Fullmetal Alchemist: Brotherhood* (2009)

Requirement: Necromancer destiny

Your ambition for necromantic power is absolute—life and death are mere abstractions in your quest to attain ultimate power over all matter. This brings you to alchemy, the blend of chemistry, metallurgy, and magic.

Most alchemists are modest, following a path of spiritual enlightenment, self-improvement, and truth. You don't seek enlightenment, and purity is wasted on you. Your use of alchemy reflects the unclean, broken spirit at the core of your being. All things are transitory to you, for alchemy can't create without destroying something in turn. Even a vampire or witch still has a soul, bargained away; in your tragic quest to become a god, your soul is just an energy source for more magic.

FIRST SECRET: THE QUEST FOR PERFECTION

You begin your search for the alchemist's perfect truth, the legendary Philosopher's Stone, a secret element reputed to grant omnipotence over matter and spirit. More than simple immortality—a parlor trick to you—it can grant near-invincibility and absolute mastery of magic.

- When you gain a piece of the Philosopher's Stone dark tome, gain +1 physical and energy soak.
- At this level and every level after, choose two alchemical breakthroughs for powers you know.

Army of Abominations: Activate this power as an instant action. Increase bonuses by +1.

Biotransmutation: Increase your cold, fire, and lightning soak by +4.

Blood to Bile: Activate this power as an instant action. The victim takes -4 to Might saves against this power.

Bloody Tribute: The tribute gains hit points when you deal any energy damage with your powers, not just necrotic.

Deathless Perversion: Gain 3 maximum hit points and 1 retcon value for every corruption you have.

Ferromancy: You can upgrade weapons with this power to an otherwise impossible Tier VII.

Golem: The golem gains 25 hit points, gains a permanent *Army of Abominations* effect, and gains fast healing 3 when berserk.

Rancid Corrosion: Activate this power as an instant action. It deals 5 acid damage.

Sanguine Summoning: Like your blood simulacrum, your melee attacks also ignore 5 physical soak.

Warp Terrain: Activate this power as an instant action.

SECOND SECRET: UNSOULED

Your soul degrades as you deplete it as a fuel source, pushing the limits of what alchemy can achieve.

- You use RAM instead of sanity, as a cyborg does.
- Gain an Energy Gauntlet, Gauntlet Macabre, or Reaper Ligament relic.

THIRD SECRET: ANIMA MUNDI

Through your vile mysticism, you gain the ability to perceive and abuse the world soul that links the spirits of all creatures.

- When you spend stunts on powers, you can spend the stunts of any willing ally at a 2-for-1 transfer rate. Gain +1 to the save DC of your power for each stunt you gain this way.
- When you transfer stunts in this way, increase the chance of all anomalies for all survivors by 5% for the rest of the scene for every two stunts you absorb, applicable to all powers with such a chance.

FOURTH SECRET: COSMIC TRUTH

You master the magic behind the creation of your golem. The last of your soul withers and decays beneath your arcane panoply.

- Your golem gains two random accursed armor properties, as well as an accursed armor appearance. When it is reduced to 0 hit points and reconstituted, you can re-roll these properties.
- When berserk, your golem's attacks ignore physical soak and the save DCs against its grabs increase by 4.
- Your chance of anomaly with all powers that can trigger an anomaly increases by 5%.

FINAL SECRET: HOMUNCULUS

You are no more a living thing now than your golem, estranged from humanity and mortality. In your derangement, you manage to unlock a secret of the Philosopher's Stone, though the element's true power will forever elude a creature as foul and shortsighted as you.

- Gain a piece of the Philosopher's Stone if you don't yet have all of them.
- Gain +1 to save DCs of your powers for every piece of the Philosopher's Stone you have found.
- Your physical soak gained from the Philosopher's Stone blocks piercing damage, and you gain regeneration equal to half of that piercing soak.
- You die forever if killed by magical anomalies or your golem.

TALENTS**CHARM OF MAKING**

You wield the words of making, and therefore unmaking.

- You can substitute 10 normal components for 1 special component when crafting items.
- When someone else activates a power with a chance of magical anomaly, you can spend all your remaining stunts to cause an anomaly.

PANACEA

You become proficient in the production and use of alkahest, the universal solvent that can heal and destroy.

- Once per scene, when you use Elemental Transmutation to convert damage you deal to acid, or convert acid to another type of damage, it ignores soak and deals +5 damage.
- When you use the Heal skill, your Heal level improves by 2.

ANTI-CHRIST

“Ye had still hoped that virtue were not all a dream. Now are ye undeceived. Evil is the nature of mankind.”

- Nathaniel Hawthorne, *Young Goodman Brown* (1835)

You are the spawn of Satan, meant to enact the Dark Prince’s final scheme to dominate the Earth and its peoples, triggering Armageddon. Evil surrounds you, binding wicked souls to your will.

FIRST SECRET: THE OMEN

You discover that you are Satan’s spawn and begin conspiring to take over the world.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**)
- You may use your Charisma instead of your Wit to calculate your karma and karma soak.
- When you or an ally rolls a 1 or a result divisible by 6 on an attack roll or save, gain an omen. You may have as many omens as you have levels.
- You can spend an omen as a free action to increase the sanity damage of a power you activate by 1d6. This adds +3 to the power’s damage roll and increases the save DC by 1. Omens stack.

SECOND SECRET: SIGNED AND SEALED

You seduce your allies with delusions of grandeur and blind ambition for fleeting temporal power.

- Under your evil guidance, your allies gain dread powers according to their natures.
 - Alien Assassin:** Gain an alien armament.
 - Cyborg:** Gain an upgrade.
 - Demigod:** Start every combat scene with 1 additional Wrath.
 - Mechapilot:** Gain an additional technology.
 - Mad Scientist, Monster Hunter, Mutant, Necromancer, Pagan, Singularity, Sorcerer, Spy, Villain, Warlock:** Gain an additional power.
 - Warlord:** Gain a battle trance.
 - Waster:** Your lowest ability score improves by 2. If you have scores that tie, choose one.
 - Werewolf:** The lunar phase always begins at 3.
 - Wizard:** Gain a sacred mystery.
 - Zealot:** Your sanity soak is restored.

THIRD SECRET: DESOLATION

Swayed by your teachings and accustomed to the vile deeds you all commit, your allies become immune to petty morality.

- Your allies roll d4s when taking sanity damage from actions they or their allies take, instead of d6s.
- Gain +2 Charisma.

- Once per scene, when an ally rolls for a psychotic episode, insanity, or anomaly, the director may force them to re-roll. If the director forces a re-roll, you gain one stunt.

FOURTH SECRET: BEAST OF THE EARTH

Your allies are now your servants, and gain great power in exchange for attending your every need. If an ally defies you, you can withhold these and all other bonuses you grant from them.

- Your allies who can activate powers may choose to use the Karma system instead of the sanity system.

Cult Leader: Increase their debauched court bonus by +1.

Cultist: Gain a further +1 when using Ritual Bloodletting.

Fallen Angel: Wrathful Judgment deals chaos damage and the enemy can’t save against this ability. Enemies reduced to 0 hit points by Wrathful Judgment are obliterated.

Possessed: Gain +2 to saves.

Putrefactor: Can use sticky vomit unlimited times per scene.

Pyromaniac: Deal +2 fire damage on damage rolls, and +4 fire damage on a critical hit.

Satyr: The Eye of Baphomet adds +2 to the bonuses this ability confers.

Warlocks and Demons: Add +1 to the save DCs of their powers.

All other allies gain fire soak +5.

FINAL SECRET: IT IS THE LAST HOUR

You now possess the power to end all life on Earth by your evil will.

- Gain the *Chaos Meteor* power if you don’t already have it (if you do, gain another power). Nothing can save against your *Chaos Meteor*.
- Three times per scene, when an ally rolls for a psychotic episode, insanity, or anomaly, the director may force them to re-roll. If the director forces a re-roll, you gain one stunt.

TALENTS**WE ARE DEAD, AND THIS IS HELL**

Gain a stunt every time an ally reaches 0 sanity.

ARCHVILLAIN

“Every thousand years, I test each life system in the universe. I visit it with mysteries, earthquakes, unpredicted eclipses, strange craters in the wilderness. If these are taken as natural, I judge that system ignorant and harmless. I spare it. But if the hand of Ming is recognized in these events, I judge that system dangerous to us. I call upon the great god Dyzan, and for his greater glory and for our mutual pleasure, I destroy it utterly.”

- *Flash Gordon* (1980)

Prerequisites: Villain destiny

In a world now filled to the brim with villains and horrors, you stand out from the rest—an all-powerful despot of the apocalypse, close to enacting your dream of dominating all life, now and forever.

FIRST SECRET: MASTERMIND

You’re pure evil beyond any doubt, and not held to the moral standards implied by sanity.

- Gain a villainy.

- Gain the karma sanity variant.

SECOND SECRET: NEXT TIME, GADGET

You're nearly impossible to corner, because you've always got an escape plan.

- Gain a talent.
- When you spend your retcon, you can teleport to a range of 24 squares, including squares that are out of your line of sight.

THIRD SECRET: LEGION OF DOOM

Your minions become powerful villains in their own right.

- Gain a villainy.
- You and allies gain a permanent insanity of their choice.
- You and allies gain 2 additional hit points for every permanent insanity they have.

FOURTH SECRET: TEAM-BUILDING EVENTS

Your psychic and scientific torture devices serve as perfect motivators.

- When an ally fails an attack roll, skill, or save, as an instant action deal them 5 piercing chaos damage. They may re-roll. If they fail again, they take another 5 piercing chaos damage.
- Gain a talent.

FINAL SECRET: KILL BILL

You're the power behind the group, the undisputed overlord of evil.

- Gain a villainy.
- When you gain this secret, re-roll any of your existing corruptions you dislike once, taking the new result. From now on, roll twice on any corruptions you gain and take the result you desire.
- Increase your maximum hit points by 5 and your retcon value by 1 for every corruption you have, to a maximum of 50 additional hit points.

TALENTS

ONLY A MASTER OF EVIL

Powers you wield that cause sanity damage to others gain +1 to their save DCs.

BAAL

"And they forsook the LORD, and served Baal and Ashtaroth."

- *Judges 2:13*

You are a demon with a bottomless hunger for blood, who presides over the fall of a deceived and defeated mankind. Long has your kind presided at the site of grotesque sacrifices after falsely promising the universe to ignorant mortals.

FIRST SECRET: ETERNAL POTENCY

Your face becomes skeletal, rotten, and corpse-like.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- Gain one of the below powers and the listed bonus when using them. Add the below powers to your power list if you have a destiny that gains powers.

Ameliorating Vomit: Heal 2 additional hit points.

Black Speech: +2 damage.

Cruor Mail: The fast healing from this power increases by 2.

Devour Soul: Heal 2 additional hit points.

Doom: Your save DC improves by 1.

Necrotic Vomit: +2 damage.

- Gain necrotic soak +10.

SECOND SECRET: DARKEST BLOOD MAGIC

Your eyes swell up and whiten, oozing an impossible amount of pus everywhere you go.

- Once per scene, when you take sanity damage from a power you activate, you may instead take piercing necrotic damage according to the sanity you would have lost:

1d6: 1 Damage

2d6: 3 Damage

3d6: 5 Damage

4d6: 7 Damage

30: 10 Damage

THIRD SECRET: SOMETHING WICKED

You move about on cloven hooves.

- Gain +2 speed when making charge attacks, don't provoke while charging, and gain +2 to hit and damage on charge attacks.
- Gain another Eternal Potency power.

FOURTH SECRET: WISHMASTER

You grow a mane of ox-like fur that reeks of abominable filth.

- Once per scene, when you or an ally activates a power anywhere on the battlefield, spend an instant action to increase or decrease the chance of a magical anomaly by 20%. Automatic anomalies can't be affected.
- Once per scene, an ally adjacent to you can take either 10 sanity damage or 10 piercing chaos damage (if they have no remaining sanity) to gain two stunts.

FINAL SECRET: BLOOD DEMON

Your head transforms into that of a ram, still rotting and effusing pus.

- Gain +1 to hit and saves for every ally on the battlefield that is staggered, below 0 hit points, or overwhelmed.
- Deal +5 damage to staggered enemies with attacks and powers.
- Gain another Eternal Potency power.

TALENTS

BLOOD DEMON

▪ You are immune to necrotic damage.

▪ Your Eternal Potency powers deal +1 damage.

BERSERKER

Point for them the virtue of slaughter,

Make plain to them the excellence of killing

And a field where a thousand corpses lie.

- Stephen Crane, *War Is Kind* (1899)

Requirement: Warlord destiny.

You engage in wanton violence to fill the void in your soul, taking barbarity to a new level. You long to bludgeon and tear creatures apart and feel warm blood spill over you, caring about nothing but slaughter.

FIRST SECRET: WARPATH

You disdain subtlety in your weaponry as well as the use of armor, traipsing through the apocalypse wearing as little as possible. Each time you slay a creature in combat, you make sure to place another notch in the killing weapon, lick the blood off, and then mutilate the corpse. Your eyes widen into an insane glare, and you stink of blood.

- Gain +2 to speed, saves, and AC when not wearing armor or a shield.
- Deal +1 damage with all weapons.
- You prefer your weapons heavy and loud. When you have a weapon that deals at least 1d10 base damage, gain +1 to hit and damage with it. This counts towards grenades and other large explosions.
- You can go berserk as an instant action a number of times per day equal to your Might modifier (minimum 1). While berserk, you lose all other insanities, but randomly gain one of the following four insanities until the end of the scene:

BERSERKER INSANITIES

1d4

- | | |
|---|--|
| 1 | Bloodlust. Take -2 to attack rolls, but deal +2 damage with melee attacks and called shots. You never take prisoners or accept an enemy's surrender. |
| 2 | Feral Mania. Gain +2 Might and Agility, but -2 Wit and Charisma. You can't communicate with humans, but can with dogs and cryptids. If you are a dog, instead gain +1 physical soak and -1 sanity soak. You can also communicate perfectly with cryptids. |
| 3 | Frothing Rage. When you score a critical hit or are struck by a critical hit, your critical threat range with melee weapons increases by 1, but all your physical and energy soak values decrease by 2. These can decrease to negative values, causing you to take additional damage. |
| 4 | Hysterics. Scream when you make any kind of attack. The first time you make a melee attack each round, swing at everything around you. All adjacent creatures must make an Agility save or take 5 damage. |

SECOND SECRET: BALEFUL WARPAINT

You adorn yourself in the blood of your enemies, masking your body in their gore, and file your teeth until your mouth is a jagged maw. Your warpaint can be elaborate or sloppy; some berserkers paint insane designs on themselves, while others simply dump as much gore over themselves as possible.

- Once per round, when you succeed on a Might or Agility save against a monster's attack, you regain 5 hit points.
- You heal an additional 2 hit points per level when you retcon.

THIRD SECRET: GRIM RELIC

You construct a keepsake made from the corpses of your victims. This could be a necklace of fingers, stitched hide, or a head protruding from a battle standard on your back. You can call upon these marks of conquest to renew your spirit.

- You can't be overwhelmed. If an effect would overwhelm you, you are instead crippled.

- Once per scene as an instant action, end any ongoing damage effects as if you saved.
- Deal +1 damage with all weapons.

FOURTH SECRET: REVELRY OF CARNAGE

Your mouth hangs open and your eyes glass over in a stupor when you aren't fighting. Only slaughter awakens the pleasure center of your brain.

- Once per round, when you kill or score a critical hit with a melee attack, all enemies adjacent to you and your victim take 5 piercing physical damage as you beat them with your enemy's severed parts.

FINAL SECRET: RAVAGER

You cast an unnaturally long and monstrous shadow. Your eyes become fiery white orbs.

- Your critical threat range with all weapons improves by 1.
- Deal +1 damage with all weapons.
- You can roll twice on the berserking table and choose the result.

TALENTS

DARK MARAUDER

- While berserk, gain fast healing 2.
- You can go berserk an additional time per day.

BLACK KNIGHT

"He cares about these helpless mortals?"

"Of course He cares. He died for our sins."

"That shall be His undoing."

- *Highlander* (1986)

Prerequisites: Champion destiny with the Knight-Errant path, or Villain with the Dark Knight villainy

You are the dread knight of the apocalypse, champion of darkness, enemy of the light, prince of evil.

FIRST SECRET: DARK PANOPLY

Your black armor, stained with blood of your enemies, absorbs the light around it.

- Gain chaos soak +10.
- Deal +2 damage with medium melee weapons.
- When you wield a shield, gain +1 AC.

SECOND SECRET: SMITE GOOD

None can withstand the evil magic imbued in your weapons.

- You can choose to deal chaos damage with your melee attacks.
- Gain +4 to hit and damage against divines.
- Deal +1d6 chaos damage on melee critical hits.

THIRD SECRET: ANOINTED OF DARKNESS

The dark powers protect you now that you bear their fearsome sigils on your shield. Your voice is a guttural, unearthly echo that portends doom.

- Deal +1 damage with medium melee weapons.
- When you wield a shield, gain +1 AC.
- Add your shield AC bonus to cold, fire, and lightning soak, so long as you are wearing one.

FOURTH SECRET: ACCURSED BLOWS

Your blows visit terrible curses on your foes, for which you are rewarded.

- When you score a critical hit, your enemy takes 10 ongoing chaos damage (Wit DC 15 + level ends). Enemies reduced to 0 hit points by your critical hits or this ongoing damage are obliterated.
- For every creature currently suffering ongoing damage you have dealt, gain regeneration 1.

FINAL SECRET: FIRST AMONG FIENDS

Dark energy bursts from your body when you are struck, protecting you and enveloping your foes.

- Deal +1 damage with medium melee weapons.
- When you wield a shield, gain +1 AC.
- Add your Charisma modifier to your physical soak when you aren't staggered. If your physical soak reduces an instance of physical damage to 0, the attacking enemy takes 10 chaos damage.

BLACK MAGUS OF CHTHON

"Before there was time, before there was anything, there was nothing. And before there was nothing, there were monsters."

- *Adventure Time* (2015)

Prerequisites: Mutant, Necromancer, Pagan (Abominable City or Cosmic), Sorcerer, or Warlock destiny

You searched for purpose in the fires of the apocalypse, and something found you. The Chthonic Ancients whispered from beyond the wall of sleep, promising power beyond your dreams. Ageless and formless, they were banished from reality at the beginning of time, awaiting their revenge for eons. In your heedless ambition, you seek their power for your petty desires.

Primordial evil befools your body and soul, but their might is yours. You can summon a fraction of their essence into this reality, though even you are doomed to suffer the consequences.

FIRST SECRET: POWER CORRUPTS

- For every three corruptions and permanent insanities you gain, gain a power from your list, to a maximum of ten. For example, if you have four corruptions and two permanent insanities, gain two additional powers.
- You no longer gain corruptions from relics.
- Gain two random corruptions.
- Increase the maximum number of corruptions you can gain before you suffer hit point/retcon modifiers by your Charisma modifier.
- Gain the *Chthonic Summoning* power.

CHTHONIC SUMMONING

You call upon the Chthonic Ancients to mutilate your enemies.

1/Day

Action: Instant

Range/Area: Personal

Duration: Scene

Anomaly Chance: -

Gain a bonus to power damage rolls equal to half the number of corruptions you have, and a +10% chance of anomaly with powers that have a chance of anomaly.

1/Day

Action: Standard

Range/Area: Close Burst 12

Duration: Scene

Anomaly Chance: Automatic [Inhuman]

You summon a Chthonic Ancient anywhere in the area. This is a mere shadow of the true entity, still enough to cause horrific devastation and perhaps kill you, but not enough to bring about the ending of the world. The Ancient has the following statistics:

Type: Colossal Abomination

Abilities: Might 20, Agility 20, Wit 20, Charisma 20

Hit Points: 10 + 10 Per Level

Initiative: +10

Speed: 12

Armor Class: 11 + Your Level

Saves: 10 + Your Level

Attacks: Tentacle +5 + Your Level

Damage: Tentacle 1d12+5 Chaos + Your Level (19-20 Crit)

Passive Defenses: Physical Soak +½ Your Level, Energy Soak +½ Your Level, Regeneration +½ Your Level

Summoning a Chthonic Ancient is an epic endeavor. When you activate the power, you must make a DC 25 Wit save. If you fail, you lose control of the Ancient and it is hostile to all creatures. It attacks the closest creature, preferring you, your enemies, or your allies, in that order, if multiple targets are equidistant.

If you succeed at the Wit save, you have control of the Ancient. The Ancient acts on its own initiative. To continuously command the Ancient after the first round of its existence, controlling its actions with your mind, you must either spend a standard action on each of your turns or take 10 piercing chaos damage. Otherwise, the Ancient falls out of your control as if you failed the original Wit save. If you become stunned, overwhelmed, or fall to 0 hit points or below, you also lose control of the Ancient.

The Ancient gains a random power:

SUMMONED ANCIENT RANDOM POWERS

1d20	Aura	Effect
1	Blood	When the Ancient begins its turn, wounded enemies take 1 piercing physical damage and it regains 1 hit point for each such enemy.
2	Chant	Allies in the aura lose all sanity soak, but gain +2 to saves and add one step to their stunt die.
3	Corruption	Enemies are crippled.
4	Death	Enemies' fast healing, regeneration, and necrotic soak are reduced by 5.
5	Domination	When the Ancient successfully makes a save, the attacker forcing the save is overwhelmed until the

1d20	Aura	Effect
		end of the Ancient's next turn.
6	Doom	Enemies take -2 to attack.
7	Dread	Enemies are flanked and treat the area as difficult terrain.
8	Fecund	The Ancient's allies regain 1 hit point.
9	Horror	The Ancient gains +1 to damage for every ally at 0 sanity.
10	Hypnotic	Enemies that fail saves in the area are dazed until the end of the Ancient's next turn.
11	Potency	Enemies in the area who fail any save are immobilized until the end of the Ancient's turn.
12	Radiant	Enemies take -2 to all damage soak values.
13	Reanimation	When the Ancient is reduced to 0 hit points, its allies regain 20 hit points.
14	Ruin	When an anomaly occurs, the Ancient regains 10 hit points.
15	Shadows	The Ancient is invisible.
16	Swarm	The Ancient has cover from ranged attacks and +1 physical and energy soak.
17	Tentacles	The area is difficult terrain. Enemies hit by the Ancient are grabbed (DC 15 + your level ends).
18	Torment	Enemies take -5 to saves against ongoing damage.
19	Unreality	All chances of anomaly in the area increase by 10%, where applicable.
20	Woe	Enemies take -2 to saves.

When the Chthonic Ancient is reduced to 0 hit points, or it kills you, the veil between worlds closes in a flash of eldritch energy, and its manifestation disappears once more.

SANITY DAMAGE

Your allies take 30 sanity damage from the energies you call forth when you activate this power.

SECOND SECRET: COSMIC EVIL

No matter your original intentions, inevitably you find that you serve the powers that in your hubris you once thought to control.

- Gain two random corruptions.
- You use the karma sanity variant (see the **Sanity** section of the **Rules**).

THIRD SECRET: RANCID REBIRTH

The Ancients send you back from death, each time with a little more of them dwelling within you.

- Gain two random corruptions.
- The Chthonic Ancient gains a second random aura when summoned.
- If you die, at the beginning of the next scene a new version of you appears.
 - You may re-roll one of your corruptions.
 - You permanently lose 1 sanity soak if you aren't a clone. If you are already at 0 sanity soak when you take this penalty, your maximum sanity decreases by 5.
 - If you are reduced to 20 sanity from continuous deaths, the Ancients tire of your failures and you are consumed forever.

FOURTH SECRET: I AM THE END

Your humanity is lost, replaced by a creature of the Ancients' design.

- Gain two random corruptions.
- Once per scene, increase the save DC of one of your powers by half the number of corruptions you have.
- Each time you return from death, replace any of your powers and corruptions.

FINAL SECRET: HERALD OF CHTHON

You do the will of the Ancients, portending their return to reclaim dominion over the universe.

- Gain two random corruptions.
- The Chthonic Ancient gains a third random aura when summoned.
- You are immune to accursed anomalies, and don't take a karma soak penalty in dark realms.

TALENTS

FROM THE ASHES

When you return from death using your Black Magus of Chthon feature, gain a corruption.

CANNIBAL

"It's not courage to resist me. It's courage to accept me."

- *Ravenous* (1999)

More than a matter of survival or psychosis, you have made eating raw flesh a way of life. You love not only the flesh of your fellow man, but the taste of alien and demon meat. You will cook and consume anything that once lived and breathed in a mad attempt to attain its power and provide a brief reprieve from the horror of the apocalypse.

You remain remarkably well-kept for a psychopath. Your mental deterioration isn't immediately visible to the untrained eye, though you attain an unnatural presence that deeply bothers anyone with enough intuition to detect it.

FIRST SECRET: CORPSE EATER

You lose all sense of self-control at the chance to devour warm flesh and can't resist the temptation, even if you must devour it in front of others. Indeed, you are quite proud of your rarefied tastes, and look down on anyone who can't see your wisdom.

- Gain the Cannibalism insanity.
- Gain an additional stunt.
- Gain 20 hit points, and your retcon value improves by 10.
- Gain +1 sanity soak.

SECOND SECRET: FOULEST OF THEM ALL

Your madness exudes from you like an aura. You attain a bizarre virility and preternatural fortitude.

- You don't provoke opportunity attacks by moving, and gain +2 speed.
- Gain +2 to Might and Wit saves. You don't take half damage from effects when you succeed on these saves.

THIRD SECRET: DEVOURER

Your psychosis gives you near-preternatural power, and you stand a head taller than you once did. You are instilled with confidence in all you do.

- Gain an additional stunt.
- Gain +1 sanity soak.
- Gain a bite attack.

CANNIBAL BITE**Type:** Melee**Damage:** 1d8**Critical:** +1d8**Size:** Small

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Succulent: Spend a stunt to gain your Might or Charisma bonus back in hit points when you hit with this weapon.

FOURTH SECRET: THE DONNER PARTY

Your madness becomes a corrupting influence, insidiously spreading to all who have dealings with you.

- Gain fast healing 1.
- Once per day as an instant action, you can cause yourself and every ally within 12 squares to gain fast healing 5 for ten rounds. At the end of this duration, everyone affected must make a DC 20 Wit save or be afflicted as if by the cannibalism insanity for 3d4 days.

FINAL SECRET: MEAT LOVER

Your aura becomes an imperious supremacy that cows lesser beings. Other humans can't help but be awed by you, though this power dissipates if they know the source of your strength.

- Gain an additional stunt.
- Gain +1 sanity soak.
- Once per day, draw upon the stolen life force of the creatures you have eaten over your lifetime to become *better* than you are. Until the end of the scene, gain an extra standard action, and +2 to attack rolls, AC, Agility saves, and speed.

TALENTS**RAVENOUS**

While your Donner Party or Meat Lover abilities are active, you can't fail Might saves.

CAPTAIN OF INDUSTRY

"You've been called the Da Vinci of our time. What do you say to that?"

"Absolutely ridiculous. I don't paint."

- *Iron Man* (2008)

Requirements: Mad Scientist destiny, knowledge of *Neural Drones*, *Cyborg Parts*, and *Power Armor*.

Your mad science is a product of your extreme narcissism and antisocial personality combined with your love of capitalist industrialism. Now, no one can stop you from becoming the man of the future with the help of your automated horrors.

FIRST SECRET: HIGH-FUNCTIONING PSYCHOPATH

Your "libertarian leanings" devolve into self-aggrandizing, unstable megalomania, equaled in strength only by your advancements in "personal defense technology."

- Add 10 to neutron cannon damage from *Cyborg Parts*.
- When using *Neural Drones*, increase your bonuses by 1.
- Gain Craft +5.
- Increase sanity damage dice by one step.

SECOND SECRET: ASSEMBLY LINE PRODUCTION

You have mastered automated assembly line techniques—robots making robots. You are apathetic to the full consequences of what you've unleashed.

- When using *Power Armor*, re-roll any one upgrade roll.
- Creatures you summon with powers or other abilities are robotic. They gain +2 to hit, damage, and physical soak. Sanity damage from their appearance to your allies increases by 1d6.
- When you activate *Power Armor*, use RAM instead of sanity for the rest of the day.

THIRD SECRET: RADICAL CANDOR

You've taken your antisocial graces to their logical extreme and confused them with leadership capabilities.

- When using *Neural Drones*, start with an additional drone of a second type.
- When you miss a skill roll, attack roll, or save, re-roll it as an Influence check once per scene. If it succeeds, everyone is shocked by your complete lack of tact or grace, and takes 1d6 sanity damage.

FOURTH SECRET: TAX EVASION

Creative accounting allows you to hoard resources and let the benefits trickle down.

- When using *Power Armor*, re-roll any two upgrade rolls.
- You use 5 fewer normal components to craft items above Tier III in quality.

FINAL SECRET: MANDATORY CRUNCH TIME

You press your robotic minions into overdrive, transforming you into a technological demigod.

- Your *Power Armor* is always active. You gain a permanent insanity of your choice and have no sanity soak, but gain each of the armor upgrades once at all times.
- When using *Neural Drones*, start with an addition drone of a third type.

TALENTS**STACK RANKING**

When you activate *Neural Drones*, all enemies in the area take 1d10 piercing chaos damage.

CORPSEMONGER

"You think when you die, you go to Heaven. You come to us!"

- *Phantasm* (1979)

Requirement: Mad Scientist with knowledge of the *Zombie Drudge* power, Necromancer with knowledge of *Summon the Graveling*, Pagan (Mortuary), or Waster destiny on the Corrupt path.

You are a deranged and ghoulish mortician turned scientist and mystic. You farm cadavers down to the last ounce of bone powder to fuel a demented addiction for recycling flesh and bone into potions, unguents, and new forms of vile unlife.

FIRST SECRET: GRIM EFFICIENCY OF THE GRAVE

You are a morose and pessimistic creature, quickened only by experiments to perfect your potions, salves, and leatherworking.

Any chance to practice your black craft fills you with deviant glee.

- You gain the Waster's Resourceful feature if you don't have it yet. Gain +1 to your maximum number of wasteland resources.
- If you are a Mad Scientist, your function rolls with *Zombie Drudge* gain +2
- If you are a Necromancer, your Wit saves to control the graveling gain +2.

- If you are a Waster, gain +2 to your maximum number of wasteland resources, stacking with other bonuses from this downward spiral.
- When your group slays a monstrosity or eldritch horror, gain 1 normal or 1 special component, respectively.
- You tote a black coffin around on your back, somehow. Increase your inventory by 2.

SECOND SECRET: DARK MORTUARY CULT

You develop an inhuman faith that the deceased can live again within you and others if you can properly ingest their remains. This faith has driven you to perfect the extraction and refinement of biological material from the corpses of monsters, even those wholly unnatural.

- You can scavenge up to two wasteland resources after each combat scene.
- The quality of your wasteland resources increases:

Wasteland Resource	Bonus		
Black Snot	Regain 1 stunt.	Jerky	Eating jerky restores hit points as a ration.
Dust of the Damned	Increase the soak by +2.	Liverwurst	Eating liverwurst restores +10 hit points.
Eldritch Pelt	Increase the soak bonus to +2.	Oculus	Increase the check by +2.
Fused Ashes	Gain +1 damage.	Smeared Entrails	Increase the soak by +2.
Healing Unguent	Increase the healing by 5.	Tears of the Eternals	Increase the bonus granted by +1.
Immortal Essence	Increase the soak by +2.		

THIRD SECRET: SINISTER SERVANTS

Your faith is rewarded, as you unlock the knowledge to create vile dwarfen ghouls, made from recycled cadavers, who diligently assist your work and slay those who interfere. The blood that pumps in your veins is discolored and foul.

- Once per day as a standard action, you can summon a horde of mortuary dwarf ghouls to hound your enemies. The swarm acts after you in initiative.
- In any scene where you summoned mortuary ghouls, gain Scavenge +2.
- Gain +1 to your maximum number of wasteland resources.

MORTUARY GHoul SWARM

Type: Huge Undead [Swarm]

Abilities: Might 16, Agility 18, Wit 14, Charisma 14

Hit Points: 66

Speed: 4

Armor Class: 22

Saves: Might +15, Agility +16, Wit +14

Attacks: Claw +17

Damage: Claw 1d12+13

Passive Defenses: -

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the ghoul swarm. The ghoul swarm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed.

Craven: When the swarm takes damage from an area attack, it's crippled until the end of its next turn. If the swarm fails a save against an attack that deals area damage, it's stunned until the end of its next turn.

Unnatural Kinship: The swarm and other undead creatures ignore each other. Undead inside the ghoul swarm's space don't take a penalty song.

FOURTH SECRET: SATURNINE GUARD

The mere sight of you and your comrades adorned with your abhorrent craft fills even the most black-hearted foes with dread.

- Creatures wearing at least one of your reagents (including yourself) gain +1 AC and +1 physical soak.
- Two of your reagents don't count against your total number of wasteland resources.

FINAL SECRET: MORBID ANGEL

Panoplied in the loathsome remnants of your victims, you create a pair of makeshift leathery wings sewn from the most suitable of your conquered enemies.

- When you use your retcon, regain the ability summon your mortuary ghoul swarm.
- Gain +1 to your maximum number of wasteland resources.
- Damage, skill, and soak bonuses from your reagents increase by 2. Healing increases by 5.

TALENTS

SPEED OF ANKOU

Gain +1 mobility and initiative for each reagent you are wielding.

CRABTHING

"But Doctor, that theory doesn't explain why Jules' and Carson's minds have turned against us."

"Preservation of the species. Once they were men. Now they are land crabs."

- *Attack of the Crab Monsters (1957)*

You are a mutant abomination that takes on unsettling aspects of humans, crabs, and other crustacean horrors not known on Earth.

FIRST SECRET: BLACK OIL

You perspire a dark, oily substance and produce it involuntarily from your orifices. This oil is the byproduct of enzymes that allow you to breathe underwater and break down food sources that humans can't consume. You smell like a water-logged carcass.

- Roll all Might saves twice and take the better result. If you also have a power that lets you re-roll a Might save, this ability lets you re-roll an additional time.
- Gain +1 physical soak.
- You can breathe underwater and have a Swim speed equal to your land speed.
- You can communicate telepathically with other aquatic creatures to a range of 12 squares. Deep ones don't attack you unless you attack first.
- You can survive on lichen, cave slime, and small bugs. You always gain hit points back after a rest as if you had eaten.

SECOND SECRET: CHITIN

You grow crustacean-like armor. This makes you noticeably bulkier, and the armor protrudes from your flesh in some places.

- Gain +1 to AC and physical soak.
- Gain fire and poison soak +5.
- You can produce enough nutritious parasites and harmless sea creatures from your body during a rest to feed one other survivor in your party for free. This causes 1d6 sanity damage.

THIRD SECRET: CRAB

Your arms become bulky and misshapen. They may come to resemble slimy pseudopods or mandibles, though your digits still function normally. Your legs become similarly powerful.

- You can't be knocked prone.
- When you begin your turn with a grabbed creature, that creature takes 10 piercing physical damage.
- Gain +1 physical soak.

FOURTH SECRET: POISON MAW

Your mouth becomes a jagged maw that conceals foldout mandibles.

- Your touch delivers a noxious poison. Once per scene, you can deal an additional 10 poison damage with any melee attack. You can use a stunt to use this ability again if you have already used it.
- Gain +1 to AC and physical soak.

FINAL SECRET: KING CRAB

Your eyes extend onto stalks, and what skin hasn't been overgrown with chitin is now permanently moist and mottled.

- Gain +1 physical soak and saves.
- Gain +2 to the ability score of your choice.

TALENTS**CRAB BATTLE**

- When you hit with a melee attack, grab an opponent (Might DC 15 + your level to break). When you begin your turn with a grabbed enemy, it takes 5 physical damage.
- Your energy soak is equal to at least half your physical soak.

CULT LEADER

"You too can feel the joy and happiness of hating."

- *Black Sunday* (1960)

You are a powerful mystic who seeks the adoration and worship of earthly followers so that they may all make a worthy sacrifice when the time comes. Your supernatural will and presence attract the attention of the vilest creatures, who crawl out of the ruins of the Earth like rats to serve you.

You may be devout in the service of otherworldly powers, or a mere egotist. Whatever the case, your servants unquestioningly bend a knee before you.

FIRST SECRET: DEBAUCHED COURT

You exude a vile magnetism that can't be denied. Other survivors wish to be around you, despite any misgivings they may have. You don the robes of your office, which can be anything from arcane fineries to filthy rags burned with occult symbols.

Your master can communicate with you through the dimensions, and interjects when it deems necessary to give you information or scold you for your failures. As you are first among its slaves, it also teaches you greater power.

- Allies are part of your debauched court, and gain +1 to AC, saves, and physical soak. Survivors on the cultist downward spiral gain +2 to these statistics.
- Your power save DCs improve by 1.
- Any familiars, golems, or gravelings you possess gain a bonus level.

SECOND SECRET: CHOSEN

You gather more servants to your cause. You decorate your clothing with further symbols and trinkets, which now glow when you make use of your magical powers. You always look tired and weary, but speak as if burdened with glorious purpose.

You learn the secrets of entering your dark master's dimension to transcend simple physical space. You attain a dread pall as the color drains away from your flesh, and your body seems burned when you use magical power.

- You appoint an ally as your chosen. This ally gains +1 to attack rolls and damage.
- As an instant action once per scene, you can teleport yourself and one adjacent creature to any point to which you have line of sight within 12 squares. The target can make a Wit save (DC 15 + your level) to resist the effect. The teleportation causes 3d6 sanity damage as the traveler visits an alien dimension for a nanosecond.

THIRD SECRET: MINIONS OF DARKNESS

Your eyes glow with an unearthly light, and your minions rise to the occasion when danger closes in.

- The first time you become dazed, overwhelmed, psychotic, staggered, stunned, or take ongoing damage in a scene, allies in your debauched court aura gain a standard action.
- When you deal chaos damage, you deal +1 damage per damage die. All creatures adjacent to you when you activate these powers also take 5 chaos damage.

FOURTH SECRET: DARK PACT

You command such loyalty from your followers that they will take their own lives on the spot if it pleases you. Your minions maim themselves, each carved wound greater than the next, to demonstrate their fanatical devotion.

In a foul ritual, you cut out your own heart and eat it to seal a dread pact. The gaping hole left behind never closes.

- As a standard action, cause your allies in your debauched court to deal themselves 10 damage. If they hit 0 because of this, they don't go into negative hit points. For each such ally so commanded, until the end of your next turn, your powers deal +1 damage die (1d10 becomes 2d10) and gain +1 to their save DC.

FINAL SECRET: IN THE IMAGE OF THE MASTER

You transcend your feeble human existence and become a foul demigod.

- You share a communal bond with your chosen and all your cultists. You, your chosen, and cultists under your command gain +2 bonus to saves and +1 Perception.
- You become Large or increase in size by one category, gaining +2 Might, +2 speed, -2 Agility, and -1 to AC. You also gain one of the following boons based on your form:

Crab Monster: Physical soak +1.

Deep One: +1 to saves.

Demon Lord: Attacks and powers gain +1 to hit, if applicable.

Insectoid Horror: +1 to AC.

TALENTS**KEEPER OF THE WAY**

Allies adjacent to you can roll saves twice and take the better result (survivors that can already re-roll saves gain an additional roll).

CULTIST

“There's a whole world you've never dreamed of. Thomas saw it, and it destroyed him.”

“I've seen a lot, but nothing would ever make me cut out my tongue.”

“Wait a few days.”

- *End of Days* (1999)

You are a miserable wretch, dedicated by body and soul to the thankless service of a dark power. This could be an evil deity or demon, an alien entity from the void of space-time, or a total delusion. You are a servile reprobate, obsessed with spreading an insane, woeful vision of the universe. You know you aren't the favored servant of your patron. You worship only because you will be devoured first when your master arrives.

You appease your master with sacrifices—frequently animals, but humans when possible. You construct depraved shrines, and seek out similarly disturbed individuals to join your sect. Your quasi-religious beliefs are mutable, ever-shifting, and depraved, as you are incapable of true faith in anything but your doom.

FIRST SECRET: BLOOD RITUALIST

Take up the symbols of your office, dressing yourself in a tattered, patchwork cloak. You burn runes into the clothing to symbolize the power to which you belong, shave your head, grow an immense beard, and ritually scar your torso in a mockery of religious conviction.

- As an instant action once per scene, you can engage in a *Ritual Bloodletting* to increase your power. Take 2 piercing necrotic damage, and a further 2 piercing necrotic damage at the beginning of your turn while this ability is active. No healing functions on you. This isn't considered ongoing damage.
- While *Ritual Bloodletting* is active, gain +2 to hit, and your attacks and powers deal +2 damage and gain +2 to save DCs, where applicable.
- *Ritual Bloodletting* ends if you are reduced to 0 hit points or below, at the end of a scene, or if you spend a standard action to end it.

SECOND SECRET: ABERRANT WORSHIP

You begin to accumulate sets of makeshift ritual and torture tools. You carve an obscene rune into your forehead that bleeds when you are in battle.

- As an instant action, you can trigger *Aberrant Worship*, beseeching your dark master for the wisdom and strength you need to continue. You lose any sanity soak you possess and move at half speed, but allies gain your former sanity soak as a bonus to energy soak. You can end *Aberrant Worship* as a move action.

THIRD SECRET: VILE ZEAL

You mutilate your worthless face to please your master and ascend to a higher form of life. You might stitch your eyes shut, cut your lips off, slice your ears off, or something similarly horrible, to no detriment (even if you appear blind).

- While *Aberrant Worship* is active, you and allies gain +2 to damage rolls.
- If an ally affected by *Aberrant Worship* is reduced to 0 hit points, you revel in the sacrifice and regain 10 hit points. This healing effect works even if you are engaged in ritual bloodletting.

FOURTH SECRET: SCOURGE OF THE MASTER

You mutilate the rest of your body, carving obscene symbols into your flesh and frequently whipping yourself out of penitence for your many failures and inadequacies.

- Gain physical soak +2 while *Aberrant Worship* is active.
- Allies affected by *Aberrant Worship* gain +2 to Wit saves.

FINAL SECRET: ALCHEMIST

Your flesh becomes seared and soggy from the insane experiments you perform on yourself. Your movements become so pained and unnatural that at a distance you are hardly recognizable as a human from within your cloak.

Each morning, you can prepare a maximum of three potions made from the blood of your enemies and other disgusting ingredients, such as your own flesh, or the bodies of small animals. You choose the effect when you create the potion. Drinking or applying a potion is an instant action. You can possess no more than three potions at any given time. If you make a fourth potion, one of the first three becomes inert.

- **Mind Serum.** The imbiber gains +4 to saves until the end of the scene, or when they reach 0 sanity.
- **Terrible Tonic.** The imbiber loses their sanity soak and can't gain any in any way for the remainder of the scene, but gains +4 soak against all damage. This soak bonus ends when the imbiber reaches 0 sanity.
- **Venom.** The cultist applies the potion to a weapon. The weapon deals +1d8 poison damage, but if the wielder fumbles an attack roll by rolling a natural 1, they take 10 poison damage.

TALENTS

BLOOD RITUALIST

When you engage in ritual bloodletting, gain +4 to hit and damage, deal +4 damage, but your ritual bloodletting self-damage increases to 4.

DARK SCHOLAR

“Archaeology is our religion, yet we have both fallen from the purer faith. Our methods have not differed as much as you pretend. I am a shadowy reflection of you. It would take only a nudge to make you like me, to push you out of the light.”

- *Raiders of the Lost Ark* (1981)

A first-rate academic, archeologist, and explorer, you were once interested in learning for the sake of your own curiosity and mankind's betterment. When your studies turned to eldritch fields of knowledge, you were intrigued, then amazed, and finally seduced. Now you are enslaved by your knowledge, and the minions of darkness are attracted to your service. You have collected a small army of minions to help you gather the necessary relics to end the world. When it ends, you will secure your place as a slave for all eternity.

FIRST SECRET: STUDENT OF DARKNESS

You attract a dedicated group of shadowy, monstrous minions, who you believe to be loyal to you.

- Gain a dark tome fragment. At every new level, gain another fragment of your tome.
- Your servants roll a Scavenge check at your bonus. Your servants' success or failure contributes to the rest of the group's.

SECOND SECRET: EVIL ARCHEOLOGY

You put your true master's minions to the purpose of archeology, guided by your steady hand.

- Your servants do your thinking for you. For every two corruptions you have, gain +1 to skills.
- Once per day, you may ask your servants to begin a dig site after a battle, using your instincts and occult knowledge to determine the location. Gain a random relic:

RANDOM RELIC

1d10 Result		
1	Armis Diabolus	6
2	Combustion Pulse	7
3	Dimensional Cipher	8
4	Epistle of Cain	9
5	Flayed Parchment	10
		Forbidden Reliquary
		Gene Worm
		Shrunken Demon Head
		Slagsphere
		Whispering Skull

THIRD SECRET: ATTEND ME!

One of your minions rises above the rest in skill and loyalty, and earns a place as your right hand.

- You can use up to five eldritch artifacts at the same time.
- Gain the *Foul Familiar* power. It is superior to other such familiars. When you have a familiar, once per scene you can add 1d8 to one 1d20 roll, after hearing the result. The familiar adds +6 to your Insight checks.

FOURTH SECRET: AVID READER

So great is your arrogance and skillful study that you can endure more corruption than most mortals.

- Gain an additional passive benefit from each of your dark tomes. If there are no more passive benefits, gain +1 sanity soak.
- Once per day, you can use a vestige without expending it.

FINAL SECRET: MALEVOLENT STUDENTS

Your fellow archeologist minions grow numerous and wrathful enough to serve you in battle.

- Gain an aura burst 2. Enemies treat this area as difficult terrain when you have stunts and aren't staggered. Once per round as an instant action, deal one enemy in the area 10 physical damage.

TALENTS**SUCH SIGHTS TO SHOW YOU**

- When you use a dimensional cipher, you don't expend it, but can only use it once per day.
- You don't take sanity soak penalties in dark realms.

DARK WIZARD

"Only I can live forever."

- *Harry Potter and the Deathly Hallows: Part II* (2011)

Requirement: Necromancer, Sorcerer, or Wizard destiny.

Legends speak of an evil wizard so powerful and ruthless that not even death could prevent their long-prophesied return to the material realm. That wizard is you. Now that you have crossed the void of death and your powers are returning, the terror of your reign begins anew. Your obsession with temporal power above all else makes you cruel and unnatural, for you have abandoned the warmth of mortality.

FIRST SECRET: COSMIC EVIL

An aura of unnatural decay surrounds you. You become an emaciated, anemic husk, having sacrificed your very life to achieve supremacy in the dark arts. Sickly, thrombotic veins bulge from your flesh.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- You learn the *Blood Curse* or *Sanguine Summoning* power.

- Gain the Necromancer's Blood Magic ability, or an additional use per scene if you already have it.
- When you use Blood Magic, you sacrifice only 5 hit points.

SECOND SECRET: SANGUIS REX

Your flesh becomes ashen and necrotic, and your sunken eyes emit energy or smoke when you use your powers. You are wrapped in a midnight cloak that sucks in all light around it, grabbing at unfortunate victims of its own accord.

- Powers you wield that deal necrotic damage deal +2 damage.
- If you have the Wizard destiny and Spirit Walker, you can spend a stunt to turn any elemental damage to necrotic and force a Might save instead of an Agility save. While Spirit Walker's effect is in rotation, its modifiers work on any creature.
- Gain the *Malefic Wrappings* power.
- Gain the Necromancer's Death Magic ability. If you are already a Necromancer, the bonus improves to +2.

THIRD SECRET: AVIS EX MALO

You can manifest hideous wings of rotten flesh and shadow to carry you about the battlefield.

- Gain +2 mobility.
- When you would shift, teleport instead.
- Once per round, when an enemy fails a save against one of your powers that deals necrotic damage, regain 2 hit points.
- Gain the *Banshee Screech* or *Shifting Murder* power.

FOURTH SECRET: HIGH NECROMANCY

Your skin turns a reflective ivory white, and your blood is a blighted dust, signifying your mastery over evil spirits. Your presence suppresses the life force of enemies around you, and causes small animals and plants not born of carrion to die almost immediately.

- Gain the *Horde of the Damned* or *Mordskull* power.
- You designate one ally as your harbinger.
- The harbinger gains +1 to attack rolls and damage rolls.
- You can't choose a new harbinger unless the first dies.
- If you die, the seeds of your return are planted in your harbinger, and after one full night, you can birth yourself from your harbinger's body. The harbinger loses hit points equal to half their maximum, and within 3 rounds you physically separate from their body in a putrid amniotic sac, returning to life without your equipment. This causes everyone 30 sanity damage.

FINAL SECRET: CURSE-SPEAKER

You become a desiccated, shriveled antediluvian.

- You are immune to necrotic damage.
- You can spend a stunt once per round as an instant action to increase necrotic damage you deal by one die step.
- Once per scene, if you fall to 0 hit points, you can pronounce a dreadful curse and trigger a random magical anomaly. All saves fail against this anomaly.
- Gain the *Killing Curse* power.

TALENTS**LORD NECROMANCER**

- You don't need to make any checks to summon or maintain the presence of a graveling.

- Your survivor allies remain conscious until they hit -20 hit points, but they lose hit points as if they are dying. Allies between 0 and -20 hit points can take a standard or a move action, but not both, and must spend a stunt to take any instant action.

DARKLING

"I admire its purity. A survivor... Unclouded by conscience, remorse, or delusions of morality."

- *Alien* (1979)

You are an inhuman, subterranean abomination perfectly adapted to life without light. You recoil from any attempt by others to look at you, and stoop into a permanent hunched posture, never again standing at your full height. Your flesh wastes away into a skeletal gray, and you shun warmth, for fear that it brings a revealing light.

FIRST SECRET: GRAY WASTING

Your skin turns an ashen gray, and new physiological processes devour your body fat, transforming you into a pale shadow of a human. The light behind your eyes permanently dims.

- Gain +2 Agility.
- Gain +1 Acrobatics, Athletics, and Stealth.
- Gain Night Vision 12.

SECOND SECRET: ECHOLOCATION

You learn how to see without the use of your eyes, using high frequency calls to create a sonic awareness of your surroundings.

- Once per scene, you can utter a baleful shriek as a standard action that affects a close blast 2. Every creature in the area takes 1d6 sonic damage per level and is crippled until the end of your next turn. A successful Might save (DC 15 + your level) halves the damage and negates the crippling effect. Creatures in the area that are invisible or hiding are revealed until the end of your next turn.
- Gain sonic soak +10.

THIRD SECRET: BLOOD DRAIN

Gain extreme nourishment from warm blood—only living victims will do. You grow fangs and/or a hidden proboscis.

- Once per round, when you begin your turn adjacent to a crippled, dominated, prone, stunned, or unaware enemy, you deal it 10 damage and regain 10 hit points.

FOURTH SECRET: DARKDWELLER

Your eyes rot away, but your other senses become far more acute.

- You can spend an instant action once per scene to turn invisible until the end of your next turn, or extend any invisibility effect you are under until the end of your next turn, even if you take an action that would normally break it.
- Your eyes fall out, but you still have Night Vision to a range of 12 squares.
- You see invisible creatures.
- You can't be flanked.

FINAL SECRET: TUNNELWALKER

Gain gripping claws and superhuman limb strength. Your blood turns into an ashen sludge.

- Ignore difficult terrain.
- Gain +2 Might and Agility.

TALENTS

NIGHT TERROR

- Gain +1 Stealth.
- Creatures without omniscience can't make opportunity attacks on you.
- Gain +1 mobility.

DEADLY VENOM

"Your so-called kung fu is really quite pathetic."

- *Kill Bill, Vol. 2* (2004)

Prerequisites: Champion destiny, Shaolin Path, at least two style techniques

Your practice of kung fu has progressed such that you can use it for your true intentions: to kill at will. While you are still a powerful martial artist, you reject the teachings of the Shaolin, using your talents to terrorize enemies and take lethal vengeance for even modest slights. Your temperament becomes cruel and mercurial.

FIRST SECRET: MASTER OF THE KUMITE

You don a brightly colored leather gi to signify your disrespect for honorable conduct.

- Gain a bonus to melee damage equal to the number of medical heals you have spent from your total.
- When you miss a melee attack, gain +1 to hit for the rest of the scene.

SECOND SECRET: SEEING RED

You fight with unbridled rage, screaming and shouting as you focus your spiritual energy into devastating and almost unblockable attacks.

- Gain +1 to melee damage for the rest of the scene for every successful save you make against enemy effects.
- Gain a bonus to melee damage and physical soak equal to the total attack penalty assessed on your last melee attack.
- Gain a permanent insanity of your choice.

THIRD SECRET: SENSELESS SLAUGHTER

You have mastered secret techniques that make you almost unkillable, but your bloodlust becomes uncontrollable.

- When you score a hit on a melee attack, deal 5 physical damage to all adjacent creatures. On a critical hit, you deal your full level in damage.
- When you use a retcon, you regain twice the normal amount of hit points and regain a medical heal.

FOURTH SECRET: TO THE DEATH

When sorely pressed you can attack with surprising fluidity and power, enraged by anything that would dare to lay hands on you.

- When you are staggered, you can spend a stunt to make two melee attacks as a standard action, at -2 to each.
- Gain a permanent insanity of your choice.

FINAL SECRET: DIM MAK

You have mastered secret death touch techniques that you wield with impunity on your victims. You dye your gi white, signifying your deadly power and total mastery of kung fu's mysteries.

- When you hit a creature with a melee attack, until the end of your next turn, when it moves, it takes 5 piercing necrotic damage per square moved.

- When you hit a staggered enemy with a melee attack, spend a stunt to force them to make a Might save (DC 15 + your level). On a failure, this attack is a critical hit.

DEEP LORD

"You will go soon to a beautiful place. You will forget your world and your friends. There will be no time, no end, no today, no yesterday, no tomorrow—only the forever and forever, and forever without end. It is your fate. It is your destiny."

- *Dagon* (2001)

Requirement: Mutant destiny

You aren't merely a mutant, but the descendant of a vile line of half-human, half-fish hybrid lords sired by a dark and terrible god of the sea. Now that you've rediscovered your powers, you've remembered your lineage and your quest to lead the armies of the deep to greatness.

FIRST SECRET: LORDLY TRIDENT

You fashion a magical trident out of fossilized sea creatures. You grow gills.

- Gain the Cannibalism insanity, but don't suffer negative traits.
- You can breathe underwater and can swim as fast as you move normally.
- You forge a magical trident.

LORDLY TRIDENT

Damage: 1d12

Critical: 19-20, +1d12

Size: Large

Inventory: 3

Tier: IV

Deathly Strike: Staggered creatures take 10 cold damage when hit by the trident.

- At this secret level and every thereafter, choose two benefits for the following powers you know:

Amphibian Tongue: Your tongue damage increases to +1d10 on both regular damage and critical.

Bioluminescence: Your brightness increases to 12 squares and your cold soak increases to +10.

Brumation: Bottled water now restores 15 hit points, rather than 10.

Electroreceptors: Your lightning soak increases to +10. The 1/scene power is now an instant action.

Moultion: After you use this power, for the rest of the scene, if you use your retcon, gain 2 additional hit points per level.

Squamae: Gain +2 to saves to resist grabs. Your slime can be up to a close burst 6. You always ignore difficult terrain.

Stingers: Your melee attack bonus damage increases to +2d6.

Tentacle: Your tentacle damage increases to +1d10 on both regular damage and critical.

SECOND SECRET: CAPTAIN'S CATCH

You turn a sickly blue color and your eyes begin to bulge. You lose all body hair.

- Gain a net. When you hit a medium or smaller enemy with your trident, spend a stunt to grab that enemy. A Might save breaks the grab. Enemies grabbed with your net are considered flanked.
- You can communicate telepathically with all abominations and cryptids.

THIRD SECRET: LIKE A DOLL'S EYES

Your eyes become shining saucers and you reek of stagnant sea water. Your original clothes disintegrate, and if you deign to wear clothes or armor at all, they are fashioned out of seaweed. Your skin takes on an unearthly, shiny tone.

- Gain Night Vision 12.
- When you are staggered or at 0 sanity, your melee attacks deal +1d6 cold damage.

FOURTH SECRET: RAVENOUS

Your face becomes a walleyed, inhuman maw with countless jagged teeth. Your voice becomes a croaking rasp, and you vomit discolored water with every word you speak.

- As an instant action once per scene, you feast on the flesh of an adjacent enemy. This deals 10 + level physical damage, and the target must make a Might save or be crippled until the end of your next turn. You regain the damage as hit points, regardless of how much damage is soaked. Your allies take 1d6 sanity damage from your depraved attack.

FINAL SECRET: PRINCE OF THE SEA

Your legs become flipper-like appendages that move awkwardly but somehow as effectively as when you were human. You rarely speak human words, preferring the ancient language of your sea brethren, whom you now command in your great lordship.

- Once per day as a standard action you can summon deepspawn—your stunted and loyal subjects from under the sea. Four open squares within a close burst 12 spawn deepspawn.
- The deepspawn know only their king, not any allies. Though they listen to your commands outside of battle, they are openly hostile to all creatures except you, and they're not very intelligent. In battle, they stop listening to you and attack the closest creature that isn't you.
- The deepspawn act immediately after you in initiative.
- When a deepspawn is reduced to 0 hit points, it can't be resurrected.

DEEPSAWN

Type: Small Abomination

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 1

Initiative: +6

Speed: 8

Armor Class: 24

Saves: Might +16, Agility +16, Wit +16

Attacks: Claws +13

Damage: 1d12+13

Passive Defenses: -

Food Is Food: You can spend a standard action to eat one of your deepspawn (alive or dead) and receive the benefits of bottled water.

TALENTS

EMPEROR OF THE UTTERDEEP

- You and allies are attended by wretched and misshapen deep one servitors who slave away on your behalf. The creatures are worthless in combat, and don't put in a physical appearance during combat scenes, but they are otherwise subservient and helpful.
- The servitors bring the group 1d4 days' worth of food and water each day via foraging. Often the "food" is rancid, challenging the group's sanity, but it is nevertheless edible seafood.

- The servitors help the group craft and scavenge, improving everyone's Craft and Scavenge by 2.
- If you die and anything remains of your body, the servitors spirit you away if necessary and return your corpse to the sea. You rise anew the next day with 1 hit point and return to your group.

DEFILER

"The air thickens, the water sours, and even the bee's honey takes on the metallic taste of radioactivity."

- *The Devil's Advocate* (1997)

You are a demon of corruption and iniquity, a master of all things unclean who works to despoil everything. Goodness and purity disgust you, and you can't imagine a universe in which such ideals make sense. You encourage wastefulness, sloth, and jealousy in others.

FIRST SECRET: ETERNAL POTENCY

Your features become thick and pasty, as if you are sickly from some disease of the blood.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- Gain one of the below powers and gain the listed bonus when using them. Add the below powers to your power list if you have a destiny that gains powers.

Blasphemy: +2 damage.

Bolt of Annihilation: +2 damage.

Eldritch Fire: +2 damage.

March of the Abominations: Physical soak granted by this power improves by +2.

Squamous Vines: +5 to hit points healed.

Possession: +1 to save DCs.

- Gain chaos soak +10.

SECOND SECRET: FOUL FORTITUDE

Your flesh blackens and your eyes redden, growing fierce in battle.

- Gain +2 physical soak.
- Gain +2 to Might saves. You don't take half damage on a successful Might save.

THIRD SECRET: HERALD OF CORRUPTION

Black, misshapen horns sprout from your head, and your hands lengthen into cruel, jagged claws.

- Adjacent enemy minions are crippled.
- Gain +2 to hit and damage with attacks and powers against crippled, immobilized, or overwhelmed creatures.
- Gain another Eternal Potency power.

FOURTH SECRET: REALITY DESTROYER

Reality contorts and agonizes around your shadowy form. Your flesh and horns are riddled with strange glowing runes.

- Gain an aura burst 2 that enemies consider difficult terrain.
- Reduce any ongoing damage you are taking by half.

FINAL SECRET: SLIME PRINCE

Pulsating slime runs off your body in a torrent, leaving a trail of joy-killing foulness wherever you walk.

- You can't be immobilized.
- Increase any chaos damage you deal by 4, and any save DCs of effects that deal chaos damage by 2.
- Gain another Eternal Potency power.

TALENTS

VILE CORRUPTOR

- You are immune to chaos damage.
- Your Eternal Potency powers deal +1 damage.

DREAD CHEMIST

"Buyer beware. I told you my compound would take you places. I never said they'd be places you wanted to go."

- *The Dark Knight* (2008)

Requirement: Mad Scientist destiny

You are a deranged fiend with a perverse curiosity for contaminating enemies and allies alike with unique chemical creations. Curiosity overrides any concern for your own safety and sanity. Your constant exposure to unimaginable poisons and toxins leaves your body and mind irreparably damaged.

FIRST SECRET: PPE

You don a gas mask with a massive respirator that you don't dare take off, and wear as much air-tight latex and rubber as possible to limit harm to yourself. Still, the corruption seeps in, and there is an unmistakable madness in your eyes.

- Choose one element: Acid, fire, poison, or necrotic. Gain +5 soak against your chosen element, and deal +1 damage per die with that element.
- Once per scene as an instant action, you can release deadly gas in a close burst 3. Creatures in the area take 10 ongoing damage of your chosen element. The Might save DC to end this ongoing damage is 15 + your level.

SECOND SECRET: ENHANCED MEDICINE

The sickness is in you. Total disregard for safety procedures or an irrational mania causes you to poison yourself. Where your flesh isn't covered in chemical scarring, it is bleached. You begin to secretly tamper with your group's supplies to chemically enhance your allies.

- When you or survivors in your group use Happy Pills, you can declare that you have previously spiked the pills with "helpful" toxins. The Happy Pills deal an additional 1d6 sanity damage and give the recipient +1 to saves and soak values until the end of the scene. This bonus doesn't stack with multiple Happy Pills.
- When you or allies in your party are dealt energy or ongoing damage, the victim's critical threat range improves by 1 until the end of their next turn, even if they soaked all the damage.

THIRD SECRET: FEELS GOOD, MAN

It's not a sickness, it's a gift! A gift for everyone. Your face is a molten ruin caged behind your gas mask. Your scarred flesh bulges and necrotizes, breaking through your protective gear where the scarring is thickest.

- When you spend a stunt to increase damage with your chosen element, the damage die improves by 1 step, to a maximum of d12. This also counts if you are using stunts to enhance the damage of powers you know.

FOURTH SECRET: TOXIC AVENGER

Your flesh turns into blackened soot with fluorescent veins. You are the herald of a single message: Die.

- Your deadly gas can be a close burst 4 or 5.
- You know if an enemy has a vulnerability to a certain type of energy.

FINAL SECRET: THE WALKING BLIGHT

Your face is an unidentifiable mass of necrotized scar tissue that you none the less see and speak from in your own fashion. The voice behind the mask is inhuman and pitiless.

- When anyone in your party takes happy pills, they lose their sanity soak until the end of their next turn and take +1d6 sanity damage. However, they gain +5 hit points from taking the pills, and until the recipient's next turn, they ignore the crippled, stunned, and overwhelmed conditions, as well as any conditions imposed by psychotic breaks or insanities.

TALENTS

I AM BECOME DEATH

- When you cause a burst or blast effect with any ability, weapon, or power, you can spend 1 stunt to increase the area by 1 (a blast 1 becomes a blast 2, and so on).
- You know the soak values and immunities of every enemy you can see.

ELDRITCH MECHA

"This is man's ultimate fighting machine, the synthetic life form known as Evangelion. Built here in secret, it is mankind's last hope."

- *Neon Genesis Evangelion* (1995)

Requirement: MechaPilot destiny

You reverse-engineer the strange creatures, dark powers, and super-science you've encountered in your battles to use in your mecha, creating a forbidden and unholy synthesis between machine and monster.

FIRST SECRET: VOIDTOUCHED ENGINE

You bind an eldritch energy source to your mecha, and in the bargain also bind yourself physically into the mecha. You can no longer exit your mecha, and it can no longer use the Crewed technology. You are a part of it now.

Choose a type of voidtouched engine:

Alien: Your mecha becomes a partially organic lifeform of putrid asymmetrical flesh, alien tentacles, and bubbling slime. Inhuman cries gurgle from it in battle. Gain a mutant power, and you may spend talents to gain more mutant powers. You can change any damage the mecha does to acid or psychic damage.

Dread: The metal of your mecha becomes bone-like, as if created by a scrimshaw, and howling screams issue from its engine as it lumbers into battle. Gain a necromancer power, and you can spend talents to gain more necromancer powers. You can change any damage the mecha deals to cold or necrotic damage.

Infernal: Your mecha attains demonic qualities, growing horns and scales that boil and burn with dark magic. Foul voices spew curses in battle. Gain a warlock power, and you can spend talents to gain more warlock powers. You can change any damage the mecha does to chaos or fire damage.

POWERS

When you use your mecha to activate a power, gain Heat:

- **Passive:** Begin combat with +1 Heat.
- **At-Will:** +1 Heat
- **1/Scene:** +2 Heat
- **1/Day:** +3 Heat

SECOND SECRET: APOCALYPTIC WEAPONS

Your mecha spontaneously births a new weapon for itself.

- In exchange for a standard weapon slot, you can mount one of the following accursed weapon relics to your mecha: Annihilator, Astral Sliver, Chaos Cannon, Dread Scepter, Manglemaul, Ruinmaker, Slimethrower, Tormentum, Unearthly Orb
- Your accursed weapons deal +2 damage.
- Your mecha gains 2 hit points per level, and its retcon bonus per level goes up to 6.

THIRD SECRET: SYNTHETIC ABOMINATION

Your mecha gains further otherworldly qualities.

- Once per scene, add your current Heat, up to your maximum Heat capacity, to a damage roll. After this, you can't reduce Heat until the end of the scene.
 - Alien:** Enemies take -2 to saves against your grabs. Gain +5 acid and psychic soak.
 - Dread:** Enemies take -2 to Wit saves in your presence. Gain +5 cold and necrotic soak.
 - Infernal:** When you deal chaos or fire damage, regain 1 hit point. Gain +5 chaos and fire soak.

FOURTH SECRET: THE GRAND EXTERMINATOR

An aura of preternatural menace radiates from the mecha.

- The blast and burst radii of your mecha weapons and apocalyptic weapon increase by 1 when you change their energy type.
- Your mecha gains 2 hit points per level, and its retcon bonus per level goes up to 7.

FINAL SECRET: BEAST OF REVELATION

Your mecha is a warhorse of the apocalypse.

- Your accursed weapons deal +2 damage.
- While you are psychotic, the mecha adds half your sanity soak (minimum +1) to damage rolls.

TALENTS

VILE MUNITIONS

- Your critical threat range with accursed weapons improves by 1.
- On a critical hit, the damage from your accursed weapons is piercing.

ERELIM

Come, my children, listen to me;

I will teach you the fear of the Lord.

- *Psalm 34:11*

You are an angel of vengeance and punishment, the embodiment of wrath and suffering. Among the angels you are the least loved but most dreaded, for you are filled with glee and without mercy. You punish the wicked tenfold for every sin they commit.

FIRST SECRET: ETERNAL POTENCY

Your skin turns a strange ivory hue, and your clothing and hair turn black.

- Reduce sanity damage dice you take by one step.

- Gain one of the below powers and gain +2 damage when using them. Add the below powers to your power list if you have a destiny that gains powers.
- Blinding Torment**
- Corrosive Curse**
- Gangrenous Wounds**
- Oath of Disemboweling**
- Overwhelming Torture**
- Reduce all ongoing damage you take by 5.

SECOND SECRET: PAINLASH

Your face locks into a furious grimace save for your jagged smile.

- Gain a painlash, a flail that drips with burning poison.

PAINLASH

Type: Melee

Damage: 1d10

Critical: +1d10

Size: Medium

Inventory: -

Tier: IV

Punisher: You can choose for the weapon to deal acid, fire, poison, or psychic damage.

Vengeance: When you hit with the painlash, ongoing damage effects you created deal +2 damage until the end of your next turn.

Light: You can use your Agility bonus instead of your Might bonus to attack with your painlash.

THIRD SECRET: ETERNAL SUPREMACY

You are permanently bloodied with the gore of countless deserving victims.

- The save DCs of powers you have Eternal Potency with increase by 1.
- Gain another Eternal Potency power.

FOURTH SECRET: WINGS OF SCORN

You grow wings, torn and bloody, that will never take flight.

- Gain +2 to all soak values.
- Deal +4 damage to crippled, immobilized, and overwhelmed enemies.

FINAL SECRET: ENVENOMED BLOOD

Black pus dribbles out of your plucked-out eye sockets, though you see perfectly well.

- When you are wounded, adjacent enemies take -1 to saves. When you are staggered, enemies instead take -2 to saves.
- Gain another Eternal Potency power.

TALENTS**VENGEANCE MADE FLESH**

- Reduce all ongoing damage by a further 5 points.

- Your Eternal Potency powers deal +1 damage.

EXOHORROR

"Excuse me, I have to go. Somewhere, there is a crime happening."

- *Robocop* (1987)

Requirement: Mad Scientist destiny

You have surgically bolted a powered exosuit onto your skeleton, transforming you into a living weapon. As you refine the efficiency of your power supply and the balance of the frame, you attach more devices and weaponry, as well as combat subroutines powered by artificial intelligence. This intelligence becomes malevolent as your crippled human body becomes reliant on it.

FIRST SECRET: WARTECH

You bolt your exosuit into the bones of your limbs and spinal cord in an unsterile surgical procedure.

- Gain a warlord power. Your warlord powers that aren't passive cost breakthroughs to activate.

At Will: 1 Breakthrough

1/Scene: 2 Breakthroughs

1/Day: 3 Breakthroughs

- You lose 1 sanity soak.
- You can spend a talent to gain a new warlord power. Every time you learn a power in this way, you lose 1 sanity soak.
- You attach a roll cage to your frame. You can stand up from prone as an instant action and gain +1 physical soak.

SECOND SECRET: MANIPULATOR ARMS

You attach A.I.-powered manipulator arms to your spine.

- Using your manipulator arms, you can use an item in one arm that would normally take two to use, such as a large gun or melee weapon. When you are crippled, dazed, overwhelmed, or staggered, you lose this ability.

THIRD SECRET: TRAUMA HARNESS

You merge your brain with A.I. subroutines that allow you to function even when you are unconscious.

- When you are reduced to 0 hit points or below, until you take fatal damage, you are only dazed and overwhelmed until you take fatal damage.
- If you die, you become a zombie of your level that is hostile to all creatures.
- Gain a warlord power.
- You lose 1 sanity soak.

FOURTH SECRET: SHOULDER-MOUNTED MISSILES

You attach a set of missile pods to your exosuit. Your body becomes a withered husk that moves through electrical stimulation of your muscles.

- Once per scene you can launch two missiles at two different targets within 12 squares as a ranged burst 1. Targets in the squares take 1d6 sonic and 1d6 fire damage per level. A Might save (DC 15 + your level) reduces damage by half. Damage from two micromissile attacks on the same square doesn't stack, but victims take the higher of the two damage totals.

FINAL SECRET: AMNIOTIC HULK

You encase yourself in an A.I.-enhanced hydraulic weapons platform controlled by your nervous system.

- Become Large. Gain +2 Might, +2 speed, and -1 to AC.
- While not staggered, gain +2 soak against all forms of damage. While staggered, your atrophied body is exposed to the elements, and this changes to -2 soak.
- Gain Night Vision 12.
- Gain a warlord power.
- You lose 1 sanity soak.

TALENTS**WEAPONS PLATFORM**

Gain a mechapilot strategic weapon.

FALLEN ANGEL

"Did you ever notice how in the Bible, when God needed to punish someone, or make an example, or When God needed a killing, he sent an angel? Did you ever wonder what a creature like that must be like? A whole existence spent praising your God, but always with one wing dipped in blood. Would you ever really want to see an angel?"

- *The Prophecy* (1995)

You are a celestial being forced by divine decree to roam the mortal realm in human form. You resent humans as "monkeys," seeing no redeeming value in human life. Worse yet, you hold the creator in contempt over some ancient dispute and have stopped listening to Him. You consider yourself unconstrained by human weakness, and yet are dominated by petty emotions and derangements. In vain, you believe that the completion of some great mission, centuries or millennia in the undertaking, will restore your status or at least end this pitiful world.

FIRST SECRET: LOST SOUL

Your eyes turn to a deep liquid black as you seek out the necessary ingredients for your redemption.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- You forget the crafts and intricacies of human life and are incapable of making Craft checks (failing such checks).
- When an enemy minion dies during a battle, you can enslave it as a lost soul, a creature that was about to die and visit the afterlife.

The lost soul has the same statistics as it did in life. It is a piteous creature that knows it was denied its everlasting reward to serve you. It always acts after you initiative, charging recklessly into combat to attack the nearest creature, preferring death to further servitude. It also encourages you and other survivors to kill it.

If the lost soul is destroyed, it exults in its own demise. It disintegrates immediately and can't be reanimated. After every battle, if you wish to, you may replace the lost soul with another available minion, releasing the first into the afterlife.

SECOND SECRET: VAIN MAJESTY

Your appearance becomes perfect, elegant, and beautiful, but disturbs and dysmays humans. Your beauty is matched only by your callous and petty disregard for human life.

- Gain +2 Charisma.
- Gain fire soak +10.
- You gain +1 critical threat range with unarmed attacks against demons and depraved.

- Once per scene you can spend an instant action to activate *Vain Majesty*, assuming your true power for a fleeting moment. Until the end of your next turn, gain soak +5 against all damage, +5 on saves, a Fly speed of 6, and you can't take sanity damage or be affected by psychotic episodes.

THIRD SECRET: WRATHFUL JUDGE

You no longer bleed human blood. When you are wounded, you emit ghostly light or appear to be filled with white sand.

- Gain +2 Wit.
- You don't need to breathe.
- Once per scene, you can touch a creature as a standard action and deliver *Wrathful Judgment*, dealing 1d10 fire damage per level. Victims can make a Wit save (DC 15 + your level) for half damage. Your lost soul can't resist this power.

FOURTH SECRET: PERFECT GRACE

You exude a saturnine darkness that is nearly palpable.

- Gain +2 Agility.
- You gain +1 critical threat range with unarmed attacks against demons and depraved.
- All your attacks and power damage rolls do +1 damage. If a power has a duration greater than one round, it receives this damage bonus only once.

FINAL SECRET: HEAVENLY WARRIOR

Your body shimmers when you attack, as if you are clothed in unearthly armor.

- Gain +2 Might, and +2 to an ability score of your choice.
- You gain +1 critical threat range with unarmed attacks against all creatures.
- You can't be knocked prone.
- Once per round as an instant action, spend a stunt to reduce any damage done to you by 5 points.

TALENT**ARCHANGEL DENIED**

- Your *Wrathful Judgment* deals 1d12 damage per level, and can be fire, lightning, or sonic damage.
- You can annihilate your lost soul in a torrent of flame as a standard action, from any distance. If you do this, you regain the ability to retcon if you have used it already.

GOD-KING

"It isn't wise to stand against me. Imagine what horrible fate awaits my enemies when I would gladly kill any of my own men for victory."

- 300 (2006)

Requirement: Champion destiny, Barbarian discipline, mastery of the Gladiator technique

Your life before the fighting pits is shrouded in mystery. What is known is that from the lowest and most humble beginnings, you carved a path of blood, winning your freedom, falling in with petty marauders, and becoming their chieftain. A dark cloud gathers around you that will soon swallow empires. You will create a kingdom even more decadent than the one you escaped, dedicated to your worship. Your absolute rule corrupts those who debase themselves by bowing to it.

FIRST SECRET: THE GOD-KING'S FAVOR

You bestow your favor on the finest of your servants and share in their glory. Further, as a living deity, you are untouched by the frailties of mortality, letting your slaves bear this hardship for you.

- At the beginning of each scene, choose the god-king's champion. This ally has momentum equal to half your own. Every time this ally spends a stunt or retcon, gain 1 adulation.
- When you gain a random corruption, you may instead bestow this corruption (after you know its result) on a willing ally. The affected ally can't gain more corruptions from the same source you did (such as a relic).
- Gain a permanent insanity of your choice.

SECOND SECRET: DECADENT COURT

You establish a court of sinful decadence and depravity, surrounding yourself with foul marauder-companions, ensnared into servitude by promises of high station in your new order.

- Your allies each gain a permanent insanity of their choice, and begin combat with 1 momentum for each insanity they have.
- Your abilities gain +1 to save DC for every three insanities you and your allies have.

THIRD SECRET: TREASURE BEYOND MEASURE

You shower your allies in the spoils of war. These gifts are a small fraction of the wealth you hoard in a legendary vault so beyond the reckoning of mere mortals in size that the greater portion will never see sunlight. You promise all this and more.

- Spend 10 adulation while scavenging in a dark realm to gain an additional relic roll.
- Your allies begin combat with 1 momentum for every two corruptions they have.

FOURTH SECRET: THE COURT WIZARD

You appoint a court wizard to your service, granting them special favor. Their only purpose in life is to ask your questions to the stars, reporting back the answers as oracular insight. It would be a pity if they failed you.

- Choose a Monster Hunter, Necromancer, or Warlock in your group. This ally becomes your court wizard, and gains the *Foul Augury*, *Mirror, Mirror*, and *Ordained Victory* powers.
- When your court wizard uses *Foul Augury*, you share in the bonus, but not the penalty, and both of you gain +2 to save DCs.
- Your court wizard gains a permanent insanity of their choice.

FINAL SECRET: VENERATED ONE

You have ascended to become a living god, venerated by your lieutenants for your awesome depravity.

- Gain 5 hit points and 1 retcon value for every three insanities and corruptions present in your entire group. For every 10 such hit points gained, gain +1 physical soak.

- Allies besides your court wizard gain the *Ordained Victory* power, but this power can't be stacked on the same enemy.
- Your court wizard gains a power on their list of their choice.
- All your allies are designated as the god-king's champions.

TALENTS

I REQUIRE ONLY THAT YOU KNEEL

Once per scene, spend adulation as an instant action and regain twice the amount spent in hit points.

INFERNAL

"How do you expect to defeat me when you are but a man, and I am forever?"

- *End of Days* (1999)

You are a demon of the blackest pit, given lordship over damned souls. By consuming souls, you fuel your dark powers on Earth.

FIRST SECRET: ETERNAL POTENCY

You grow swollen with might, but your body twists and bulges unnaturally under your skin.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- Gain one of the below powers and gain +2 damage when using them. Add the below powers to your power list if you have a destiny that gains powers.

Blazing Dragon

Brimstone Passage

Flames of Hatred

Inferno

Spontaneous Combustion

- Gain fire soak +10.

SECOND SECRET: BURNING HORROR

The rank stench of burning flesh fills the air around you.

- Once per round, when an enemy fails a save against one of your Eternal Potency powers, all such powers you use deal +1 damage until the end of the scene.

THIRD SECRET: ELDRITCH DEVILRY

Flaming runes of eldritch profanity erupt across your flesh.

- Treat damage rolls with your Eternal Potency powers that are less than 5 as a 5.
- Gain another Eternal Potency power.

FOURTH SECRET: HORNED TERROR

You grow massive, blackened horns that steam from invisible hellfire.

- Once per round, when you kill a creature, your next damage roll with an Eternal Potency power increases by 5.

FINAL SECRET: PERDITION LORD

Perdition flames lick your skinless, charred flesh, rising to consume those beyond salvation.

- When an enemy rolls a 1 on a save against your Eternal Potency powers, deal +10 damage.
- The burst and blast ranges on your powers increase by 1.
- Gain another Eternal Potency power.

TALENTS

BARON OF HELL

- You are immune to fire damage.
- Your Eternal Potency powers deal +1 damage.

IRRADIATED

“We’re facing a new form of life that nobody understands. I believe it feeds on the radiation from your atomic plants... And that it’s evil!”

- *Fiend Without a Face* (1958)

You are a wretch with the ability to absorb radiation, becoming a horror beyond human reckoning. The great energy of the universe is a disease upon your body and soul.

FIRST SECRET: AFFLICTED

Your skin turns yellow and splotchy. Noxious slime pours out of cracks in your flesh, especially in the sunlight.

- You don’t need to eat or drink water if you are exposed to sunlight for at least an hour each day. Taking nuclear damage (even if you soak it) once a day counts as sunlight for the purposes of maintaining this effect.
- You always gain hit points back after a rest as if you had eaten when properly nourished.
- Once per round, when a creature hits you in melee, deal it 5 nuclear damage and irradiate it.
- You can’t be irradiated.
- You can always soak nuclear damage, and always use your best form of energy soak to do so.

SECOND SECRET: RADIATION GHOUL

Your flesh begins sloughing off, exposing muscle and tendon. Your eyes become enlarged and distended. You shiver as if deathly ill, and you sometimes vomit up chunks of internal organs between the words you speak.

- You gain the undead condition.
- Gain poison soak +5.
- When an effect cripples you, you fail a save, you are critically hit, or you are reduced to 0 hit points, as an instant action you can cause every creature in a close burst 1 to take 10 nuclear damage and irradiate them.

THIRD SECRET: AGONIZED HUSK

What’s left of your flesh turns to rock-hard ash. Your body is skeletal and there are gaps between some of your bones, such that others can see through you. The radiation in your body becomes more powerful and unstable.

- When you aren’t staggered, you have fast healing 1 and physical soak +1.
- When you are staggered, you take 5 ongoing piercing necrotic damage, and when you begin your turn, deal 1 nuclear damage per level to all creatures in a close burst 1, irradiating them.

FOURTH SECRET: BLIGHT

Your brain is replaced with a sickly yellow light that pours out of your empty eye sockets.

- You can expend a stunt to deliver a blast of energy to any foe within line of sight as a standard action. The victim takes 1d6+1 nuclear damage per level, and is irradiated. An Agility save (DC 15 + your level) reduces damage by half. You can also channel this blast as a shockwave that affects all creatures in a close burst 1, dealing the same damage.
- You gain +5 fire, necrotic, and poison soak.

FINAL SECRET: ATOMIC REAPER

You become a living skeleton that glows with atomic energy—you have no flesh or blood. The only thing that keeps you in humanoid form at all is your superhumanly powerful ego.

- Reduce all ongoing damage by 3, except that caused by Agonized Husk.
- You can’t be knocked prone or immobilized.
- If you reach 0 hit points, you die. At 0 hit points, you collapse like a dying star, dealing 10d6 nuclear damage and irradiation to all creatures in a close burst 3. Only your radioactive skull is left behind—which is enough to Resurrect you.

TALENTS

GLASS CANNON

- When you use your energy blast, spend a stunt to make creatures that fail the save crippled until the end of your next turn.
- When you are staggered, the damage from your energy blast attacks increases to 1d8+1 per level.

KILLBOT

“Please put down your weapon. You have twenty seconds to comply.”

- *Robocop* (1987)

Requirement: MechaPilot destiny.

Your mecha becomes a sentient artificial intelligence that acts of its own accord. However, as it is a machine built for apocalyptic war, old habits die hard... Much harder than its enemies.

FIRST SECRET: AUTOMATED DEFENSE UNIT

- Your mecha becomes an artificially intelligent being that follows your commands. Its ability scores are at -2, except for Might.
- Your mecha can retcon on its own and can be medically healed as a separate character.
- As your mecha is empathetic and designed in your image, it also shares your psychotic episodes and insanities.
- Gain a mad scientist power, which you can activate as if you were in your mecha’s position, centering powers on the mecha. You can spend talents to learn more mad scientist powers.
- You lose the ability to take the Crewed technology.

POWERS

When you use your mecha to activate a power, gain Heat:

- **Passive:** Begin combat with +1 Heat.
- **At-Will:** +1 Heat
- **1/Scene:** +2 Heat
- **1/Day:** +3 Heat

SECOND SECRET: BERSERKBOT

Your mecha’s cognitive processor becomes unstable but remains within operational limits.

- When you are psychotic, your mecha goes berserk, and you must make a Wit save (DC 15 + your level) to successfully control it at the beginning of each of its turns. Otherwise, it focuses only on the nearest enemy. While uncontrolled, it attacks with all ranged weapons until out of ammunition, and then closes to melee.
- While berserk, your mecha gains +2 to attack rolls, saves, and damage, and can't be crippled.
- Your mecha gains 2 hit points per level, and its retcon bonus per level goes up to 6.

THIRD SECRET: BURNING WITH RAGE

Your mecha's instability seems to grow with its heat intake.

- While at half Heat or above, you can spend a stunt to add your stunt die to the mecha's melee damage roll.
- While not berserk, the mecha has additional energy soak equal to your Wit modifier.

FOURTH SECRET: TOO BIG TO FAIL

Even as its systems are failing, your mecha becomes unnaturally resilient.

- Your mecha gains 2 hit points per level, and its retcon bonus per level goes up to 7.
- When your mecha is at maximum Heat capacity or above, it gains fast healing 5.

FINAL SECRET: WARHOUND

It's more of an artificial beast than an artificial intelligence.

- Your mecha's ability score penalties are removed.
- When berserk, the mecha gains the Feral Mania insanity.
- While you are psychotic, the mecha adds your sanity soak (minimum +1) to damage rolls.

TALENTS

STAMPEDE

When your killbot charges, you can choose to increase its Heat by 2. If so, enemies along the path of the charge take 5 piercing physical damage.

KILLING SHADOW

"I'll use the gold to organize the most powerful army of ninja ever, and we will rule the country with terror and power from the shadows. Anyone who disobeys me—Tokugawa, or Toyotomi, even the Shogun of the Dark—shall die."

- *Ninja Scroll* (1993)

Prerequisites: Champion destiny, Shinobi path, Shuriken technique

You are a master shinobi who becomes one with death and darkness.

FIRST SECRET: SHADOWS AND BLOOD

A chill essence of fear presages your inescapable presence.

- When you aren't present on the battle map, your enemies take -2 to Wit saves.
- Gain +4 Stealth.

SECOND SECRET: RAINING DEATH

Cold steel finds the hearts of your victims wherever they hide.

- When you kill an enemy, make a free shuriken attack.

- While invisible, gain +2 damage rolls and increase your critical threat range by 1.

THIRD SECRET: BLOODSTORM

When you enter combat, bloody death blossoms all around you.

- When you reappear on the battle map to make your free attack and score a kill with it, every enemy in a close burst 6 of you takes 5 piercing physical damage.
- When you kill an enemy with a shuriken attack, enemies in a close burst 2 take the same shuriken damage.

FOURTH SECRET: THE DEEPEST CUT

A single strike from your blade can find the weak point of the most well-protected foe.

- While invisible, gain +2 to damage rolls and increase your critical threat range by 1.
- When you score a critical hit with a melee attack, add your Agility modifier to the damage.
- Gain a permanent insanity of your choice.

FINAL SECRET: SHOGUN OF THE DARK

Your flesh and blood become black dust, completing your covenant with death.

- You gain the undead condition.
- Gain a bonus to damage rolls against enemies equal to the attack penalty they are taking.

LEATHERFACE

"A man wouldn't do that."

"This isn't a man."

- *Halloween* (1978)

You have a psychological compulsion to kill. Driven by delusion, vengeance, or pure sadism, you murder on a massive scale with a grim determination to walk through anything and keep slaughtering victims.

FIRST SECRET: KILLER MASK

You put on a mask. This mask can be many things—tanned human flesh, a gas mask, a hockey mask, or some sort of freakish rubber face. Whatever the case, the mask subsumes your former identity and ego. You feel incomplete and naked without it.

- Gain 10 hit points and your retcon value improves by 5.
- Your sanity soak increases by 1.
- For each die of damage you deal on a critical hit, you also deal +1 damage.

SECOND SECRET: MUTILATOR

You are forever covered in splattered blood and viscera. Wounds dealt to you of less severity than complete dismemberment never physically heal, though you take no physical crippling because of this.

- Gain +2 to attack rolls with axes, chainsaws, and machetes.
- When you kill a creature with a called shot, you can decapitate, dismember, or tear a specific organ out of your victim. When you do this, you regain 5 hit points.

THIRD SECRET: CARNIFEX

You clothe yourself in the armor of your fallen victims, stripping their flesh to wear as your own. Your psyche diminishes and you can no longer remember your true name, taking up instead a dreadful alias that describes your style of butchery.

- Gain 10 hit points and your retcon value improves by 5.
- Gain +1 to saves.
- When you retcon, you regain 2 additional hit points per level.

FOURTH SECRET: REMBRANDT OF MURDER

You become so practiced at killing that you grow bored and search for novel ways to commit murder. You stink of churned earth, formaldehyde, and caked body fluids.

- Once per scene, you can use any object or device at hand as an instant action, if the director agrees to it, to make an attack. Victims make an appropriate save at a DC of 15 + your level. On a success, you deal 1d8 damage per level.
- Any melee weapon you wield is also considered throwable, with a range of 6 squares.

FINAL SECRET: THE SCARY DOOR

You always return for the sequel.

- Gain 10 hit points and your retcon value improves by 5.
- Once per day, if you are dead, you return to life at 25% hit points, no matter what. If your body was annihilated, you appear in the nearest space to which no creature has line of sight, or burrow triumphantly out of the ground as a standard action.
- Once per day as a move action, you can make a Stealth check against the Perception check of any unaware creature to which you have line of sight. If you succeed, you can teleport to a space adjacent to that creature and make a melee attack. If your attempt fails, it isn't expended.

TALENTS

JUMP SCARE

- If you miss a creature you are flanking, you can re-roll the attack once.
- Gain +1 Stealth.

LYCAN

"In the made-up stories, the guy who's the werewolf only changes when the moon is full, but maybe he's like this almost all the time, only as the moon gets fuller..."

"...The guy gets wolfier."

- *Silver Bullet* (1985)

Requirement: Werewolf destiny

You are among the most powerful werewolves, no longer able to shift back into human form. You are an anointed member of an ancient werewolf clan that wars ceaselessly with both other monsters and rival clans. Divorced from your long lost humanity, you are a xenophobic psychopath that lives for the hunt and savors the taste of sentient prey. You consider yourself above all other forms of life, especially creatures that are still fully human.

FIRST SECRET: SCION OF THE CLAW

You become a slavering abomination that resembles no living creature, so much as a third, wholly supernatural fiend. Your fur is bristly and tough, and you lope about on all fours.

- Gain +2 to your pack role's ability bonus (or +2 to a third score if you are a Lone Wolf).
- Gain Night Vision 12.
- You can communicate with animals and cryptids, speaking their languages.

SECOND SECRET: MAW OF TERROR

You drool constantly and splatter saliva everywhere when you speak. This saliva causes no damage, but steams and burns.

- You can use the Bark at the Moon talent again by spending a stunt.

THIRD SECRET: BATTLE BEAST

Your eyes become unnaturally large and piercing, and your senses become supernaturally powerful.

- Gain Omniscience 12 and +10 Perception.
- When you are crippled or overwhelmed, you don't take penalties to statistics affected by your werewolf evolutions.

FOURTH SECRET: MAULER

You grow unnaturally large, and your voice becomes guttural. Dark striations appear in your veins.

- Your size increases by one category.
- Your frenzy damage increases by 2, and changes to a close burst 2.
- Small or smaller creatures can't grapple you.

FINAL SECRET: UNSTOPPABLE BEAST

Your skin and fur turn midnight black and you are forever splattered in the blood of your victims. You can spread your foul curse to mortal humans through obscene moon rituals, creating new werewolves.

- When you retcon, you regain all of your hit points and your fleshchange increases by +1.
- Your maximum fleshchange bonus increases to +6.
- Gain the *Children of the Night* necromancer power, though you have no chance of anomaly.
- Once per day, when you reduce a depraved monster or human to 0 hit points, you can condemn them to servitude, and recharge all your uses of *Children of the Night* for that day.

TALENTS

HYBRID THEORY

Gain the Behemoth and Great Leap mutant powers.

MALAKIM

For the Angel of Death spread his wings on the blast

And breathed in the face of the foe as he passed;

And the eyes of the sleepers waxed deadly and chill

And their hearts but once heaved, and forever grew still!

- Lord Byron, *The Destruction of Sennacherib* (1815)

You are an angel of death sent to redeem the deserving and end the world according to the plans of a higher power.

FIRST SECRET: ETERNAL POTENCY

Wisps of freezing black smoke roll off your body.

- Reduce sanity damage dice you take by one step.
- Gain one of the below powers and gain +2 damage when using them. Add the below powers to your power list if you have a destiny that gains powers.
 - Death Aura

- Frostheart
- The Hateful Damned
- Killing Frost
- Spirit Shell
- Tyranny
- Gain cold and necrotic soak +10.

SECOND SECRET: BITTER WRATH

Nearby foes feel themselves dying at your approach.

- Enemies with regeneration or fast healing have these effects lessened by 2, and other healing effects they use are reduced by 5.

THIRD SECRET: BLACK DEATH

You turn into a black, shadowy shape when you use your powers.

- You can change your Eternal Potency powers to cold or necrotic damage.
- The save DCs of powers you have Eternal Potency with increase by 1.
- Gain another Eternal Potency power.

FOURTH SECRET: RECLAIMER

Ghostly black wings spread out from your back.

- Once per round, when you kill a creature, regain 5 hit points and make saves against any effect that a save can end.
- Once per scene, you can fly up to 12 squares without provoking opportunity attacks.

FINAL SECRET: ANGEL OF DEATH

You are a shapeless vortex of gnawing shadows that radiates supernatural, bone-chilling cold.

- Deal +4 damage with your Eternal Potency powers against staggered enemies.
- The burst and blast ranges on your powers increase by 1.
- Gain another Eternal Potency power.

TALENTS

THE HAND OF DEATH

- You are immune to cold and necrotic damage.
- Your Eternal Potency powers deal +1 damage.

MASTERMIND

“You think I don't know you? I can look inside your memories, your nightmares, your dreams.”

- *The Time Machine* (2002)

Requirement: Mutant destiny

You are a psychic abomination, your power too great for your body. Your mutation transcends all mental limits. Your potential sets the stage for a truly pure and alien intelligence. Your extreme enlightenment only makes your insanity more intense. You perceive multiple, simultaneous mirror dimensions that layer on top of our own. Some of these dimensions are real, and some are imaginary.

FIRST SECRET: BRAINIAC

Your head swells into a repulsive abscess, your skull unable to contain your enhanced brain. When you use powers, your head glows with multi-colored phosphorescent lights, the power beaming out of your eyes.

- The save DCs of your powers increase by 1.

SECOND SECRET: SUPERGENIUS

Your arms and legs wizen, atrophying as your body funnels more energy towards your brain. You crave the brain matter of any creature above animal intelligence, and find the brains of creatures with a Wit greater than 16 irresistible unless they are a living ally. You levitate off the ground.

- You ignore difficult terrain and can walk on water.
- Deal +2 damage when you deal psychic damage.

THIRD SECRET: UNSPEAKABLE BRAIN

Your face molders, receding into your skull, which is gradually being absorbed into your throbbing brain matter. Your disembodied voice erupts from inside your melting skull.

- When one of your powers causes an anomaly, you may choose to cause a second random anomaly in addition to the first, but must choose to do so before hearing what the first anomaly does.
- Gain +2 Wit.

FOURTH SECRET: BRAIN THAT COULDN'T DIE

Your brain consumes the last bone matter in your body to feed its insatiable need for energy. Your brain and head recess and collapse into your chest cavity. Two bulging eye sockets, made partially of flesh and partially of light, peer out of re-purposed, exposed bronchial matter. The mere sight of you is repulsive to sane creatures, and you aren't recognizable as human.

- You no longer subsist on physical sustenance, and no longer require sleep—these things provide you no hit points.
- When you are within 6 squares of a sleeping creature, you psychically feed, altering the creature's brainwaves as you consume raw thought. This causes 2d6 sanity damage. You must feed on at least one creature of Wit 10 or greater once per day. This allows you to gain the hit point bonus from resting and eating rations.
- Once per scene, you may add your Wit modifier to any Might, Agility, or Wit save.

FINAL SECRET: TERRIBLE INTELLECT

You become a being of pure thought, a giant, disembodied brain that floats effortlessly through the air.

- Gain +2 Wit.
- Gain psychic soak +10.

TALENTS

MASTER OF TIME AND SPACE

- You can spend two instant actions per round when it isn't your turn.
- Once per scene, spend 3 stunts to use any power as an instant action.

OMEGA PSYCHIC

“We'll bring the world of normals to their knees. We'll build an empire so brilliant, so glorious. We'll be the envy of the whole planet.”

- *Scanners* (1981)

Requirement: Mutant destiny, the *Clairvoyance* power, and knowledge of at least four mutant powers that can increase your radiance

Whether because it is pre-destined by the fates, because you are the product of generations of testing in a laboratory, or both, you are a psychic being without peer, your potential far beyond the ken of others like you. Your power is so great that it is an entity unto itself that can't be contained.

FIRST SECRET: UNSTABLE

All minds sing their secrets to you. Your heightened sensitivity to psychic energy empowers your abilities, but the inharmonious music of thought also invades your concentration and destabilizes you. Your heightened abilities and senses estrange you from humanity, forming a second psychopathic personality from emotions and memories you struggle to suppress.

- You begin every scene with radiance +1.
- Add your radiance to your Influence and Insight checks.
- When you are at 0 sanity, gain an oblivion aura. The aura has a range equal to your radiance. When you begin your turn, deal your radiance in psychic damage to one creature in the area.
- When you cause a magical anomaly while at 0 sanity, your oblivion aura damage hits every creature in the area.

SECOND SECRET: OBLIVION'S STAR

Your color drains, giving you a lifeless pallor from suppressing an inner mental darkness.

- You submerge your insanities into your secondary personality. They now only affect you when you are at 0 sanity.
- Gain half your insanities as a bonus to save DCs for mutant powers that can cause magical anomalies.

THIRD SECRET: PSYCHIC REDOUBT

The air around you vibrates with power, and your eyes swirl like a spinning galaxy. You can block or increase the flow of matter with a thought.

- You begin every scene with radiance +2.
- Add your radiance to your psychic soak. Add half your radiance to your cold, fire, and lightning soak.
- If you or an ally activates a power that deals cold, fire, lightning, or psychic damage, spend a stunt to increase or decrease the area of that power by up to 3.

FOURTH SECRET: PSIONIC WRATH

Your power consumes ambient life energy to fuel itself.

- Each time you kill a creature with one of your mutant powers or your oblivion aura, regain 1 hit point and if you have any sanity remaining, 5 sanity.
- Creatures reduced to 0 hit points by your oblivion aura or other sources of psychic damage you deal are obliterated.

FINAL SECRET: PSYCHIC SUPREME

Now a master of your dual personality, you are reformed into a greater whole, a supreme psychic entity destined to rule both the physical and mental planes. You direct unfettered psychic noise around you into a choir.

You are a porcelain-skinned abomination, roiling with mental energy. Flashes of the beings you've consumed sometimes emerge from your features.

- You begin every scene with radiance +3.
- Add the number of insanities you have to the total damage of your oblivion aura.
- Add your radiance to Wit saves.

TALENTS

PSYCHIC PRODIGY

- The *Force Field* power's physical soak bonus is equal to half your Radiance.
- *Grandeur*'s attack bonus is equal to half your Radiance.

ORACLE

“I've seen every possible ending. None of them are good for you.”

- *Next* (2007)

Requirement: Mutant destiny or Pagan (Seidr) destiny

You are blessed and cursed with precognition. To look into the future is to see all possible permutations, and the very act of looking into the future changes it. Thus, you foresee your own doom and know that you will bring about a terrible future that you could have avoided had you not looked at all.

FIRST SECRET: THIRD EYE

You are compelled to carve runic symbols into your forehead and the back of your hands.

- You can roll for initiative twice and take whichever result you like.
- Once per scene, you can roll an attack roll, save, or skill roll twice and take the better result. This stacks with any other ability that allows you to re-roll.

SECOND SECRET: WEAL AND WOE

You grow a glowing and pulsating third eye on your forehead that opens when you are using powers or your oracle abilities.

- Once per scene, when you or any ally within 6 squares of you rolls a natural 1 on an attack roll or save, you can invoke Weal and Woe. You replace this roll with a natural 20. If you do so, you either take 3d6 sanity damage, or if you are already suffering a psychotic episode, allow the director to replace any one attack roll or save taking place in the same scene that he wants with either a 1 or a 20.

THIRD SECRET: MALEDICTOR

You stitch your eyes shut and use only your third eye to see, which is now open all the time.

- Enemies don't gain an attack bonus when flanking you.
- Creatures don't benefit from concealment or cover when you attack them.
- Gain Omnidiscipline 12.

FOURTH SECRET: MIMIR

Your face becomes a featureless slate dominated by your mystical eye and a jagged maw. You have no other facial features or hair, though all your senses function normally.

- Gain an additional stunt.

- Once per scene, you can use a stunt as an instant action to re-roll any roll that you or any ally on the battlefield makes after hearing the result. The roll you make must be used and can't be re-rolled further by any other effect.

FINAL SECRET: FOURTH WALL

You become aware that you are just an actor in a sick game played upon you by a pantheon of uncaring gods. When other survivors look at you while you are speaking, they see their faces imprinted upon yours and hear themselves when you speak.

- You can choose to take the maximum possible damage when you take sanity damage.
- When you are having a psychotic episode, you become supersane. Your stunt die increases by one step, and you gain +10 Insight and +2 to Wit saves.

TALENTS

LORD OF DOOM

You can use a stunt as an instant action to add or subtract your stunt die from any attack roll that anyone else is making. You can't use this ability on your own attack roll.

PHARAOH

"Is he supposed to look like that?"

"No, I've never seen a mummy look like this before. He's still..."

...Juicy."

- *The Mummy* (1999)

Requirement: Ghost destiny, Necromancer destiny, or Pagan (Mortuary) destiny

You are the descendant of history's most evil and tyrannical pharaoh, a dreadful necromancer whose name was forbidden and whose tomb was an unmarked pit in the desert. However, his dark magic echoed through the millennia through a terrible curse, and his final vengeance will be realized in you.

FIRST SECRET: HEIR OF THE DARK ANCIENT

As an immortal blasphemy, you can't heal normally, but you are difficult to destroy and can use your powers to sustain yourself.

- You gain the undead condition.
- Gain soak against cold, lightning, necrotic, poison, and psychic damage equal to your Might mod + your Charisma mod.
- Gain poison soak +5.
- You can't be irradiated.
- You can't use medical healing, retcons, food, or happy pills.
- Instead of medical healing, gain predations per day equal to your Might mod +1. Any effect that increases your medical healing increases your predations.
- You can spend predations to use the *Desolate Desiccation* power (see below).

DESOLATE DESICCATION

Necromancer

The ripened flesh of your victims protects you from the ravages of time.

1/Scene

Action: Instant

Range/Area: Melee or Ranged 6

Duration: Instantaneous

Extending your bony hand, you draw forth the flesh of your victim, draining their moisture and wearing their skin as your own. This attack deals 10 + level physical damage, and you gain +2 physical soak until the end of your next turn. You regain half of the damage as hit points, regardless of how much damage is soaked.

SANITY DAMAGE

Your allies take 2d6 sanity damage from this vulgar display of evil.

1/Scene: Predation

Action: Standard

Range/Area: Melee

Duration: Instantaneous

You absorb the flesh of your victim. To use this power, you must expend one of your predations.

Deal a creature 6 physical damage per level. Gain +5 physical soak until the end of your next turn. You regain the damage as hit points, regardless of how much damage is soaked. You can't regain more hit points from this power than the victim's maximum hit points + 10.

SANITY DAMAGE

Your allies take 3d6 sanity damage from this vulgar display of evil.

1/Day: Power of Undeath

Action: No Action

Range/Area: Aura Burst 3

Duration: Special

Take your true form, that of a desiccated, mummified corpse wrapped in the ancient garb of your dark reign. The flesh from enemies around you is sucked out of their bodies and into yours.

Gain a counter equal to your retcon value.

Gain +3 physical soak. When you start your turn, all enemies within range take 10 piercing physical damage. For each creature damaged, regain that many hit points, and subtract the same amount from your counter.

This power can extend into multiple scenes. This power continues functioning if you die. It activates if you reach 0 hit points. The power ends when the counter reaches 0.

SANITY DAMAGE

Your allies take 4d6 sanity damage from this vulgar display of evil.

SECOND SECRET: RETURNED TYRANNY

When you use your powers, you speak in the ancient tongue of the pharaohs with an unearthly voice.

- Where applicable, with the following powers, your save DCs increase by 1, and you gain +1 per die to damage rolls.

PHARAOH POWERS

Power					
Blasphemy	Emaciate	Great Wasp	Malefic Wrappings	Rancid Corrosion	Resurrection
Call the Damned	Fleshturn	Horde of the Damned	Pestilence	Ravenous Scarabs	Rotting Curse
Consume	Gangrenous Wounds	Killing Curse	Quagmire	Reap the Whirlwind	Shrunken Head

THIRD SECRET: COSMIC EVIL

You use the karma sanity variant (see the **Sanity** section of the **Rules**).

FOURTH SECRET: BY MY WILL ALONE

Your iron will has passed down through the ages, and when you use your powers, your flesh melts away to reveal a shriveled walking corpse.

- Your use of Blood Magic doesn't require a sacrifice of your hit points, but if you sacrifice your hit points, the power deals +5 damage on damage rolls.

FINAL SECRET: ASCENDED DESPOT

You are now truly the new pharaoh. You permanently take your true form, that of a desiccated, mummified corpse wrapped in the ancient garb of your dark reign.

- Gain +3 physical soak.
- Once per round, spend a stunt to deal 10 piercing necrotic damage to adjacent enemies.

POSSESSED

"I think the point is to make us despair. To see ourselves as animal and ugly. To make us reject the possibility that God could love us."

- *The Exorcist* (1973)

You seek greater power by allowing a demonic entity to occupy your body. This increases both your physical and supernatural abilities, but warps you irrevocably. You are constantly at war with yourself for control of your body, and this internal conflict destroys your sense of self.

FIRST SECRET: HOST

You complete an obscene ritual that traps an alien entity in your body. This could be a demonic force or an inscrutable alien horror. Your features harden and distort themselves permanently, and occasionally, skin shifts as something moves underneath.

- Gain +2 to saves.
- If you roll a natural 1 or a natural 20 on a melee attack roll, you get an extra standard action, which you must use to physically attack the nearest creature (or the director's choice, if two are equidistant).
- Gain +1 soak against all energy.

SECOND SECRET: TERRIBLE APPENDAGE

One of your arms is transformed into a hideous, inhuman appendage. This might be a gigantic demon claw, a slippery tentacle covered in poisonous suckers, or an alien mass of tendrils and warped bone. The appendage is useless for fine manipulation of objects or weapons, though it doesn't interfere with powers. It can be used as a weapon.

- Gain +1 soak against all energy.

TERRIBLE APPENDAGE

Type: Melee

Damage: 2d6

Critical: +2d6

Size: Medium

Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

THIRD SECRET: MONSTROUS GROWTH

Your body warps horribly. You grow a foot or more in height, and any now ill-fitting clothes or armor you wear become physically attached to your body, disintegrating slowly over time. Your face may become skeletal, grow vestigial tentacles, or develop horns. You can now push the limits of your warped body.

- When you spend a stunt to boost a melee attack roll, increase the attack roll and damage by 2.
- The save DCs of your abilities and powers increase by 1.
- Gain +1 soak against all energy.

FOURTH SECRET: DUAL PERSONALITY

Your brain begins to crack as your countenance loses all evidence of humanity. Your head is now unrecognizable as human, taking on the traits of whatever being is occupying your body.

- Gain +1 to hit, AC, damage, saves, speed, and soak against all energy.

FINAL SECRET: ABOMINATION

You are a hideous monstrosity, resembling a humanoid only because the entity finds this shape convenient for movement.

- You are immune to poison.
- Gain +1 soak against all energy.
- If you are reduced to 0 hit points, the being inside of you takes control of your body. Only by reducing you to a negative hit point count equal to your starting hit points can you be destroyed. While you are in this state, you are crippled and may take only a move or standard action on your turn, but not both. If you return to 1 hit point or more, you again become "normal."

TALENTS**UNBOUND**

You can manifest the being that lives inside your body. When you take this talent, choose the being inside you:

- Chaos Demon
- Chthonian Spawn
- Corruption Demon
- Hatred Demon
- Madness Demon
- Ruin Demon
- Torment Demon

- Twilight Scavenger
- Warmonger

You can summon the being as a standard action once per day. It appears adjacent to you and acts as if under the *Domination* power.

If the being succeeds on a Wit save (DC 15 + your level) at the beginning of its turn, it returns to your body. You can spend a stunt as an instant action to cause the creature to fail this save. The creature also returns if you or it is reduced to 0 hit points. Attempts to permanently remove or trap the creature outside don't work.

PUPPET MASTER

"The rules of our game have been very clear. You need to abide by those rules."

- *Saw III* (2006)

Requirement: Mad Scientist destiny

You are a mastermind of mechanical and sadistic genius who has perfected the art of not getting your hands dirty. You execute your plans through patsies, blackmail, brainwashing, and torture while you operate from the shadows. Through your agents, you carry out an implacable and twisted agenda that you see as a form of justice. When the screaming stops, you'll always reign triumphant.

FIRST SECRET: MASTER MANIPULATOR

You cease to exist as a physical person. Instead, you communicate and influence the world through your agent.

- Your agent is another survivor of your choice.
- Through elaborate means, you can telepathically communicate with your agent and sense everything as they sense it.
- You share bodies, and when it's your turn, you may act using their body but your own statistics.
- When your agent's body is attacked or needs to make a save, use the agent's statistics, unless the agent is being attacked on your turn.
- You are not considered adjacent to your agent, but you share their space when you are acting.
- You lose all your possessions, except your relics. Relics you carry affect only you.
- When it is your turn, you share your agent's body and can activate all your survivor abilities and powers as if you were in your agent's place. For example, you can activate a power with a close burst and it centers on your agent, or use a ranged power and originate from your agent's square.
- When your agent is affected by conditions (crippled, dazed, overwhelmed, stunned, and so on) you are affected in the same way, because you need the cooperation of your agent to take your actions.
- You lose sanity as normal. Your mental state affects your agent, and you share each other's psychotic episodes and insanities.
- If your agent dies, you are ejected from play with them until they return to life or the beginning of the next scene, at which point you choose a new agent. Whichever comes first.

SECOND SECRET: IT'S THE RULES

You learn to push your agent beyond their normal physical means.

- As a standard action, you can cause your agent 5 piercing physical damage. In return, you can end the crippled, dazed, immobilized, overwhelmed, or stunned conditions on your agent.

THIRD SECRET: FEAR. SUFFERING. DEATH.

You make a bizarre effigy of yourself in the form of a creepy animatronic doll.

- Your save DCs with *Pit Trap* and *Reverse Bear Trap* increase by 1.
- Gain +2 to function rolls with *The Devil's Workshop*.
- Once per day as an instant action, you can leave your agent's body and inhabit a creepy doll. You keep your initiative. The creepy doll has your statistics, except that it has only 50 hit points, is Tiny, and gains +2 to AC and Agility saves. If your creepy doll dies, you return to your agent.
- While in creepy doll form, all your powers' save DCs increase by 1.
- In creepy doll form, once per scene you can spend an instant action to grant all allies in line of sight a free standard action that they must take immediately in exchange for an instant action. However, if they use their standard action to miss an attack, save, or skill roll, they take 10 piercing physical damage.

FOURTH SECRET: HELLO, ZEP

You come to enjoy torturing the mind as well as the body.

- While you aren't inhabiting your creepy doll, you can spend your retcon on your agent and your agent adds your medical heals to their own total.
- When you deal ongoing damage with any ability, you can choose for this damage to be psychic. If you do, the save DC increases by 1.
- You can spend 10 breakthroughs as an instant action to grant your agent a standard action. You choose what this standard action is.

FINAL SECRET: GAME OVER!

Your agents are everywhere; your will is limitless. It will never be over.

- Once per day, you can activate a *Domination* effect on a standard monster or minion, as the power. If the monster fails its initial save, you take over the monster's body permanently and it becomes your agent.
- While controlling a monster, you lose control over your other agent and can't take creepy doll form. If the monster dies, you return to your original agent.
- If your controlled monster is of a lower level than you, while you control it, you receive a bonus to attack rolls, saves, AC, and damage equal to the difference, and gain 10 hit points for each level you have above it.

TALENTS

I WANT TO PLAY A GAME

Gain the *Pit Trap* and *Reverse Bear Trap* powers. Gain additional powers instead if you have one or both already.

PUTREFACTOR

"When ye are gathered together within your cities, I will send the pestilence among you; and ye shall be delivered into the hand of the enemy."

- Leviticus 26:25

You are an agent of doom and despair, a giant anthropomorphic fly. You are an utterly loathsome proselytizer of the end times, guided by deific authority. Your mewling voice and repulsive form causes revulsion in all sane beings.

FIRST SECRET: MAGGOTBORNE

All the hair falls off your body and all your teeth fall out, leaving your mouth a bloody stump. Your body sprouts stiff, bristly hairs.

- As an instant action three times per scene, you can spray sticky vomit in a close blast 3. All affected terrain becomes difficult terrain for the remainder of the scene.
- Gain acid, poison, and necrotic soak +5.
- Gain +1 speed.
- Gain the Cannibalism insanity, but don't suffer negative traits.

SECOND SECRET: WINGED HORROR

You sprout membranous wings and hunch into a permanent stooped position. Your voice becomes a nasal whistle.

- Gain the ability to skip across terrain using your wings at your normal speed. You flutter your wings and hop, ignoring difficult terrain.
- Gain +1 speed and +1 mobility.
- Your words are filled with eldritch malevolence. Your stunt die increases by one step.

THIRD SECRET: REGURGITATOR

Your arms become thin and stick-like, and your skin blackens. You compulsively rub your limbs against each other and all over your body to clean yourself.

- Creatures that end their turn inside your vomit fields take 1 acid damage per level. You ignore this acid.
- Gain +2 to Might saves.
- Gain +1 speed.
- When you use your stunt die on a Scavenge skill roll, add another 4.

FOURTH SECRET: SUPREME VILEDOM

Your eyeballs split open to reveal new red, engorged compound eyes.

- Enemies gain no attack bonus from flanking you.
- Gain +1 speed.
- You can re-roll any Agility save twice and take the better result. If you have another ability that lets you re-roll a save, this ability allows you to re-roll an additional time.

FINAL SECRET: LORD OF THE FLIES

You become a gigantic fly, still capable of wielding weapons like a human, but in all other respects an insect. Revolting, chunky slime drips from your every orifice. Unlike a natural fly, however, you are too obese and misshapen to take off at more than a hop.

- On a successful Agility save, you never take damage, and you can spend an instant action after making an Agility save to shift.

- Once per round, when you take acid, necrotic, or poison damage from a source other than your own abilities, every adjacent enemy takes 10 of the same type of damage. This effect occurs even if you absorbed all the damage.
- Any ability you have that deals acid, necrotic, or poison damage has its save DC improved by 1.
- Gain +1 speed.

TALENTS

ABERRANT HARVEST

For each creature that dies inside one of your vomit fields, gain a dose of Happy Pills at the end of the scene that are extracted from its nutrients and metabolized by your body into a salve. You can only make three doses of Happy Pills this way a day, and carry only three of these special doses in total.

PYROMANIAC

"It was a pleasure to burn. It was a special pleasure to see things eaten, to see things blackened and changed. With the brass nozzle in his fists, with this great python spitting its venomous kerosene upon the world, the blood pounded in his head, and his hands were the hands of some amazing conductor playing all the symphonies of blazing and burning to bring down the tatters and charcoal ruins of history."

- Ray Bradbury, *Fahrenheit 451* (1953)

Take obsessive and perverse delight at the sight of flame and in setting things on fire. Your madness drives you to consume everything in cleansing flame, even yourself.

FIRST SECRET: BACKDRAFT

You are enthralled with all aspects of fire. Your allies notice a pungent gasoline smell about you, which you ignore, and the tips of your fingers are withered from too much experimentation with fire.

- Gain a heavy flamethrower that you piece together from parts you collected from years of enthusiasm and foraging. The first three times you use this flamethrower in a scene, it doesn't consume ammo. You can't part with your special flamethrower or turn it into components.
- The ongoing damage you deal with all flamethrowers improves by 2. Your damage with flare guns improves from 1d8 to 1d10 (and your crits with flare guns deal 2d10 instead of 2d8 damage). Your damage with flares improves to 1d6 and you deal 1d6 extra damage on a critical with a flare instead of 1d4.

SECOND SECRET: BURN WARD

Your obsession catches up to you, and you burn yourself horribly. It is unclear to onlookers if this is an accident. You emerge as a horrific, scarred wretch, warped and charred. Your eyes become bloodshot orbs that can't fully close.

- Gain soak +5 against all forms of energy.

THIRD SECRET: RED HORSE

Your mouth stretches into a skeletal grin from a combination of nerve damage and unspeakable glee. When you burn things, you giggle with hideous delight, scream in uncontrolled anguish, or make a terrible gurgling noise.

- Creatures can't soak fire damage that you deal. Creatures immune to fire still take half damage from your fire attacks.

FOURTH SECRET: CREMATOR

Your abhorrent body is so damaged from blasts and burns that it is unstable. You drive pins into your face and skull to keep them from falling apart, and wear heavy wrappings to hold in charred viscera.

- You can activate or deactivate *Cremation* as an instant action. When this ability is active, when you begin your turn, any creature adjacent to you takes 5 fire damage. While *Cremation* is active, if you are critically hit, you take +5 damage and every creature adjacent to you takes 10 fire damage.

FINAL SECRET: HUMAN BACON

Your skull sears into a charred welt that is less a human face and more a nightmarish mask of ash. Your eyes become dark charcoal.

- You are immune to fire.
- Gain +1 physical soak and +2 to Might saves.
- You can light any melee weapon you possess on fire as an instant action, causing it to deal +1 fire damage per die of damage (including critical hit dice).

TALENTS**EVERYTHING BURNS**

Once per scene, when you kill a creature with an attack that deals fire damage, you can choose for this creature to explode as an instant action. Adjacent creatures take 10d8 fire damage (Agility save DC 15 + your level for half damage).

REAPER LORD

"Life is cruel. Why should the afterlife be any different?"

- *Pirates of the Caribbean: Dead Man's Chest* (2006)

"All the dark lord needs now is a great soldier, someone who can lead his hordes to the gates of Heaven and burn them down."

- *Spawn* (1997)

Requirement: Champion destiny, Swashbuckler discipline **or** Waster, Pirate path

You are a pitiless brigand, reaving and pillaging your way into post-apocalyptic legend. Tales of your deadly appetites and cruelty travel far beyond the highways you terrorize, attracting the very gaze of Satan. The Dark Prince needs a champion to collect souls for his army, a mortal of truly special evil. The souls you reap for this army quicken you and your killing arts, but each is destined for Hell.

FIRST SECRET: REAPER'S PACT

You are called before Satan to answer for your misdeeds and sentenced to serve him forever, returning as a dreadful, soulless husk.

- Gain the Dead Man's Chest relic. The chest never disintegrates while in your possession. If you gain more total corruptions than levels, you don't return from death, condemned to burn forever for your crimes.
- When you kill a creature, reap their soul. You can collect up to ten souls at a time.
- As a free action once per round, spend a reaped soul to do one of the following:
 - Regain a stunt
 - Deal +5 damage with a duelist or pirate weapon attack
 - Regenerate 5 hit points (even when below 0)
- At the end of each combat scene before scavenging, render unto Satan what is Satan's, and automatically lose at least one reaped soul. If you have no reaped souls left to lose, gain a cosmic disturbance at the beginning of the next scene.
- For every soul you surrender after the first, regain 5 hit points and gain +1 on your next Scavenge check.

SECOND SECRET: CURSED WITH LIFE

The flame of a soul no longer runs through your veins, and life clings to you like a disease. Only killing and the bartering of souls can sustain you now.

- You can't use medical healing, retcons, food, or happy pills.

- Regain half the damage you deal with duelist or pirate weapons as hit points.

THIRD SECRET: THE REAPER'S SHROUD

You burn with evil energy. In your presence, small animals and plants wither and die.

- You have necrotic soak equal to the number of reaped souls in your possession.
- Gain an aura burst 6. When you begin your turn, you can choose for all creatures in the aura to take necrotic damage equal to the number of reaped souls you possess. Doing so spends one reaped soul after the damage is dealt.

FOURTH SECRET: THE FINAL WORD

Even demons and would-be gods fear your wrath, for there's no coming back for those who cross you.

- Creatures you kill can't regenerate or return to life until you are destroyed.
- Your Reaper's Shroud ability also applies to poison soak.

FINAL SECRET: PART OF THE CREW

- Gain physical and energy soak equal to half the number of times you've been resurrected by your Dead Man's Chest.
- Once per day, spend a reaped soul to resurrect a creature you killed this scene as an apparition. This being emerges where it died, acting immediately after you in initiative. It disappears at the end of the scene.

APPARITION

Level 10 Standard

Challenge Points: 6

Type: Medium Undead [Ghost]

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 14

Hit Points: 58

Initiative: +5

Speed: Fly 6

Armor Class: 23 (+10 Level, +3 Agility)

Saves: Might +15, Agility +15, Wit +14

Attacks: Touch +13

Damage: Touch 1d12+13

Passive Defenses: Immune to Cold, Immune to Necrotic

Evasive: When an attack misses the apparition or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Incorporeal: The apparition can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Invisible: As a standard action, the apparition can turn invisible. This invisibility ends if the apparition deals any damage.

TALENTS**YOU BEST START BELIEVING IN GHOST STORIES**

A deadly curse lays upon your weapons. Creatures struck by a critical hit from your weapons take a cumulative -1 to saves until the end of the scene.

ROACHVILE

"I've noticed an infestation here. Everywhere I look, in fact. Nothing but undeveloped, unevolved, barely conscious pond scum, totally convinced of their own superiority as they scurry about their short, pointless lives."

"Well, yeah. Don't you want to get rid of 'em?"

"In the worst way."

- *Men in Black* (1997)

You are a half-human, half-cockroach hybrid. Your lost empire is so ancient that it doesn't appear in the fossil record. Your ancient DNA sequences remained dormant in the human gene pool for hundreds of millions of years after the disappearance of the first roachviles. The human apocalypse has finally set their return into motion.

You consider cockroaches your progeny, and they are prominent in your history and future designs. To you, human life is inconsequential. Humans lack the ability to perceive roachvile language, too ignorant to converse on your plane of consciousness. This would be like teaching a worm to speak.

FIRST SECRET: FLESH SCULPT

Your flesh molds and contorts into inhuman form. The edges of many of your body parts—your jawline, elbows, and the bones in your limbs—become edged and elongated. One of your arms becomes a hideously warped appendage that bends and twists to suit your needs, reforming muscle and bone into unnatural shapes.

- Gain the Cannibalism insanity, but don't suffer negative traits.
- Gain acid soak +10.
- When you take ongoing damage, you subtract 3 from the damage.
- As a move action, you can transform your arm into an acid cannon, making organic snapping and popping sounds. In this form, your arm can't manipulate objects. However, you receive points of biological ammunition per scene equal to your Might score (minimum 10) to fire your bioweapon. Transforming your cannon back into a functional arm is also a move action.
- You can survive an hour underwater without breathing, and a month before you need to make starvation checks.

ACID CANNON

Type: Ranged

Damage: 1d10 Acid

Critical: +1d10 Acid

Might Requirement: -

Range: 18

Autofire: +

Size: -

Inventory: -

Tier: IV

SECOND SECRET: PROTHORAX

The flesh on your face shrivels until your skull, which has turned into an insectoid black and brown color, is partially exposed. Your eyes darken and enlarge, and two antennae spontaneously burst out of your forehead. Your voice becomes a shrill hiss, and you must concentrate to avoid seeming as if you are screaming when you speak.

- Once per scene you can exude pheromones as an instant action. Every creature adjacent to you must make a Wit save (DC 15 + your level) or be crippled and knocked prone until the end of your next turn.

- You reduce all ongoing damage by a further 1 point.

THIRD SECRET: STIMULUS RESPONSE

Your flesh sloughs off your body, revealing insectoid exoskeleton. You grow several small limbs on your thorax, which are generally useless, but aid you in communicating with insects and other roachviles.

- As an instant action once per scene, you can spray acid on adjacent creatures. This deals 2d6 acid damage per level. A successful Agility save (DC 15 + your level) reduces damage by half.
- You can verbally communicate with insects and insectoid monsters, such as brain eaters and plague wasps. Insects and insect-like monsters don't willingly attack you unless you attack them first.
- You reduce all ongoing damage by a further 1 point.

FOURTH SECRET: HEIR TO THE SWARM

A streaming swarm of cockroaches comes to your aid and follows your guidance. The cockroaches hide in the recesses of your body.

- Gain +2 to Wit saves and all Wit-based skills.
- Once per round, when you are attacked in melee, you can force your attacker to make a Might save (DC 15 + your level). On a failure, the cockroaches on your body attack your enemy, causing them to be crippled until the end of your next turn.
- You reduce all ongoing damage by a further 1 point.

FINAL SECRET: INHERITOR

Your body becomes a many-jointed, prehensile mass of clicking, rattling flesh.

- You reduce all ongoing damage by a further 2 points.
- Gain +2 to Might saves against grabs.
- You don't need a free hand to start a grab.
- When you fall below 0 hit points, you stabilize and begin regaining hit points when your next turn begins.

TALENTS

PRINCE OF ROACHES

- Creatures can't soak acid damage you deal. Creatures immune to acid still take half damage from your acid attacks.
- Your aura cows the unworthy. You can use Influence to intimidate any non-insect creature. Eldritch horrors ignore this power.
- Squares adjacent to you are difficult terrain for most creatures. Insects and vermin-like creatures aren't affected.

SATYR

“We confront here that phantom of all terrors, the dragon of all theogenies, the Ahriman of the Persians, the Typhon of the Egyptians, the Python of the Greeks, the old serpent of the Hebrews, the fantastic monster, the nightmare, the Croquemitaine, the gargoyle, the great beast of the Middle Ages, and—worse than all these—the Baphomet of the Templars, the bearded idol of the alchemist, the obscene deity of Mendes, the goat of the Sabbath.”

- Eliphas Levi, *Transcendental Magic, its Doctrine and Ritual* (1896)

Requirement: Warlock destiny, Eye of Baphomet power

You are the agent of Baphomet, a mysterious and sinister deity of black magic and occult secrecy. Your arrival is the sign that Baphomet’s terrible gaze is upon the world and that its final plans are in motion.

Baphomet is often depicted as a hideous demon-goat that plagued the ancient world, but its plots and intrigues predate even that. Baphomet has a thousand faces, each appealing to different followers with different goals. To tangle with Baphomet, either by serving or opposing it, is to embrace arcane superstition and occultism, and be trapped within a labyrinth of secrets and lies until reality itself becomes a delusion.

FIRST SECRET: EYE OF BAPHOMET

Your legs become thick with fur like those of a goat, and your feet turn to hooves. All are permanently slimed with grease and offal.

- When you activate *Eye of Baphomet*, you and all allies benefit.
- Once per scene as an instant action, you can grant an ally under the Eye of Baphomet a bonus to a save equal to half their sanity soak bonus. You grant this bonus after hearing the result.
- You learn a warlock power.

SECOND SECRET: HORNED ADEPT

You grow magical goat-like horns.

- Gain +1 to hit and +2 damage with melee attacks. These bonuses increase by +2 if you are using a relic.

THIRD SECRET: OCCULT DEBAUCHERY

You become fat and wasteful, your body despoiled by your devotion. Half-eaten food dribbles from your mouth, and your eyes become wide with insane glee.

- If you eat an additional day’s worth of food during a rest, add either your Wit or Charisma modifier to the hit points you heal when you are medically healed or given Happy Pills until the next time you rest.
- If you take Happy Pills while at full hit points, gain +2 to all soak values until the end of the scene. This bonus doesn’t stack.
- You learn a warlock power.

FOURTH SECRET: REVELER

You become a slimy, repulsive goat man. A sickening odor of honey, milk, and wine follows you everywhere.

- You can spend a stunt as an instant action when you or someone within 6 squares of you activates a power that deals damage. That power deals 10 additional damage to one target. This damage bonus occurs only once, so if the power deals damage over multiple rounds, the bonus doesn’t occur again.
- Your enchanting songs lift the spirits of your comrades and make them more virile. Once per scene, when someone receives medical healing, they gain additional hit points equal to 10 + either your Wit or Charisma modifier.

FINAL SECRET: SPEAKER OF BAPHOMET

Your fur is covered in glowing runes that twist and burn as if alive within your flesh.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).
- Gain +1 to karma soak, chaos soak, and chaos damage rolls for every insanity you have.
- You learn a warlock power.

TALENTS**GOAT SIMULATOR**

When you roll damage dice from a grenade attack or power, treat three of the damage dice as a 6, no matter what they read.

SERAPHIM

Where the bright seraphim in burning row

Their loud uplifted angel trumpets blow.

- John Milton, *At a Solemn Musick* (1645)

You are an angel of the high heavens, a blinding light of elemental glory. A choir of souls bursts into song at your appearance.

FIRST SECRET: ETERNAL POTENCY

You glow with white light.

- Gain sonic soak +10.
- Reduce sanity damage dice you take by one step.
- Gain one of the below powers and gain additional bonuses when using it. Add the below powers to your power list if you have a destiny that gains powers.

Banshee Screech: +2 damage.

Grandeur: AC bonuses from this power increase by 1.

Regeneration: Increase healing from this power by 2.

Resurrection: Add 2 to Wit saves to activate this power.

Shock and Awe: +2 damage.

Songbird: +2 damage.

Sonic Shield: +2 damage.

SECOND SECRET: AURA OF GLORY

A shimmering aura of silver and gold surrounds you.

- Fast healing and regeneration affecting you and allies increase by 2. Other healing effects on allies increase by 5.
- Gain +2 to Influence.

THIRD SECRET: RESOUNDING MIGHT

Your voice booms with unearthly power. Shimmering armored plates grow out of your body at perfectly symmetrical patterns.

- Your melee attacks and powers that deal damage deal an additional 2 sonic damage.
- When you score critical hits or an enemy rolls a 1 on a save against one of your powers, deal an additional 2d6 sonic damage.

- Gain another power from Eternal Potency.

FOURTH SECRET: WINGED CHAMPION

Golden wings spread from your back.

- Once per scene, when an enemy fails a save against one of your Eternal Potency powers, blind it until the end of your next turn.
- Once per scene, you can fly up to 12 squares without provoking opportunity attacks.

FINAL SECRET: ANGEL OF GLORY

You become an armored warrior of the heavens.

- When your powers heal creatures, they can shift 1 square and gain +2 to all soak values until the end of your next turn.
- Your melee attacks and powers that deal damage deal an additional 1d6 fire damage.
- Gain another power from Eternal Potency.

TALENTS

CLARION CALL

- You are immune to sonic damage.
- Your Eternal Potency powers deal +1 damage.

SHADE

“Come not between the Nazgul and his prey! Or he will not slay thee in thy turn. He will bear thee away to the houses of lamentation, beyond all darkness, where thy flesh will be devoured, and thy shriveled mind be left naked to the Lidless Eye.”

- J.R.R. Tolkien, *The Return of the King* (1955)

Requirement: Ghost or Necromancer destiny

You pledge yourself to the eternal servitude of an unspeakable darkness in exchange for fleeting mortal power. You are an agent of doom, despair, and malevolence. Over time, your entire being is drained away into the clutches of your dread master, leaving nothing but a ghostly horror devoid of warmth, hope, or pity.

FIRST SECRET: DREAD PACT

You make a pact with a nameless elemental evil that dwells forever in the entropic void. You give up your humanity and everything you will ever be to share in its power. After the ritual is complete, you become pallid, and your physical substance appears to steam off you, drawn away in a breeze that isn't there.

As an immortal blasphemy, you can't heal normally, but you are difficult to destroy and can use your powers to sustain yourself.

- You gain the undead condition.
- Gain soak against cold, lightning, necrotic, poison, and psychic damage equal to your Might mod + your Charisma mod.
- Gain poison soak +5.
- You can't be irradiated.
- You can't use medical healing, retcons, food, or happy pills.
- Instead of medical healing, gain predations per day equal to your Might mod +1. Any effect that increases your medical healing increases your predations.

- You can spend predations to use the *Soul Ruination* power (see below).

SOUL RUINATION

Necromancer

You sustain yourself by devouring souls.

1/Scene

Action: Instant

Range/Area: Melee or Ranged 6

Duration: Instantaneous

This attack deals 10 + level psychic damage, and the targets' soak values are reduced by 1 until the end of your next turn. You regain half of the damage as hit points, regardless of how much damage is soaked.

SANITY DAMAGE

Your allies take 1d6 sanity damage from this vulgar display of evil.

1/Scene: Predation

Action: Standard

Range/Area: Melee or Ranged 6

Duration: Instantaneous

You ravage the souls of your enemies. To use this power, you must expend one of your predations.

Deal the target 6 psychic damage per level, and reduce its soak values by 5 until the end of your next turn. You regain the damage as hit points, regardless of how much damage is soaked. You can't regain more hit points from this power than the victim's maximum hit points + 10.

SANITY DAMAGE

Your allies take 2d6 sanity damage from this vulgar display of evil.

1/Day

Action: No Action

Range/Area: Aura Burst 3

Duration: Special

Take your true form, that of a blackened ghost made of shadow and hatred.

Gain a counter equal to your retcon value.

When you start your turn, all enemies within range take 10 piercing psychic damage, and their soak values are reduced by 2 until the end of your next turn. For each creature damaged, regain that many hit points, and subtract the same amount from your counter.

This power can extend into multiple scenes. This power continues functioning if you die. It activates if you reach 0 hit points. The power ends when the counter reaches 0.

SANITY DAMAGE

Your allies take 3d6 sanity damage from this vulgar display of evil.

SECOND SECRET: SERVANT OF SHADOW

Your shadow lengthens and moves independently of your body, wavering incoherently and stretching out with long claws. Your flesh grays and fades and you appear almost insubstantial.

- When you hit a creature with an attack, you can spend a stunt as an instant action to deal 10 ongoing necrotic damage. To save against the ongoing damage, your enemy must make a Might save (DC 15 + your level) on its turn.

- Where applicable, with the following powers, your save DCs increase by 1, and you gain +1 per die to damage rolls.

SHADE POWERS

Power			
Banshee Screech	Devour Soul	Killing Curse	Plague of Years
Blasphemy	Frostheart	Killing Frost	Reap the Whirlwind
Call the Damned	The Hateful Damned	Malefic Wrappings	Spirit Shell
Death Aura	Horde of the Damned	Mordskull	Unearthly Choir

THIRD SECRET: COSMIC EVIL

You cease to have true physical substance, becoming an immortal shadow-thing with a discernable humanoid shape, but no features. You cast no shadow, and your presence seems to extinguish light. Your voice becomes a disembodied rasp.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).

FOURTH SECRET: ENTROPIC HORROR

The shadowstuff you are now made of pools around, an inky black corruption spilling into reality.

- Your speed improves by 1.
- As a standard action, you can turn invisible until the end of your turn.

FINAL SECRET: PALE HORSE

You are a disembodied well of antimatter, except when you attack other creatures or activate powers—at which point onlookers see the distinct shape of a hateful ebon skull from a realm of all-consuming blackness.

- You see invisible creatures.
- Adjacent enemies' soak values decrease by 2.
- Once per round, spend a stunt to deal 10 piercing psychic damage to adjacent enemies.

STRANGER

“First there was darkness. Then came the strangers. They were a race as old as time itself. They had mastered the ultimate technology, the ability to alter physical reality by will alone. Their endless journey brought them to a small, blue world in the farthest corner of the galaxy. Our world. Here they thought they had finally found what they had been searching for.”

- *Dark City* (1998)

Requirement: Sorcerer or Wizard destiny

You delved too deeply into arcane secrets not meant for mortal eyes, and your body is taken over by an extradimensional entity. In your entity's native realm, the physical laws of this primitive reality—time, space, life, death—have no meaning. The mortal mind can't grapple with the abominable vastness you contain, which infects the world around it. Your entity may be:

- An amoral scientist gathering data on other dimensions and forms of life.
- A ruthless assassin sent to eliminate fugitives from its dimension, regardless of collateral damage.
- A prisoner serving a harsh sentence of confinement to Euclidean geometry.
- A prison warden keeping your reality and its inhabitants in check to fulfill a greater purpose.

FIRST SECRET: PATIENCE

Sanity is a quaint notion to an entity of your ageless power. You instead have patience. Patience represents your tolerance of this reality. You contain yourself out of patience because exposing this dimension to even a fraction of your power leads to the spoiling of important experiments, anomalies in the space-time continuum, and reducing servants and test subjects to gibbering idiocy for days at a time. Each time a supposedly “insane” monster appears or “maddening” event occurs, your patience wears thinner.

- You don't have sanity or sanity soak. Instead, you have patience and patience soak. These are calculated in the same way as sanity and sanity soak are for other survivors, and effects that would change sanity and sanity soak affect your patience in the same way.
- If you have a feature that grants you access to RAM or Karma, Patience replaces these.
- When you reach 0 patience, instead of psychotic episodes or insanities, you reveal your true nature and become non-Euclidean. When this happens:
 - Allies lose all sanity soak and karma soak.
 - Chances of magical and inhuman anomalies by survivors using powers increase by 10%.
 - Your chance of causing magical anomalies increases by 20%.
- When you or an ally cause an anomaly, rolling doubles (11, 22, 33...) on the anomaly roll causes a dimensional disruption instead of the usual effect. This causes the area around you to intersect with a parallel border dimension between your home realm and reality. Consult the **Dimensional Disruption table** for the effects.

SECOND SECRET: HERE, I AM GOD

Your skin becomes lymphatic and sallow, as you are no longer an organic being, but an energy being animating a body.

- While non-Euclidean, during a dimensional disruption, or when you are in a dark realm, you gain psychic soak +10 and +2 to Wit saves.
- You don't take sanity soak loss in dark realms, and enemies don't gain a dark realm damage bonus against you.

THIRD SECRET: THE WIDENING GYRE

Your eyes become milky orbs that twirl in your skull, studying your surroundings with detached hostility.

- When you begin your turn while non-Euclidean, creatures in your non-Euclidean aura take 5 psychic damage. If they are your allies, they may instead sacrifice sanity in place of that psychic damage.
- While non-Euclidean or during a dimensional disruption or dark realm, you can change damage from your powers to psychic. You can spend a stunt when activating a power with a save to change that power's effect to a Wit save, so long as it also deals psychic damage.

FOURTH SECRET: OMNISCIENT

You no longer use your voice to speak, as physical language is too primitive to convey your evil.

- You have omniscience in your non-Euclidean aura.
- Gain +2 to saves against powers by aliens, demons, and divines, and they take -2 to saves against your powers.
- You understand and speak the language of any creature, even if it communicates only psychically.

FINAL SECRET: OMNIPRESENT

Your body is a construct containing no internal organs or fluid. When wounded, it shatters like porcelain, and the pallid light behind your eyes is revealed.

- During a dimensional disruption or while in a dark realm, you are always non-Euclidean.
- While non-Euclidean, once per round you may spend a stunt to teleport up to 6 squares or anywhere in your non-Euclidean aura as an instant action.

TALENTS

WANDERER BEYOND REALITY

You can't die, but nor do you live.

- You lose 5 hit points and don't gain extra hit points from your Might score.
- Gain extra physical soak equal to your Might mod.
- Gain a soak bonus against cold, lightning, necrotic, poison, and psychic damage equal to your Might mod + your Charisma mod.
- You gain poison soak +5.
- You can't be irradiated.
- Instead of granting you direct healing, your retcon grants you regeneration 5 for 10 rounds. While regenerating from this effect, you ignore ongoing damage.

SUPERSOLDIER

“Unloading this into one of them will just piss them off. The only way to take them out is to blow them up. And hope the pieces don't keep fighting us.”

- *Universal Soldier II: The Return* (1999)

Requirement: Warlord destiny

You are the product of a government program to create the perfect soldier: Unkillable, unstoppable, unfeeling. This program is not without glitches. You remember a lifetime of nothing but war, of leading doomed charges and bloody commando raids until everything bled into senseless slaughter. In the end, you died—but the government, unwilling to part with such an asset, turned you into a monster.

FIRST SECRET: THE SLAUGHTER NEVER ENDS

Your life is a waking nightmare, and you distract yourself from the pain by compulsively attempting to scar yourself—but your superhuman flesh regenerates even these wounds, compounding your madness.

- Gain a warlord battle trance. When you are in a battle trance, you gain fast healing 1.
- Gain a permanent insanity of your choice.
- Your sanity soak decreases by 1. If your sanity soak is already at +0, you lose 5 sanity permanently.

SECOND SECRET: UNIVERSAL SOLDIER

You attain a permanent thousand-yard stare.

- Gain 2 additional hit points per level.
- You are fearless.

THIRD SECRET: MOUTH FOR WAR

You live a life of extremes and speak only in growling whispers or guttural howls. Nothing in between.

- Gain a warlord battle trance. When you are in a battle trance, you gain fast healing 2.
- Your sanity soak decreases by 1. If your sanity soak is already at +0, you lose 5 sanity permanently.

FOURTH SECRET: NO SURRENDER

Nothing can drive you from the field except for a tactical retreat to deal more damage later.

- You no longer need to eat or sleep. When you rest, you rest as if you've eaten a full meal.
- Gain physical soak +1. This increases to +2 when you are in a battle trance.

FINAL SECRET: THE HEART OF DARKNESS

You've unlocked the fullest understanding of the horrors of war, and will lead an army of bloodthirsty, amoral warriors into the final battles of the apocalypse, speaking only in riddles.

- Gain 2 additional hit points per level.
- When you are in a battle trance, you gain fast healing 3.
- Your sanity soak decreases by 1. If your sanity soak is already at +0, you lose 5 sanity permanently.

TALENTS

SHELLSHOCK

When you activate a battle trance, you can activate another battle trance simultaneously. If you are out of battle trances when this happens, you regain the use of all your daily battle trances, but you can't stack the same battle trance.

SVARTALFAR

“Unwise was the wayfarer who continued his journey by night. In the shadows cast by cold moonlight, greedy eyes glittered, claws curled, teeth clicked.”

- *The Enchanted World: Night Creatures* (1987)

You have fallen in league, by pact and blood, with faerie folk, and are becoming the worst of them, a “black elf,” an evil fey in league with trolls and goblins. You are an otherworldly creature that despises humanity, using secrets considered vile and terrible by other fey to plague the human world.

FIRST SECRET: DREAD WARRIOR

Your skin darkens and turns translucent, revealing withered organs beneath. Your hair turns wispy and white. Your eyes shrivel, and you shun light, though it does you no harm. You can’t abide the taste of cooked food.

- Gain the Cannibalism insanity, but don’t suffer negative traits.
- Gain +1 Craft, Scavenge, and Perception.
- You craft a dread blade, a cruel cutting weapon with a disturbing mix of curved, jagged, and hooked edges. You can make a medium or large dread blade.
- If you have a natural weapon, such as a bite or claw attack, instead of the normal dread blade, you affix a set of jagged iron claws or mandibles to your weapon, dealing +2 damage and increasing your critical threat range by 1.

MEDIUM DREAD BLADE

Type: Melee

Damage: 1d8

Critical: 19-20, +1d8

Size: Medium

Inventory: 2

Tier: IV

Dread Potency: When you finish resting, you can imbue your dread blade with chaos, necrotic, poison, or psychic energy. Until you rest again, when you hit with the dread blade and spend a stunt, you deal 10 ongoing damage of that type. A Might save (DC 15 + your level) negates the ongoing damage on the victim’s turn. On a critical hit, spend a stunt to instead deal 20 ongoing damage.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Yours Alone: The weapon burns anyone else who tries to wield it, preventing them from holding it.

LARGE DREAD BLADE

Type: Melee

Damage: 1d12

Critical: 19-20, +1d12

Size: Large

Inventory: 3

Tier: IV

Dread Potency: When you finish resting, you can imbue your dread blade with chaos, necrotic, poison, or psychic energy. Until you rest again, when you hit with the dread blade and spend a stunt, you deal 10 ongoing damage of that type. A Might save (DC 15 + your level) negates the ongoing damage on the victim’s turn. On a critical hit, spend a stunt to instead deal 20 ongoing damage.

Yours Alone: The weapon burns anyone else who tries to wield it with power, preventing them from holding it.

SECOND SECRET: VILE HIDE

Take to wearing the skin of your slain enemies, and begin to covet the taste of baby flesh and warm blood. Out of your enemies’ skin you create a preternaturally sinuous leather that none the less reeks of foulness due to the strange unguents you use.

- Your skin armor provides +1 to AC, Wit saves, and Stealth.

THIRD SECRET: FORBIDDEN TONGUE

Gain knowledge of an ancient, evil tongue spoken only among depraved fey and demonic forces. This gives you evil magical power. In addition, you compulsively file your teeth down into sharpened nubs.

- Gain an additional stunt, and add one step to your stunt die.

FOURTH SECRET: ANCIENT HUNTER

You become supernaturally graceful.

- Gain +2 Agility.
- Gain +1 speed.

FINAL SECRET: CURSE OF THE SVARTALFAR

Your arms become long and bony. Your mouth widens into a permanent grin or grimace.

- Once per scene, when a creature’s attack damages you, deal the same damage back to the attacking creature as an instant action. You then gain +4 to hit the creature and it takes -2 to saves against you until the end of your next turn.
- Your immortal skill grants you +2 to skills.
- When using any ability, you can spend a stunt to increase the save DC by 2.

TALENTS

FEY NOBLE

- You are recognized as fey royalty and accorded all the powers and prestige of your position. You can attempt to intimidate abominations. Eldritch horrors ignore this power.
- Gain knowledge of one new talent or power that you qualify for.
- Your dread blade feasts on blood. Staggered creatures take 10 additional damage from this weapon, of the energy type you currently deal.

TECHNOMAGE

“Any sufficiently advanced technology is indistinguishable from magic.”

- Arthur C. Clarke, *Profiles of the Future* (1973)

Requirement: Mad Scientist destiny

You seek out astrological truths at the edge of known science, defying reason and physics with mysticism. You combine amoral super-science with even darker forces, becoming a master of creation and chaos.

FIRST SECRET: MAGITECH

You carve mystical symbols into your flesh that let you channel magic at the mere cost of torturous agony.

- Gain a necromancer or warlock power. Your necromancer and warlock powers that aren’t passive cost breakthroughs to activate.
 - **At Will:** 1 Breakthrough
 - **1/Scene:** 2 Breakthroughs

- **1/Day:** 3 Breakthroughs
- Take -1 sanity soak.
- You can spend a talent to gain a new necromancer or warlock power. Every time you learn a power in this way, you lose 1 sanity soak.

SECOND SECRET: ALCHEMY

You seal your skull into vile armor made from an element unknown to human science. When you speak, runes glow on your sinister skull mask.

- Gain the Needful Things talent.
- Gain +2 Craft.

THIRD SECRET: MYSTIC ARMAMENT

You carve a weapon from your own congealed blood.

- Gain a gauntlet macabre, as the relic.
- Gain a necromancer or warlock power.
- Take -1 sanity soak.

FOURTH SECRET: MYSTIC PANOPLY

You read auguries to consult the fates on all matters.

- Gain +1 on Wit and Charisma-based skills. When you use stunts to increase the results on these skills, take another +1.
- If you have any remaining sanity, you can spend an instant action to take 10 sanity damage and increase the save DC of one of your powers by 2 after seeing the result of an enemy's save.

FINAL SECRET: PSYCHOPOMP

You see and battle spirits on a plane beyond the mortal.

- Gain +2 on attacks, saves, and damage against demons, divines, and ghosts.
- Gain a necromancer or warlock power.
- Take -1 sanity soak.

VAMPIRE

"You think you can destroy me with your idols? I, who served the cross? I, who commanded nations, hundreds of years before you were born?"

"Your armies were defeated! You tortured and impaled thousands of people!"

"I was betrayed. Look what your god has done to me!"

- *Dracula* (1992)

Requirement: Ghost or Necromancer destiny

You make an unholy vow to transcend death and take revenge on your enemies with all the powers of darkness. Your immortal unlife can only be sustained by feasts of blood.

FIRST SECRET: STRIGOI

As an immortal blasphemy, you can't heal normally, but you are difficult to destroy and can use your powers to sustain yourself.

- You gain the undead condition.
- Gain soak against cold, lightning, necrotic, poison, and psychic damage equal to your Might mod + your Charisma mod.
- Gain poison soak +5.
- You can't use medical healing, retcons, food, or happy pills.
- Instead of medical healing, gain predations per day equal to your Might mod +1. Any effect that increases your medical healing increases your predations.
- You can spend predations to use the *Blood Feast of the Damned* power (see below).

BLOOD FEAST OF THE DAMNED

Necromancer

You tear at the flesh of your target, sucking on its gore and innards.

1/Scene

Action: Instant

Range/Area: Melee

Duration: Instantaneous

This attack deals 10 + level physical damage, and the target must make a Might save or be crippled until the end of your next turn. You regain the damage as hit points, regardless of how much damage is soaked.

SANITY DAMAGE

Your allies take 1d6 sanity damage from this vulgar display of evil.

1/Scene

Action: Standard

Range/Area: Melee

Duration: Instantaneous

To use this version of the power, you must expend one of your predations.

Deal a creature 6 physical damage per level and cripple it until the end of your next turn. You regain the damage as hit points, regardless of how much damage is soaked. You can't regain more hit points from this power than the victim's maximum hit points + 10.

SANITY DAMAGE

Your allies take 2d6 sanity damage from this vulgar display of evil.

1/Day: Power of Undeath

Action: No Action

Range/Area: Aura Burst 3

Duration: Special

Take your true form, that of a marbled, bloody corpse-demon with jagged fangs and animalistic features. The blood from enemies around you is sucked out of their bodies and into yours.

Gain a counter equal to your retcon value.

Enemies adjacent to you become crippled until they move elsewhere. When you start your turn, all enemies within range take 10 piercing physical damage. For each creature damaged, regain that many hit points, and subtract the same amount from your counter.

This power can extend into multiple scenes. This power continues functioning if you die. It activates if you reach 0 hit points. The power ends when the counter reaches 0.

SANITY DAMAGE

Your allies take 3d6 sanity damage from this vulgar display of evil.

SECOND SECRET: VAMPIRE LORD

You become unnaturally swollen and vigorous, but begin shriveling into an ancient creature the more wounds you take in battle.

- Where applicable, with the following powers, your save DCs increase by 1, and you gain +1 per die to damage rolls.

VAMPIRE POWERS

Powers					
Animal Magnetism	Blood to Bile	Cruor Mail	Mirror, Mirror	Sanguine Summoning	Winged Fury
Blasphemy	Call the Damned	Horde of the Damned	Putrescent Mist	Shifting Murder	Vampire Bats
Blood Curse	Children of the Night	Malefic Wrappings	Reap the Whirlwind	Tree of Woe	

THIRD SECRET: COSMIC EVIL

You manifest fangs when you use your powers.

- You use the karma sanity variant (see the **Sanity** section of the **Rules**).

FOURTH SECRET: LORD OF BLOOD

The blood of your victims spills forth from your wounds and from your mouth when you use your dark powers.

- You can use the Necromancer's Blood Magic feature an additional time per scene.

FINAL SECRET: THE FIRST VAMPIRE

You are now the eldest vampire, or equal in power to the eldest. You permanently take your true form, that of a marbled, bloody corpse-demon with jagged fangs and animalistic features.

- Living enemies adjacent to you become crippled until they move elsewhere.
- Once per round, spend a stunt to deal 10 piercing necrotic damage to adjacent enemies.

WITCH

"You can't defeat me. I've lived too many lives. Ravaged entire kingdoms. I have been given powers that you could not even fathom. I will never stop. Never! I will give this wretched world the queen it deserves."

- *Snow White and the Huntsman* (2012)

Requirement: Warlock destiny

You are among the most terrible of all evil-doers, a consort of Satan, delighted by wickedness and corruption. As you prove yourself, you further your pact with the Father of Lies, knowing better his terrible will, until you speak only with his voice. Each circle of damnation grants you more of the black magic that your master invented.

FIRST SECRET: LITANY OF BLASPHEMIES

The flesh of your face and chest is cruelly branded, exposing tissue and bone. You learn to speak eldritch prayers of evil.

- Gain the *Litany of Blasphemies* power.
- Gain +5 chaos soak.
- You use the karma sanity variant (see the **Sanity** section of the **Rules**).

SECOND SECRET: HEXER

Your tongue is sliced off, and only with painful effort can you speak anything but blasphemies, cruelties, lies, and black magic.

- Choose to gain any two of *Hex of Power*, *Hex of Puppetry*, *Hex of the Stars*, or *Hex of Wrath*. You can use any of these powers an additional time per day.

THIRD SECRET: DARK PROPHECIES

Your eyes are plucked from your skull, and the sockets blacken. You use black magic to gain the gift of foresight to better please the Dark Prince.

- Gain Omniscience 6.
- You and allies gain +1 initiative.
- Gain either the *Ever-Changing Fortune*, *Fleeting Greatness*, *Misguidance*, or *Ordained Victory* power.

FOURTH SECRET: INSECTRESS

Your rib cage is bloated with malevolent insects. You are granted the power to bring them forth against your enemies.

- Gain the *Lord of the Flies* power.
- Your Lingua Profanus sacrifice limit increases by 2.

FINAL SECRET: HAND OF DOMINION

One of your arms shrivels into a withered black husk. Your will to dominate all things is embodied in the impurity fused into your hand.

- Gain the *Aura of Dominion* power.
- You can spend a stunt to increase the DC of your abilities that require a Wit save by 2. This is a cumulative effect.

WORMFOLK

"It is shaped like a sausage about two feet long, has no head nor leg and it is so poisonous that merely to touch it means instant death. It lives in the most desolate parts of the Gobi Desert."

- Roy Chapman Andrews, *On the Trail of Ancient Man* (1935)

You are an invertebrate abomination. Your skin is translucent, becoming flush with blood when it feeds. You spent long centuries in hiding to avoid detection, but have returned to inherit the world.

FIRST SECRET: HORRORMAW

Your mouth is filled with gnashing, jagged teeth. Your eyes sink into your skull, and your voice is a raspy susurrum. Your backbone recedes into the recesses of your torso. Only meat and blood can sustain you.

- When you are staggered, any healing effect used on you, including fast healing or regeneration, improves by 2.
- Gain the Cannibalism insanity, but don't suffer negative traits.
- Gain a bite attack.

WORMFOLK BITE

Type: Melee
Damage: 1d8
Critical: 19-20, +1d8
Size: Small
Inventory: -

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's special qualities, such as Light.

Light: You can use your Agility bonus instead of your Might bonus to attack with this weapon.

Vicious: Your bite attacks ignore the first 5 any physical soak.

SECOND SECRET: SLIMY FIEND

Your body is translucent, leaving your internal organs and juices visible.

- Gain +2 Agility.
- When you are staggered, crippled, or taking ongoing damage, your melee damage increases by your Agility modifier.

THIRD SECRET: WORMFLESH

Your flesh becomes stretched and gorged in odd areas. Standing fully erect requires a tremendous amount of effort.

- When you are staggered, gain +1 AC.
- Gain acid and poison soak +10.

FOURTH SECRET: SECRETION

You constantly perspire a pungent acid.

- The first time each round that you are struck in melee, your attacker takes 5 acid damage.

FINAL SECRET: WORMLORD

You grow significantly taller—by perhaps a meter or more—which may manifest as a tail in some cases.

- Once per round, when you are subjected to acid or poison damage, regain 5 hit points, whether you soak the damage or not.
- Your bite attack deals +1d4 acid damage. When you are crippled, staggered, or taking ongoing damage, it deals +1d6 acid damage.

TALENTS**DEVOURER**

Once per day, swallow a dead or helpless creature of Medium size or smaller whole as a standard action. You return to full hit points, regain the use of your retcon, and can be medically healed again today.

XENOHORROR

“He looks like something that fell off my dick during the war.”

- *Slither* (2006)

Requirement: Mad Scientist destiny

You experimented on your own body too much, and have mutated into an unspeakable abomination.

FIRST SECRET: XENOTECH

Your skin becomes an unstable, bubbling mess of roiling veins.

- Gain a mutant power. Your mutant powers that aren't passive cost breakthroughs to activate.
 - **At Will:** 1 Breakthrough
 - **1/Scene:** 2 Breakthroughs
 - **1/Day:** 3 Breakthroughs
- You can spend a talent to gain a new mutant power. These additional powers stack. Every time you learn a power in this way, you lose 1 sanity soak.
- You lose 1 sanity soak.

SECOND SECRET: AGE OF THE TENTACLE

You sprout hundreds of tentacles, some of which are useful.

- You can spend a stunt to attempt to grab after hitting with a melee attack without provoking (the save DC is 12 + your level + your Might modifier).
- Gain +2 to saves against grabs.

THIRD SECRET: ANGEL OF TERROR

A mass of even more bloody tentacles forms from your intestines.

- Gain a mutant power.
- Gain physical soak +1.
- Your reach with any weapon increases by 1.
- Gain fast healing 1 when you are grabbing a creature.
- You lose 1 sanity soak.

FOURTH SECRET: THING THAT WOULDN'T DIE

Your body sews itself back together, even if you lose vital organs or are dismembered.

- Gain +1 to all damage soak.
- If you are reduced to 0 hit points or below, you are only dazed, immobilized, and overwhelmed until you take enough damage to die.
- If you take a critical hit, you take -5 damage, but are crippled until the end of your next turn.

FINAL SECRET: ABOMINATION

A third limb escapes from your innards, and you grow a gigantic eyeball.

- Your third limb can make an additional weapon attack at -4 to hit when you first make an attack as a standard action and spend a stunt.
- Become Large. Gain +2 Might, +2 speed, and -1 to AC.
- A gigantic eyeball forms in your chest, giving you Omniscience 6.
- Gain a mutant power.
- You lose 1 sanity soak.

RELICS

“There are powers in the universe inscrutable and profound. Fear can’t save us. Rage can’t help us.”

- *The Outer Limits* (1963)

Relics are hidden across creation by ancient deific intrigues, the wars of previous apocalypses, and the schemes of those who perished in vain quests to gain them. Though each relic contains otherworldly might, they aren’t meant for mortals, bedeviling wielders with dark energy and ancient curses.

TYPES OF RELICS

ACCURSED WEAPONS & ARMOR

Accursed armor is made from the hide of monsters or the forsaken craft of fiendish minds. Some types of accursed armor were constructed by humans harnessing super-science, but even these show dark influences that humans could not produce without darker sources of inspiration. Forged by foul artifice beyond the ken of mortals, accursed weapons are cruelly-designed medieval weapons, sorcerous rods, strange orbs, and futuristic guns that radiate power.

DARK TOME FRAGMENTS

Scattered across the cosmic chaos are the terrible prophecies, secrets, and spells of primeval demons, sorcerers, and near-human civilizations that lived and died eons before humanity emerged from the primordial muck. These dark tomes are written in forbidden and mystical languages that pierce the frail human mind, and can be understood by anyone foolish enough to read them. Dark tomes come in many forms, but all are spread across the multiverse in fragments, the result of some forgotten catastrophe.

- Each dark tome is divided into five fragments, which must be found through subsequent relic rolls. With each fragment found, the dark tome grants you a new ability.
- After finding a dark tome fragment, choosing to read it binds it to you. No other survivor may read it once you have done so, and you can’t teach others this power, as your mortal soul lacks the clarity and fortitude.
- After reading your first, third, and fifth fragments, gain a corruption.

ELDRITCH ARTIFACTS

Eldritch artifacts are legendary and infamous treasures, forged by dead gods and cruel cosmic horrors. Some are magical stones or amulets forged from alien geology, burning with dark power, while others take more pleasing shapes, such as gleaming jewelry or crowns. They were never meant for mortal hands, and over the millennia most were tainted by the strange battlefields they have seen.

Binding such a thing to your will is not done lightly. You are limited to binding three eldritch artifacts to yourself, which requires a standard action and causes 3d6 sanity damage. This links you with the artifact’s power, giving you abilities according to the description. You can end this binding, but this also causes 30 sanity damage and doesn’t end any corruptions the eldritch artifact gave you.

VESTIGES

Vestiges are sorcerous baubles, mysterious potions, and other objects that the bearer consumes to gain powers, or that move from owner to owner by otherworldly force or their own will once used. Vestiges have one-time use effects. Some also have special passive bonuses and penalties they confer to their bearers while they haven’t yet been directly used.

SPECIAL RELIC RULES

If you gain a power through a relic that you already know, choose any power you are eligible to take from your power list. Many relics reference randomized tables at the end of this chapter.

RELIC SCAVENGING

There are several ways to earn relics, but the most common is to find them in dark realms. When in a dark realm, in addition to rolling a normal Scavenge check, groups of survivors also gain relics according to their group level and the dark realm tier they are in, added together. After determining the number of relics, roll on the Relic Type table, and then the indicated relic table (1d100 on each).

NUMBER OF RELICS

Group Level + Dark Realm Tier	Relics Found
01-05	1
06-10	2
11+	3

RELIC TYPE

1d100	Type of Relic
01-10	Accursed Armor
11-30	Accursed Weapon
31-50	Dark Tome Fragment
51-70	Eldritch Artifact
71-00	Vestige

ACCURSED ARMORS

1d100	Accursed Armor
01-08	Balemask of Gru’uk
09-16	Bloodmail of the Impaler
17-24	Debauched Diadem
25-32	Demon Scale
33-40	Demon Skull
41-48	Diadem Serpentis
49-56	Ebonhide
57-64	Eldritch Plate
65-72	Glyphed Aegis
73-80	Onyx Mask
81-88	Painskin
89-96	Ruinous Exosuit
97-00	Godly Plate of the Whale

ACCURSED WEAPONS

1d100	Accursed Weapon
01-03	Annihilator
04-06	Astral Sliver
07-09	Athame
10-12	Bloodmace
13-15	Chaos Cannon
16-18	Dáinsleif
19-21	Deathly Scourge
22-24	Destructor
25-27	Dread Scepter
28-30	Durbatulûk
31-33	Excruciator
52-54	Mancatcher
55-57	Manglemaul
58-60	Muramasa Katana
61-63	Painbow
64-66	Pyrrhic Vindicator
67-69	Ruinmaker
70-72	Screaming Claws
73-75	Shrike’s Talon
76-78	Slimethrower
79-81	Spiked Blade
82-84	Tormentum

34-36	Fellsword	85-87	Tyrfing
37-39	Flenser	88-90	Ultor Cannon
40-42	Gibbering Scepter	91-93	Unearthly Orb
43-45	Green Destiny	94-96	Vileclaw
46-48	Hrunting	97-99	Vivisector
49-51	Magicum Maleficarum	00	Archangel's Staff of the Apocalypse

DARK TOME FRAGMENTS

1d100	Dark Tome Fragment		
01-03	Archeospheres of Dremoth-Guul	52-54	Pestilent Parchments of Fad Felen
04-06	Atmos Horrors	55-57	Philosopher's Stone
07-09	Book of Thoth	58-60	Profundus Profanus
10-12	Codex Y'Thari	61-63	Psychic Manipulator
13-15	Burnt Offerings to the Dark	64-66	Revelation of Surtr
16-18	Covenant from Below	67-69	Runes of the Winter Wolf
19-21	Creed of Chthon	70-72	Saurian Treatise
22-24	Cthaat Pulverulentus	73-75	Scrolls of the Trickster
25-27	Daemonologie	76-78	Spear of Destiny
28-30	Enchiridion Maledictum	79-81	Stereoscopic Death Goggles
31-33	Grimoire Grotesque	82-84	Strategic Defense Initiative
34-36	Interitus Skull	85-87	Sumerian Demonspawn Skulls
37-39	Judgment of Samael	88-90	Sword of Doom
40-42	Memoires of Revivification	91-93	Testament of Nyx
43-45	Mysteriis Carnis	94-96	Tongues of Unmaking
46-48	Nine Dooms of Nostradamus	97-00	Wishing Scrolls of Keth
49-51	Omega Sphere		

ELDRITCH ARTIFACTS

1d100	Eldritch Artifact		
01-04	Amber Shard	53-56	Hideous Eye
05-08	Ashen Shard	57-60	Horrible Brain Fragment
09-12	Azure Shard	61-64	Iron Crown of l'Ith
13-16	Cenotaph	65-68	Liber Pituita
17-20	Circlet of Savagery	69-72	Necklace of Harmonia
21-24	Crimson Shard	73-76	Obsidian Heart
25-28	The Crown of Báthory	77-80	Pazuzu Amulet
29-32	Ebon Idol	81-84	Raptor Choir
33-36	Emerald Shard	85-88	Reaper Ligament
37-40	Energy Gauntlet	89-92	Ring of the Nibelung
41-44	Fleshweaver Charm	93-96	Seal of Solomon

45-48	Gauntlet Macabre	97-00	Ubaid Lizardman
49-52	Ghoul Stone		

VESTIGES

1d100	Vestige		
01-02	Accursed Ankh of the Graveling	49-50	Forbidden Reliquary
03-04	Armis Diabolus	51-52	Gene Worm
05-06	Autodidact	53-54	Hadron Bomb
07-08	Beelzebub's Gift	55-56	Haunted Doll
09-10	Black Hole Bomb	57-58	Holy Grail
11-12	Black Sacrament of the Deathless	59-60	Jade Falcon
13-14	Chronosphere	61-62	Lesser Key of Solomon
15-16	Code Black Authorization	63-64	Life Sanction Scroll
17-18	Combustion Pulse	65-66	Miracle Serum
19-20	Crimson Idol of the Hungering Dark	67-68	Monkey's Paw
21-22	Crystal Skull	69-70	Mutagen
23-24	Curseblood	71-72	Nanosol
25-26	Dead Man's Chest	73-74	Necronomicon
27-28	Dimensional Cipher	75-76	Prodigious Skull
29-30	Dybbuk Box	77-78	Sessho-seki
31-32	Edict of Absolution	79-80	Shard of Balor
33-34	Element 115	81-82	Shattersphere
35-36	Embalmed Tumor	83-84	Shining Trapezohedron
37-38	Epistle of Cain	85-86	Shredburster
39-40	Eternal Terms of Service	87-88	Shrunken Demon Head
41-42	Fellbrand	89-90	Slagsphere
43-44	Ferryman's Coin	91-92	Tears of Medea
45-46	Flayed Parchment	93-96	Whispering Skull
47-48	Fleshreaper	97-00	Wisening Water

SPECIAL RELIC RULES**RELIC POWERS**

If you gain a power through a relic that you already know, choose any power you are eligible to take from your power list. Many relics reference randomized tables at the end of this chapter.

RELIC DESCRIPTIONS

"The book is bound in human flesh and inked in human blood. It deals with demons and demon resurrection and those forces which roam the forest and dark bowers of man's domain. The first few pages warn that these enduring creatures may lie dormant, but are never truly dead. They may be recalled to active life through the incantations presented in this book."

- *The Evil Dead* (1981)

ACCURSED ANKH OF THE GRAVELING

Vestige

This foul bauble calls forth the heinous demon lord of reanimation.

As a standard action, ram this jagged ankh into the heart of a dead creature. A graveling forms from the corpse and is under your control, as the power, but you need not roll to contest its will; it acts according to your will, though it still curses and threatens you with every word it can spare.

When all enemies are destroyed, make a Wit save (DC 20 + your level). On a failure, the graveling falls out of your control and becomes hostile to you and your allies. On a success, the graveling disintegrates.

AMBER SHARD

Eldritch Artifact

A golden light fills your eyes when you bind yourself to this shard.

You can never gain fast healing or regeneration. If you would have these effects, apply half of what you would have as a bonus to melee damage rolls.

ANNIHILATOR

Accursed Weapon, Ranged

This cannon has three rotating barrels covered in a runic script of death.

Damage: 3d4

Critical: +3d4

Might Requirement: -

Range: 12

Autofire: -

Size: Large

Inventory: 3

Tier: IV

Roll Them Bones: Roll 1d6 when you fire this weapon.

1d6	Energy Type
1-2	Chaos
3-4	Lightning
5-6	Sonic

Roll Them Bones: You can change the attack to hit everything in a ranged burst 2, but soak is twice as effective against the damage.

Corrupted: Gain a corruption.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

ARCHANGEL'S STAFF OF THE APOCALYPSE

Accursed Weapon, Melee or Ranged

An everburning iron rod wrought in an angelic forge.

Apocalyptic: The burst and blast ranges of your non-aura areas of effect improve by 1. If they are daily abilities, they increase by 2. You gain +2 to energy damage rolls, and +5 if the rolls are from a daily ability. Ongoing damage you deal increases by 5. The staff's damage type changes to the last type you dealt.

Anointed: For every two corruptions you have, take -1 to saves. If you have no corruptions, gain +1 to energy damage rolls with this weapon. If you are fearless, gain a further +1.

MELEE

Damage: 1d12 Fire

Critical: +1d12 Fire

Size: Large

Inventory: 3

Tier: IV

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus for attack rolls with this weapon.

RANGED

Damage: 1d12 Fire

Critical: +1d12 Fire

Might Requirement: 16

Range: 12

Autofire: -

Size: Large

Inventory: 3

Tier: IV

Fiery Blast: Spend a stunt to fire the weapon at all creatures in a ranged burst 2 (counting the Apocalyptic bonus).

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

ARCHEOSPHERES OF DREMOTH-GUUL

Dark Tome Fragment

Metal globes with hieroglyphics of the rise, fall, and prophesied return of amphibian necromancers.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10	Power
1-2	Acid Blood
3-4	Blood to Bile
5-6	Bloody Tribute
7-8	Cruor Mail
9-10	Perdition Flames

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you retcon, enemies in a close burst 6 take 10 necrotic damage.
- You can use medical heals in place of stunts.
- Gain necrotic soak +5.

ARMIS DIABOLUS

Vestige

This stake of cold iron is chill to the touch and might resurrect the dead in some manner.

Consume the Armis Diabolus to activate *Resurrection*, as the power, or use a standard action to deal 10d6 piercing psychic damage to an adjacent undead creature. Undead slain by the Armis Diabolus can't return by any means. The weapon turns to dust after use.

ASHEN SHARD

Eldritch Artifact

This ivory shard bleeds black liquid.

When you are dealt energy damage, gain +2 on attack rolls, AC, saves, and skills, until the end of your next turn. This doesn't stack.

ASTRAL SLIVER

Accursed Weapon, Melee

This unearthly crystal is carved into the shape of a razor.

Damage: 1d12

Critical: +1d12

Size: Large

Inventory: 3

Tier: IV

Accurate: This weapon gains +1 to hit.

Light: You can use your Agility bonus for attack rolls with this weapon.

Spearhead: Gain +2 to hit, damage, and critical threat on charge attacks.

Reach: This weapon has reach and can strike enemies at up to one square beyond normal melee range.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

ATHAME

Accursed Weapon, Melee

A jagged dagger enchanted with sacrificial blood and foul spells.

Damage: 1d6

Critical: 19-20, +1d6

Size: Small

Inventory: 1

Tier: IV

Accurate: This weapon gains +1 to hit.

Balanced: Take no attack penalty when using this weapon as part of a two-weapon fighting attack.

Cruelest Cut: Once per round, deal +5 damage to a creature you are flanking.

Light: You can use your Agility bonus for attack rolls with this weapon.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

THE ATMOS HORRORS

Dark Tome Fragment

These meteorite carvings are spells to control weather and destroy worlds.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Acid Rain
2	Cryokinesis
3	Inferno
4	Killing Frost
5	Pulsar
6	Tesla Coil
7	Thunderbolt
8	Tyranny

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +5 soak in two of the following: Acid, cold, fire, or lightning.
- The burst and blast ranges of powers you learned through this dark tome increase by 2.

AUTODIDACT

Vestige

A holocube that replicates a mad scientist's last experiment.

An autodidact grants you a single use of its power and +2 to the function roll. If you already know that power, they gain a permanent +2 to the function roll and may re-roll.

RANDOM MAD SCIENTIST POWERS

Powers

01-04	Active Denial System	53-56	Microraptor
05-08	Black Hole	57-60	Psychoplasmics
09-12	Clockwork Drudge	61-64	Pulsar
13-16	Constructor Nanites	65-68	Shrink Ray
17-20	Cryokinesis	69-72	Subcutaneous Nanites
21-24	Deinonychus	73-76	Tesla Coil
25-28	Devouring Nanites	77-80	Time Dilation
29-32	Embiggening Ray	81-84	Toxic Nanites
33-36	Explosive Decomposition	85-88	Tyrant King
37-40	Instant Pandemic	89-92	Volukinesis

41-44	Invisibility Serum	93-96	Wormhole
45-48	It's Alive	97-00	Zombie Drudge

AZURE SHARD

Eldritch Artifact

This blue rock causes your veins to fester the same color when used.

Gain +2 Wit.

BALEMASK OF GRU'UK

Accursed Armor, Helmet (Tier IV)

This sneering white mask glows with burning green energy.

Balemask of Gru'uk: Once per scene as an instant action, deal an enemy within line of sight $5 + \text{level} + \text{Wit mod}$ chaos damage. You can't be blinded or dazed.

Corrupted: Gain a corruption.

Consult the Oracle: This armor has a random accursed armor appearance and accursed armor property. Use the tables at the end of this chapter.

Type: Medium

Tier Upgrades	Effect
V	Reduce critical damage by 1.
VI	Increase the helmet's chaos damage by 5.

BEELZEBUB'S GIFT

Vestige

This ornate and grotesque crystal fly can be broken to unleash wrath.

Break open the gift as an instant action. Gain an aura burst 2 in which you are surrounded by biting flies that hum melodiously. You have cover against all creatures outside the area, and when you begin your turn, creatures in the area take 5 physical damage. For each such creature damaged, you regain 5 hit points. This effect only ends when you have absorbed hit points equal to your retcon value.

BLACK HOLE BOMB

Vestige

This ancient device shaped like a spiked ball destroys all matter.

When broken, this item explodes like a grenade.

Damage: 1d4 Piercing Physical/Level

Radius: Burst 7

Range: 12

Inventory: 0.5

Black Hole Bomb: Blocking terrain in the area is destroyed, unless it is also a creature with hit points, but such creatures get no save against the detonation. Victims in the radius must make an Agility save (DC $15 + \text{your level}$). On failure, victims take 1d4 piercing physical damage per level and are immobilized until the end of your next turn. Victims who roll a 1 on their save are overwhelmed until the end of your next turn. On a successful save, victims take half damage and aren't immobilized.

Event Horizon: Until the end of the scene, the area is difficult terrain. When you begin your turn, creatures in the area take 5 piercing physical damage and the area expands by 1. Creatures that use a teleportation ability have a 50% chance to move to the center of the area instead of wherever they intended.

BLACK SACRAMENT OF THE DEATHLESS

Vestige

This dark liturgy was inked in blood by Koschei the Deathless.

Consume the sacrament as a standard action to activate *Resurrection* with the best possible result, as the power. The recipient gains a corruption. In this scene and the next, chances of anomaly increase by 10%.

BLOODMACE

Accursed Weapon, Melee

This cruelly-angled mace ends in hooked barbs.

Damage: 2d4 Necrotic

Critical: 18-20, +2d4 Necrotic

Size: Medium

Inventory: 2

Tier: IV

Bloodmace: On a critical hit, gain 1d4 hit points.

Light: You can use your Agility bonus for attack rolls with this weapon.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

BLOODMAIL OF THE IMPALER

Accursed Armor, Mail (Tier IV)

This blood-red armor has the grooved appearance of human muscle.

Bloodmail of the Impaler: Gain physical soak +4 and energy soak +2. Your speed is reduced by 3. If you are undead or have lost your Might bonus to hit points, soak values improve by 1.

Make an Example: You learn the *Tree of Woe* power.

Corrupted: Gain a corruption.

Type: Heavy

Tier Upgrades	Effect
V	Save and speed penalties are reduced by 1. +1 energy soak.
VI	The mobility penalty is reduced by 1. +1 energy and physical soak.

THE BOOK OF THOTH

Dark Tome Fragment

These papyrus scrolls are the knowledge of the gods, not meant for humans.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d6 Power

1	Emaciate	4	Plague of Years
2	Great Wasp	5	Ravenous Scarabs
3	Pestilence	6	Rotting Curse

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +1 to skills.
- Once per round, when you deal necrotic or poison damage, regain 1 hit point.
- Once per day, when you activate a power that involves a damage roll and deals necrotic or poison damage, add +2 to each die. This also causes a cosmic disturbance.

BURNT OFFERINGS TO THE DARK

Dark Tome Fragment

A collection of etched finger bones, teeth, and desiccated monstrous organs.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Chooser of the Slain
2	Death of Insolence
3	Debauched Revelry of Pan
4	Manyfold Curse of Hecate
5	Trollsong
6	Wrath of Fenris

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Once per day, activate any power available through Burnt Offerings of the Dark as an instant action.
- Your save DCs with daily powers improve by 1.
- You gain +1 to Wit-based skills.

CENOTAPH

Eldritch Artifact

This ancient stone tablet contains spells for traveling in the afterlife.

Once per day as a free action when you roll initiative, summon a random spell from the Cenotaph onto yourself with a 1d20 roll, granting you the power of the gods. At the end of the scene, the tablet becomes a useless rock until you rest, at which point its power is restored.

CENOTAPH RESULT

Epithet of the Gods	Effect
1 The Sky Trembles	When you begin your turn, choose an enemy and deal it 10 lightning damage.
2 Black One	Deal +5 necrotic damage on a hit or with powers that deal necrotic damage.
3 Chief Lector Priest of the Duat	You and allies gain fast healing 3.
4 Falcon upon the Battlements	You and allies gain +5 initiative and +2 speed.
5 Great of Terror	On a hit, force enemies to make a Wit save or be dazed until the end of your next turn. This

Epithet of the Gods	Effect
	doesn't work on eldritch horrors.
6 Grips with Full Malice	You grab enemies on a hit. When you begin your turn with a grabbed creature, it takes 5 physical damage.
7 Pleased with Cheating	When you roll a natural 1, it counts as a 20.
8 Lap Up the Decayed	When you begin your turn, staggered enemies in an aura burst 1 take 5 necrotic damage.
9 Make the Corpses	Deal +5 damage on damage rolls against staggered enemies.
10 Unstoppable Attack	You and allies gain +2 to hit.
11 Hidden Form	You are invisible when not staggered.
12 Great Magic	Your save DCs increase by 2.
13 Quick Jackal	Gain +4 to speed, melee attack rolls, and damage on charge attacks.
14 Lord of Eternity	Gain fast healing 5.
15 Lord of Magnificence	Gain +4 soak against all forms of damage, even piercing.
16 Lord of Strife	You and allies gain +2 on damage rolls.
17 Shredding Claws	You and allies gain +1 critical threat range.
18 Enraged One	Lose all physical soak, but gain a bonus to damage rolls equal to twice the physical soak you would have had.
19 Perfect God	When not staggered, gain an extra move and instant action each turn.
20 Thief of the Dawn	Enemies who fail saves against you are blinded until the end of your next turn.

CHAOS CANNON

Accursed Weapon, Ranged

This cannon of moldy flesh stretches like a tendon when you fire.

Damage: 2d6 Chaos

Critical: +2d6 Chaos

Might Requirement: -

Range: 24

Autofire: -

Size: Large

Inventory: 3

Tier: IV

Chaos Blast: This weapon can only be fired once per scene in a ranged burst 4. This carries a +50% chance of a magical anomaly. If it kills a creature or causes an anomaly, you may fire it again during the same scene.

Corrupted: Gain a corruption.

CHRONOSPHERE

Vestige

This golden sphere has tiny grooves forming an equation beyond human ken.

Consume the chronosphere as an instant action to do one of the following:

- Regain the use of a 1/day or 1/scene power used in this scene
- Take an extra standard action

- Stun all other creatures until the beginning of your next turn
- Undo the events of the current turn, starting every combatant from where they began and reversing all actions, effects, and rolls

This causes you 3d6 sanity damage and raises chances of anomalies by 10% until the end of your next turn.

CIRCLET OF SAVAGERY

Eldritch Artifact

This smoldering black crown of thorns was made by fey claws. It marks you as a herald of vengeance.

Gain a corruption.

You lose all energy soak. You gain a bonus to each type of energy damage roll and ongoing damage equal to half of what energy soak you would have had in that element. For example, if you had fire soak +10, gain +5 to fire damage.

You also lose all sanity soak, but gain half of your Wit modifier to physical soak.

CODE BLACK AUTHORIZATION

Vestige

This data chip grants command-level authority over secret intelligence network resources.

Code Black Authorization grants you a single use of the power programmed into it. If you are a spy, you may choose the power.

Powers

01-03	Booby Trap	49-51	Other Arrangements
04-06	Brush Contact	52-54	Patsy
07-09	Chemical Agent	55-57	Personal Camouflage
10-12	Countersniper	58-60	Planted Explosives
13-15	Dart Launcher	61-63	Sabotage
16-18	Defector	64-66	Sleeper Operative
19-21	Diversion	67-69	Sleeping Gas
22-24	Drone	70-72	Smoke Bomb
25-27	Flashbomb	73-75	Sticky Bombs
28-30	Formal Wear	76-78	Stolen Launch Codes
31-33	Hack	79-81	Supply Drop
34-36	Handler	82-84	Suppressors
37-39	Hit Squad	85-87	Venomous Vermin
40-42	Jetpack	88-90	Vienna Gambit
43-45	Laserwatch	91-93	X-Ray Lens
46-48	Listening Post	94-00	Roll again

CODEX Y'THARI

Dark Tome Fragment

Tablets of unearthly minerals, the Codex unlocks secrets of time and space.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Brimstone Passage
2	Dimensional Portal
3	Mirror, Mirror
4	Riftwalk
5	Shocking Step
6	Telekinetic Rush
7	Teleport
8	Time Distortion

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you would shift, you may instead teleport.
- When you charge, you can charge through occupied squares.
- Gain lightning soak +5.

COMBUSTION PULSE

Vestige

This petrified alien organ can be crushed to summon destruction.

Damage: 1 Fire Damage Per Level

Radius: Close Burst 12

Range: -

Inventory: 0.5

Combustion Pulse: Victims must make a Wit save (DC 15 + your level). On failure, victims take 10 ongoing fire damage.

Victims who roll a 1 on their save take an additional 10 fire damage. On a successful save, victims take half damage and don't take ongoing damage.

COVENANT FROM BELOW

Dark Tome Fragment

This tome of gray leather binds readers to serve foul antediluvians.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Acid Blood
2	Acid Rain
3	Blinding Torment
4	Blood to Bile
5	Corrosive Curse
6	Oath of Disemboweling
7	Ur-Beast
8	Webbing

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Once per round, when you take acid damage or any ongoing damage, gain a stacking +1 damage with effects that deal acid damage until the end of the scene.
- When you take acid damage, gain +2 to save DCs with abilities that deal acid damage until the end of your next turn.
- Your energy soak values improve by 2 for all types except acid.

CREED OF CHTHON**Dark Tome Fragment**

Scale-bound philosophy of mole people who ruled Earth before traveling time.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power		
1	Absorb Madness	6
2	Calculator	7
3	Clairvoyance	8
4	Consultation	9
5	Dark Fits	10
		Time Distortion

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you roll a 1 on a save, gain +1 to saves until the end of the scene.
- Gain psychic soak +5.
- When you kill a creature with psychic damage, gain +2 on Scavenge until the end of the scene.

CRIMSON IDOL OF THE HUNGERING DARK**Vestige**

This small figurine made from animal jaws is rank with dried pus.

Call upon the idol as a free action before you roll initiative during a scene. For the rest of that scene, any anomaly also causes all creatures to take 5 chaos damage. Creatures killed by this damage are sucked into the void by ethereal black claws and obliterated.

CRIMSON SHARD**Eldritch Artifact**

This glowing red rock beats like a stone heart.

Gain +2 Charisma.

THE CROWN OF BÁTHORY**Eldritch Artifact**

A tarnished silver crown adorned with rubies that glimmer like freshly spilled blood.

- Once per round, when you kill a creature, regain 20 hit points.
- During a combat scene, you have 5 piercing ongoing physical damage.
- Gain a corruption.

CRYSTAL SKULL**Vestige**

This alien skull is made of unearthly translucent crystal.

Gain an additional stunt and increase your stunt die by one step. Your save bonuses decrease by 2. If you crush the skull in your palm, consuming it and losing the bonuses and penalties, you cause a magical anomaly on yourself, but halve the result of your d100 roll.

CTHAAT PULVERULENTUS**Dark Tome Fragment**

Volumes of gangrenous skin describing inevitable death and decay.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power		
1	Blood Curse	6
2	Emaciate	7
3	Gangrenous Wounds	8
4	Necrotic Vomit	9
5	Pestilence	10
		Spirit Shell

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you deal necrotic damage to an enemy, gain fast healing 2 until the end of your next turn.
- When you use a power that deals necrotic damage, your save DC increases by 1.
- Gain necrotic soak +5.

CURSEBLOOD**Vestige**

This potion of steaming blood rains final vengeance on your enemies.

When you drink this potion, you explode the next time you are reduced to 0 hit points. This causes a close burst 10 with chaos damage equal to your retcon value. An Agility save (DC 15 + your level) reduces damage by half. You are killed, and only a small part of your body remains.

DAEMONOLOGIE**Dark Tome Fragment**

Generations of hunters contributed to this manual on demons, witches, and other abominations.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain +1 sanity soak. Gain one random power:

1d10 Power	
1	Anathemabane
2	Cleansing
3	Demonbane
4	Fearless
5	Lichbane
6	Occult Panoply
7	Plutonian Raven
8	Retribution
9	Rune of Power
10	Xenobane

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +1 to saves.
- Gain chaos soak +5.
- Gain fire soak +5.
- Gain necrotic soak +5.

DÁINSLEIF

Accursed Weapon, Melee

The runes of this dwarf-forged weapon run red with the blood of its many victims.

Damage: 1d6

Critical: 18-20, +1d6

Size: Medium

Inventory: 2

Tier: IV

Terrible Wounding: When you deal a creature damage with Dáinsleif, until the end of your next turn you reduce its fast healing and regeneration by the same amount. On a critical hit, you also reduce its physical soak by 5 until the end of your next turn, including against your critical hit.

Light: You can use your Agility bonus for attack rolls with this weapon.

Curse of Dáinsleif: If you finish a combat scene in which you drew Dáinsleif and did not slay a creature, you take 30 sanity damage.

Corrupted: Gain a corruption.

DEAD MAN'S CHEST

Vestige

This rune-covered chest stores your heart and soul for safekeeping.

In a dreadful ritual, the bearer of the chest can remove their own heart with the vivisection implements stored inside, which deals 30 sanity damage. Undead survivors, or survivors who have lost their Might bonus to their hit points, can't use the chest.

Once this is done, the recipient gains the following traits:

- The recipient loses their Might score in hit points and loses 5 hit points permanently, but gains their Might modifier as physical and energy soak.
- The recipient gains an insanity of their choice as their soul is stored in the chest. This insanity persists until the chest is used.

- If the recipient dies, they forcefully emerge from the chest in a diseased amniotic sac with their full hit points, but take 30 sanity damage and gain a corruption. At this point the chest disintegrates and blows away in the wind, dispelling the chest's power. Their hit points and soak values are reverted, and they lose their insanity.

DEATHLY SCOURGE

Accursed Weapon, Melee

This multi-tailed barbed whip rips flesh with supernatural ease.

Damage: 1d8

Critical: 19-20, +1d8

Size: Medium

Inventory: 2

Tier: IV

Cruel: Enemies that are crippled or taking ongoing damage take +4 damage from this weapon.

Light: You can use your Agility bonus for attack rolls with this weapon.

Reach: A whip has reach, and can strike enemies at up to one square beyond normal melee range.

Vicious: Enemies don't count any armor bonus to AC when you attack them with this weapon.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

DEBAUCHED DIADEM

Accursed Armor, Helmet (Tier IV)

This heavy brass crown is jagged and warped with perverse imagery.

Debauched Diadem: Gain 5 hit points and 1 energy soak for every permanent insanity you have. For every two corruptions you have, gain +1 sanity soak.

Consult the Oracle: This armor has a random accursed armor appearance and accursed armor property. Use the tables at the end of this chapter.

Type: Medium

Tier Upgrades	Effect
V	Add 1 to the number of corruptions you can take before suffering penalties.
VI	Re-roll one of your corruptions.

DEMON SCALE

Accursed Armor, Mail (Tier IV)

Scale armor fashioned from the skin of a demon.

Demonscale: Gain physical soak +4. Your speed is reduced by 3.

Corrupted: Gain a corruption.

Consult the Oracle: This armor has a random accursed armor appearance and accursed armor property. Use the tables at the end of this chapter.

Type: Heavy

Tier Upgrades	Effect
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V	Reduce the speed penalty by 1.
VI	Gain physical soak +1.

DEMON SKULL**Accursed Armor, Helmet (Tier IV)**

This skull wraps around your head and attaches to your cranium.

Demon Skull: Gain +4 to melee attacks and melee damage, but take -2 to your sanity soak and saves. Reduce your stunt die by one step.

Corrupted: Gain a corruption.

Type: Heavy

Tier Upgrades	Effect
V	Reduce penalties by 1.
VI	Gain +1 to melee attacks and damage.

DESTRUCTOR**Accursed Weapon, Ranged**

This laser gun is part crystalline and part circuitry, glowing with a purple light.

Damage: 1d6 Piercing Lightning

Critical: 1d6 Piercing Lightning

Might Requirement: -

Range: 12

Autofire: -

Size: Small

Inventory: 1

Tier: IV

Disintegrator: Enemies hit with this gun take 5 ongoing piercing lightning damage. A Might save (DC 15 + your level) negates this ongoing damage.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

Corrupted: Gain a corruption.

DIADEM SERPENTIS**Accursed Armor, Helmet (Tier IV)**

This brass headband of interwoven serpents wraps around your skull.

Gain poison soak +10. You may change any damage roll you make to poison. If you do, you can spend a stunt to force the victim to make a Might save or be crippled until the end of your next turn. If your attack was already poison, you need not spend a stunt.

Type: Light

Tier Upgrades	Effect
V	Gain poison soak +5.
VI	Your poison damage rolls increase by 2.

DIMENSIONAL CIPHER**Vestige**

Across the multiverse are puzzle boxes, translucent cubes, and scrimshaw keys of unknown beasts.

Before rolling initiative, you can use a dimensional cipher as a free action. This causes a dimensional disruption. Artifact rolls after causing dimensional disruptions gain +4.

DREAD SCEPTER**Accursed Weapon, Ranged**

A lordly serpentine staff ending in a petrified inhuman skull.

Damage: 1d12

Critical: +1d12

Might Requirement: 16

Range: 12

Autofire: -

Size: Large

Inventory: 3

Elemental: When you find this weapon, roll to see what kind of damage its attacks deal on the Ranged Accursed Weapon Properties table.

Elemental Blast: Spend a stunt to fire the weapon at all creatures in a ranged burst 1. This carries a 10% chance of a magical anomaly.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

Corrupted: Gain a corruption.

DURBATULÜK**Accursed Weapon, Melee**

This gold-hilted, katar-like push dagger is inscribed with eldritch obscenities.

Damage: 1d4

Critical: 18-20, +1d4

Size: Small

Inventory: 1

Tier: IV

Accurate: This weapon gains +1 to hit.

Balanced: Take no attack penalty when using this weapon as part of a two-weapon fighting attack.

Executioner: On a hit, your victim takes -2 to Wit saves until the end of your next turn. On a critical hit, add twice your Agility modifier to damage.

Light: You can use your Agility bonus for attack rolls with this weapon.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

DYBBUK BOX**Vestige**

This sealed wooden box is inscribed in Hebrew, promising power or death.

Opening this box summons a powerful ghost. On opening the box, you may ask for a boon. Should you prevail:

- **Great treasure.** The dybbuk grants you two random relics.
- **Killing till the score is paid.** The dybbuk grants the creature that brings it low the use of three Killing Curses, as the necromancer power. Each curse must be used on a different creature, and each has a 100% chance of anomaly.
- **Good fortune.** The group gains +4 to Scavenge and initiative. This boon persists for three battles.

After you request your boon, a phantom with six random powers attacks. If the group has more than 80 challenge points worth of survivors, additional zombies are summoned to make up the difference. The phantom can also use Possession three times per scene, as the power.

EBON IDOL**Eldritch Artifact**

This small black figurine depicts a Sumerian goat creature.

Gain a corruption, and lose any Charisma bonus to your saves.

When you trigger an anomaly, the Ebon Idol gives you a random boon until the end of the scene, affecting allies or enemies on the battlefield. Each time you trigger another anomaly, re-roll the boon and use that effect. The effects end when you are at 0 hit points.

1d8	Blessing	Boon
1	Bewitching	Enemies take -1 to saves.
2	Black Blood	Once per round, when you are damaged, one ally of your choice regains 5 hit points.
3	Blood Tide	Allies ignore penalties to damage soak and gain +1 to damage rolls.
4	Fecundity	Allies receive fast healing 2 when you aren't staggered.
5	Panopticon	Enemies are flanked and always visible.
6	Punishment	Enemies take a further -1 when they take penalties to any roll.
7	Wrath	When you begin your turn, all creatures take 5 chaos damage.
8	Zeal	All creatures gain +1 to all damage rolls.

EBONHIDE**Accursed Armor, Mail (Tier IV)**

A of blackened leather taken from various cryptids and abominations.

Ebonhide: Gain soak +2 against all forms of damage except psychic.

Corrupted: Gain a corruption.

Consult the Oracle: This armor has a random accursed armor appearance and accursed armor property. Use the tables at the end of this chapter.

Type: Medium

Tier Upgrades	Effect
V	Gain +1 energy soak.
VI	Gain physical soak +1.

EDICT OF ABSOLUTION**Vestige**

This stele from the dust of a dying star is the word of doom.

Read from the Edict as a free action while activating a power with a close or ranged burst or blast area. That area doubles, ignores soak, deals the maximum possible damage, can't be saved against, and triggers a magical anomaly in addition to any normal chances of anomaly. Nothing destroyed by the enhanced power can regenerate or return to life. Gain a corruption as the Edict collapses into dust on the wind.

ELDRITCH PLATE**Accursed Armor, Mail (Tier IV)**

A suit crafted from the hardened skin of bizarre aliens.

Eldritch Plate: Gain physical soak equal to your Might bonus +1 (minimum +1). Gain +3 to all other types of damage except Chaos, Lightning, and Psychic.

Clumsy: Take -4 to Agility saves and speed, and -2 to mobility. Your Agility save bonus and speed are reduced by 4. You fly and jump half the normal distance, and if a roll indicates you would fly or jump only 1 square, you don't move.

Corrupted: Gain a corruption.

Consult the Oracle: This armor has a random accursed armor appearance and accursed armor property. Use the tables at the end of this chapter.

Type: Heavy

Tier Upgrades	Effect
V	Save and speed penalties reduced by 1. +1 energy soak.
VI	The mobility penalty is reduced by 1. Gain +1 energy and physical soak.

ELEMENT 115**Vestige**

This black viscous substance forms into a sphere of its own accord.

Ingest the element as an instant action to gain +2 to save DCs and a +10% chance of anomaly with mutant powers. This bonus persists until you retcon, at which point you trigger an inhuman anomaly.

EMBALMED TUMOR**Vestige**

This living alien tumor is preserved in formaldehyde, tentacles and all.

- You learn a mutant power.
- Choose a power you know. When you use the 1/day version, the save DC increases by +2. If the power has no 1/day effect, gain no benefit.

EMERALD SHARD**Eldritch Artifact**

This shard causes your blood to flow green.

Gain +2 to Might or Agility, but -2 to Wit or Charisma.

ENCHIRIDION MALEDICTUM**Dark Tome Fragment**

A series of spells burnt onto goatskin. The skins roil and writhe at the touch.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Call the Damned 5 Hex
2	Ever-Changing Fortune 6 Misguidance
3	Fleeting Greatness 7 Ordained Victory
4	Golem 8 Sanguine Summoning

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Reduce your chance of triggering an anomaly with Hex by 10%.
- Gain +2 on saves to control summoned creatures.

ENERGY GAUNTLET**Eldritch Artifact**

This silver gauntlet sparks with unstable energy.

Placing this gauntlet on your hand and speaking the eldritch words of power inscribed on it causes your hand to wither and decay underneath, and you gain a corruption.

Choose one type of energy.

- Increase damage rolls with this energy by +1.
- When activating a power that deals the same energy type of damage, you may spend a medical heal to add +1 damage per die.
- Once per day as an instant action, when an enemy uses a burst or blast attack, cancel it if it is a one-time effect or temporarily suppress it until the end of your next turn (if it is a permanent aura, for example). The next time you use a power that deals the energy type of the gauntlet, it deals +2 damage per die.
- Once per day as an instant action, cancel a magical anomaly before seeing the result. Gain +1 damage per die with your chosen energy until the end of your next turn, at which point you cause two magical anomalies.

EPISTLE OF CAIN**Vestige**

Penned by Cain in the blood of Abel, this parchment grants secret arts of killing before disintegrating.

You gain a single use of the warlord power carved into the Epistle. If you already know that power, you may instead consume the Epistle for a permanent bonus, either +1 to save DCs for the power or +1 to damage rolls with the power.

RANDOM EPISTLE OF CAIN POWERS

Power			
01-04	Adrenaline Shot	53-56	Incendiary Rounds
05-08	Anti-Personnel Rounds	57-60	Killshot
09-12	Armor-Piercing Rounds	61-64	Mauling Charge
13-16	Artillery Strike	65-68	Mortar Barrage
17-20	Bunker Buster	69-72	Right Cross
21-24	Chem Rounds	73-76	Riposte
25-28	Clean Kill	77-80	Rocket Barrage
29-32	Combat Drugs	81-84	Silent Takedown
33-36	Coordinated Fire	85-88	Smoke Bomb
37-40	Countersniper	89-92	Supply Drop
41-44	Fortitude	93-96	Surprise Knife
45-48	Frenzy	97-00	Walk It Off
49-52	Grenade Cluster		

ETERNAL TERMS OF SERVICE**Vestige**

This arcane legal text speaks of its own accord in a droning voice.

Consume the terms as an instant action. Gain an aura burst 12 until the end of the scene. The area becomes difficult terrain for your enemies. When you begin your turn, spend a move action to give all enemies in the aura a cumulative -1 to saves. This penalty applies only inside the aura, but a creature exiting and again entering the aura has the same cumulative penalty. Void where prohibited and subject to arbitration.

EXCRUCIATOR**Accursed Weapon, Melee**

This spindly hand is a set of iron talons made for creatures evolved beyond limbs or empathy.

Damage: 1d10 Psychic

Critical: +1d10 Psychic

Size: Small

Inventory: -

Tier: IV

Excruciator: All ongoing damage on all creatures increases by 3. For every enemy in the area taking ongoing damage, gain +1 melee damage and fast healing 1.

Light: You can use your Agility bonus instead of your Might bonus to attack with the Excruciator.

Unarmed: This is an unarmed attack. If you gain other unarmed attacks later, those attacks inherit this weapon's Excruciator and Light qualities, such as Light.

Corrupted: Gain a corruption.

FELLBRAND**Vestige**

This demonic brand will grant you power if you flay your flesh with it.

Gain +1 AC, +1 soak to all forms of damage, and +1 to saves. Gain a corruption. You can't gain a second fellbrand.

FELLSWORD**Accursed Weapon, Melee**

A strangely-shaped sword imprinted with hundreds of glowing runes.

Damage: 1d8

Critical: 19-20, +1d8

Size: Medium

Inventory: 2

Tier: IV

Bastard Sword: If used with two hands, damage increases to +1d10, Critical +1d10.

Blade Dancer: Once per scene, spend a stunt to gain +1 AC when wielding the fellsword for the duration of the scene.

Flash of Blood: Gain +2 to hit and damage against creatures with a lower initiative than you.

Light: You can use your Agility bonus for attack rolls with this weapon.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

FERRYMAN'S COIN**Vestige**

This silver denarius with the visage of a forgotten emperor can bear you away.

While bearing this coin, lower dark realm penalties on yourself by 1. The coin has several possible uses as an instant action:

- Activate the *Dimensional Portal* power.
- If you know the *Dimensional Portal* power already and use it to transport everyone to a dark realm, you may spend the coin to choose what realm and what tier you travel to.
- When in a dark realm, you may flip the coin as an instant action to cause a dimensional disruption and change which dark realm you are in until the end of the scene. The new dark realm will be of the same tier or lower than the one you begin in.

The coin is lost after any of these uses.

FLAYED PARCHMENT**Vestige**

Dark spells so powerful that they can only be recorded on the cured flesh of their victims.

A flayed parchment grants you a single use of the power carved into it (see the Random Magical Power Table). If you already knew that power, you may re-roll.

RANDOM MAGICAL POWERS**Powers**

01 Abyssal Light

26 Corrosive Curse

51 Killing Frost

76 Sadism

02 Acid Rain

27 Cruor Mail

52 Litany of Blasphemies

77 Sanguine Summoning

Powers

03	Animal Magnetism	28	Dark Fits	53	Lord of the Flies	78	Shifting Murder
04	Army of Abominations	29	Death Aura	54	Malefic Wrappings	79	Shrunken Head
05	Army of Shadows	30	Devour Soul	55	Mirror, Mirror	80	Spirit Shell
06	Aura of Dominion	31	Dimensional Portal	56	Misguidance	81	Squamous Vines
07	Baleful Lightning	32	Domination	57	Mordskull	82	Stigmata
08	Baleful Might	33	Eldritch Fire	58	Necrotic Vomit	83	Talons of Torment
09	Banshee Screech	34	Emaciate	59	Oath of Disemboweling	84	Tree of Woe
10	Black Speech	35	Ever-Changing Fortune	60	Ordained Victory	85	Unearthly Choir
11	Blasphemy	36	Eye of Baphomet	61	Overwhelming Torture	86	Ur-Beast
12	Blazing Dragon	37	Festering Hymn	62	Perdition Flames	87	Vampire Bats
13	Blinding Torment	38	Flames of Hatred	63	Pestilence	88	Warp Terrain
14	Blood Curse	39	Fleeting Greatness	64	Plague of Years	89	Winged Fury
15	Blood to Bile	40	Fleshturn	65	Plutonian Raven	90	Zombie Dust
16	Bloody Tribute	41	Foul Augury	66	Possession	91	Re-roll
17	Bolt of Annihilation	42	Frostheart	67	Putrescent Mist	92	Re-roll
18	Brimstone Passage	43	Gangrenous Wounds	68	Quagmire	93	Re-roll
19	Call of the Devil	44	Great Wasp	69	Rancid Corrosion	94	Re-roll
20	Call the Damned	45	Hateful Damned	70	Ravenous Scarabs	95	Re-roll
21	Chaos Meteor	46	Horde of the Damned	71	Reap the Whirlwind	96	Re-roll
22	Children of the Night	47	Hungry Blades	72	Reaper's Scythe	97	Re-roll
23	Chimeric Form	48	Ice Razor	73	Resurrection	98	Re-roll
24	Consultation	49	Inferno	74	Rotting Curse	99	Re-roll
25	Consume	50	Killing Curse	75	Rune of Power	00	Re-roll

FLENSER**Accursed Weapon, Ranged**

This bone-like pistol fires spined worms at high velocity.

Damage: 1d6 Piercing Physical

Critical: +1d6 Piercing Physical

Might Requirement: -

Range: 12

Autofire: +

Size: Small

Inventory: 1

Tier: IV

Flesher: On a critical hit, this weapon cripples enemies until the end of your next turn.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

Corrupted: Gain a corruption.

FLESHREAPER**Vestige**

This rancid calcified cluster of finger bones explodes into flesh-eating gas.

When broken, this item explodes like a grenade.

Damage: 1d6 Necrotic/Level

Radius: Burst 3

Range: 12

Inventory: 0.5

Fleshreaper: Gain 5 hit points for every creature damaged by the Fleshreaper. Gain 10 hit points for each creature killed.

FLESHWEAVER CHARM**Eldritch Artifact**

This pendant of cold iron bears the symbol of some strange elder power.

The Fleshweaver Charm burns into your flesh when you don it.

Fleshweaver: Fast healing and regeneration effects on you improve by 2. Other healing effects improve by 5. Once per day, you can call upon your Fleshweaver Charm to grant you effects like those of Happy Pills.

Damage healed by the Fleshweaver Charm is stitched back together by invisible hands, and damage from acid and burns regrows like a grotesque mold. After you are reduced to 0 hit points while wearing the Fleshweaver Charm, when you are restored you take 30 sanity damage.

FORBIDDEN RELIQUARY**Vestige**

You instinctively know that this reliquary, depicting a god or demon, will release terrible wrath if broken.

When broken, this item explodes like a grenade.

Damage: 1d12 Piercing Chaos/Level

Radius: Burst 3

Range: 6

Inventory: 0.5

Forbidden Reliquary: Victims in the radius must make an Agility save (DC 15 + your level). On failure, victims take 1d12 piercing chaos damage per level and are knocked prone. Victims who roll a 1 on their save are blinded until the end of your next turn. On a successful save, victims take half damage and aren't knocked prone. Victims reduced to 0 hit points by the reliquary are obliterated.

GAUNTLET MACABRE**Eldritch Artifact**

This gauntlet, made by inhuman craft, conceals dreadful magic.

This gauntlet locks around your hand and forearm, consuming and replacing the flesh. Your original limb can only be restored if you cut off your new arm and regenerate your limb.

Gain a random Gauntlet Macabre type and four unique properties (re-roll identical results).

Corrupted: Gain a corruption.

GAUNTLET MACABRE TYPE**1d6**

1-2 Crystal Your arm is made of an otherworldly crystalline substance. It crackles with psychic energy.

3-4 Demonic Your arm is a vile, muscular limb that once belonged to a demon, ending in long, terrible claws. It burns with hatred, reaching out to maim your enemies.

5-6 Tentacle Your arm is a whipping tentacle. The tentacle ripples and writhes, dripping alien fluids.

GAUNTLET MACABRE POWERS**1d12**

1 Antagonist Gain 1 stunt or increase your stunt die by one step.

2 Champion Once per scene, add your stunt die to your melee damage after seeing the result.

3 Deadly Might When you score a hit with a melee attack, spend a stunt to make the damage piercing.

4 Energy Coil Spend a stunt after you score a hit with a melee attack to deal +1d6 chaos damage. On a critical hit, this damage is maximized.

5 Martial Deal +1 damage with melee attacks.

6 Preternatural Gain +1 to skills.

7 Quickening Once per day, activate a power as an instant action.

8 Signature Gain +1 save DC on a power of your choice.

9 Spellmaster Choose a type of energy. When you deal that type of damage, deal +2. You can't choose the same energy type twice.

10 Reaper Once per scene, when you kill a creature with a melee attack, regain 10 hit points.

11 Undeniable Once per scene, when you score a critical hit with a melee attack, make a second attack as an instant action.

12 Watchful When you roll initiative, add your Charisma modifier.

GENE WORM**Vestige**

A leprous worm attaches itself to your spine, altering your DNA.

A gene worm grants you a single use of a mutation. If the power is passive, gain it for a single scene. If you already knew the power, consume the worm for one of three permanent bonuses:

- +1 to save DCs for the power
- +1 to damage rolls with the power
- 1d6 less sanity damage to themselves when they activate the power

GENE WORM POWER**1d100 Mutant Power**

01-02 Acid Blood **51-52 Ironskin**

03-04 Ameliorating Vomit **53-54 Moulting**

05-06 Amphibian Tongue **55-56 Necrotic Vomit**

07-08 Animal Magnetism **57-58 Patagium**

09-10 Barbed Tail **59-60 Psychic Invisibility**

11-12 Behemoth **61-62 Regeneration**

1d100 Mutant Power		
13-14	Bioluminescence	63-64 Riftwalk
15-16	Calculator	65-66 Shock and Awe
17-18	Chimeric Form	67-68 Shocking Step
19-20	Combustion	69-70 Shrinking
21-22	Cranial Deluge	71-72 Slendering
23-24	Crushing Will	73-74 Smite
25-26	Disintegration Wave	75-76 Songbird
27-28	Domination	77-78 Sonic Shield
29-30	Doom	79-80 Squamae
31-32	Electroreceptors	81-82 Stingers
33-34	Explosive Innards	83-84 Telekinetic Ruination
35-36	Flames of Hatred	85-86 Telekinetic Rush
37-38	Force Field	87-88 Teleport
39-40	Grandeur	89-90 Tentacle
41-42	Great Leap	91-92 Thunderbolt
43-44	Force Field	93-94 Time Distortion
45-46	Grandeur	95-96 Tyranny
47-48	Great Leap	97-98 Urticating Bristles
49-50	Ice Razor	99-00 Webbing

GHOUL STONE

Eldritch Artifact

The shriveled stone heart of an undead creature can grant you its evil.

You gain the undead condition.

GIBBERING SCEPTER

Accursed Weapon, Melee

A staff of warped flesh with hundreds of melded mouths, whispering nonsense.

Damage: 2d6 Acid

Critical: +2d6 Acid

Size: Large

Inventory: 4

Tier: IV

Maddening Might: You lose your sanity soak, but add half of your former sanity soak to melee damage with this weapon.

Mighty: Enemies don't count any armor bonus to AC when you attack them with this weapon.

Corrupted: Gain a corruption.

GLYPHED AEGIS

Accursed Armor, Shield (Tier IV)

A gleaming shield with hieroglyphics that grant it supernatural strength.

Glyphed Aegis: Gain +2 to AC and Agility saves.

Shield: You can only use medium or small weapons while using a shield. This shield takes up 3 inventory.

Corrupted: Gain a corruption.

Consult the Oracle: This armor has a random accursed armor appearance and accursed armor property. Use the tables at the end of this chapter.

Type: Heavy

Tier Upgrades	Effect
V	Increase Agility saves by 1.
VI	Increase AC by 1.

GODLY PLATE OF THE WHALE

Eldritch Artifact

An iron cube emblazoned with ancient Biblical imagery of war was only meant for use by the angels. You give SOJ?

Godly Plate of the Whale: Before donning the Godly Plate of the Whale, you can will it into the shape of a suit of armor, helmet, shield, or sword as a standard action, if you are in physical contact with it.

Gleaming Savagery: Gain two corruptions. You can't turn invisible or use Wit-based skills while in possession of the Godly Plate of the Whale (all such checks and abilities fail).

Most Accursed: Gain two accursed armor properties and two accursed weapon properties of your choice. Armor properties only function when the plate is in armor, helmet, or shield form, and weapon properties only function when the plate is in weapon form.

ARMOR

Accursed Armor, Mail (Tier IV)

Gain physical soak +5 and energy soak +3. Your speed is reduced by 4 and your mobility by 1.

Type: Heavy

Tier Upgrades	Effect
V	Save and speed penalties are reduced by 1. +1 energy soak.
VI	The mobility penalty is reduced by 1. +1 energy and physical soak.

HELMET

Accursed Armor, Helmet (Tier IV)

This brass headband of interwoven serpents wraps around your skull.

Gain energy soak +5.

Type: Heavy

Tier Upgrades	Effect
V	Gain energy soak +2.
VI	Gain energy soak +2.

SHIELD**Accursed Armor, Shield (Tier IV)**

Gain +2 to AC and +3 to Agility saves. Gain two accursed armor properties of your choice.

Shield: You can only use medium or small weapons while using a shield. This shield takes up 3 inventory.

Type: Heavy

Tier Upgrades	Effect
V	Increase Agility saves by 1.
VI	Increase AC by 1.

SWORD**Accursed Weapon, Melee**

Damage: 1d10

Critical: 19-20, +1d10

Size: Medium

Inventory: 2

Tier: IV

Bastard Sword: If used with two hands, damage increases to +1d12, Critical +1d12.

Light: You can use your Agility bonus for attack rolls with this weapon.

GREEN DESTINY**Accursed Weapon, Melee**

Decorated in emerald inlays, this sword has seen too many tragedies play out.

Damage: 1d8

Critical: 19-20, +1d8

Size: Medium

Inventory: 2

Tier: IV

Transcendent: Champions wielding this weapon gain 2 technique points.

Unerring Blade: This weapon gains +2 to hit and ignores physical soak.

Light: You can use your Agility bonus for attack rolls with this weapon.

Unending Tears: Take -1 sanity soak and gain a permanent insanity of your choice. For each insanity you have while wielding the Green Destiny, deal +1 poison damage to enemies.

GRIMOIRE GROTESQUE**Dark Tome Fragment**

This text is bound in dried fungus and amphibian flesh.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power

1	Bioluminescence	5	Rancid Corrosion
2	Moulting	6	Squamae
3	Putrescent Mist	7	Squamous Vines
4	Quagmire	8	Stingers

SECOND AND FOURTH FRAGMENTS

- Choose any power you know. The save DC increases by +1.
- Choose one power you know that causes sanity damage. When you activate this power, you can pay an additional 1d6 sanity to increase your effective level by 1 when using the power. If you are at 0 sanity, you can't use this ability.

HADRON BOMB**Vestige**

This silver cube of interlocking plates glows with green light between its edges.

When broken, this item explodes like a grenade with blinding energy.

Damage: 1d12 Piercing Chaos/Level

Radius: Burst 3

Range: 12

Inventory: 0.5

Hadron Bomb: When this device is detonated, increase the area by 1 for every creature in the initial blast area. In addition, roll on the Dimensional Disruption table to transport the area to a Dark Realm, or change the Dark Realm you are in. This lasts until the end of the scene.

HAUNTED DOLL**Vestige**

This disturbing doll, left moldering in the dark, has an evil power about it.

Creatures without sanity can't use the Haunted Doll.

This doll slowly drives you mad, and in so doing, accumulates dreadful power over you. While you possess this doll, your sanity soak is reduced by 1, but the save DCs of any powers or abilities you have increase by 1.

Each time you take a psychotic break, your sanity soak is decreased by 1 and your save DCs increase by 1 again.

If this process would reduce you to below 0 sanity soak, you cause a magical anomaly, the doll disappears, and your sanity soak and save DCs go back to normal.

HIDEOUS EYE**Eldritch Artifact**

This pulsating stone replaces your eye.

Gain Omniscience 12. When rolling an Insight, Perception, or Scavenge check, you can roll twice and take the better result.

HOLY GRAIL**Vestige**

This silver chalice might grant you life everlasting or visit death upon you.

Consuming water from the Holy Grail causes you to make a Wit save (15 + your level), and the Holy Grail to disappear to another land.

If you succeed on the save, gain an additional retcon and throw off any conditions currently on you for the rest of the scene, though you don't become immune to further attacks.

If you fail the save, you and all creatures on the battlefield take 1d6 necrotic damage per level.

HORRIBLE BRAIN FRAGMENT

Eldritch Artifact

This calcified piece of alien brain grants psychic defenses.

Gain psychic soak +10. When you succeed on a Wit save, enemies in a close burst 6 take 5 psychic damage.

HRUNTING

Accursed Weapon, Melee

This forever-bloody iron blade is carved in strange patterns.

Damage: 1d10 Poison

Critical: 18-20, +1d10 Poison

Size: Medium

Inventory: 3

Tier: IV

Hrunting: While you are insane or psychotic, Hrunting's damage and criticals improve to 1d12 and it deals chaos damage. When an anomaly occurs, Hrunting deals a cumulative +1 damage until the end of the scene.

Meant for Heroes: Unless you are a heroic waster or champion, gain a corruption.

Light: You can use your Agility bonus for attack rolls with this weapon.

INTERITUS SKULL

Dark Tome Fragment

This black alien skull is covered in runes that spell death for an entire world.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10	Power
1	Cryosterilization
2	Death Signal
3	Electromagnetic Pulse
4	Glassing
5	Laser Shredder
6	Nanostorm
7	Planet Cracker
8	Resonator
9	Ultravirus
10	Ur-Venom

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Ranged burst or blast powers you activate with 1/day usage increase in size by 2 squares.
- Once per day, trade your retcon to add five dice of damage to a 1/day power that deals damage dice.
- Once per day, upgrade the damage from a 1/day power to piercing.

IRON CROWN OF I'ITH

Eldritch Artifact

This jagged crown of cold iron sinks into your flesh.

Your lowest ability score improves by 2. If two scores match, choose one.

JADE FALCON

Vestige

This falcon was once the treasure of kings and queens, all murdered for it.

While you possess the Jade Falcon, you can't part with it, clutching it even in your sleep.

- Gain +2 Charisma.
- When you succeed on a Scavenge check, re-roll any one result up to twice.
- Your chance of causing an anomaly with your powers increases by 20%, and you take -1 to physical soak, sanity soak, and saves.
- You may consume the Falcon in exchange for your choice of item on the scavenging table of your level, as well as 10 normal components and 1 special component. You trigger a cosmic disturbance on yourself and lose 30 sanity.
- If you are reduced to 0 hit points while in possession of the Jade Falcon, it randomly goes to another survivor, even if you retcon.

JUDGMENT OF SAMAEL

Dark Tome Fragment

These Babylonian scrolls of ash and blood carry the Venom of God.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10	Power
1	Abyssal Light
2	Atomizer
3	Aura of Dominion
4	Black Hole
5	Crushing Will
6	Fleshturn
7	Killing Curse
8	Lord of the Flies
9	Ravenous Scarabs
10	Rune of Power

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you deal piercing damage, deal +1 damage to enemies that aren't staggered.
- When an enemy dies on the battlefield, your save DCs cumulatively increase by 1 until the end of your next turn.
- Gain half your physical soak against piercing damage.

LESSER KEY OF SOLOMON

Vestige

This sixteenth-century book of demonology can summon dark powers.

Read from the book as a standard action, causing it to disintegrate and reform elsewhere to trouble some other lost soul. You summon a random demon:

1d6 Demon	
1 Chaos Demon	4 Madness Demon
2 Corruption Demon	5 Ruin Demon
3 Hatred Demon	6 Torment Demon

When the demon appears, roll a Wit save (DC 15 + your level).

If you succeed, you take 30 sanity damage and gain complete control of the demon until the end of the scene. It acts immediately after you and follows your commands to the best of its ability, though it may curse you with every spare breath or attempt to seduce you to ruin. At the end of the scene, the demon triggers a magical anomaly and disappears back to Hell.

On a failure, the demon possesses your body, and you have its statistics. At the end of the scene, the demon leaves your body, triggers a magical anomaly, and you take a corruption. The demon then returns to Hell.

In either case, the demon gains a +5 bonus to attack rolls, damage, and saves, and gains 10 hit points for each level you have after 5.

LIBER PITUITA

Eldritch Artifact

Bound in warm black leather, sparkling emerald glyphs and cooking instructions for brains are inside.

A survivor can bind this artifact to themselves by stapling the pages to their body like unholy litanies.

The bearer gains +5 psychic soak. Once per day, the bearer can spend a standard action to read one of the litanies and make a Wit save. All present take 3d6 sanity damage.

Wit Save

Natural 1	The book partially devours your brain, causing you 10 piercing psychic damage and triggering an inhuman anomaly on you.
10 or Less	In a close burst 6, enemies take 2d6 + level + Wit mod psychic damage. A Wit save reduces damage by half.
11-24	In a close burst 12, enemies take 5d6 + level + Wit mod psychic damage. A Wit save reduces damage by half.
25+	In a close burst 12, enemies take 10d6 + level + Wit mod psychic damage. A Wit save reduces damage by half.

LIFE SANCTION SCROLL

Vestige

This scroll, written in blood, forbids its reader from dying.

Consume the scroll to gain regeneration 10. This regeneration persists until you have regenerated hit points equal to twice your retcon value. The regeneration is not prevented by any effect, and you can't die or be rendered unconscious. At 0 hit points or below, you are crippled and overwhelmed. If you take enough damage to die while under the effects of the scroll, you still don't die, but are stunned and take 30 sanity damage, as a repulsive, unnatural life clings to you like a disease.

MAGICUM MALIFECARUM

Accursed Weapon, Ranged

A black and bloody with the symbol of a dark and unearthly religion.

Damage: 1d8

Critical: +1d8

Might Requirement: -

Range: 12

Autofire: -

Size: Small

Inventory: 1

Tier: IV

Elemental: When you find this weapon, roll to see what kind of damage its attacks deal on the Ranged Accursed Weapon Properties table.

Elemental Blast: You may spend a stunt to fire the weapon at all creatures in a ranged burst 3. This carries a +10% chance of a magical anomaly.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

Corrupted: Gain a corruption.

MANCATCHER

Accursed Weapon, Melee

A cruel, curved hook weapon in the fashion of an enormous talon.

Damage: 1d8

Critical: 18-20, +2d8

Size: Large

Inventory: 4

Tier: IV

Light: You can use your Agility bonus for attack rolls with this weapon.

Mancatcher: On a hit, spend a stunt to immobilize a Medium or smaller enemy until the end of your next turn. When this weapon hits immobilized enemies, its critical threat range increases by 2, and on a critical hit it dazes them until the end of your next turn.

MANGLEMAUL

Accursed Weapon, Melee

A club of stone, welded metal, and barbed hooks, bearing evil runes.

Damage: 2d6

Critical: +2d6

Size: Large

Inventory: 4

Tier: IV

Backswing: When you miss an enemy, spend a stunt to make the attack again. If you rolled a natural 1, the next attack is always a hit.

Mighty: Enemies don't count any armor bonus to AC when you attack them with this weapon.

Reach: This weapon can strike enemies at up to two squares beyond normal melee range.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

MEMOIRES OF REVIVIFICATION

Dark Tome Fragment

These insane diagrams reveal the secrets to life eternal through diseased logic.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1 Call the Damned	5 Psychoplasmics
2 Constructor Nanites	6 Regeneration
3 Homunculus	7 Resurrection
4 Horde of the Damned	8 Zombie Drudge

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Your happy pills cause 1d6 additional sanity damage, but add 10 to the amount of hit points they heal.
- When you or your allies would have fast healing or regeneration, this improves by 1.

MIRACLE SERUM

Vestige

This injector glows bright yellow from the liquid inside.

When you inject the miracle serum as an instant action, until the end of the scene, you grow by one size category (to a maximum of Colossal), shunting creatures in the way to the nearest non-hazardous square. Gain:

- +2 Might and Agility
- Fast Healing 5
- Physical and Energy Soak +2

Take -1 to AC, and everyone takes 3d6 sanity damage.

MONKEY'S PAW

Vestige

A severed and shriveled monkey's paw, bearer of a dreadful curse.

Make a total of three wishes on the monkey's paw as an instant action before it crumbles to dust, borne away on winds to some other unfortunate.

You may wish:

- To succeed on a save
- To succeed on a skill roll
- For an attack you miss to be a critical hit
- For an exact result on any d100 roll

Once your wish is granted, you trigger a cosmic disturbance on yourself.

MURAMASA KATANA

Accursed Weapon, Melee

This cursed katana is carved with the wailing faces of those it has slain.

Damage: 1d12

Critical: +1d12

Size: Medium

Inventory: 3

Tier: IV

The Hungerer: When you damage a creature with the weapon, regain 1d4 hit points. When you miss, take 1d4 piercing necrotic damage.

Iajutsu Master: When you attack a creature with the katana before it has had a chance to act in a scene, gain +4 to hit and damage.

Light: You can use your Agility bonus for attack rolls with this weapon.

Unbreakable Steel: You ignore 5 physical soak with the katana.

MUTAGEN

Vestige

This sealed vial of green liquid bubbles without air.

When you inject the mutagen as an instant action, take a permanent -1 to sanity soak, or if already at 0, a loss of 5 sanity. If you are reduced to 20 sanity from this effect, you mutate horribly and melt into filth, permanently dying. Gain a random permanent effect from the Clone Traits table. If you are already a clone, you can re-roll this extra effect when you die.

MYSTERICI CARNIS

Dark Tome Fragment

This stele details the creation of humans, as well as other abominable races.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power	
1 Acid Blood	6 Explosive Innards
2 Baleful Might	7 March of the Abominations
3 Ameliorating Vomit	8 Resurrection
4 Behemoth	9 Squamous Vines
5 Call the Damned	10 Ur-Beast

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you are healed, gain 1d6 additional points. When you have fast healing or regeneration, increase it by 1.
- When you are staggered, you are immune to the crippled and overwhelmed conditions.
- Gain Acid Soak +5.

NANOSOL**Vestige**

This spray contains millions of airborne nanobots.

Once you inject the nanosol into your body, you can use it up to three times to replicate mad scientist powers at a +2 function roll:

- Constructor Nanites
- Devouring Nanites
- Subcutaneous Nanites
- Toxic Nanites

After spending all the uses, you can make further uses during that day only by spending medical heals.

NECKLACE OF HARMONIA**Eldritch Artifact**

This accursed jewelry promises eternal youth—and doom.

Gain two additional stunts and your stunt die increases by one step. Take -2 to saves.

NECRONOMICON**Vestige**

This tome of flayed human skin opens and snaps with jagged teeth.

The Necronomicon, unlike most evil tomes, is always found as a complete whole, its power available to any bold enough to wield it. The bearer of the Necronomicon gains +1 save DC bonus but also takes -1 to sanity soak.

Opening the book and speaking the words therein grants tremendous power. The book flies open and becomes a screaming vortex of demonic energy in your hands, before disappearing again into the ether when the battle is done, for good or ill. You gain +4 to save DCs and damage rolls with powers, and once that scene may activate any power you know as an instant action. However, any power you activate triggers a magical anomaly for the rest of the scene, though you are limited to causing one anomaly per round.

NINE DOOMS OF NOSTRADAMUS**Dark Tome Fragment**

Nostradamus screamed these eldritch prophecies on his deathbed.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d12 Power	
1	Absorb Madness
7	Fleeting Greatness
2	Consultation
8	Foul Augury
3	Dark Fits
9	Mirror, Mirror
4	Doom
10	Misguidance
5	Ever-Changing Fortune
11	Ordained Victory
6	Eye of Baphomet
12	Stigmata

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +2 to initiative checks and Insight.
- Gain +2 to Agility saves.
- Gain +1 to saves.

OBSIDIAN HEART**Eldritch Artifact**

This smoldering black rock wills you to open your chest and thrust it in.

Gain +10 fire soak, +1 damage per die with fire damage, +1 on save DCs with abilities that deal fire damage. Increase your burst and blast ranges of effects that use fire damage by 1.

OMEGA SPHERE**Dark Tome Fragment**

This liquid black sphere is an intelligence used to make and unmake the stars.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Clockwork Drudge
5	Memory Injector
2	Constructor Nanites
6	Nanostorm
3	Cyborg Parts
7	Subcutaneous Nanites
4	Devouring Nanites
8	Toxic Nanites

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you are staggered, you have fast healing 1.
- You may decrease three ability scores by 2 and increase Might, Agility, or Wit by 4.
- You become magnetic. Your physical soak increases by 1 when you wear armor, but your speed decreases by 1.
- Gain +1 energy soak.

ONYX MASK**Accursed Armor, Helmet (Tier IV)**

This black, featureless mask is etched with runes.

Onyx Mask: You reduce all critical damage by 9 and gain Night Vision 6. Gain +2 to saves against blinding effects, gaseous effects, or effects that rely on your vision to work.

Corrupted: Gain a corruption.

Consult the Oracle: This armor has a random accursed armor appearance and accursed armor property. Use the tables at the end of this chapter.

Type: Medium

Tier Upgrades	Effect
V	Reduce critical damage by 1.
VI	Reduce critical damage by 2.

PAINBOW**Accursed Weapon, Ranged***This bow's limbs are carved with screaming, agonized faces.***Damage:** 1d10 Sonic**Critical:** +1d10 Sonic (19-20)**Might Requirement:** 10**Range:** 12**Autofire:** -**Size:** Large**Inventory:** 3**Tier:** IV

Elemental: When you find this weapon, roll to see what kind of damage its attacks deal on the Ranged Accursed Weapon Properties table.

Taste the Painbow: You can apply your Might modifier, to a maximum of +5, to damage rolls with this weapon by spending a stunt.

Corrupted: Gain a corruption.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

PAINSKIN**Accursed Armor, Mail (Tier IV)***This skinsuit drives needles and hooks into your flesh from its interior.***Agonized:** You lose 2 physical soak and energy soak.**Pain Is Pleasure:** Physical and mental suffering fills you with unnatural ecstasy.

- When you are crippled, gain +2 to melee damage rolls, +4 physical soak, and +4 energy soak.
- When an effect first overwhelms you, regain 10 hit points.
- When you take a critical hit, gain +1 to saves for the rest of the scene.
- When you are staggered, gain +2 to melee damage rolls, +4 physical soak, and +4 energy soak.

Corrupted: Gain a corruption.**Type:** Light

Tier Upgrades	Effect
V	Gain +1 to saves.
VI	Reduce the physical and energy soak penalty by 1.

PAZUZU AMULET**Eldritch Artifact***The fiendish idol of the demon-god Pazuzu brings desolation and misfortune.*

When you miss an attack or fail a save, regain 1 lost hit point, and when you roll a natural 1 on an attack or save, or cause an anomaly, regain 5 hit points and one lost stunt. Take -1 to attack rolls, skills, and saves, and a +10% anomaly chance.

PESTILENT PARCHMENTS OF FAD FELEN**Dark Tome Fragment***The medieval account of the plagues of the dread bog creature Fad Felen.***FIRST, THIRD, AND FIFTH FRAGMENTS**

Gain one corruption. Gain one random power:

1d10 Power	
1	Ameliorating Vomit
2	Death Aura
3	Fester Hymn
4	Fleshturn
5	Gangrenous Wounds
6	Instant Pandemic
7	Necrotic Vomit
8	Pestilence
9	Putrescent Mist
10	Rotting Curse

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +2 to necrotic damage rolls against creatures taking ongoing damage.
- When you take ongoing damage, enemies adjacent to you take 5 necrotic damage.
- Gain necrotic soak +10.

PHILOSOPHER'S STONE**Dark Tome Fragment***Shards of minerals bearing the variables in the equation to elemental truth.***FIRST, THIRD, AND FIFTH FRAGMENTS**

Gain one corruption. Gain one random power:

1d12 Power	
1	Alchemical Experiment
2	Army of Abominations
3	Biotransmutation
4	Blood to Bile
5	Bloody Tribute
6	Deathless Perversion
7	Elemental Transmutation
8	Ferromancy
9	Golem
10	Rancid Corrosion
11	Sanguine Summoning
12	Warp Terrain

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +1 to skills.
- Increase your healing level with the Heal skill by 2.
- Gain +1 soak against all piercing damage.

PRODIGIOUS SKULL**Vestige***The skull of this long-dead mystic contains their trapped soul.*

- You learn one necromancer or warlock power.

- Choose a power you know. The save DC increases by +1.
- Gain a corruption.

PROFUNDUS PROFANUS

Dark Tome Fragment

The most complete anti-bible for the maleficent arts by the first witches.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power		
1	Blasphemy	6 Fleshturn
2	Blinding Torment	7 Gangrenous Wounds
3	Corrosive Curse	8 Oath of Disemboweling
4	Doom	9 Overwhelming Torture
5	Flames of Hatred	10 Rotting Curse

SECOND AND FOURTH FRAGMENTS

You can use the *Lingua Profanus* an additional time per scene, but if you do, it causes an anomaly.

PSYCHIC MANIPULATOR

Dark Tome Fragment

This biomechanical gauntlet wields psychic might.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power		
1	Abyssal Light	6 Shock and Awe
2	Cranial Deluge	7 Smite
3	Disintegration Wave	8 Songbird
4	Force Field	9 Sonic Shield
5	Overwhelming Torture	10 Telekinetic Chains

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- If you have at least one stunt remaining, for every 5 psychic damage you deal, deal +1 damage.
- Abilities that deal sonic damage increase their save DCs by 2.
- Gain psychic and sonic soak +5.

PYRRHIC VINDICATOR

Accursed Weapon, Melee

This gleaming greatsword will find its mark, no matter the cost.

Damage: 1d12

Critical: 19-20, +1d12

Size: Large

Inventory: 4

Tier: IV

Vindication: When you miss, you take 1 piercing physical damage and the weapon deals +1 damage until the end of the scene. When you roll a natural 1, the weapon triggers a magical anomaly and you assess the attack as a critical hit.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

RAPTOR CHOIR

Eldritch Artifact

These black avian skulls orbit around you, speaking harmonies in your voice.

Gain an aura with a range equal to your Charisma bonus (minimum 1). When a creature dies in the area, all enemies in the area take 5 cold or necrotic damage (your choice).

Gain a corruption.

REAPER LIGAMENT

Eldritch Artifact

Nanotech consumes your arm and torso, creating an implant of foul intellect.

Gain several effects:

- Gain +1 to ranged attacks.
- A number of times per day equal to your medical heals, but no more than once per round, fire a ranged attack within line of sight that deals 5 + Agi mod chaos damage to your target, with no attack or save.
- Gain a corruption.

REVELATION OF SURTR

Dark Tome Fragment

This blackened tome reveals the fate of the universe—to be burnt to a cinder.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1 Blazing Dragon	5 Inferno
2 Brimstone Passage	6 Perdition Flames
3 Burning Blade of Surtr	7 Spontaneous Combustion
4 Flames of Hatred	8 Thunderbolt

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you deal fire damage, gain +2 to all damage until the end of your next turn.
- You can turn any type of energy damage you deal into fire damage.
- Gain fire soak +5.

RING OF THE NIBELUNG

Eldritch Artifact

This ring gives dominion over all the world, and a powerful curse.

The Ring of the Nibelung confers the following abilities and effects:

- You gain knowledge of any one warlock or necromancer power you desire. Where applicable, this power has +1 to save DCs and deals +1 damage per die. Unless it is purely passive, use of this power always causes a magical anomaly.
- Gain +2 to saves, but takes an additional 1d6 when they take sanity damage.
- Gain a permanent insanity of your choice, which stays with you even if you remove the ring.
- Gain a corruption.

RUINMAKER

Accursed Weapon, Melee

This spiked and bloody iron flail is carved with battered corpses.

Damage: 1d10

Critical: 19-20, +1d10

Size: Large

Inventory: 4

Tier: IV

Ruinmaker: When attacking, this weapon ignores enemies' Agility bonus to AC. On hit, all creatures in a close burst 1 take 1 piercing physical damage. When you score a kill on a direct hit from Ruinmaker or score a critical hit, the burst size and damage of the burst increase by 1 until the end of the scene.

Corrupted: Gain a corruption.

RUINOUS EXOSUIT

Accursed Armor, Mail (Tier VI)

This form-fitting suit of eldritch runes bonds with your flesh.

The New You: Gain +2 physical soak, +2 speed, fast healing 2, and Night Vision 12.

New Fuel Source: Gain the Cannibalism insanity.

Corrupted: Gain a corruption.

Type: Light

Crisis Mode: When staggered, take 3d6 sanity damage and go berserk for the rest of the scene. Roll 1d4:

RUINOUS EXOSUIT INSANITIES

1d4 Insanity

- | | |
|---|---|
| 1 | Bloodlust. Your attacks take -2 to hit. Gain +2 damage with melee attacks. You never take prisoners or accept an enemy's surrender. |
| 2 | Feral Mania. Gain +2 Might and Agility, but -2 Wit and Charisma. You can't communicate with humans, but can with dogs and cryptids. If you are a dog, instead of the above bonuses, gain +1 to physical soak and take -1 sanity soak. You can communicate with cryptids. |
| 3 | Frothing Rage. When you score a critical hit or are struck by a critical hit, your critical threat range with melee weapons increases by 1, but your physical and energy soak values decrease by 2. These can decrease to negative values, causing you to take additional damage. These bonuses and penalties last until the end of the scene. |
| 4 | Hysterics. Scream when you make attacks. On your first melee attack each round, swing at everything around you with insane force. All adjacent creatures must make an Agility save (DC 15 + your level) or take 5 damage. |

RUNES OF THE WINTER WOLF

Dark Tome Fragment

These runes were etched by a mad Viking who vanished in the Frozen Despair.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d6 Power	
1	Cryokinesis
2	Cryosterilization
3	Frostheart
4	Ice Razor
5	Killing Frost
6	Tyranny

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- For each creature you immobilize on your turn, deal +1 damage with all sources of cold damage until the end of your next turn, including those you just immobilized.
- Gain cold soak +10.
- You can't be immobilized.

SAURIAN TREATISE

Dark Tome Fragment

A mad scientist's plans to bring about a second prehistoric darkness.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d6 Power

- | | | | |
|---|---------------|---|----------------------|
| 1 | Chimeric Form | 4 | Sexual Tyrannosaurus |
|---|---------------|---|----------------------|

2	Deinonychus	5	Tyrant King
3	Microraptor	6	Ur-Beast

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +2 on function rolls with *Deinonychus*, *Microraptor*, and *Tyrant King*.
- Gain Night Vision 12 and +2 Perception.
- Gain +1 AC.

SCREAMING CLAWS

Accursed Weapon, Melee

A gauntlet ending in bird-like talons that hiss to the touch.

Damage: 1d8 Sonic

Critical: 18-20, +1d8 Sonic

Size: Small

Inventory: 1

Tier: IV

Light: You can use your Agility bonus for attack rolls with this weapon.

Screaming Claws: Gain +2 critical threat range against dazed, immobilized, and stunned creatures.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

SCROLLS OF THE TRICKSTER

Dark Tome Fragment

Scrolls of stardust containing the stolen secrets of creation.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power		
1	Animal Magnetism	6 Shifting Murder
2	Army of Shadows	7 Smoke Bomb
3	Brimstone Passage	8 Teleport
4	Plutonian Raven	9 Time Dilation
5	Psychic Invisibility	10 Wormhole

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you teleport, you may teleport 3 more squares.
- After activating a power that is or can be granted by this dark tome, you may teleport 3 squares as an instant action.
- While invisible, your teleportation range increases by 3 squares.

SEAL OF SOLOMON

Eldritch Artifact

This ring of the ancient Israelites is a weapon against spirits, but is corrupted.

Gain chaos soak +5. Demons and ghosts can't soak damage you deal, and they take -2 to saves against your powers. As well, when such a creature fails a save against one of your powers, you may spend a stunt to cripple the creature until the end of your next turn.

While you wield the Seal of Solomon, all survivors' anomaly chances increase by 5%, and when you take sanity damage, you are dealt an additional die.

SESSHO-SEKI

Vestige

This beautiful opal is the transformed corpse of a vile kitsune spirit.

Throw the stone anywhere within 6 squares to which you have line of sight as an instant action, creating a ranged burst 2.

When your turn begins, the stone begins emitting a thick cloud of poisonous gas, and deals 5 poison damage to all creatures inside. The burst area then increases by 1.

On every subsequent turn, the damage and burst both increase by 1 in the same way, until the end of combat, at which point the stone disappears to tempt and trouble other mortals.

You can also activate the stone while you are swallowed by a creature as an instant action. The monster gains the following aura:

Sessho-Seki [Aura 1, Poison]: At the beginning of its turn, the monster takes 10 poison damage and all creatures in the area take 1 poison damage. On each subsequent turn, increase the range and damage by 1 on all effects until the monster is dead.

SHARD OF BALOR

Vestige

A jagged, obsidian fragment from the cursed eye of Balor. It radiates hatred, its sharp edge cutting into reality itself.

When consumed, unleash a blast of destructive energy in a close burst 6, dealing 1d4 necrotic damage per level to all enemies in the area. Each creature that takes damage must make a Wit save or be stunned until the end of its next turn. You take 1d6 sanity damage for each creature affected.

While unconsumed, the shard grants +4 to all intimidation checks, but you take 1d6 psychic damage each time you fail a Wit save.

SHATTERSPHERE

Vestige

This silver ball is more of a torture device than a weapon.

When you throw this sphere in the air, it circles around you and the battlefield. Once per round as an instant action, force an enemy in line of sight to make an Agility save (DC 15 + your level). On a success, the enemy dodges the sphere and it continues floating around you. On a failure, the sphere breaks into thousands of shards over the target's body, and it takes 5 ongoing piercing physical damage (Agility save ends). When it takes this ongoing damage, life energy drains into you, and you regain 5 hit points.

If the shattersphere kills its target, it reconstitutes and you can attack with it again until the end of the scene.

SHINING TRAPEZOHEDRON**Vestige**

This stone and its maddening angles unlock the curse of eldritch knowledge.

Gaze into the Shining Trapezohedron and choose one boon:

- Gain +1 to all power damage rolls, and your save DCs with powers improve by 1. Your chance of magical anomaly with all your powers increases by 5%, even if your powers aren't magical.
- Gain +1 to hit and damage with attacks, but on a natural 1 you cause a magical anomaly.
- Gain +1 to AC and saves, but if you are reduced to 0 hit points, you cause a magical anomaly.

Whatever boon you choose, you gain a corruption and the Shining Trapezohedron disappears.

SHREDBURSTER**Vestige**

This dart-like weapon is a drill bit with hidden hooks and spinning coils.

When you throw this weapon at a target, it burrows into their flesh, inflicting 1 ongoing piercing physical damage, with no attack roll. Each time the weapon does damage, the damage increases by 1, to a maximum of 10, at which point the weapon stops.

Creatures reduced to 0 hit points by this device explode in a gory mess and fall to negative hit points equal to their maximum.

SHRIKE'S TALON**Accursed Weapon, Melee**

This feathered spear ends in retractable barbs at both ends.

Damage: 1d8 Piercing Physical

Critical: +1d8 Piercing Physical

Size: Large

Inventory: 3

Tier: IV

Accurate: This weapon gains +1 to hit.

Shrike's Talon: This weapon can be wielded as if you were two-weapon fighting with two medium weapons. On a critical hit, deal 10 ongoing piercing physical damage (Might save ends). Creatures killed by the Shrike's Talon burst apart and don't regenerate.

Light: You can use your Agility bonus for attack rolls with this weapon.

Spearhead: Gain +2 to hit, damage, and critical threat on charge attacks.

Reach: This weapon has reach, and can strike enemies up to one square beyond normal melee range.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

SHRUNKEN DEMON HEAD**Vestige**

This shriveled horned head reeks of the filth lurking inside.

When thrown, this item explodes like a grenade with vile energy.

Damage: 1d4 Necrotic/Level

Radius: Burst 4

Range: 6

Inventory: 0.5

Shrunken Demon Head: Victims in the radius take the listed damage. They must also make a Might save (DC 15 + your level). On failure, victims take another 1d4 chaos damage per level and are crippled until the end of your next turn. Creatures that fail the save and are reduced to 0 hit points by the shrunken demon head are obliterated.

SLAGSPHERE**Vestige**

An orb made of crusty green liquid.

Damage: 1 Acid Damage Per Level

Radius: Burst 4

Range: 6

Inventory: 0.5

Slagged Victims must make a Might save (DC 15 + your level). On failure, victims take 10 ongoing acid damage and lose 5 physical soak while taking this ongoing damage.

SLIMETHROWER**Accursed Weapon, Ranged**

This weapon has the insectoid appearance of a fly, vomiting energy.

Damage: 2d10

Critical: +2d10 (19-20)

Might Requirement: 14

Range: 12

Autofire: -

Size: Large

Inventory: 3

Tier: IV

Elemental: Roll to see what kind of damage its attacks deal on the Ranged Accursed Weapon Properties table.

Short Range: Enemies more than 4 squares away take half damage.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

Corrupted: Gain a corruption.

SPEAR OF DESTINY**Dark Tome Fragment**

The wielder of the completed spear will be made invincible by innocent blood.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Bloodlust
2	Brutal Armor
3	Fearless
4	Juggernaut
5	Sexual Tyrannosaurus
6	Supersoldier Serum
7	Trooper
8	War Fury

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain physical soak +1.
- Gain fast healing 2.

SPIKED BLADE**Accursed Weapon, Melee**

Spiked blades were cruelly forged with jutting barbs and spikes.

Damage: 1d10

Critical: 19-20, +1d12

Size: Medium

Inventory: 2

Tier: IV

Barbs and Spikes: On a critical hit, ignore physical soak and deal 5 ongoing piercing physical damage. A Might save (DC 15 + your level) negates the damage.

Dangerous: Gain +2 to hit on creatures you are flanking.

Light: You can use your Agility bonus for attack rolls with this weapon.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

STEREOSCOPIC DEATH GOGGLES**Dark Tome Fragment**

These goggles contain three-dimensional lithographs of advanced nuclear physics equations. of death.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d6 Power	
1	Active Denial System
2	Atomizer
3	Black Hole
4	Cyborg Parts
5	Pulsar
6	Ray Gun

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +2 bonus on function rolls with this dark tome's powers.
- Gain +2 soak against all energy damage.

STRATEGIC DEFENSE INITIATIVE**Dark Tome Fragment**

This wrist-mounted A.I. has access to an orbital tactical superweapons.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power	
1	Artillery Strike
2	Bunker Buster
3	Clockwork Drudge
4	Drone
5	Electromagnetic Pulse
6	Glassing
7	Megadeath
8	Mortar Barrage
9	Planet Cracker
10	Rocket Barrage

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Strategic Defense Initiative powers deal +2 damage for every creature, enemy or ally, in the area.
- When there is only one creature in your Strategic Defense Initiative area, deal +2 damage per die.

SUMERIAN DEMONSPAWN SKULLS**Dark Tome Fragment**

These inhuman infant skulls still drip with gore.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d6 Power	
1	Black Contempt of Set
2	Desolating Wind of Pazuzu
3	Endless Night of Apophis
4	Great Wasp
5	Return of the Leviathan
6	Strike of the Primordial Viper

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you don't have a retcon remaining, your daily powers deal +1 damage per die.
- Increase any Pagan mastery bonus you have by +1 with Sumerian Demonspawn Skull powers.
- Once per day, if all creatures succeed on a save against a daily power you activate, you can use it again during the next scene.

SWORD OF DOOM**Dark Tome Fragment**

This cursed blade was broken to end its power, but it can be reforged.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d8 Power	
1	Bloodlust
5	Frenzy

2	Clean Kill	6	Silent Takedown
3	Fearless	7	Supersoldier Serum
4	Fortitude	8	Trooper

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Deal +2 damage on melee damage rolls, but when you miss, take 1d4 piercing physical damage.
- When you miss a melee attack, gain +2 cumulative melee damage until you hit an enemy.
- Deal +2 melee damage to staggered targets.
- You reforge the weapon. In addition to its other properties, it becomes equivalent to an Athame, Durbatulûk, or Vileclaw.

TEARS OF MEDEA**Vestige**

A small vial of shimmering silver liquid, said to be the tears of the sorceress Medea, cursed by her sorrowful vengeance. The liquid shifts between liquid and mist, never fully at rest.

When consumed, choose one enemy within 10 squares. That enemy is cursed to take 5d8 necrotic damage and cannot heal or regain hit points until the end of your next turn. The sorrow burns you as well, dealing 2d6 necrotic damage to you.

While unconsumed, the vial grants +1 to saves, but your speed is reduced by 2 as despair weighs on you.

TESTAMENT OF NYX**Dark Tome Fragment**

The spells the lizard tyrant Nyx used to destroy its own kingdom.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power			
1	Acid Rain	6	Quagmire
2	Chaos Meteor	7	Reap the Whirlwind
3	Disintegration Wave	8	Shrunken Head
4	Electroreceptors	9	Telekinetic Chains
5	Pestilence	10	Thunderbolt

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- When you spend a stunt after activating a power with a blast or burst area, the area increases by 1.
- When activating a power with a blast or burst area, spend a stunt to choose an enemy in the area. It takes bonus damage equal to the size of the burst.
- Gain chaos soak +5.

TONGUES OF UNMAKING**Dark Tome Fragment**

Dehydrated tongues branded with runes to unravel creation.

FIRST, THIRD, AND FIFTH FRAGMENTS

Gain one corruption. Gain one random power:

1d10 Power			
1	Banshee Screech	6	Corrosive Curse
2	Black Speech	7	Festerling Hymn
3	Blasphemy	8	Killing Curse
4	Blood Curse	9	Litany of Blasphemies
5	Call of the Devil	10	Rotting Curse

SECOND AND FOURTH FRAGMENTS

- Gain +1 on Influence, and you can roll twice on these checks and take the best result.
- Gain +2 damage on sonic damage rolls.
- Gain sonic soak +10.

TORMENTUM**Accursed Weapon, Ranged**

A biomechanical glass cannon flowing with energy like pumped blood.

Damage: 3d4**Critical:** +3d4**Might Requirement:** 14**Range:** 18**Autofire:** +**Size:** Large**Inventory:** 4**Tier:** IV

Elemental: When you find this weapon, roll to see what kind of damage its attacks deal on the Ranged Accursed Weapon Properties table.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

Corrupted: Gain a corruption.

TYRFING**Accursed Weapon, Melee***Forged by ancient dwarves, this sword's legacy is awash in blood.***Damage:** 2d6 Piercing Physical**Critical:** 18-20, +2d6 Piercing Physical**Size:** Large**Inventory:** 3**Tier:** IV

Curse of Tyrfing: At the beginning of your turn, Tyrfing gains a stacking +1 to hit and damage, but all enemies gain the same against you. If you finish a combat scene in which you drew Tyrfing and did not slay a creature, you take 30 sanity damage.

Light: You can use your Agility bonus for attack rolls with this weapon.

UBAID LIZARDMAN**Eldritch Artifact***This lizardman figurine contains ancient terror meant for servitors it long outlasted.*

Jam this figurine into your skull to be blessed by a great lindwurm. Gain a corruption and a random power:

1d4 Power

1	Apophis	Gain chaos, lightning, and psychic soak +5. When you succeed on a save, gain +2 to chaos, lightning, and psychic damage rolls until the end of your next turn.
2	Nidhoggr	Gain necrotic and sonic soak +5. When an anomaly occurs, gain +1 to necrotic, sonic, and any piercing damage rolls until the end of the scene.
3	Tiamat	Gain chaos, cold, and poison soak +5. When staggered, gain +2 chaos, cold, and poison damage.
4	Vritra	Gain physical soak +1. When crippled or overwhelmed, gain +2 to physical damage rolls.

ULTOR CANNON**Accursed Weapon, Ranged***This needle-like gun made of alien metal and carved bone can change shape.*

This weapon can be compacted or extended into three different forms as a move action. It gains all its qualities in any form.

SIDEARM**Damage:** 2d4 Chaos**Critical:** 18-20, +2d4 Chaos**Might Requirement:** 10**Range:** 12**Autofire:** -**Size:** Small**Inventory:** 1**Tier:** IV**BREACHER****Damage:** 2d6 Chaos**Critical:** 19-20, +2d6 Chaos**Might Requirement:** 14**Range:** 18**Autofire:** -**Size:** Medium**Inventory:** 2**Tier:** IV**SNIPER****Damage:** 2d8 Chaos**Critical:** +2d8 Chaos**Might Requirement:** 18**Range:** 24**Autofire:** -**Size:** Large**Inventory:** 2**Tier:** IV

Ultor Cannon: Creatures killed by this weapon are obliterated and explode in a close burst 1/2/3 (varying by size of the weapon when fired). Creatures in the area take 5 chaos damage.

Corrupted: Gain a corruption.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

UNEARTHLY ORB**Accursed Weapon, Ranged***The orb swirls with unnatural light, dazzling wielders by mere touch.***Damage:** 1d10**Critical:** +1d10**Might Requirement:** 12**Range:** 12**Autofire:** -**Size:** Large**Inventory:** 2**Tier:** IV

Elemental: When you find this weapon, roll to see what kind of damage its attacks deal on the Ranged Accursed Weapon Properties table.

Elemental Blast: You may spend a stunt to fire the weapon at all creatures in a ranged burst 2. This carries a +10% chance of a magical anomaly.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

Corrupted: Gain a corruption.

VILECLAW**Accursed Weapon, Melee***This small black hooked dagger is a weapon of skullduggery.***Damage:** 1d4 Poison**Critical:** +1d4+10 Poison**Size:** Small**Inventory:** 1**Tier:** IV

Vileclaw: When dual wielding weapons, if you miss with your other weapon, gain an additional attack with Vileclaw. When you perform a melee takedown, make an additional attack with Vileclaw even if you don't have it in hand at the time.

Light: You can use your Agility bonus for attack rolls with this weapon.

Corrupted: Gain a corruption.

Consult the Oracle: This weapon has a random accursed weapon appearance and alien melee weapon property. Use the tables at the end of this chapter.

VIVISECTOR**Accursed Weapon, Ranged***This harpoon gun is made of hot interlocking razors that neatly separate flesh.***Damage:** 1dx Piercing Fire**Critical:** +3dx Piercing Fire**Might Requirement:** 10**Range:** 12**Autofire:** +**Size:** Small**Inventory:** 1**Tier:** IV

Vivisector: On a critical hit, your target is immobilized until the end of your next turn. This weapon's damage dice change according to the size of the target:

- **Medium:** d10
- **Large:** d8
- **Huge:** d6
- **Colossal:** d4

Corrupted: Gain a corruption.

Soul-Powered: Pay either a stunt or 2d6 sanity to fire the weapon. It doesn't otherwise use ammunition. At 0 sanity, you can't fire the weapon. If you use karma instead of sanity, you must use stunts to fire the weapon.

WHISPERING SKULL**Vestige***This semi-humanoid skull whispers terrible secrets to you.*

Permanently apply a random accursed weapon property to a weapon that doesn't have any, or an accursed armor property to a suit of armor that doesn't have any. No more than one whispering skull can be used on any single item.

WISENING WATER**Vestige***This crystal flask contains water from the Fountain of Youth.*

You receive the wisdom of a lifetime and all it entails. Gain +2 Wit and Charisma, but take -2 Might and -2 Agility. You also age into a wizened elder. If you had a child trope, you must pick another.

WISHING SCROLLS OF KETH**Dark Tome Fragment***This haunted tome contains the souls of an alien city destroyed in a volcano.***FIRST, THIRD, AND FIFTH FRAGMENTS**

Gain one corruption. Gain one random power:

2d4 Power

- | | |
|---|--------------------|
| 2 | Abyssal Light |
| 3 | Banshee Screech |
| 4 | Call of the Devil |
| 5 | Call the Damned |
| 6 | The Hateful Damned |
| 7 | Spirit Shell |
| 8 | Unearthly Choir |

SECOND AND FOURTH FRAGMENTS

Choose one of the following benefits:

- Gain +2 to saves against the powers of undead creatures.
- You are fearless.
- Gain Cold Soak +5.

PROPERTY TABLES

"Okay, I'm drawing a line in the fucking sand here. Don't read the Latin."

- Cabin in the Woods (2011)

RANDOM ACCURSED ARMOR TABLES

ACCURSED ARMOR APPEARANCE

1d20 Result			
1	Absurdly spiky	6	Carved with agonized faces
2	Ancient and scoured	7	Covered in trinkets and fetishes
3	Damaged and burnt	8	Covered in blazing runes
4	Bat-like	9	Covered in slimy, cancerous growths
5	Bone-like	10	Covered in slimy worms
11	Crab-like	16	Permanently aflame
12	Demonic	17	Dripping blood
13	Elegant and immaculate	18	Shifting and warping
14	Blood-stained	19	Unnaturally immaculate
15	Octopus-like	20	Vulture-like

ACCURSED ARMOR PROPERTIES

1d20 Property Description			
1-2	Antimagic	Gain +1 to all forms of energy soak.	12-13 Unbreakable Gain +1 physical soak.
3	Bloody	Fast healing and regeneration are half as effective. Gain half what your fast healing and regeneration would be as a bonus to damage rolls.	14 Riftwalker On a shift or teleport, move two additional squares.
4	Dreadforged	Adjacent enemies take -1 to saves.	15 Sharp Creatures that grab you take 5 piercing physical damage. When you save against a grab, deal the creature 1 piercing physical damage.
5	Filthy	Gain +4 on saves against grabs.	16 Willful Take no damage from the effect when you succeed on a Wit save.
6	Foul	Gain +5 chaos, necrotic, and fire soak.	17 Swift Gain +1 speed and +1 to skills.
7	Hidden	Gain +2 inventory.	18 Trueforged Reduce all piercing damage by 2.
8-9	Indomitable	Gain 20 hit points.	19 Undying Your fast healing is now regeneration. Gain a permanent insanity of your choice each time you are reduced to 0 hit points. If you gain as many total insanities as you have levels, you die and become part of the armor.
10-11	Lucky	Gain +1 to saves.	20 Windwalker Gain +2 speed.

RANDOM ACCURSED WEAPON TABLES

ACCURSED WEAPON APPEARANCE

1d10 Result			
1	Slathered and dripping with gore	6	Dripping with caustic poison
2	Fiery and smoldering	7	Seemingly incorporeal
3	Crawling with worms	8	Arcing with dark energy
4	Dripping with pus	9	Shifts in shape and size
5	Rank with plague fumes	10	Grows a gnawing maw

MELEE ACCURSED WEAPON PROPERTIES

1d100 Boon	Description
01-03 Acidic	Deal +1 damage, and all damage is acid damage.
04-06 Arrow Bound	Deal +2 damage, but take -1 to AC.
07-09 Baleful	Enemies hit take -2 to Wit saves until the end of your next turn.
10-12 Blasphemous	Deal +1 damage, and all damage is chaos damage.
13-15 Bloodseeker	Deal +2 damage, but on any round when you miss, you take 1d4 piercing necrotic damage.
16-18 Burning	Deal +2 damage against enemies with ongoing damage.
19-21 Cruel	Deal +2 damage to staggered targets.
22-24 Crushing	Deal +2 damage to any enemy taking any penalty to AC.
25-27 Enchanted	When you hit with this weapon on an enemy affected by your power, add your Wit bonus to damage.
28-30 Flaming	Deal +1 damage, and all damage is fire damage.
31-33 Fortunate	Using stunts to increase attack rolls with this weapon yields an additional +2 bonus.
34-36 Foul	Enemies hit with this weapon lose 3 fast healing and regeneration until the end of your next turn.
37-39 Freezing	Deal +1 damage, and all damage is cold damage.
40-42 Gangrenous	Deal +1 damage, and all damage is necrotic damage.
43-45 Hateful	When you attack a minion, it dies regardless of your attack roll.
46-48 Maddening	Deal +2 damage, but take -2 to sanity soak.
49-51 Malefic	When you attack an enemy hit by chaos or necrotic damage during this round or the previous, gain +4 to hit and +2 damage.
52-54 Massive	On a critical hit, deal +1 damage and cripple the target until the end of your next turn.
55-57 Merciless	When you use a stunt to increase your attack roll, it deals +2 damage.
58-60 Overwhelming	Ignore 2 soak.
61-63 Piercing	Deal +2 damage on a critical hit.
64-66 Powerful	Deal +1 physical damage.
67-69 Precise	Deal +2 damage against enemies you are flanking.
70-72 Resounding	Deal +1 damage, and all damage is sonic damage.
73-75 Seeking	Ignore cover less than superior. Take no penalties to attack invisible enemies, increase your critical threat range against them by 1, and on hit render them visible until end of your next turn on hit.

1d100	Boon	Description
76-78	Shocking	Deal +1 damage, and all damage is lightning damage.
79-81	Telepathic	Deal +1 damage, and all damage is psychic damage.
82-84	Unfair	Gain +1 to hit crippled and overwhelmed enemies.
85-87	Unfortunate	Deal +2 damage, but take -2 to Scavenge.
88-90	Venomous	Deal +1 damage, and all damage is poison damage.
91-93	Vengeful	On a miss, gain +2 cumulative damage with the weapon until the next time you hit an enemy with it.
94-96	Vile	When you deal ongoing damage, increase it by 3.
97-00	Weakening	Enemies hit take -1 to saves until the end of your next turn.

RANGED ACCURSED WEAPON PROPERTIES

1d10		Damage	Special Effect
1	Acidic	Acid	On a critical hit, strip all physical soak until end of your next turn.
2	Chaos	Chaos	Deal +1 damage, including on criticals.
3	Chill	Cold	On a critical hit, immobilize enemies until end of your next turn.
4	Flaming	Fire	Deal +2 damage.
5	Lightning	Lightning	On a critical hit, daze enemies until end of your next turn.
6	Necrotic	Necrotic	On a critical hit, cripple enemies until end of your next turn.
7	Telekinesis	Physical	Gain +2 to hit.
8	Poison	Poison	On a critical hit, reduce enemies' saves by 2 until end of your next turn.
9	Psychic	Psychic	On a critical hit, blind enemies until end of your next turn.
10	Resounding	Sonic	On a hit, enemies' save DCs are -2 until end of your next turn.

CORRUPTIONS

*It lies behind stars and under hills,
And empty holes it fills,
It comes first and follows after,
Ends life, kills laughter.*

- J.R. Tolkien, *The Hobbit* (1937)

CORRUPTION RULES

"And in those days shall men seek death, and shall not find it; and shall desire to die, and death shall flee from them."

- *Revelations 9:6*

It's possible to gain relics or powers so evil that they forever warp and deplete your mortal essence.

GAINING CORRUPTIONS

Each time you gain a corruption, roll randomly on the corruption table. Corruptions are permanent, even if you lose or give up whatever caused the corruption.

You can gain the same corruption multiple times. The effect worsens each time.

DARK BOONS

For every two corruptions you gain, you also gain a dark boon. You can only take the same dark boon once.

HORRID DARK BOONS

Some dark boons have the "horrid" subtype. You can only ever have one dark boon with this subtype. Survivors with a horrid dark boon no longer pass for human, and to remain undetected in civilized areas must conceal their affliction.

DARK BOON TALENTS

Some dark boons qualify you for special talents that you can take in place of any others you might gain. You can also take these talents when you earn more dark boons. You must take these talents in order.

CORRUPTIONS

d100	Corruption	Description
01-02	Anemia	Your constitution weakens. When you are crippled or overwhelmed, the penalties increase by 1.
03-04	Archaic	You no longer recognize this world. You take -4 to Craft. You can't drive vehicles or operate computers.
05-06	Bedeviled	Demons are on the prowl for your soul. When you roll for an anomaly, psychotic break, or insanity and roll doubles (11, 22, 33...), you also summon a hostile hatred demon that acts immediately before you in initiative. This demon gains +1 to hit, damage, AC, and saves for every level you have above 5. Increase this creature's level by 1 for each time you gain this corruption.
07-08	Black Terrors	A nameless terror always dwells in your thoughts. Whenever you take sanity damage, take +1.
09-10	Bloodsworn	You fall into the abject worship of a dreadful entity, forgetting human creeds. Take -1 to all skills and sanity soak.
11-12	Dark Pawn	You are easily manipulated into place. Take Insight -2 and -1 to Wit saves.
13-14	Dark Presence	Your existence blights everything. All creatures take -1 to all saves.

d100	Corruption	Description
15-16	Doomed	You're not going to make it long at this rate. Permanently lose one stunt.
17-18	Dread Countenance	Your twisted features disturb others. Your allies take -1 sanity soak from your disturbing aura. Fearless allies ignore this penalty.
19-20	Dumbstruck	You lose your ability to communicate in human terms. You take -1 initiative and become illiterate. If you get this corruption again, you also can't speak intelligibly. On a third time, you can't hear human speech.
21-22	Exile	You are no longer welcome on Earth. When on Earth, you are treated as if you are in a tier I dark realm. Increase the tier by 1 each time you get this corruption.
23-24	Fated	You foresee your own death. One of your saves gains a permanent +1, but your others take -2.
25-26	Flayed	The skin is flayed from your face. You take -1 physical and energy soak.
27-28	Fungal Font	You are bedeviled by fungus that grows from your body. When you are crippled, irradiated, or overwhelmed, increase the penalties by 1.
29-30	Grotesque	You become misshapen and clumsy. Take -2 to Might and Agility skills, and -1 to speed and mobility.
31-32	Haunted	Fear dominates you. You take -1 sanity soak and lose any immunity to fear you have.
33-34	Hope Fades	You know now that hope is a mistake. Lower your stunt die by one tier.
35-36	Hunted by Cretins	You have been singled out for sacrifice by the leader of a powerful cult. When you roll for an anomaly, psychotic break, or insanity and roll doubles (11, 22, 33...), you also summon a hostile cultist of your level that acts immediately before you in initiative. Increase this creature's level by 1 for each time you gain this corruption.
37-38	Hunted to the End	The dread hound has been given your true name, and shall hunt you through the cosmos. When you roll for an anomaly, psychotic break, or insanity and roll doubles (11, 22, 33...), you also summon a dread hound that is hostile to everything and acts immediately after you in initiative. At the end of each of your turns, you can make a Wit save (DC 20 + your level) to expel the hound back to where it came from. But eventually, it will get you. Increase this creature's level and save DC by 1 for each time you gain this corruption.
39-40	Insanity	Gain a permanent random insanity.
41-42	Invisible Clutches	Invisible claws are always reaching for you. Whenever you are grabbed, you are also crippled. Increase the crippled penalty by 1 for each time you gain this corruption.
43-44	Leprous	You are riddled with wasting boils. Permanently lose 10 hit points.
45-46	Malignant Blindness	Your vision becomes clouded and milky, shadows move where light should be. Take -4 to Insight and Perception. If you gain this corruption again, you go blind.
47-48	Misbegotten	Your mere presence is blasphemy. Chances of all anomalies increase by 5% in your presence. Powers with no chance don't gain a chance.
49-50	Mythic	You are no longer truly human, more akin to a monster of legend. Choose one: <ul style="list-style-type: none"> ▪ You have no physical soak, fast healing, or regeneration when exposed to ultraviolet light. ▪ You must spend a stunt to cross cats, white animals, or running water. If you can't spend one, you can't cross. ▪ Food provides half the normal effects to you. Any cannibalism you have is unaffected.
51-52	No Way Out	You don't deserve rescue. Your retcon value decreases by 5.
53-54	Pathetic	You are judged and found wanting. Take -1 to all skills.

d100	Corruption	Description
55-56	Pinions of Pain	Barbs dig into your flesh at the joints. Your speed and mobility are reduced by 1. Increase any piercing damage you take by 2.
57-58	Plague Bearer	The maximum hit points of you and all allies decrease by 2.
59-60	Portents Read Death	Death is just around the bend. You can't retcon when below 0 hit points, or after you hear you have fallen to 0 hit points. If you get this corruption again, your retcon value decreases by 2.
61-62	Remade	Something is different about you. Your highest ability score decreases by 2. Your lowest ability score increases by 2.
63-64	Riddlecursed	Your mind is distracted by the search to an answer to a strange, nonsensical riddle. Take -2 to all Wit skills and initiative.
65-66	Sensate	You feel every scratch tenfold. Your damage soak values decrease by 1 (to a minimum of 0).
67-68	Slave of the Cannibal God	You gain the Cannibalism insanity. If you get this corruption again, replace one of your talents with another permanent insanity.
69-70	Slimeridden	You constantly perspire a vile black slime. Take -1 physical soak, speed, and mobility.
71-72	Terrible Wasting	You waste away, sickened by forbidden knowledge. Take -1 to Might and Agility saves, but gain +1 to Wit saves.
73-74	Through the Scary Door	The essence of dark realms reaches into your bones. You take +2 damage from anomalies.
75-76	Time Enough at Last	You become distracted with your personal desires. Take -2 to Scavenge and -1 to other Wit skills.
77-78	Traumatized	Dark magic has a price on the psyche. Lose training in one skill.
79-80	Trouble Magnet	You are a pincushion for incoming fire. You lose 1 from all forms of soak and take -1 to saves.
81-82	Troubled	Sanity is fleeting. Increase your sanity damage dice by one step.
83-84	Unsaved	Salvation is denied you. When insane or in a dark realm, you don't have any immunities.
85-86	Unsouled	Your soul is weakened. Your lowest ability score decreases by 2. If there are two matching scores, choose one.
87-88	Unto the Cruel	You wizen horribly. Take -2 Might or Agility, but gain +2 Wit or Charisma.
89-90	Vain Virility	You are physically quickened, but mentally weakened. Gain +1 to Might and Agility skills, but -2 to other skills.
91-92	Voices from Without	Psychic whispers harry your actions. Take -1 to saves, but +2 to skills.
93-94	Weak	You're not cut out for this. Lose one medical heal.
95-00	Zombie Bait	Zombies catch your scent wherever you go. When you roll for an anomaly, psychotic break, or insanity and roll doubles (11, 22, 33...), you also summon a hostile level 6 zombie that acts immediately before you in initiative. Increase this creature's level by 1 for each time you gain this corruption.

DARK BOONS

BILEFLOOD

Horrid

You reek of caustic acid, steam gushing from your pores when you do your evil work.

Gain +2 damage with effects that deal acid damage.

SLUDGE OF PERDITION

Gain +5 acid soak.

LIQUEFY THE WEAK

Gain +2 save DC with effects that deal acid damage.

CAUSTIC DESECRATION

When you activate daily effects that deal acid damage, add two damage dice or increase ongoing damage by 5.

ACCURSED EYES

You see dead people.

When you are insane, you have Omniscience 6.

THEY DON'T KNOW THEY'RE DEAD

You know the passive powers of ghosts you can see.

BANE OF THE SERPENT

Horrid

You take on hideous reptilian or insectoid qualities, such as enlarged eyes and fangs.

Gain +2 damage with effects that deal poison damage.

SICKENING SPECTER

Gain +5 poison soak.

MALIGNANT SHROUD

Gain +2 save DC with effects that deal poison damage.

DEATH'S ELIXIR

When you activate daily effects that deal poison damage, double any ongoing damage you deal.

BLIGHT OF THE FLESHRIVEN

Horrid

You become a withered and corpse-like fiend.

Gain +2 damage with effects that deal necrotic damage.

VILE NECROSIS

Gain +5 necrotic soak.

DEATH AND DECAY

Gain +2 save DC with effects that deal necrotic damage.

SEPULCHRAL PESTILENCE

When you activate daily effects that deal necrotic damage, gain an aura burst 1. Creatures in the area have 5 less necrotic soak. When you begin your turn, creatures in the area take 5 necrotic damage. When you cast further daily necrotic powers, increase the damage by 2 and the area by 1.

CALLOUS

Little bothers you anymore.

Gain +2 sanity soak.

CHOSEN

You are the herald of the new order.

Increase your stunt die by one level.

DOCTOR SLEEP

You begin to shine.

Gain the *Clairvoyance* power.

DREAD PALLOR

Horrid

You attain a sickly pallor and your skin resembles hardened glass.

Gain +2 physical soak.

DAMNED

You gain the undead condition.

RESTLESS

You gain a second retcon, half as powerful as your first. It does not make you immune to conditions.

DREAD POWERS

Your powers now dwarf your so-called betters!

Your daily powers and abilities gain +1 save DC.

ELDRITCH INVESTIGATOR

Gain +2 to all Wit skills and +1 to initiative.

BETTER TO BE LUCKY THAN GOOD

Gain +1 to all saves.

RIGHT PLACE, RIGHT TIME

Add your Charisma bonus to your initiative bonus. Gain +1 to all skills.

FIMBULWINTER'S CURSE

Horrid

Your flesh blackens and twists from frostbite.

Gain +2 damage with effects that deal cold damage.

PERMAFROST'S EMBRACE

Gain +5 cold soak.

RAZORWIND

Gain +2 save DC with effects that deal cold damage.

RIMEBLIGHT TOMB

When enemies fail saves against your daily effects that deal cold damage, deal them +10 damage and immobilize them until the end of your next turn.

FLESHRENDER

Horrid

You become as the vile and undignified beastmen.

Gain +2 initiative, mobility, and Perception.

BONECRUSHER

Gain +1 physical damage with all attacks and effects that deal physical damage.

MAULMADE

Gain +1 physical soak.

FLESHPILE CHIMERA

You gain the *Chimeric Form* power.

FRACTURE OF THE ABYSS

Horrid

Gain +2 damage with effects that deal chaos damage.

ENTROPIC COLLAPSE

When you obliterate a creature, regain 10 hit points and +1 damage to all chaos damage until the end of the scene.

REALITY SHREDDER

Gain +2 save DC with effects that deal chaos damage.

UNBOUND NIHILITY

When enemies fail saves against your daily effects that deal chaos damage, deal them +10 damage and increase any ongoing damage by 5.

GORTHAUR

In the darkness, bind them.

For every relic you possess, gain 2 hit points.

GRACELESS MIGHT

You are an undignified, beastly oaf.

Take -2 to Wit or Charisma, but gain +2 Might and +1 physical soak.

HELL HATH NO SECRETS

Madness is your natural state.

While insane or in a dark realm, gain a stacking +2 to saves.

IMBALANCED

You are overcome with an infirmity that nonetheless gives you unnatural strength.

Your lowest ability score decreases by 2. An ability score other than your highest increases by 2.

INFESTED

Horrid

You smell of raw meat, and you teem with maggots in secret places.

Gain an aura burst 1. Gain +1 AC from attacks originating outside the aura. Lose 1 medical heal per day (to a minimum of 1).

THICK AND WET

When you begin your turn in a combat scene, creatures in an aura burst 2 take 5 physical damage.

LIFESINK

Small animals and plants simply die in your presence.

Fast healing, regeneration, and one-time healing effects are lowered by 5 in your presence.

LUNATIC

You are a true madman.

During a psychotic break, gain +2 to damage rolls and physical soak, but also take -1 to saves.

MAGIC SINK

You become antimagical.

Reduce all anomaly chances by 5%, unless they are automatic.

SPELLWARDED

Gain +2 energy soak, but deal -2 damage with all damage rolls from powers.

MOLTEN DEATHWAVE

Horrid

Your flesh turns to smoking ash.

Gain +2 damage with effects that deal fire damage.

EMBERLORD

Gain +5 fire soak.

CRIMSON FIRESTORM

Gain +2 save DC with effects that deal fire damage.

HELLFIRE APOCALYPSE

When enemies succeed on saves against your daily effects that deal fire damage, deal them 5 fire damage and force them to save again.

MOUTH OF MADNESS

Your mouth speaks lies and blasphemies when you mean otherwise.

You gain +4 Influence, but can't make Influence checks except to lie or cheat others. You gain the Duplicity insanity.

MEWLING MOUTH

You grow a vile maw on your body. When you deal sonic damage, increase all save DCs and damage by 2.

RATTLING DOOM

Horrid

Your voice is the sound of creeping death.

Gain +2 damage with effects that deal sonic damage.

RESONANCE

Gain +5 sonic soak.

RUPTURE OF SOUND

Gain +2 save DC with effects that deal sonic damage.

DREAD DISSONANCE

Your daily effects that deal sonic damage have their burst and blast ranges increased by 2.

REVELATIONS

You know too much of the grim truth.

You gain training in all skills, but take -2 to sanity soak and saves.

SUPERSANE

In such a world, only the mad are normal.

Gain 10 maximum sanity, and +1 sanity soak for each insanity you are experiencing.

THICK-SKINNED

Your body becomes unnaturally scarred.

Permanently gain 10 hit points and 2 retcon value. Increase all one-time healing effects you receive by 5.

THUNDERFLESH EVISCERATION

Horrid

Gain +2 damage with effects that deal lightning damage.

OF THE TEMPEST

Gain +5 lightning soak.

SKYBURNER

Gain +2 save DC with effects that deal lightning damage.

VOLTAIC DAMNATION

When enemies fail saves against your daily effects that deal lightning damage, deal them +10 damage and daze them until the end of your next turn.

VEIL OF MADNESS

Horrid

Gain +2 damage with effects that deal psychic damage.

PHANTOM DESOLATION

Gain +5 psychic soak.

SKYBURNER

Gain +2 save DC with effects that deal psychic damage.

PSYCHONEMESIS

When enemies fail saves against your daily effects that deal psychic damage, deal +5 psychic damage and gain +2 to save DCs with daily psychic damage effects for the rest of the scene.

DIRECTING

“This is the one. This is the one I'll be remembered for.”

- Ed Wood (1994)

THE BASICS

There are four basic points.

BE COLLABORATIVE

Be respectful of everyone's tastes in horror. Ask players what kind of style they are going for with their survivors. This will help you generate ideas even if you already have a strong idea about your setting, and help everyone have fun.

BE A FAN

Your job as a director is to be the biggest fan of the players and their characters, not their nemesis, and welcome their interactions with the world you made.

It isn't a competition to see if you can murder the survivors or present them with impossible challenges, and players will rarely design a survivor or take a course of action in the way you expected. Your job is to direct a movie in which the survivors are the stars.

IF THE RULES AREN'T FUN, CHANGE THEM

Die Screaming is a mechanics-heavy, tactical combat game with a lot of moving parts that can interact in unexpected ways. Usually these interactions are fun. If they're not, as the director you are free to change them.

If you're thinking of making a major change to the game's rules, run this proposed change by your players first to see if they like it or to answer questions they have about it.

EMBRACE CHAOS

A lot of weird things can happen in *Die Screaming*—events that are not governed by any specific rule. If a player does something in good faith that takes the game in a new direction, you should do your best to accommodate their actions. A good example is to try to work with players to create unique downward spirals or tweak existing options.

Everyone's here to have fun. While in some ways you get out of a game what you put into it, nothing has to be perfect and you should be prepared to improvise with or without the help of the rules.

Die Screaming's random effects are a major component of how it is supposed to play throughout. While the core game is designed to be fair and even advantageous to players, the players' survivor creation, actions, and decisions introduce an element of unpredictability. Without chaos, every fight with a zombie is like every other.

RESKIN AT WILL

Die Screaming is more of a toolbox game than a setting set in stone that you always have to follow. You may have an idea for a setting, monster, or type of character that isn't discussed in the rules. In these cases, don't be afraid to file the serial numbers off an existing option and rewrite. In particular, there are hundreds of monsters already and players are not likely to notice or care if you restyle something to fit your setting and story.

DIRECTING A COMBAT SCENE

“Faster, more intense.”

- George Lucas

Die Screaming has a lot of room for storytelling, but the game's rules revolve around combat, and you will want to have a strong grasp of the combat system as a director.

BEFORE YOU BEGIN

Make sure you or someone at the table has easy access to various tables that come into frequent use. These are typically:

- The Anomaly Tables
- The Psychotic Episode/Insanity Tables
- Scavenging Result Tables

Easy access to these tables saves a lot of time.

Die Screaming is a tactical game designed to be used on a gridded map. It doesn't work as well without a map, and isn't designed for gridless play.

DEPLOYMENT STAGE: WHERE IS EVERYONE?

Combat is about tactical positioning, and survivors should usually be able to use their deployment maneuvers.

INITIATIVE STAGE: WHO GOES FIRST?

Initiative can be a time-consuming process to track at the table, and it's often the biggest source of delays in the flow of a game. It's helpful to have an aid to streamline the recording and ordering of everyone's initiative at the beginning of combat, such as a computer with a word processor open, a tracking app on your phone, or a whiteboard.

It's important that every monster have its own distinct initiative count. Don't have monsters of the same type go on the same initiative count, or they can easily coordinate their attacks and focus down one survivor in a way that the survivors can't.

You will frequently encounter ties in initiative between monsters and survivors. While the rules say that the combatant with the highest Agility goes first, followed by a roll-off if they tie, you may find it less time-consuming to simply let survivors always go first (or let the monster go first if it is an eldritch horror or alone).

COMBAT STAGE: THREE PHASES

Each round in *Die Screaming* has three distinct phases designed to streamline play.

The main part of the round is the **action phase**. During the action phase, each participant in the round gets a turn. Creatures can only take actions during the action phase.

As a director, **it's important to remember to deal sanity damage** during the action phase based on what survivors and monsters are doing.

Once every creature in combat has acted during the round, the **anomaly phase** begins. During this phase, anomaly effects are assessed in the order they were triggered by survivors' initiative.

Each survivor that caused an anomaly rolls randomly on the appropriate table to see what happens. These events occur according to the initiative order of each survivor who caused them.

After all these effects are assessed, the round moves onto the **insanity phase**. During the insanity phase, survivors who had their Sanity (or equivalent, for certain characters) reduced to 0 by any of the other events in the round roll on the appropriate table. Their psychotic episodes or insanities start at the beginning of the next round and occur simultaneously.

After the insanity phase ends, a new round begins.

LOOTING STAGE: REWARDS

At the end of every combat is a looting stage.

Scavenging is meant to be a somewhat risky proposition, as even characters trained in Scavenge can miss the checks and cause problems for the group. The checks increase in DC by 1 with each character level. Most players will attempt the checks regardless, but there are ways you can control scavenging or continue to reward parties that have bad luck or are poor scavengers.

Sometimes characters accomplish deeds where they deserve a reward, or you arrange the story so that they had no time to scavenge (for example, they were being chased). Reward these characters at the end of a segment of story or give them a chance to scavenge more when they are through the difficult area.

WHAT ARE THE ALTERNATIVES?

The crafting system gives players control over the items and ammunition they possess and the ability to mitigate undesirable scavenging results. Survivors can also trade for equipment with settlements.

RESOURCES

One or more survivors will take significant damage in most battles. Ammunition gets spent. Valuable once-per-day resources like medical healing and retcons are used, limiting how much further survivors can go on in a day without resting. The limited food supply gets consumed.

There are three ways for survivors to offset this.

SCAVENGING

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CRAFTING

Crafting gives survivors the ability to exchange unwanted equipment and raw materials for more useful supplies.

All items that are craftable or upgradeable have information in their descriptions describing the resources necessary to build or improve them. The item's craft level and components define this.

Crafting is designed to be simple, balanced, and to avoid "questing grocery lists" or "fetch quests." The system is designed for convenience and ease of play, rather than gritty realism.

Most of the time, crafting does not officially consume in-game time. Survivors are assumed to be working on items in whatever free time they have. However, the crafting of equipment with special components is complex enough that survivors will need a secure and well-equipped facility of some kind before they can complete the item. The exact requirements of this location are at your discretion, but it probably serves as a "home base" for the survivors where they keep supplies and machinery, and where they are unlikely to be interrupted without warning.

SANITY DAMAGE

Sanity damage is an important mechanic and designed so that there is no way for survivors to fully prevent it. Sanity damage should occur frequently, but the damage should be in proportion to the trauma and weirdness of what is going on in the game.

SUGGESTED VALUES

As a director, you are free to take sanity damage indicated by the rules as a suggestion. If multiple types of enemies attack the survivors at once, for example, you might rule that the survivors take sanity damage from the appearance of the most maddening monster there, and no others.

For example, a dread hound progeny, a dread hound youngling, and an adult dread hound confront the survivors. By the rules, this causes a total of $6d6+30$ sanity damage between the three monsters. Because the smaller dread hounds are just miniature versions of the most important monster, though, it's fair to only deal the survivors 30 sanity damage. Below are some examples of sanity damage by severity.

CONTROLLING INSANITY

A survivor should only take sanity damage from the same effect or cause once per scene. The listed effects of an episode or insanity are not absolute, and if a player rolls a result on one of the tables that you dislike for some reason, feel free to make them roll again. Good reasons to roll again are:

- The effect would too badly cripple the entire group's chances;
- The effect would not be very interesting in the context of the situation;
- You have recently used this effect and want to keep things fresh.

MILD DAMAGE (1D6)

Survivors with a semblance of wits will absorb most mild damage.

Examples: Dead bodies, visceral combat wounds, unnaturally large worms, lunatic writing on the walls

STRESSFUL DAMAGE (2D6)

Stressful damage is caused by creatures or events that are impossible in the natural world, such as the undead, or things so disturbing that most ordinary humans would never witness them, such as cannibalism. Stressful damage is for the "lowest order" of supernatural phenomena, on an infinite scale.

Examples: Zombies, mutilated (but still living) enemies, watching someone being eaten, low-level powers on display

DISTURBING DAMAGE (3D6)

The disturbing level of sanity damage is for creatures and events that have no order in reality at all, such as creatures with alien physiology or extremely traumatizing powers.

Examples: Ritual sacrifices, clearly unnatural or alien animals, undead creatures with tentacles

MADDENING DAMAGE (4D6)

Maddening sanity damage is caused by disturbing creatures that break the rules of physics or can make humansretch simply by looking at them. Maddening events cause survivors to question why they were born if they were to see such things.

Examples: Creatures with unidentifiable physiology, watching someone be torn apart by invisible force, colossal monsters

MIND-RENDING (30)

Mind-rending creatures and events force survivors to realize their insignificance and powerlessness. Survivors experiencing mind-rending trauma are likely to be obliterated within moments, and are distinctly aware of this—and if they survive, they may come to wish they had not.

Examples: Eldritch horrors, any sort of contact with a deity, being eaten alive by a creature with no identifiable mouth

HOUSE RULES

The following is a list of optional rules you can use in your game. They are not default rules because they seriously affect play balance and can change the tone of the game. Using every house rule here might make the game overcomplicated. Discuss house rules you want to use with players before implementing them.

BREAKABLE WEAPONS

This rule makes "spare" weapons and junk more valuable for everyday use, forcing players to spend junk on crafting carefully, especially early on.

When a survivor rolls a 1 on an attack roll with a melee weapon that is not from a trope, supernatural ability, or downward spiral, and isn't a relic, there is a 50% chance that the weapon breaks.

A broken melee weapon takes an hour to fix, and requires either 1 normal component to fix, or 1 special component (if it required special components to make).

When a survivor rolls a 1 on an attack roll with a ranged weapon that is not from a trope, supernatural ability, or downward spiral, and isn't a relic, there is a 50% chance that the weapon jams. It takes one standard action to clear a jam, and doing so draws opportunity attacks.

CRITICAL PHASE & TRAUMA ROLLS

This rule adds a critical phase to each round, after the anomaly phase but before the insanity phase.

When a survivor, humanoid, or quadrupedal monster takes a critical hit or is dealt the maximum possible damage on the die from a weapon attack, it rolls on the trauma table during the critical phase.

- Eldritch horrors and creatures without identifiable physiology are immune to trauma effects.
- Undead creatures and other unliving beings are immune to bleeding.
- Wearing a helmet reduces trauma rolls by 1.
- Wearing medium or heavy armor reduces trauma rolls by 2.

Trauma Roll: 1d20 + 1 for every 10 damage taken, -2 small weapons, +2 large weapons

1d20	Trauma	Effect
1	Slammed	You are knocked prone.
2	Winded	You are knocked prone and cannot take actions other than movement on your next turn.
3	Staggered	You are knocked prone and take a -2 penalty to movement speed until the end of your next turn.
4	Wounded	You take bleeding 3.
5	Deep Cut	You take bleeding 3 and lose 1 point of physical soak until the end of your next turn.
6	Bruised	You take a -2 penalty to your next attack or skill check due to the impact.
7	Rocked	You are dazed until the end of your next turn, reducing your movement speed by half.
8	Disoriented	You are dazed until the end of your next turn and lose any bonus granted by stunts.
9	Impaired	You are immobilized until the end of your next turn.
10	Stricken	You take bleeding 3 and are immobilized until the end of your next turn.
11	Blinded	Your vision is impaired for one turn, reducing your attack rolls by 4.
12	Hampered	Your movement is reduced to 0 for one turn and you lose any movement-related stunts.
13	Clocked	You are stunned until the end of your next turn.
14	Shaken	You are stunned and lose 2 points of physical soak until healed.
15	Internal Bleeding	You take bleeding 5.
16	Arm Wound	You take bleeding 3 and lose the use of one arm until healed. Cannot use shields or large weapons.
17	Crumpled	You take bleeding 5, are dazed until the end of your next turn, and knocked prone.
18	Rocked Around the Clock	You are stunned until the end of your next turn and take -4 on your next attack roll.
19	Leg Wound	You take bleeding 5 and are crippled until healed. Your movement speed is reduced by 6 until the end of your next turn.
20	Gut Shot	You take bleeding 5 and are immobilized until the end of your next turn. You remain crippled until fully healed.
21	Head Shot	You take bleeding 10. You are overwhelmed until the end of your next turn.
22	Skull Fracture	You take bleeding 5 and lose all physical soak until the end of your next turn.

23	Smote	You are knocked prone, lose all physical soak until the end of your next turn, and are crippled until fully healed.
24	Broken Bones	You lose 4 points of movement speed until fully healed.
25	Crushing Blow	You take bleeding 5, lose all physical soak, and are stunned until fully healed.
26	Disemboweled	You take bleeding 6, are immobilized, and remain overwhelmed until fully healed.
27	Mortal Wound	You take bleeding 6 and are permanently crippled until fully healed.
28	Shattered Limbs	You lose 6 points of physical soak and 6 speed until you receive magical healing or regeneration to full hit points.
29+	Slain	You die in graphic and brutal fashion.

HARDCORE RP

This option is designed to accommodate games that you want to develop more slowly, with survivors that grow into their powers because of what's going on in the story and how the players role-play.

Survivors never gain a destiny or downward spiral unless you let them take one as appropriate to their accomplishments and goals in the story. They accumulate levels and talents as normal. When you do award these benefits, you can award them piece-meal, only giving out one power or downward spiral level at a time, regardless of the survivor's overall level.

HIT POINT POOL

All survivors add their hit point totals to a pool shared by all other survivors, which represents the group's total luck in addition to their health. When any survivor is damaged, they subtract from this pool. If the pool hits zero, the survivors are defeated or killed.

NIGHTMARE & HELL DIFFICULTY

Want the survivors to stand a better chance to die screaming? Nightmare difficulty is intended to make every fight potentially deadly, and to increase the challenge of the game as it continues in levels. It is helpful for games where players must pick and choose when and where to initiate combat if they want to survive.

To institute nightmare difficulty, simply add monsters' level to their damage again. This is difficult to notice at 1st level, but +10 damage at 10th level is very noticeable, especially with monsters that have instant actions.

On Hell difficulty, use nightmare difficulty, increase save DCs by 4, and improve any soak values monsters have by 5.

RADIATION EXPOSURE

Large parts of the surface world might be uninhabitable due to radiation dust. When unprotected, you must make a DC 15 Might save at the beginning of each round or take 1 nuclear damage and become irradiated. On a successful save, you are unaffected, but on the next round, the DC goes up by 1. After a failure, the damage increases by 1 per round, and you can't save again until you leave the radiation zone.

Survivors come equipped with Geiger counters that allow them to detect when they are nearing dangerous radiation levels. If you take a critical hit, there is a 50% chance the gas mask becomes damaged and useless.

RUB SOME DIRT ON IT

Food no longer grants healing. If you are using the Starvation house rule, survivors will still need it, but otherwise you can have players re-roll scavenge results when they get food.

This rule makes healing more difficult and increases the chances that survivors will die unless they invest in healing abilities. Use this rule if you are running a game where you want to emphasize careful play, as survivors will rarely be at full strength, or if you want to increase the lethality.

STARVATION

If you go at least three days without eating or drinking, you must begin making Might saves against starvation on the fourth day. This is a DC 15 save at the beginning of the first day of starvation. On success, you are unaffected. On a failure, you lose 1 hit

point per level. This damage can't be alleviated until you eat or drink—medicine or powers can't heal it. On each following day, you must again make the save, with the DC increasing by 1 for each day that you have not eaten.

STORYTELLING

Die Screaming is an open-ended survival horror game with respect to the exact setting and backstory. The game is flexible enough to cover a variety of horror tropes, and to be silly, serious, or both. At heart, however, the game is designed to be a love letter to horror, especially horror movies. The options available to players and directors incorporate many elements of movies, video games, and books in the horror genre.

EXAMPLE SETTINGS

As a director, you have a lot of options when it comes to writing a backstory. Presented here are backdrops for a setting. Later on we'll look at *Pacifica*, a more in-depth example setting.

ALIEN VISITATION GONE WRONG

An immense alien spacecraft visits humanity, hanging motionless in the sky. Rather than invade, the aliens have decided that it is time for humanity to ascend to the stars and join the intergalactic community. They announce their intentions in every known language to the citizens of Earth and begin transporting a small number of pre-selected humans to their ship.

These humans are exposed to a mysterious energy that enlightens them with powerful physical and psychic abilities. When these humans return to Earth, they are intended as the catalysts for humanity's ascension as a species, and to become a new generation of leaders.

This is where mundane sociopolitical concerns interfere. The ascended humans have suddenly grown beyond the petty human notions of fear and greed, but the rest of humanity can't adapt. Massive upheaval occurs, and in the chaos, a nuclear weapon is fired at the alien ship.

What happens next is unclear, but the powerful energy controlled by the aliens escapes unrestrained into Earth's atmosphere, exposing the entire planet to its effects. The results on humans are various:

- Some humans are mutated and enhanced in unpredictable and catastrophic ways. Their powers are far stranger and more terrible than those of the few ascended humans.
- Some humans become aware of other aliens, and pledge fealty to them in exchange for power. These are the first sorcerers and necromancers, and the aliens prove malevolent and manipulative.
- The energy kills many humans outright.
- Many humans are transformed into mindless, violent zombies who can spread their condition as a viral infection, the so-called Contagion.
- Some are seemingly unaffected.

The original aliens retreat after taking significant losses and damage to their ship, making plans to return and liquidate the planet as it descends into apocalyptic chaos.

EVIL WEATHER

Within a matter of weeks, the world's weather patterns destabilize, as if global warming suddenly accelerated. Science is baffled, as the acceleration far surpasses all predictive models and scientific logic. The seasonal model no longer has meaning. For example, in the United States:

- The western United States and much of the Midwest become terribly cold throughout the year.
- The eastern United States become swelteringly hot.
- Texas and surrounding states become a desert incapable of sustaining human agriculture.
- Sea levels rise several feet, flooding all major population centers.

Similar patterns occur throughout the world. The food supply is devastated. Civilization collapses under the weight of growing famine and forced migration. Cities become gigantic camps, and world trade stops. Chaos grows as virulent disease spreads and warlords take power.

From the now uninhabitable Midwest, rumors begin to spread. Those able to escape describe people who have gone completely insane and become mindless cannibals—the first zombies. Even with the end of world civilization, these tales beggar belief, but then frostbitten corpses begin attacking outposts.

THE STARS ALIGN

Mysterious circumstances align around rare astronomical phenomena. Astronomers recognize that a Great Comet that has not been seen from Earth's surface for thousands of years will soon be visible. Its moment of closest distance to Earth coincides with an eclipse known as the Venus Transit, in which Venus is visible against the light of the sun, followed immediately by a full solar eclipse.

The appearance of the Great Comet is met with chaos on Earth. A severe earthquake results in tsunamis that damage the world's coastlines, costing millions of lives. Civil war grips many major powers, resulting in uncontrollable famine, disease, and death.

When the Venus Transit occurs, the real chaos begins. Without warning, the small portion of Earth that Venus' shadow falls onto is basked in immense radiation. Hundreds of millions are killed when the shadow falls thousands of miles across the Earth during Venus' travel. The radiation disperses across the Earth, an electromagnetic pulse that destroys electronic equipment.

The solar eclipse occurs shortly thereafter. The shadow created by this event occurs in a different area, but the events are far more catastrophic. Most of the humans in the area immediately become zombies. In addition, portals to other worlds and dimensions open in the area. The areas under the shadow become uninhabitable by humans, and the creatures originating in those areas quickly spread outward, swarming the unprepared. Billions die in hours.

Only areas well beyond the range of the eclipse's shadow remain defensible, but these are undermined by occult groups that correctly predicted the chaos and capitalize using their now-enhanced powers. The advent of the electromagnetic pulse also creates new psychics and mutants.

SUBTERRANEAN NIGHTMARE

95% of the Earth's surface becomes uninhabitable by humans after a nuclear exchange and the deaths of billions. These weapons are so powerful and experimental that the energy they release infects the entire atmosphere, causing people with certain genetic markers to develop powers.

The only parts of Earth that remain habitable are those with extensive subterranean systems. These are the subway systems in:

- Beijing
- London
- Moscow
- New York City
- Seoul
- Shanghai

These subway systems become the last bastions of humanity, but they are also many hundreds of kilometers long. Each subway station becomes an independent settlement, each with different attitudes and ideologies. Some are belligerent or aggressive.

It becomes necessary to scavenge the surface world for supplies. However, these areas require filtered gas masks to survive in, and are controlled by hostile mutants.

The hundreds of miles of protected track are also dangerous, filled with debauched brigands. As the decades progress, mutants and other monsters from the surface begin to encroach. Each settlement becomes a pinpoint of light in a sea of darkness.

SETTING QUESTIONS & DETAILS

While the game is a toolbox, the game's character options and monsters suggest certain events and details common to most settings. Here are some ideas for how to develop these details for a game.

THE CONTAGION

The Contagion is a special ability of most zombies in the game. It's a viral infection that transforms its host into a bloodthirsty, undead horror. It spreads through zombies biting other humans, as zombie saliva and other fluids are contagious.

The source of the Contagion is a mystery that is left to you to answer with your story. It could be scientific, magical, or both. The zombies can remain mundane zombies, or be a device of some greater power that can directly control the hordes. Zombies can eventually increase in strength and intelligence, or mutate into entirely new monsters.

POWERS

The source of a survivor's powers are explained in broad terms by a survivor's destiny and downward spiral, but the exact details are left to you. In *Die Screaming*, supernatural abilities are assumed to have always existed, but come to the forefront and become much more powerful in the apocalypse.

The stars have aligned such that sorcerers can open portals to other dimensions and summon entities beyond their ability to control. Mundane occultists become capable of real magic. Existing magical spells become more potent, and secret societies of cults and sorcerers now practice openly. They work together to ward their domains, enact powerful rituals, and create armies of horrors.

Psychics become far more powerful and mentally sensitive to paranormal disturbances, which grow in frequency. Worldwide emotional turmoil and death causes an overflow of psychic energy, manipulated by mysterious entities. These entities, once only murmurs in reality, now speak to psychics and begin to manifest in this reality. Roiling energies caused by psychics' increased powers causes rifts to open into other dimensions, leading to invasions.

A portion of the world's normal human population begins to mutate. The mutants soon learn that they exist in great numbers, and form post-apocalyptic civilizations with inhuman morality. Often, surviving humans in the midst of these monsters become prey, livestock, or an afterthought.

THE RESTLESS DEAD TAKE VENGEANCE

Owing to the increase in magical and psychic energy, undead entities that once existed on the edge of human reality, or that were trapped in the netherworld, return to trouble the living. Haunted places that were once harmless become places of death and terror as the apocalypse increases the ghosts' power.

DIMENSIONS SHIFT

Extradimensional fissures form in random locations, corrupting and twisting the landscape into nightmare. Creatures begin wandering through the portals, and the more that appear, the worse the corruption becomes. Some of these creatures are mere animals, and others are the vanguard for vast conquering armies.

ANCIENT EVILS AWAKEN

Timeless entities, dormant for thousands or millions of years, have spent eons plotting the conquest and destruction of Earth, assembling vile armies and subverting humans to secret worship of them.

The apocalypse is their signal to march. Lost cities rise from the ground and water, spilling forth hordes of abominations that have never seen sunlight. These dark powers all wish to rule the Earth, but don't suffer each other's ambitions any more than they would humans. The last war, a war of monsters, begins.

HELL OPENS

Demons appear, taking delight in destruction and terror. They scheme to tempt the few remaining mortals to ruin. Evil hounds stalk the streets, hunting humans and reporting their locations to other demons. Billowing storm clouds spew flaming meteors that birth rampaging demon lords when they hit the ground.

THE HEAVENS DESCEND

Sensing the end times, angels appear and begin exterminating all life, prioritizing monsters but sparing few mortals, whom they view as beyond salvation.

ADVENTURE HOOKS

It's relatively easy to run a game with only a vague plan by the director for the evening. However, while it may seem tempting to have survivors roam the Earth this way, this can become repetitive, and eventually it will be to everyone's enjoyment for a plot to develop, even if it is a momentary excursion that lasts just a session or two.

Here are some example adventure hooks.

THE ABYSS STARES DEEP

The group's psychic becomes aware of a fissure in reality. Strange detritus from another plane has begun flowing into human reality, and the area around the fissure is becoming otherworldly and filled with impossible creatures and geometry. If the psychic does not close it soon, this incursion will make the city uninhabitable.

BOOK LEARNING

Strange lights shine out of a nearby library each night, and the area looks inhabited—albeit by strange people. These inhabitants draw eldritch glyphs on the side of the building, and have enough firepower to fend off monster attacks. The survivors need some supplies of their own, but need to make a deal with this faction to survive.

The people in the library are counting on visitors to please the source of their strange light. And this is not a library where you will learn anything you want to know.

THE CULT AND THE CRABS

A cult has moved into the area and begun summoning demons. The demons are attacking on a nightly basis, and it's getting worse over time. However, not far away is a lair of crab men. The survivors don't have the resources to defeat either faction on their own, but they may be able to get one group to attack the other, eliminating one or both.

DEEP ONE INCURSION

The survivors notice deep one raiding parties scouring the area at regular intervals. If their pattern keeps up, they will soon arrive where the survivors are hiding. The deep ones only operate at a specific time of day, and don't come out if it is snowing or too bright out. Can the survivors use this to their advantage?

THE DUNGEON

The survivors find a hidden passageway into a tunnel system that does not exist on any city blueprint. This was the hiding place and ritual ground for a sorcerer who may still be there, along with a prized dark tome. Several possibilities emerge:

- In the growing magical maelstrom consuming the Earth, the sorcerer or the book has attracted outside entities that respond if the sorcerer is killed or the tome is touched.
- As soon as the book is touched, the victim and those nearby are transported to a dark realm. When they return to Earth, something comes with them.
- The sorcerer has laid plentiful traps in their abode.

THE GROCERY TRIP

The survivors are running out of food, but they hope there is something left at a local grocery store. The grocery may or may not have food, but it is a death trap. There could be one or several problems:

- The interior of the building is almost indefensible thanks to the large panes of glass, and the survivors find themselves trapped in the rear of the store soon after they arrive.
- Monsters attracted to the open food now live there.
- Many zombies remain inside.

- A devious monster uses the grocery as a hunting ground, watches the building like a hawk, and strikes at the most opportune moment.
- The grocery is abandoned, but there is something dangerous hidden or trapped in the cooler.

I WANT TO BELIEVE

A magically enhanced survivor detects an invisible presence when they use their powers. This grows until even other survivors notice it. At strange times, the survivors notice bright lights and stunted humanoids observing them from the distance.

These turn out to either be aliens or svartalfar, and they will not rest until one of the survivors has joined their ranks, by force if necessary. They help or hinder the survivors at strange times to suit their aims.

THE KIDS AREN'T ALL RIGHT

The survivors are saved from otherwise impossible odds by a young child with great psychic powers. They are lured back to where the child is hiding, where they find other children with similar powers. Their leader, a preternaturally intelligent child or even infant, despises adults and enslaves the survivors to do its bidding, enlisting the aid of other reluctant children to control them.

To survive, the survivors must convince one or more of the children to overthrow their tyrannical leader.

MAGICAL MYSTERY TOUR

A magically enhanced survivor becomes aware, with increasing clarity, of a ley line running through the city. If they can follow the line to a convergence point, they will be able to draw upon sufficient magical power to suppress the zombie plague or another ever-present threat. They don't know what kind of power they will have access to when they get there, but become obsessed and *must* seek out the source.

THE MILITARY INTERVENTION

The military can become involved in the story in a series of distinct phases, and you can involve the survivors in any one of these phases as part of the campaign.

Phase One: Search & Rescue. Hospitals fail to contain the zombie infection and it becomes clear that a major disaster is occurring as society breaks down. An unprecedented military response enters the city. Mechanized infantry convoys are deployed on rescue and riot pacification missions to reinforce failing police lines.

Phase Two: Whiskey Tango Foxtrot. The first military incursions end in disaster within hours. In response, a second wave sets up a command post in a major city park or government building, but most of the city is in complete chaos.

Phase Three: Invading Your Own City. Military forces fan out to retake the city with extreme force, shooting everyone on sight. The monsters in the city strike back. One battle group stumbles onto an area completely lost to zombie infection and is overwhelmed in minutes; reinforcements to that flank leave other fronts short-handed, before these too are attacked. Under overwhelming assault, the command post calls in artillery and aerial bombardments. These bombardments increase as the command post loses contact with entire battalions. Within hours, the invasion fails regardless.

Phase Four: Shock & Awe. The command post attempts to evacuate its VIPs, but is overrun, and surviving troops lack command structure. Heavy bombardments begin, and munitions designed to destroy fortified underground bunkers obliterate entire neighborhoods. Any troops cut off from escape are annihilated by zombies or artillery. The “military” is now just rag-tag pockets of survivors.

HIGH-LEVEL CAMPAIGNS

Survivors who survive to level 10 in *Die Screaming* are special indeed. At level 10, the survivor has completed their descent into becoming a true monster or ascent into a heroic post-apocalyptic legend. They have seen and done terrible things, and survived trials that would destroy any normal human.

Now they face greater challenges yet. The apocalypse is in full effect. The world is ruled by eldritch horrors and their armies of monsters, and these armies clash against one another across cities, under mountains, beneath oceans, and in the heavens. Vast stretches of the world become uninhabitable due to radiation, psychic energy storms, portals to dimensions inimical to

human life, or other dreadful phenomena. Cults complete their rituals and turn entire cities into gateways to terrible realms of darkness. Zombies gather in hordes beyond count at the behest of whatever true power controls them.

All combat scenes for level 10 survivors should be rated at **Deadly** difficulty to reflect that these truly are the end times. As the last surviving natives of Earth, level 10 survivors are faced with epic quests to wrest control of the world from the eldritch horrors and fallen deities. Simply surviving is no longer enough.

As the director, you should write an end-game scenario for the survivors to shape the fate of the world and bask in the burning glory of the apocalypse.

BACK TO THE DEEPS

Armies of deep ones in their myriad forms overwhelm the coasts of the world. The more they conquer, the more the seas rise, swallowing the Earth. The survivors might be able to fight dozens or even hundreds of the creatures at a time, but not tens of thousands. To turn back the tide, they must find an experimental military craft or eldritch ship, opposed by a large force of other monsters in the way.

After capturing the ship, the survivors must learn to pilot it and take it to the source of the disturbance deep in the Pacific in the dark realm of Lemuria, staging an invasion of the ancient underwater temple-city where the deep ones and their master hold court.

The architecture is a maddening maze and creatures too foul even to arise during the apocalypse lurk in crevices never touched by light.

In the end, the survivors might slay the deep ones' god, or enter into a Faustian bargain with it. With the main conflict resolved, the survivors can ostensibly return to the surface and claim the world for their own, if they can escape.

THE BURNING MOON

Amoebas of Madness hurtle from the moon into the Earth's atmosphere, impact on the surface, and begin destroying all life. The moon itself has been reshaped to reveal the existence of a subterranean city or gigantic lifeform.

The supernatural survivors in the party must conduct a ritual to teleport to the moon to face this threat, but first they must locate a suitable ley line and identify its fulcrum point. This is no small feat while the amoebas grow in number and size. Arriving at the fulcrum point requires an unorthodox path through ruins of the city that not even the survivors have explored yet.

Once the location is found, the party must defend the ritualists while they complete the spell that will send them to the moon. An Amoeba of Madness closes in on the party, and they must hurry.

The moon now has an atmosphere, and bizarre creatures crawl out of an alien landscape to meet intruders in battle.

DIES IRAE

A heavenly army of angels descends upon Earth, destroying the unworthy—most anything that still survives. The angels' numbers are overwhelming, and the survivors alone can't defeat them. Different members of the group must pursue different strategies.

Spellcasters in the party must beseech their patrons for aid, traveling to terrible realms that lesser mystics could not endure. Even when the necessary pacts are made, however, demons and aliens can't match the celestial invasion.

Mutants can be convinced to join the fight, but they are divided between warring factions, and these disputes must be settled before armies of deep ones, roachviles, or wormfolk can muster their armies. The mutant survivors must treat with the leaders of these armies and earn their allegiance.

Wasters can put out the word that they want to parley with local cults, which have only grown stronger and less cooperative. In the end, the wasters must supplant a powerful cult leader and re-purpose a now-leaderless army as a military force. No small task, since many of the cultists are gibbering idiots or ravening monsters.

Finally, the battle can begin, coordinated between unlikely allies. At the head of the conflict, only the survivors are strong enough to face Samael, the full manifestation of divine wrath. Once this being is laid low, the heavens will burn for their impudence.

NIGHT ON BALD MOUNTAIN

Cultists complete a dread ritual to blot out the sun, operating from several secret and well-defended points in a single city, forming a pentagram. Crnobog is summoned from the void, and he takes roost at the city's highest point, weaving destruction to consume the world in darkness and transform unfaithful mortals into undead slaves.

While the ritual remains in effect, Crnobog is invincible, so the first task is to destroy his cult in its five temples of power. Meanwhile, ghosts roam the streets, increasing in strength and number as Crnobog's reign continues.

Once Crnobog's defenses are removed, the demon lord can be dealt with. Though he is now vulnerable, he surely knows his enemies, and directs powerful undead champions to guard various layers of physical defenses.

The final battle with Crnobog will rend the city apart. Slaying the demon lord—if that is truly possible—will usher in a new age that not even the gods could foresee.

SETTING: PACIFICA

Pacifica is a fortress city that stands tall in the ruins of old Earth. This is its story.

HISTORY OF THE WORLD

The car's on fire and there's no driver at the wheel

And the sewers are all muddied with a thousand lonely suicides

And a dark wind blows

- Godspeed You! Black Emperor, *Dead Flag Blues* (1997)

YEAR ZERO: THE FLOOD

Climate change turns to catastrophe much faster than predicted. The most pessimistic human estimates are optimistic. The ecological point of no return arrives decades ahead of schedule, triggering a dramatic chain reaction.

The sea level rises ten feet across the world within a year, and only worsens in the years afterward. In coastal cities, half or more of the land is submerged. London and other major cities are lost.

Within another year, food and energy shortages become routine, and most nations become failed states. Thousands die in famines and conflicts each day.

FOUNDING OF THE PEACE COMMISSION

The failing world powers assemble the greatest international minds into a think tank called the Peace Commission. They empower this Commission with full use of the world's remaining resources, whether it be money, infrastructure, or people.

To protect their work from growing chaos and war, the Peace Commission is hidden in a secret bunker complex. This soon becomes a clandestine city of intense technological development on a scale beyond anything in human history, and more such undercities follow.

REMAKING CIVILIZATION

Empowered by their mandate to solve the crisis as well as the weakening of old power structures, the Commission's leaders soon become de facto rulers of the world. They are eager to take up the mantle.

The Commission's leaders see the crisis as an opportunity to revolutionize society for the better, and let nothing stand in their way. They pursue new technologies and social programs on a scale unmatched in human history.

The Peace Commission creates hundreds of initiatives driven by their genius membership to remake civilization. These initiatives are known internally as special orders, each a combination of limitless ambition and resources, placed against desperate urgency to save the world.

The special orders hasten Earth's demise.

The first problem is that each special order is mired in secrecy, either because the purpose behind it would be controversial, or because the secrecy serves growing personal and political rivalries within the Commission.

The second is that the special orders ignore ethical and scientific safety constraints in the name of urgency and ambition.

Presented here are several special orders that resulted in some of the worst atrocities.

SPECIAL ORDER 003: HADRON PROPULSION PROTOCOL

The Peace Commission launches a space program, pushing the limits of known physics. This leads to the first ships designed for interstellar travel, as well as the first forays into faster-than-light travel by use of "Hadron propulsion," FTL drives that make use of Hadron colliders.

The technology is functional but poorly understood by its creators, who operate on theoretical knowledge and secrecy, and have little time for deep research outside their mandate. It works in theory by folding space and crossing through a momentary "Hadron gate" created by the fold. Human science doesn't understand the process and the true origins of its development are

shrouded in mystery. The "folding" theory becomes the leading explanation within the Peace Commission's higher ranks, and warnings to delay or re-assess the project are ignored. Early tests are stunning, allowing ships to visit and return from distant constellations.

Automated piloting performs all Hadron navigation, but there are casualties. Those who cross through a Hadron gate while conscious are reduced to warped and disfigured monsters, their personalities consumed with sadism and a lust for violence. It is as if they spent decades in another realm. At the same time, humans asleep during the journey are unaffected.

The implications are as staggering as the potential of this new technology. There is something in the fold of space that shatters the human mind and body. The Commission keeps the matter quiet and arranges for all interstellar passengers to travel in suspended animation, induced with drugs that block memory retention until counter-acted with a second drug on arrival.

Incidence rates of "cryptomorphology" fall sharply, and for a while, the system works. Terraforming technology from another special order is co-opted to begin colonization of new worlds.

Within five years, settlements are created on the moon, Mars, and several distant planets with compatible atmospheres. The same technology behind the Hadron drives allows the Commission to impose artificial gravity, with promising developments in artificial atmosphere creation to follow.

However, a variety of other dangerous anomalies and tragic accidents occur, resulting in the deaths or disappearances of hundreds of colonists under mysterious circumstances. When it becomes clear that the population of Earth can't be safely moved off-world in meaningful numbers, and with the situation on the homeworld and the colonies crumbling, the Commission loses interest and abandons scores of colonies to whatever fate awaits them on the other side of the galaxy.

SPECIAL ORDER 018: MENINGES EXTREMIS

A mutated meningitis bioweapon designed to nonlethally and temporarily suppress the population's ability to riot or resist military occupation, Special Order 018 induces permanent violent psychosis in a small but growing percentage of cases. Attempts to reverse-engineer the virus to develop a vaccine fail when the virus mutates beyond control, and several major cities turn into lawless quarantine zones.

Few members of the Commission are willing to accept findings that the victims of this bio-engineered plague are clinically dead, and yet walk.

SPECIAL ORDER 217: ENGINEERED TACTICAL RESPONSE

With Special Order 018 a disastrous failure, the Peace Commission responds with a bureaucratic reshuffling and ambitious countermeasures, putting advancements in human cloning to use.

Efforts at creating compliant engineered humans are plagued with failures at first, but by combining desirable genetic traits with hypnotic instruction, psychotropic drugs, and neurosurgery, the first supersoldiers are created.

The supersoldiers know nothing but the pre-programmed concepts of infantry combat and what little else they need to follow orders. Deprived of higher thought, they engage *meninges extremis* outbreaks without fear, slaughtering zombies block by block. Buried beneath heavy combat armor, inside each suit is a malformed wretch with the mind of a lobotomized child.

Within months, the Engineered Tactical Response succeeds in purging Special Order 018 outbreaks to "tolerable levels."

Production on the supersoldiers is increased in preparation for phase two: full urban pacification drives. Lawless areas held by freedom fighters or crime syndicates are attacked without mercy, restoring Commission rule in those areas amidst atrocities carried out by the supersoldiers, sometimes without prompting by their masters.

Food shortages and mass unemployment continue, but outside of covert acts of protest, dissidence is crushed.

SPECIAL ORDER 355: CORRECTIVE METEOROLOGY

Another wing of the Peace Commission takes up the task of correcting the Earth's climate problems by any means necessary.

The new theory is simple: Specially formulated radiation will be projected into the atmosphere and the ozone layer to "correct" weather imbalances with "controlled" bursts. The radiation will break up unwanted weather patterns and, over a span of years, reverse catastrophes like the Sea of Old London.

Deliberations are tense but pointless; if civilization is to survive, there is no other solution, despite speculation on side effects. The worst predictions involve an unknown rise in cancer rates in some areas of the planet, but this is considered a small price to save ten billion lives. Because the Earth is already more than 70% water, it is intended that most of the radiation be reflected into the oceans, to disperse with little measurable harm.

The radiation projectors are completed quickly, and like every other Peace Commission project, shrouded in secrecy, leaving no time to prepare for the consequences. The projectors are fired from aboard oceanic oil rigs across the world, creating a cascade.

The effect is far more “successful” than hoped. The oceans, bombarded with radiation, steam away in a matter of months. The radiation bonds with trace biological elements in the water to create deadly chemicals that kill most remaining ocean life and badly mutate the rest. 70% of the world becomes a toxic slime pit, inimical to natural life.

The rest of the world becomes equal parts desert and marsh biome. The marshlands, infected by lesser amounts of radiation, become almost as bad as the slime pits, and many creatures trapped in the area become mutant monstrosities.

Fatality estimates are incalculable; the world’s last governments disintegrate even before the worst of the damage is evident. All habitable areas come under the control of warlords, or become utterly lawless, even in the face of pacification programs.

SPECIAL ORDER 667: SKYFIRE

The Peace Commission’s tens of thousands of members, still safe in their subterranean city, panic as the totality of their failure sets in. A better tomorrow for humanity is lost. All they can do now is try to save themselves.

They repurpose Special Order 003 as an escape hatch, loosening the already weak safety protocols on FTL travel to escape Earth. Unprepared to leave Earth in such numbers and speed, they prep every ship they have, including some with untested, experimental versions of the Hadron drive.

Poorly trained skeleton crews are assembled, some of whom don’t know the dangers of Hadron gates at all. Flight plans are drawn up hastily, as the ships must be launched before warlords discover them. Initial reports on habitable planets are assumed accurate, even though most are over a decade old and rely on intelligence from colonies that broke contact.

Most of the ships escape the atmosphere. In high orbit above Earth, the rag-tag fleet attempts to engage their Hadron drives without rhyme or reason. Two Hadron drives had never opened a gate at the same time previous to this moment, let alone dozens.

It is unclear what happened that night in the sky, as no one has ever returned to tell the tale, and few remain on Earth who knew what was happening. What is understood is that something in space ripped open, and *things* began pouring out. This event is known to Earth’s survivors as the Skyfire.

Huge cosmic anomalies lurched into reality, a variety of titanic deep space organisms and even stranger stellar phenomena. The skies teemed with life, and enormous tentacles descended to root themselves in the Earth. Strange alien ships hurtled into the atmosphere, crashing down and releasing payloads of inscrutable lifeforms.

Earth as humanity knew it is effectively destroyed. A new age of horror begins.

HISTORY OF PACIFICA

“Do you ever wish you would die?”

“No. It’s foolish to ask for luxuries in times like these.”

- *The Road* (2009)

Along the smoldering ruins of America’s west coast is the fortress city of Pacifica, so named by its one-time warlord, the Colonel. The city was probably Seattle, Portland, or perhaps Los Angeles at one time; no one cares now. After the flooding, radiation, and extradimensional invasions, it is unrecognizable.

THE CULT WARS

The Skyfire causes a surge in extradimensional activity that awakens latent and suppressed psychic and magical power in many humans. In turn, this attracts extradimensional entities that sense this power and wish to use and consume it.

Pacifica is surrounded by alien tendrils falling from the sky and other mind-rending phenomena, and the end draws near. Like other cities not obliterated by the Skyfire, the city is torn apart by wars between rival cults, each allegiant to alien forces. Wars over petty disputes and inhuman religions are constant. Competing for dwindling resources, the cults make and break alliances to suit their whims. When any one cult ascends, old grudges soon drag them down.

Unlike the more powerful mystics who appear later, the cultists are mere slaves, practicing genocidal magic with no regard for their own survival. They attempt to stabilize the interdimensional chaos caused by the Skyfire with permanent gates, allowing more of their alien masters to arrive.

Chaos and fear rule the city, and it teeters on the brink of destruction.

THE WOLF BRIGADE

A mysterious warlord called the Colonel forms a guerilla force of soldiers known as the Wolf Brigade. They pit themselves against the forces of the apocalypse, protecting the innocent. Though their battles are desperate, they increase their numbers with each victory.

The Wolf Brigade begins to purge the cults in merciless assaults. They launch surgical strikes against disorganized and under-equipped cultists, disappearing before they and their masters can organize counterattacks. Guided by hope and heavy munitions, Wolf Brigade forces soon outnumber the divided cults in Pacifica, and the cults are pushed out or destroyed. The strange alien growths on the landscape and sky recede as the cults lose influence.

At the height of the Wolf Brigade’s power, the Colonel declares Pacifica under his protection and constructs fortifications that protect the city to this day. The Colonel’s identity has always been secret, and rumor is that there was never one Colonel, but many.

The Wolf Brigade’s campaign takes a terrible toll over time. They make the mistake of chasing the cults into the outer reaches of the Waste in a campaign of attrition. The nightmares that the Wolf Brigade fight against become routine, and merciless savagery in the dehumanizing landscape of a destroyed world becomes second nature. A desire to do good is replaced with something sinister. Lurking insanity sets in among their ranks, and they enter bloodthirsty reveries in combat.

As insanity spreads, the Wolf Brigade loses ground. Many units turn into mercenaries, assassins, and brigands, ignoring the Colonel. Some come under the control of the enemies they swore to destroy. Inside Pacifica, the weakened and corrupted Wolf Brigade is ousted from their base of operations and into the industrial section of the city.

The Wolf Brigade divides into raider factions and mercenary units working for a hundred different masters, pale shadows of their former glory. The Colonel vanishes, now a bitter legend to veterans.

THE COMING OF THE SUMERIAN

With the Wolf Brigade dissolved and the cults mere remnants of their former strength, other factions move into Pacifica, attempting to build on what the Wolf Brigade started. These factions are much more organized and far different than the apocalypse cults they replace. In the years since the Skyfire, the world has become unrecognizable, and much has occurred beyond the borders of the city. Long-forgotten forces are now at work on the planet, portending a strange fate for Earth.

Some of these factions are aliens from space or other dimensions; some are strange mutants; others are immortal wizards. Heroes and villains of all types descend on Pacifica, determined to rule and protect it. But these factions too have bitter differences and become a new generation of petty warlords. It seems the city will never be free of war.

The chaos continues until out of the shadows ascends a being calling herself the Sumerian.

The Sumerian walks in the ruins of Pacifica as a humble but strange traveler. An ivory-skinned woman with black, lidless eyes, she pays visits to seven of the most powerful warlords in Pacifica, offering to fulfill an impossible but critical errand for each. In every instance, she knows secret, unknowable information. Each task is of a different nature, requiring a different set of skills.

In return for her aid, she makes a simple bargain—if she should succeed, she has their loyalty by blood oath, and she will enlist this loyalty to rule the city as queen.

The warlords have little choice but to accept her assistance, though few believe she will survive. But in each task, the Sumerian succeeds, and each warlord kneels before her.

Triumphant, she makes her court in the ruins of the city's football stadium, and makes her first command—together, the factions would form the Seven, and divide the city between themselves in a power-sharing agreement, much like a crime syndicate.

THE SEVEN

- The Sumerian and the Ordo Tenebris
- The Antediluvians
- The Interlopers
- The Ordo Mors
- The Roachviles
- The Solomonari
- The Sewerfolk

Those factions who are part of the Seven are forbidden to make open war on each other and have many formal agreements on the sharing of resources and military duties to protect the city. Together they form a cartel that controls the flow of resources in and around Pacifica.

This does not mean the city is free of rivalry and intrigue. Even now, factions carry old grudges and undermine each other. Secrecy is critical; brazen actions by former Seven members led to their excommunication by the Sumerian and destruction by the other factions.

Factions existing outside the Seven receive no guarantee of protection, can be dealt with as the Seven see fit, and can't act against any of them without inviting the wrath of the other six. Intrigues surrounding the manipulation of lesser factions as proxy forces are common, and the Sumerian has shown no interest in elevating an eighth faction to the "high table."

PACIFICA TODAY

Zombies, sea mutants, waster tribes, vengeful cults, and worse have begun to test the city's defenses from without, while all manner of beings make plots from within. Rogue factions within the city also represent threats to the power structure.

PACIFICA GAZETTEER

"In a world where the dead are returning to life, the word trouble loses much of its meaning."

- *Land of the Dead* (2005)

Pacifica is the most habitable and stable it has been since the Skyfire, but is still dangerous. The Sumerian has survived several attempts to supplant her, and the current makeup of the Seven is not the same as when the alliance began.

Major and minor factions negotiate, quibble, and kill for resources. Lesser groups seek the protection of members of the Seven, and make enemies by doing so. Subterfuge is constant and often debts can only be paid in blood.

Distracted by power games despite the Sumerian's warnings, the Seven don't have the ability to mind every gap in their defenses, and attacks on or near Pacifica are common. Zombies, rogue mutants, violent waster tribes, and strange alien horrors are a constant threat. Sometimes these enemies organize into armies, or a colossal beast approaches the city, and a major battle is fought. This is when unlikely allies stand together when it matters most.

PACIFICA PROPER

THE BATTLEMENTS

Shared Territory

The perimeter of the city is protected by immense walled fortifications. Like most of the post-apocalyptic infrastructure in Pacifica, the walls were built by the Wolf Brigade. Today, each of the Seven spends significant resources to guard them, benefiting from their pact with the Sumerian to make up the costs in blood and treasure.

Monsters test the walls nightly. On rare occasions, they breach through. When this occurs, a city-wide alarm is sounded, as everything is at risk and a united response is needed. Such events are also embarrassments that suggest the responsible faction is vulnerable.

THE BAZAAR

Shared Territory

The Bazaar sits behind the Maw, and after the battlements is the first thing visitors see when they arrive. It is the center of trade in the city and the site of several rowdy and strange bars.

Scavengers are always fencing supplies, but the main economy in the Bazaar is people. There is a constant stream of refugees coming into the city from far-flung locations in the Waste, each with a different story. Refugees quickly find themselves recruited or pressganged.

Tamerlane, the Blind Knight: Tamerlane is an experienced and legendary member of the Ordo Tenebris, maimed in his younger days and left blind. Using mysterious training to rebuild himself, he's now a more skilled warrior without his sight. Anyone who causes trouble in the Maw or Bazaar will quickly have Tamerlane to answer to. The common adage is that if you're not sure Tamerlane sees it, he does.

THE CLOCK TOWER

Interloper Territory

The Clock Tower is one of the few buildings still standing at its full height. The clock still works and is visible from most of Pacifica. Its ominous chimes dominate the city at night, punctuating the sounds of warfare under cover of darkness.

The tower and adjacent buildings are enveloped in unnatural, fetid jungle, filled with toxic and venomous fauna not of this world. Going near the tower is dangerous, especially for those that the creatures inside deem unwelcome. This jungle realm is the lair of the Interlopers, alien assassins from different worlds, sent to cleanse the planet or one day judge it beyond redemption.

The Interlopers are as active as the Ordo Tenebris in rooting out dangers to the city, but are infamous for overkill. They are also important players in factional politics because they maintain a network of spies to better determine their next targets. If they learn something even of little use to them, they sit on the information to trade it.

The Goliath: The master of the Interlopers is the Goliath, a massive tarantula-like creature who appears and disappears without a trace, and eats whole any visitors who displease him.

COLUMBIA TOWER

Solomonari Territory

Columbia Tower is the former base of the Wolf Brigade. It has been re-appropriated by a sect of wizards known as the Solomonari, who have turned it into a botanical garden. The tower was once the center of the downtown business sector.

Among other powers, the Solomonari have control over the weather. This is a powerful advantage that they use to protect themselves and their allies, but they can't help everyone. They are attuned to unknown forces, and these forces don't give freely of themselves. As an example, if the Solomonari deem that they are summoning enough rain, they will grant no more. This means that only so many factions at a time have the aid of the Solomonari in growing crops or storing water.

This leads to factions trying to drive out or destroy one another simply to secure more attention from the Solomonari, as the alternative is being beholden to the Solomonari's preferred allies or starving. The Solomonari don't concern themselves with these conflicts unless they believe an ally has betrayed them.

Those who make enemies of the Solomonari find themselves beset by all manner of evil weather, as well as "cloud dragons," terrifying beings that are but a small glimpse into the Solomonari's true power.

Gaster Gulheim: A prominent Solomonar reputed to be thousands of years old, Gaster concerns himself with keeping tabs on the Antediluvians through many agents, and agitates to expel the sorcerers from the Seven. Gaster and Koschei wage a proxy war that long predates the apocalypse.

THE INDUSTRIAL PARK**Uncontrolled Territory**

The industrial park is located along the side of the city facing the barren ocean, and therefore unlikely to suffer outside attack. The territory is contested by former Wolf Brigade factions that are little better than well-armed brigands. In addition to plentiful supplies of ammunition and the means to make more, many of these splinter groups have appropriated one or more Commission-era mecha suits.

Other factions trade with these splinter groups for mercenaries and weapons, but can't predict who they will be dealing with on any given day as fortunes rise and fall. Each splinter group saves their advanced weaponry as leverage for their own survival, while dealing out more mundane weaponry in exchange for other resources.

The Corpse Farmer: Many splinter groups are in the business of buying corpses for "recycling" and creating combat drug cocktails. The most infamous peddler of these wares is the Corpse Farmer, a surgically and chemically modified horror who conceals her true form beneath a cleansuit. She has particular interest in alien bodies that can be returned to her before dissolving.

THE MAW**Ordo Tenebris Territory**

The Ordo Tenebris guard the only entrance into Pacifica, known as the Maw. The Maw is a magically warded death trap at the end of a miles-long trench, designed to be as difficult to attack by conventional military means as possible. Travelers must pass through the Maw to enter or leave the city, and as such the Ordo Tenebris knows about everyone coming and going.

Goliath I: The Maw is protected at its highest point by an enormous mecha known as Goliath I. The mecha almost never moves, and is covered with strange mutant birds that use it as a nesting ground. In the rare event that a large threat bears down on the Maw or Pacifica in general, Goliath I goes into action, unleashing torrents of destruction.

It's rumored that the pilot of Goliath I is surgically bonded to the mecha and never leaves.

PACIFICA HOSPITAL**Uncontrolled Territory**

The dilapidated Pacifica Hospital still overlooks the city from the highest elevation. Once a major staging area for the Wolf Brigade, it fell into disuse as its members became corrupted and unspeakable things occurred there. The hospital became both a brutal prison for captured enemies and the site of experiments to chemically and genetically "improve" soldiers.

Over time, soldiers posted to the hospital became aware of a dark presence lurking in its bowels, as if called there by their misdeeds. As the Brigade crumbled, most fled their posts, and those who stayed were not heard from again. This left a full complement of prisoners, mental patients, and failed experiments inside the hospital.

Psychopaths of all stripes and colors now reside in Pacifica Hospital, and seem to only grow in number. Shrieks, screams, and mad laughter echo into the valley below, growing more intense as strangers approach.

The maniacs living at Pacifica Hospital seem to have an organization that can be treated with. Other groups sometimes use the area as a recruiting ground.

Smiling Jack: If the need is great, a faction can attempt to curry favor with the "Lord of the Manor," Smiling Jack, a mercurial and murderous Wolf Brigade veteran with a preternatural ability to survive lethal wounds and the stitches to prove it. Jack has been dismembered more than once, nearly incinerated, and shot in the head. He bears the scars of every wound, and is barely recognizable as human. His name comes from his physical inability to make facial expressions.

Jack is a shrewd and pitiless negotiator. His loyalty is not bought cheaply, nor without risk. Those that don't show proper respect, or simply appear at the wrong time, find themselves trapped in the hospital. They return to the light of day only after they are permanently altered in its depths.

If Jack's terms are met, he sends a swarm of screaming maniacs down on his new enemies.

THE ROYAL COURT**Ordo Tenebris Territory**

The football stadium serves as the royal court of the Sumerian, who convenes the leadership council of the Seven to decide on matters of import to the entire city, or to settle disputes between members. The Sumerian gives edicts or allows the Seven to debate an issue and plead their case before making her decision.

The Sumerian: The Sumerian is a powerful psychic, some would say living god, glowing with supernatural might. Nothing happens in or around Pacifica that she does not seem to know about. Attempts to dethrone her have ended poorly for her enemies. When she has business throughout Pacifica, she appears without warning to communicate to the greatest warlord or lowliest wanderer.

THE SCHOLOMANCE**Antediluvian Territory**

The Scholomance, once a grand museum, is in the former downtown area of Pacifica. It is surrounded by bombed-out buildings. The Scholomance remains in pristine condition, guarded on all sides by demonic gargoyles that can come to life.

The Scholomance is the home of the Antediluvians. The Antediluvians are ancient sorcerers who, at the nadir of their power in previous lives, sent their own souls to Hell to escape imminent destruction. They did this with a promise that they would return at the hour of doom to rule once more. Restored to life in the bodies of witless cultists who thought they were taking the sorcerers' ancient power for their own, the Antediluvians now work to conquer the world that was promised them.

The Antediluvians' souls spent eons in the underworld, but it seemed to them a moment, until they tried to summon their old powers. They found that their deadly spells and evil rituals were lessened in power in their new bodies, preventing them from controlling Pacifica outright. Their long imprisonment in Hell has also damaged their sanity. Still, they are too arrogant to consider that they may have miscalculated their dread bargain.

There are nine known Antediluvians, but rumors persist of a tenth. One legend has it that the tenth remains in Hell, serving at the right hand of the Devil, communicating the dark lord's wishes to the others. Others suspect that the tenth Antediluvian's identity is kept secret so that they can act as a spy, pretending to serve or even lead another faction. A third theory contends that the tenth went rogue from the rest, and is their most hated and dangerous enemy.

The Antediluvians selected the Museum of Antiquities for its supply of their few remaining artifacts. They are known to take in aspiring sorcerers and warlocks for use in their intrigues, or as spare bodies.

The Antediluvians are among the least trusted of the Seven, but they make bargains with other factions by sharing magical knowledge, particularly from the Library of Esoteric Secrets beneath the Scholomance. This ancient archive contains information on a variety of forbidden subjects. When researching a Commission outpost, haunt, weirdzone, or the origins of some other approaching threat, one would do well to consult the Antediluvians.

Koschei the Deathless: The most infamous Antediluvian is Koschei the Deathless, a vainglorious sorcerer who it is said can't be killed. Koschei has been reported dead in assassination attempts and on battlefields many times, only to return within a fortnight to trouble his enemies once more.

Miserly and untrustworthy, Koschei has many foes despite his reputation, and over the years has been implicated in numerous schemes against other factions.

THE SEWAGE TREATMENT PLANT**Ordo Mors Territory**

Pacifica's long disused sewage treatment plant has become the base of operations for the Ordo Mors. The Ordo Mors' origins lie in renegade members of the Ordo Tenebris who fell from grace by resorting to unrestrained necromancy. This schism led to years of violence between the two groups until the Sumerian brokered a peace agreement. The Ordo Mors was elevated into the Seven, and mystical oaths were made between the two orders forbidding the spilling of blood.

Owing to a vast supply of walking corpses and the ability to summon evil spirits to their aid, the Ordo Mors is one of the two most powerful sources of conventional military strength, rivaled only by the roachviles. While they are magically prevented from engaging in direct violence with the Ordo Tenebris, espionage and violence through proxies is common.

Curwen the Bloodmonger: Curwen is a necromancer with a cult-like following within the Ordo Mors. He is rumored responsible for the original schism from the Ordo Tenebris. Curwen's renown comes from his mastery of blood magic, taking the lifeblood of enemies as power and collecting it in vast quantities. His victims are left as exsanguinated slaves.

The Bloodmonger's supply is kept within the reservoirs that the treatment plant provides; he uses strange means to keep it warm so that it cannot coagulate.

THE SEWERS

Sewerfolk Territory

The sewers are the sovereign territory of intelligent mutants adapted to living in the dark and beneath the earth, known as sewerfolk. Various fishmen, darklings, wormfolk, and other inhuman creatures infest the tunnels in a ramshackle but unified community.

Since just about everyone in Pacifica is already half-crazy, few have qualms about dealing with sewerfolk. They are employed to relay secret messages or supplies, as the sewers are the most secure route to move contraband, so long as the shipment has the sewerfolk's blessing.

The sewerfolk have their own problems; cryptids, rogue mutants, and zombies from the Waste find their way underneath the walls and into the sewer system, using routes that even the sewerfolk avoid.

Floam the Ferryman: Floam is a deep one, meek of character and small of size, but trusted for his knowledge of the deepest reaches of the sewer system. When Floam is paid his price, he takes travelers through secret routes involving realms that they didn't think could exist.

THE VAULT

Ordo Tenebris Territory

The Ordo Tenebris, a group of monster hunters, operates out of a dungeon located beneath the city known as the Vault. There is no physical entrance to the Vault—it can only be accessed through teleportation.

The Ordo Tenebris was the first faction to join the Seven, and is the Sumerian's most trusted ally, enforcing her will. The Ordo defends the gates of the city and tracks down disturbances to the peace.

The Sumerian empowers the Ordo Tenebris to investigate murders, kidnappings, thefts, and other serious crimes. Given absolute authority by her command, the Ordo Tenebris hunts down perpetrators, and if necessary, becomes involved in diplomacy to settle factional disputes at the heart of some incidents. Investigations can become complicated political matters, and interference by the Ordo in secret faction business is resented.

When the Ordo captures a suspected criminal alive, the prisoner is teleported to the Vault for questioning and sometimes permanent imprisonment. Individuals that the Ordo permits to return have no memory of their experiences there, keeping the faction's information network and defenses secret. Those who return from the Vault have strange dreams about some secret thing hidden deep within the depths.

ANOMALOUS ZONES IN & AROUND PACIFICA

HAUNTS

Bad things happened in Pacifica before it became the city it is today. Bad things *continue* to happen. There are entities that don't forget... And don't forgive. Some are the vengeful victims of atrocities past. Some are the accused perpetrators of those atrocities. And some are so ancient that no living creature could know their pain. All are dangerous.

Areas menaced by ghosts are known as haunts. It is suspected that until the Skyfire or some other calamity, some ghosts may have spent decades, or hundreds of years, unable to interact with reality, but existed none the less, helping to explain their insanity and malice.

Most ghosts are near-mindless or locked into behavioral loops that they repeat eternally, interrupted only by unlucky or foolish wayfarers. The most fearsome spirits are fully sentient and have dark ambitions that they could not realize in life, representing a major threat to Pacifica.

WEIRDZONES

Weirdzones are where the veil between Earth and other planets and dimensions has grown thin. Here, aliens and demons invade, existing in a strange meld of different worlds, in both places and neither. Most of these horrors stay inside the weirdzones, as only the most powerful can move too far from them without fading from this dimension.

Magic-users know the weirdzones well, as they can feel their presence and are drawn to them in hopes of bending this power to their will.

Humans that settle too near the weirdzones tend to fall under the dominion of strange creatures, and won't remain human for long. Factions watch the weirdzones closely, as the corruption creeping out of them can be subtle, and refugees with prolonged exposure are treated with suspicion.

The most dangerous weirdzones are those that sprang into existence during the Skyfire. Here, the creatures are stronger and able to move much further into this reality. Fears are growing that these portals will stabilize to the point that otherworldly monsters can go anywhere.

At great need, weirdzones can be traversed by powerful beings in Pacifica, as they are gateways to dark underworlds and strange planets.

Gilgamesh: The famous hero and king of legend transcended mortality to become a wandering demigod thousands of years ago, his armor festooned in the furs and skins of slain monsters. Proud to a fault, Gilgamesh is forever charting expeditions into weirdzones to slaughter horrors and assemble the secrets and treasures necessary to bring back his old friend, Enkidu, from the underworld. Gilgamesh ignores Pacifica and has a long-standing vendetta against the Sumerian.

THE WASTE

The fighting for control of Pacifica is nothing compared to the battles for everyday survival in the Waste. The Waste is burning desert, radioactive swamp, and the slime-ritten former ocean floor.

Primitive tribes of humans and mutants trade, travel, and make war in the Waste. Some tribes can be reasoned with, while others are xenophobic and bloodthirsty.

Coyote: The Coyote of native legend is a shapechanging trickster god, free to roam the Waste and collect disciples witting and unwitting, gifting or cursing mortals to become werewolves. The Coyote is nothing if not mercurial, and can only be trusted to be untrustworthy.

HOST SITES

The Peace Commission's hundreds of plots to rebuild the world still live on as dangerous ghost sites hidden out in the Waste, often inhabited by mechanical guardians or mutant abominations.

Some sites are well-known, but many remain secret. Each could be existential threats to Pacifica, as sometimes old experiments escape their confines to wreak havoc in a world that wants to forget them. In other cases, knowledgeable survivors seek out these forbidden places to find information or weaponry. Few return.

Septimus Pretorius: A former Commission scientist, Septimus Pretorius' mad quest is to locate and plumb the depths of every Commission ghost site in the world, and his operations are currently localized to Pacifica. From these adventures he produces enormous volumes of literature and lore after appropriating the technology for his own purposes. He publishes these volumes with the Scholomance.

Pretorius never appears personally, acting instead through a series of intermediaries. The scientist himself has long abandoned his mortal body and now exists as a swarm of nanobots that can occupy and control other creatures. It is rumored that he was already an old man during World War II, when he first came to prominence.

THE ROACHVILE NEST

Roachvile Territory

Roachviles are anthropomorphic cockroaches, heirs to an empire so ancient that it does not appear in the fossil record. The genetic sequences of the roachviles remained dormant in the human gene pool for hundreds of millions of years after their disappearance, but the apocalypse has set their return in motion.

Roachviles consider cockroaches to be their progeny, and cockroaches play a significant role in the roachviles' inscrutable history and their ongoing designs. They have low regard for mammals and consider humans ignorant and incapable of understanding their plane of consciousness.

The roachviles near Pacifica develop from a single hive of melded wood and metal covered in resin. Their society is caste-based, including workers, soldiers, and lumbering brutes. The roachviles are always creating new, specialized castes as they grow in number and power. Sometimes, an attempt at creating a new caste is a failure, and its members are disinherited and banished. These loners attempt to integrate with other groups or become a dangerous nuisance.

Most find the roachviles disgusting, but when large military threats appear, the roachviles and their servitor organisms can field an impressive army. This military strength makes them a rival of the Ordo Mors and their undead army.

The roachviles are unique among the Seven in that they live outside Pacifica, though they have easy access to the sewer system. They defend themselves by their prodigious use of digging to seal off passageways and create subterranean fortifications.

Ch'r'Muk: Ch'r'Muk is a dealer in unique and useful roachvile biochemicals of its own creation. Many are addictive narcotics, but some products have battlefield applications. Ch'r'Muk's needs in return vary based on what new castes it is attempting to develop and improve for the hive, but it is always looking for abomination or cryptid DNA samples.

LIFE IN PACIFICA

"We had such potential. Such promise. But we squandered our gifts, our intelligence. Our blind pursuit of technology only sped us quicker to our doom. Our world is ending. But life must go on."

- 9 (2009)

While not every character must fit neatly into Pacifica, there are a few ways to set up different destinies in Pacifica.

STREET LIFE

Life on the streets of Pacifica is tough even if you are affiliated with the Seven. Their various recruits, go-betweens, and contractors are only as good as the results of their last job.

CRIMINALS

As a matter of survival and personal gain, some turn to crime. This ranges from petty theft rings to organized crime operations with secret memberships, involved in gambling, loan sharking, murder-for-hire, and other corruption.

The Ordo Tenebris acts as a police force, but every faction protects its criminal relationships.

REFUGEES

Pacifica has a constant influx of refugees that provide fresh meat in wars with outside threats and deadly internal intrigues. Pacifica is the only stable civilization within hundreds of miles, and every refugee has a tale of terror they fled from.

Refugees are not trusted until they prove their value and loyalty. The Ordo Tenebris is always wary of cultists slipping back into the city to destroy it from within, bringing back the old days when blood ran in the streets and nothing was safe.

TRADERS & TRIBES

There are many independent tribes in the Waste around Pacifica. Those who can be treated with at all trade in goods, weaponry, and information at the bazaar, with the most important resource being food. Skilled warriors who value independence could do worse than to take work guarding caravans.

DESTINIES

ALIEN ASSASSINS

Most alien assassins serve with the Interlopers, acting as an emergency defense force against major threats.

CHAMPIONS

With ammunition in high demand and low supply, the ancient fighting arts are valuable skills, and the champions are recognized as the most formidable practitioners. True champions often stress their independence from various factions,

following personal codes and taking whatever work suits them. They are often friends of the common folk, but sometimes are more bloodthirsty than anything else.

CYBORGS

The Peace Commission developed numerous cyborg infiltrators, many of which are just now beginning to wake up from dormancy or realize what they are. As the Commission's legacy is catastrophe, cyborgs are not trusted, and try to keep their status secret.

DEMIGODS

Many strange demigods exist outside the power structure of Pacifica, and they can't be brought to heel. They most often roam the Waste, where they live as hermits or as the leaders of tribes, doing as they please and fancying themselves masters of their fate. Mortals are of little interest to demigods until they become involved with the challenges that they seek to test themselves against.

MAD SCIENTISTS

There are many former Peace Commission scientists who turned renegade or went underground during the Skyfire, using technology they developed or stole from Commission bases. Many consider these figures war criminals—super science has an even worse reputation than necromancy and black magic, because at least those things didn't end the world.

MECHA PILOTS

Few trust old Commission technology, but the mecha program is possibly their most successful and useful in the current era. An extra set of huge guns comes in handy when the foulest monsters are on the prowl, but most suits are controlled by Wolf Brigade splinter groups.

MONSTER HUNTERS

The Ordo Tenebris monster hunters are the closest allies of the Sumerian and are tasked with law enforcement, as well as rooting out and destroying the worst corruption in Pacifica. Most factions resent the Ordo, cooperating with them as little as possible unless there's something to be gained, or if the Sumerian's wrath will fall upon them otherwise.

MUTANTS

Mutants can be anywhere and describe anything from strange psychics to rampaging tentacle monsters. Any mutant that can be reasoned with is welcome in Pacifica.

NECROMANCERS

The necromancers of the Ordo Mors follow secret doctrines and rituals in hopes of ascending as undead lords. They are feared and mistrusted by the other factions, working with them only when needs are most dire.

SORCERERS, WARLOCKS, AND VILLAINS

The nine Antediluvians are all power-mad, but are rarely concerned with earthly matters, contending instead with rivals from different dimensions. They leave mundane political and infrastructure matters to servants and slaves, even knowing that their minions plot to supplant them one day.

SPIES

Information is king in Pacifica and there is never a lack of espionage and intrigue. Every faction maintains a spy network, though the Interlopers are considered the most far-reaching intelligence organization in the city.

WARLORDS

The former members of the Wolf Brigade are spread throughout Pacifica in different roles, working as mercenaries or in secret to restore the old order. Few could be described as heroes, though there are some.

WASTERS & ZEALOTS

What is left of civilization in the Waste has devolved into a patchwork of neo-medieval warring tribes. All the tribes lead a brutal existence, but those in good standing with Pacifica trade freely and are valued for their knowledge of and pathfinding in the post-apocalyptic wilderness.

WEREWOLVES

Most consider werewolves a dangerous form of mutant. Only those steeped in occult knowledge know the difference.

Werewolves live free off the land and have little regard for the trappings of civilization. They are effective mediators between different waster tribes, even the most violent. The werewolves also seem to work together at the behest of the Coyote toward some secret goal.

WIZARDS

Most wizards are part of the Solomonari, but there are more mysterious wizards hiding in the Waste.

DARK REALMS

"We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far."

- H.P. Lovecraft, *The Call of Cthulhu* (1928)

Dark realms are designed to add another dimension of gameplay and challenge to *Die Screaming*, especially for experienced players, as well as to set guidelines for how to handle traveling to other dimensions and worlds that can be easily replicated and altered for your own campaigns. In exchange for the challenge, players can earn powerful rewards, though not without their own price.

Dark realms are terrible places throughout Earth and the cosmos where ancient, evil, and alien forces hold sway. They encompass foul crypts, alien planets, multiversal dimensions, and underworlds for damned souls.

Though Earth may be invaded by countless monsters and magical corruptions, humans are still the natives of Earth and the laws of nature are still dominant; the monsters, legion as they are, are still limited by their unnatural origins. In dark realms, the monsters are in their habitats, and it is humans that are abomination. The human mind can't grapple with dark realms, and even the bravest survivor's sanity is easily shattered by the infinite horrors of the multiverse.

As the apocalypse worsens, it becomes easier for humans to find dark realms. The culmination of apocalyptic blood rituals opens gateways. Psychic energy causes ripples in space-time, causing alien dimensions to meld into each other. Ancient tombs, sealed and hidden at great cost in a previous age, creak open, spilling out their horrors. Mad science experiments destabilize reality.

The bravest and maddest of mortals, steeped in forbidden occult knowledge, may even choose to go to a dark realm, to fulfill some desperate purpose or attain power unlike any a mortal has ever wielded; for in dark realms, antediluvian lore and strange artifacts are hidden.

READING DARK REALMS

"This is a class one quarantined planet. The threats we will be facing are real. Everything in this planet is evolved to kill humans. Every single decision we make will be life or death."

- *After Earth* (2013)

SUGGESTED MONSTERS

A list of creatures likely encountered in the dark realm, though by no means exhaustive.

REALM TYPES

Accursed Domains: Accursed domains are ancient dens of evil on our own plane of existence, lost or abandoned in the vain hope that they would never be disinterred. Mortals with knowledge of such places often swear themselves to destroy any clues to the locations and kill those searching for them, for if the horrors in these forgotten lairs escape, it could mean the end of life on Earth. Others work fervently to find and unearth accursed domains, ensnared by ambition and the ageless will of the powers within.

Accursed domains could be crypts filled with armies of the dead, haunted houses that sit over a gate to Hell, lost ships that crossed too far into interstellar terror, or undersea cities of inhuman civilizations.

Celestial Horrors: Celestial horrors are planets, moons, comets, and other natural phenomena with hyper-lethal ecosystems and dangerous eldritch technology. The peril from celestial horrors can be insidious, as most any lifeform, even prey animals, could dominate and destroy life on Earth if allowed to spread there. Sentient beings from celestial horrors have no concern for human morality, nor do they place value on human life.

Eldritch Dimensions: Eldritch dimensions are universes beyond our own reality where inscrutable entities hold sway. The laws of time and space are malleable or meaningless in eldritch dimensions, and the human mind breaks when exposed to the terrible possibilities they represent.

Underworlds: Underworlds are realms of the afterlife for those souls too corrupted or evil to pass beyond, or that must first be tested. They are torturous to traverse, inhabited by demons, angels, and ghosts.

TIERS

Dark realms have up to three tiers of escalating, unnatural wrongness. Some have only one or two tiers.

- Survivors take a penalty to their sanity soak equal to the tier.
- Mutants gain the tier level as a bonus to their radiance level.
- Monsters grow more deadly on each tier, gaining the tier as a bonus to their damage rolls.
- Non-minion monsters gain 10 hit points per tier.
- When rolling for relics, the group adds the tier to the roll.

ACCURSED ANOMALIES

During a combat scene, on any round in which a survivor doesn't trigger an anomaly, there is a 50% chance of an accursed anomaly. This is indicated at the end of the tier's description. Each tier in a dark realm has a different kind of accursed anomaly effect. Save DCs are 15 + the group's level. Sanity damage from the anomaly occurs before the anomaly's effects.

RELICS

"The first man had his three wishes. I don't know what the first two were, but the third was for death."

- W.W. Jacobs, *The Monkey's Paw* (1902)

At the end of a combat scene taking place in a dark realm (or dimensional disruption), survivors can roll on the Relics table instead of the Scavenging table for their level. See the **Relics** chapter for more information.

DIMENSIONAL DISRUPTIONS

"We all float down here!"

- Stephen King, *It* (1987)

The veil between worlds sometimes weakens, and reality is invaded. In the locality of a dimensional disruption, reality and a dark realm meld into each other. Reality takes on the traits of the dark realm.

When a dimensional disruption occurs, roll 1d100 and 1d6 to determine the dark realm and tier you visit.

- The area resembles the dark realm that is being channeled into it.
- Survivors in the scene immediately take the sanity soak penalty.
- Monsters gain the damage and hit point bonus associated with the tier rolled.

The accursed anomaly effect of the dark realm is possible during the Anomaly phase of each round.

DIMENSIONAL DISRUPTION TABLE

1d100	Dark Realm	Tier (1d6)		
		(1-2)	(3-4)	(5-6)
01-03	The Amalgamation	I	II	III
04-06	The Black Desolation		II	III
07-09	The Bleak Bog of Fad Felen	I	II	III
10-12	The Bureau	I	II	III
13-15	The Burning Waste	I	II	III
16-18	The Crucible		II	III
19-21	The Death Zone	I	II	III

1d100	Dark Realm	Tier (1d6)		
		(1-2)	(3-4)	(5-6)
22-24	The Derelict	I	II	III
25-27	Dis	I	II	III
28-30	The Dreamscape	III		
31-33	The Duat	I	II	III
34-36	The Emerald Planetoid	III		
37-39	Fallen Avalon	I	II	III
40-42	The Fecund Nether	I	II	III
43-45	The Fleshworks	I	II	III
46-48	The Frozen Despair	III		
49-51	The Grotto	I	II	III
52-54	The Howling Citadel	II	II	III
55-57	The Infinite Twilight	II	III	
58-60	Jörmungandr	I	II	
61-63	Lemuria	I	II	III
64-66	Mars	I	II	III
67-69	The Maw	I	II	III
70-72	Mictlan	I	II	III
73-75	The Night's Forest	II		
76-78	Othrys	I	II	III
79-81	Pandemonium	I	II	III
82-84	The Planet of the Brain Eaters	I	II	III
85-87	Primordia	II	III	
88-90	The Robot Wastes	II		
91-93	The Shriveling Dust	I	II	III
94-96	Szyggorf	II	III	
97-99	Tartarus	I	II	III
00	Village of the Damned	I	II	III

THE AMALGAMATION

Eldritch Dimension

“It's destroying everything.”

“It's not destroying. It's making something new.”

- *Annihilation* (2018)

Suggested Monsters: Antediluvians, Epithioids, Fleshwarped, Misbegotten, Slurping Ravagers, Sphinctral Lumps, Warp Ogres

The Amalgamation is interdimensional energy that leaks into other realities, absorbing them. Psychics who abuse their powers expose their native dimensions to contamination, creating an uncontrollable infection.

The first to be unmade and reborn are the psychics responsible. From there, inchoate essence reaches into cells, molecules, and finally atoms, combining infected beings with each other to create new, malefic abominations. Animals and plants

become animal-plants. People become combinations of each other in personality and appearance. Natural shapes become perverse blends.

TIER I

Within hours of first infection, misshapen beings emerge from areas under the Amalgamation's influence, attacking on a biological and atomic level. These abominations soon form unruly armies. Buildings and caverns they inhabit meld together and become part-wooden, part-metal, and part-flesh substances with no discernable structural logic.

RAVENOUS HORDES

1d6 Sanity

The creatures of this foul realm tear relentlessly at you.

Survivors adjacent to enemies take 1 + their level in physical damage and are flanked until the end of their next turn.

TIER II

In areas where the Amalgamation has taken hold for some time, it is impossible to identify natural terrain. Squirming tree-tentacles erupt from the ground, and half-beast, half-insect creatures stalk the undulating landscape, eating anything they can catch.

MINDLESS HORROR

[2d6 Sanity]

You are infected with physical corruption.

Survivors must make a Wit save or take 2 + level acid damage and are grabbed until the end of their next turn.

TIER III

At the core of the Amalgamation, the corruption is all-consuming, and both the terrain and the creatures are an unstable combination of living being and inert matter. The sky swirls with grotesque colors, and the ground bubbles with chemical filth.

The Amalgamation has consumed countless other dimensions, making them inseparable extensions of itself. The only way to defeat it is to concentrate enough psychic and magical power to close the leak through the two dimensions.

BECOME MULTITUDES

3d6 + Level Sanity

You feel your sense of self slipping away into an insane collective.

Survivors must make a Might save or take 3 + level psychic damage and are flanked and grabbed until the end of their next turn.

THE BLACK DESOLATION

Celestial Horror

*My name is Ozymandias, king of kings:
Look on my works, ye Mighty, and despair!
Nothing beside remains. Round the decay
Of that colossal wreck, boundless and bare
The lone and level sands stretch far away.*

- Percy Bysshe Shelley, *Ozymandias* (1818)

Suggested Monsters: Ghosts, Iron Minds, Mechabominations, Skeletons

The Black Desolation was once a prosperous alien world of unimaginable technology, harnessed through solar radiation. Its people wielded the power to draw and shape energy from the stars, using it to create a paradise unrivaled in all the universe. But it was not to last.

TIER II

Eons later, it is a steaming, rocky ruin, boiling under the heat of a sun drawn too close to the world. The unknown calamity occurred eons ago, and the entire surface of the world is covered in the bones of a fantastic city. Everything is seared a charcoal black—including the strange, shadowy ghost-creatures, all that remain of their civilization above the crust of the planet. Now they are hateful, inhuman phantoms, unable to die or find peace.

SEARING PAIN

2d6 Sanity

The scorching sun bleaches the life from your body.

Survivors must make a Might save or take 2 + their level in nuclear damage and blinded until the end of their next turn. The nuclear damage also causes irradiation.

TIER III

Deep beneath the planet's charred surface, survivors of the catastrophe reduced themselves to disembodied cybernetic brains known as iron minds. These creatures have worked fruitlessly for eons to restore their ancient glory, but the process of becoming grotesque cyborgs left them unable to truly learn or grow again.

Instead, each iron mind uses its psychic and technological abilities to weave together what it remembers of the old world from its broken consciousness, creating bizarre, physically impossible architecture and art that reveals the shattered psyche of each mind.

Creatures that find themselves beneath the Black Desolation are woven into the iron minds' designs by force, killed or disabled before being converted into mechabominations, skeletons, or strange new idols.

AUTOMATED DESPAIR

3d6 + Level Sanity

Lost denizens spent eons crafting flesh and stone into new shapes. You feel a pull to join them.

Survivors must make a Wit save or take 3 + their level in psychic damage and take -1 to sanity soak until the next day.

THE BLEAK BOG OF FAD FELEN

Accursed Domain

*A most strange creature will come from the sea marsh of Rhianedd
As a punishment of iniquity on Maelgwn Gwynedd;
His hair and his teeth, and his eyes being as gold;
And this will bring destruction on Maelgwn Gwynedd.*

- *The Mabinogion* (c. 1350)

Suggested Monsters: Ambulatory Plants, Cryptids, Lost Legionnaires, Ghosts, Rotmongers, Zombies

On warm windswept nights following cursed days of death, at the height of the waxing moon and the waning of earthly hope, there will appear the Bleak Bog of Fad Felen, the ruin of a thousand earthly kingdoms.

TIER I

The Bleak Bog is a mystical marsh that appears on the edge of human civilization, billowing a thick yellow fog alive with movement as it crawls over human settlements defenseless against it. These places, cursed by the monstrous god Fad Felen, are now part of its ever-shifting realm. The putrescent mist lays low the strong and slays the infirm, rotting and withering the flesh and bringing madness, for those stricken with the plague rise again as mummified walking corpses. The rot will spread far and wide if heroes don't challenge Fad Felen's attack by plunging into the heart of its domain.

THE YELLOW ROT

1d6 Sanity

Die and be forgotten.

Survivors must make a Might save or take 1 + their level in necrotic damage and be crippled until the end of their next turn.

TIER II

Fad Felen's evil marsh teems with undead too ancient to name, accompanied by creatures too rancid to contemplate. Every step is a new malady. Only the most stalwart can survive the mire, and even then become jaundiced and weak.

THE YELLOW ROT

2d6 Sanity

You are foolish to cling to life here.

Survivors have their maximum hit points reduced by 10 when they enter this realm.

In an accursed anomaly, survivors must make a Might save or take 2 + their level in necrotic damage and be crippled until the end of their next turn.

TIER III

At the center of the mire is Fad Felen's garden, overgrown with twisted and pulsating vegetation from which the ancient monster holds court. To look upon this forlorn garden is to be filled with dread, for these are the ruins of the lost Garden of Eden. Deep within the muck and filth, the embodiment of pestilence beckons brave heroes to their doom.

Within a fortnight, the Bleak Bog of Fad Felen disappears once more, its earthly work done until it can next manifest itself upon those most deserving.

THE YELLOW ROT

3d6 + Level Sanity

Not even the murky water will remember your little life.

Survivors have their maximum hit points reduced by 20 when they enter this realm.

In an accursed anomaly, survivors must make a Might save or take 3 + their level in necrotic damage and be overwhelmed until the end of their next turn.

THE BUREAU

Underworld

"Don't fight it, son. Confess quickly. If you hold out too long, you could jeopardize your credit rating."

- *Brazil* (1985)

Suggested Monsters: Clockwork Conspirators, Mechabominations, Men in Black, Molemen

The Bureau is a nightmare bureaucracy, a gray tower of brutalist architecture extending infinitely above and below ground, surrounded by an endless expanse of the blasted, lifeless ruins from which it was raised at the beginning of time.

TIER I

The damned souls of the Bureau are punished for leading lives of apathy, pedantry, and cruelty in the mindless service of formalities and regulations. Each petitioner receives a ticket, followed by waiting hundreds or thousands of years to see an administrator. Some wait forever, as the bureaucracy has lost track of their status in the system due to incomplete or incorrectly filed paperwork.

When petitioners are granted an audience, they are assigned a series of forms, identification documents they must constantly reproduce, and tests they must take to resolve their problem. Once these requirements are satisfied, there is inevitably another waiting period of at least a few decades, followed by an audience with a different administrator who asks for a completely different, often contradictory set of forms, tests, and identity verification.

This outer area of the Bureau is guarded by various robotic drudges who respond violently to those without official business in the Bureau—but someone knowledgeable in the particulars of Bureau regulations or who can pretend as much might go unharmed.

VOGON POETRY

1d6 Sanity

A droning voice spouts the virtues of regulatory inanity over loudspeaker, clawing at your mind.

Survivors must make a Wit save or take 1 + their level in psychic damage and lose all sanity soak for the remainder of the scene.

TIER II

The inner Bureau is a series of hallways filled with filing cabinets, broken pneumatic tubes stuffed with incomplete paperwork, moldering cubicles, and bulletin boards covered in notices that were supposed to be temporary policy changes, but have gone unheeded since the beginning of time.

This area is off-limits to visitors unless they have a badge, and even then, they will be challenged at every checkpoint to state their business and present documentation. Those found wanting are swarmed by men in black, the functionaries of this area. Those unable to fight them off are detained and interrogated on pointless minutiae in small, stuffy rooms until the end of time. Each man in black is the overseer of a series of sub-departments, and even if satisfied after several decades of discussion, will hand off prisoners to another department to begin the process anew.

RED TAPE

2d6 Sanity

Regulation prohibits your action without forms signed in triplicate.

Survivors must make a Wit save or take 2 + their level in psychic damage. On failure, survivors re-roll attacks, saves, and skills twice and take the worst result until the end of their next turn.

TIER III

Above the employee section are the ministerial committee chambers of the Bureau, endless courtrooms flooded with millions of pages of loose paperwork. Having completed their documentation and the entire interview process, well-dressed and documented zombies are put to the task of organizing this paperwork under the guidance of competing robotic overseers. The department chiefs vacillate between different library classification systems according to the latest random edict of their department superiors, and attempt to win control of more paperwork by convening meetings with one another.

It is here that clever and cruel beings hide certain documents of their own, such as demonic contracts, sorcerous apocrypha, and other divine secrets. Rumors of these items drive outside activity into the Bureau, but most intruders find themselves swept into the bureaucracy, never to be seen again.

PAPERWORK

3d6 + Level Sanity

You are buried in paperwork.

Survivors must make a Might save or take 3 + their level in physical damage. On a failure, survivors are knocked prone and immobilized until the end of their next turn.

THE BURNING WASTE

Underworld

"You will not be saved by the holy ghost. You will not be saved by the god Plutonium. In fact, you will not be saved!"

- *Prince of Darkness* (1987)

Suggested Monsters: Demons, Ghosts

TIER I

Lesser demons and lost souls wander the surface of the Burning Waste in a fugue, lashing out at anything they encounter.

HOWLING WIND

1d6 Sanity

A screaming wind opposes the advance of intruders.

Survivors must make a Might save or take 1 + their level in sonic damage and treat all terrain as difficult until the end of their next turn.

TIER II

The only escape from the Burning Waste's surface is a labyrinthine network of ravines and the occasional carved tunnel burning with magma. Demonic predators use the tunnels to their advantage, cornering prey in a maze they know all too well.

THE SCORCHING DARK

2d6 Sanity

Burn like the heathen kings of old.

Survivors must make a Might save or take 2 + level fire damage. Until the end of their next turn, healing is half as effective on them, and they lose fast healing.

TIER III

Deep under the Burning Waste's many passageways are the gothic ruins of a long-dead civilization that now serve as courts to demonic lords. The creatures here torture the souls of evildoers, giving rise to ghosts that haunt the Waste.

Practitioners of the black arts sometimes use the Burning Waste to hide their artifacts or, in desperation, to avoid obstacles in their own reality. Many of these travelers over-estimate their abilities and become trapped.

HATEFUL MISERY

3d6 + Level Sanity

The harrowing halls of the undercity test the strength of the soul.

Survivors must make a Wit save or take 3 + level psychic damage and be immobilized until the end of their next turn.

THE CATACOMBS

Accursed Domain

"My sister sent me a postcard. All it said was, 'Come to Paris. It will be good for you.' Forty-eight hours after I arrived, she and everyone I'd met were dead."- *Catacombs* (2007)**Suggested Monsters:** Undead**TIER II**

Unknown to the public, deep beneath Paris is a greater, carefully concealed area of the famous catacombs. This level remained sealed off on pain of death, for the evil dwelling there left no choice. Ancient undead rule here, condemned in a past age for terrible crimes and cursed to wander the dark for eternity. They yearn for freedom, and juicy warm flesh to feast upon.

In the days before the apocalypse, an entire secret society existed to keep safe the secret of the catacombs and murder outsiders who drew too close to forbidden knowledge—often by sealing them in with the horrors they discovered. Now that the society is largely destroyed with the rest of civilization, all that remains of their protections are the series of lethal traps that they used to ward off the catacombs.

MORDANT TRAPS*Ancient traps litter this dark tomb.*

Challenge points of traps equal to twice the group's level are added for free to every encounter in this area of the Catacombs.

There is never natural light in the Catacombs. All survivors must have a light source or be blinded.

TIER III

Deep beyond in the dark tunnels of the catacombs are tombs of marble and gold that have never seen light, concealed further under a putrid mist that seeps everywhere. Here, ancient lords of evil hold sway.

NECROTIZING MIST

2d6 Sanity

Evil mist permeates this place.

Survivors must make a Might save or take 3 + their level in necrotic damage and be crippled until the end of their next turn.

Survivors reduced to 0 hit points here become zombies of their own level.

There is never natural light in the Catacombs. All survivors must have a light source or be blinded.

THE CRUCIBLE

Eldritch Dimension

"I think we have to ask the big questions. What does it want? What is it thinking?"**"One down, four to go."**- *Cube* (1997)**Suggested Monsters:** Anything, at any time**TIER II**

The Crucible is a series of chambers built from sterile white paneling, configured into sinister obstacle courses filled with concealed mechanical death traps and one-way portals for monsters to enter through. Each chamber has a definite entry and exit, sometimes obvious, sometimes abstract. When a chamber is “completed” by the victims running through it, the structure is re-assembled into an entirely new configuration for the same or another group to pass through later.

There is no clear purpose to the Crucible, other than as an elaborate form of group torture, and there is no way to explain it. It isn't designed to be fair, or to be completed with any possibility of coming out unscathed. The monsters are either mindless or have also been moved there against their will.

After an unknown number of chambers are cleared, the Crucible allows victims to escape back to whatever plane of existence it found them in.

DEATH TRAP

Add twice the group's level in challenge points to traps in every combat scene.

THE DEATH ZONE

Accursed Domain

"Have you heard of extreme tourism?"- *Chernobyl Diaries* (2012)**Suggested Monsters:** Befouled, Epithioids, Ghouls, Id Horrors, Megarachnids, Radioactive Zombies, Toxic Dead

The “Death Zone” is any area contaminated by severe radiation, whether from nuclear fallout or from radioactive energy leaking in from another dimension.

TIER I: OUTER ZONE

The outer areas of a death zone still resemble normal life, but animals appear sickly and the trees are warped and dead. Ghouls and megarachnids prey on passers-by.

MINOR CONTAMINATION

Death zones don't have accursed anomalies, but have other effects:

- Monsters deal +1 nuclear damage with attacks and effects, and gain +1 to all energy soak.
- The entire area is radioactive.

TIER II: INNER ZONE

Closer to the epicenter of the Death Zone, animals and people are mutated and vicious. Epithioids and id horrors lurk behind every warped tree and crumbling edifice.

MAJOR CONTAMINATION

- Monsters deal +2 nuclear damage with attacks and effects, and gain +2 to all energy soak.
- The entire area is radioactive.

TIER III: EPICENTER

The terrain here is melted and burned. Nothing alive ventures here, and foul undead roam the grounds.

Critical Contamination

- Monsters deal +3 nuclear damage with attacks and effects, and gain +3 to all energy soak.
- The entire area is radioactive.

THE DERELICT**Accursed Domain**

"Did you really think you could destroy this ship? She's defied space and time. She's been to a place you couldn't possibly imagine. And now, it is time to go back."

- *Event Horizon* (1997)

Suggested Monsters: Aliens, Demons, Ghosts

The Derelict is the result of mankind's first attempt at interstellar travel. By some combination of ancient interdimensional way-gates, faster-than-light drives that fold space-time around them, and other super-science workarounds, the ship achieved its test destination, but returned... Changed. The ship did not go unnoticed by the entities dwelling in the realms it visited, and their influence has taken hold of the ship and corrupted it utterly. It is only a finite physical ship to the naked eye—the inside is a living Hell without boundaries.

TIER I

Adrift in space, the ship appears uninhabited and lifeless, with no sign of its crew's whereabouts. Mildewed and disused living areas, abandoned for decades, look as if they were left in a hurry.

It is only when the ship's auxiliary systems are powered up and an investigation into the ship's partially-encrypted, partially-corrupted logs begins that the anomalies occur. Whether the ship is haunted, infested with aliens, ruled by demons, or all three, the ship's new denizens lure their prey in too deep for them to escape.

More and more energy is required to power up the ship, and every new hum of life in the ship's systems attracts more monsters.

GHOSTS OF THE PAST**1d6 Sanity**

The ship's lost crew haunts its hallways, cursed to trouble the living with their terrified memories.

Survivors must make a Wit save or take 1 + their level in psychic damage and gain a random insanity until the end of the scene.

TIER II

Now that the monsters have revealed themselves, they torment visitors. The blueprints of the ship become useless, as every passageway leads to another polluted maze of greasy, leaden steam pipes and creaky steel lattice. Crew quarters seem quiet, but come to life out of the corner of the eye, revealing bloody horrors that transpired as the ship traveled the darkness of space along forbidden paths.

THEY'RE COMING OUT OF THE WALLS

More monsters appear.

- Levels 6-7:** An apparition or hellspawn appears in the area, no closer than 6 squares away from other survivors or monsters.
- Levels 8-9:** Two apparitions or hellspawn appear in the area, no closer than 6 squares away from other survivors or monsters.
- Level 10:** Four apparitions or hellspawn appear in the area, no closer than 6 squares away from other survivors or monsters.

TIER III

The ship's faster-than-light drive is the beating heart of evil that possesses the ship. Through it, monsters can travel into our reality and control the ship itself, threatening to crash it on Earth and destroy the world. The ship must be destroyed if Earth is to survive.

The drive core, a rotating sphere of unearthly alloys and alien glyphs, is an unstable gateway into another dimension.

CHAOS ENGINE**3d6 + Level Sanity**

The unstable drive core's energies rend flesh and soul alike.

Survivors must make a Wit save or take 3 + their level in chaos damage and be overwhelmed until the end of their next turn.

DIS**Underworld**

"On a mountain of skulls, in the castle of pain, I sat on a throne of blood."

- *Ghostbusters II* (1989)

Suggested Monsters: Demons, Undead

TIER I

Deep within a plane of eternal night lies the accursed fortress city of Dis, a ghastly prison for damned souls condemned to torment one another as penance for their earthly sins.

The desolation surrounding the city is covered in a thick slush of fibrous, stinking bile that comes down as an icy rain from a moonless sky. Countless wretches trapped in the bile writhe in agony, wailing in abject hatred, their numbers stretching to the horizon.

BLIZZARD OF BILE**1d6 Sanity**

Freezing bile rains from the sky.

Survivors must make a Might save or take 1 + their level in cold damage and be immobilized until the end of their next turn.

TIER II

The city of Dis was crafted from solid gold by the gothic artifice of long-departed demons, down to every detail and into the pavement of the streets. It is a city of gaudy monuments, maze-like alleyways, and joyless bordellos. Every denizen is a belligerent soul cursed with unquenchable fury, a ritualized urge to kill, or murderous boredom. These immortals form gangs in an endless territorial dispute, fighting for every block in a riot that moves to different locations but never ends. Every corner of the gleaming city is slick with blood and viscera.

ALL THAT GLITTERS**2d6 Sanity**

The unclean splendor of Dis ensorcelts the mind.

Survivors must make a Wit save or take 2 + their level in psychic damage and be dazed until the end of their next turn.

Tier III

At the center of the city is a series of arching stone bridges crossing a lake of fire. In the center of the lake dwells a colossal three-headed demon, gnawing each day on three different infamous sinners.

THE WAGES OF SIN**3d6 + Level Sanity***The sinful kneel before the Lord of Dis and are found wanting.*

Survivors must make a Wit save or take $3 + \text{their level}$ in psychic damage and be overwhelmed and knocked prone until the end of their next turn. This is a fear effect.

THE DREAMSCAPE**Eldritch Dimension***Now I lay me down to sleep**I pray the Lord my soul to keep**If I should die before I wake**I pray the Lord my soul to take*

Suggested Monsters: Dimensional Shamblers, Dread Hounds, Dream Demons, Dream Thralls, Ghosts, Id Horrors, Immortal Eyes, Madness Demons, Void Lizards

TIER III

The Dreamscape is the collective psychic energy of all sleeping creatures. It appears at first to be a parallel dimension to reality, mirroring buildings, terrain, and people almost exactly. The most noticeable difference is that surfaces and most creatures have a dark sheen to them, and the world is covered in impregnable fog. The greater a creature's Wit, the more easily they can see through it, but no creature except a native can see through it completely.

In times of darkness—and there is no greater darkness than the apocalypse—the Dreamscape is overrun with demonic beings formed of pure psychic suffering and malevolence. Worse yet, abominations and aliens can use the Dreamscape as a conduit to physical reality, or as a means of escape from it. As they grow more powerful, these monsters plague mortals with maddening nightmares, turning them into pawns.

PLANES OF NIGHTMARE**3d6 + Level Sanity***The Dreamscape reacts to your nightmares.*

This anomaly occurs When any other anomaly occurs. Enemies regain 5 hit points, and survivors must make a Wit save or take 5 psychic damage. If an enemy eldritch horror is present, a nightmare also spawns within 6 squares of the eldritch horror, and all survivors take 3d6 sanity damage.

THE DUAT**Underworld***"Death is only the beginning."*- *The Mummy (1999)*

Suggested Monsters: Angels, Apophis, Demons, Ghosts, Mummies

TIER I

The Duat, the Egyptian afterlife, is most accessible through the secret tombs of Egypt's most ancient and powerful pharaohs—though others might find a way by communing with the spirits of accursed mummies.

The paths of the Duat are fraught with danger along every step, as it is meant to judge souls through a series of trials. Though it resembles ancient Egypt, the Duat has many unnatural features, such as iron fortresses, lakes of fire, and strange, unearthly trees.

A labyrinthine series of iron fortresses guard the only safe passageways over rivers of fire. Each fortress is manned by snake-headed demons and the vengeful spirits of those who failed their trials. Misbegotten demigods sometimes emerge from the lakes of fire to wreak havoc.

CURSE OF THE GODS**1d6 Sanity***One of the monsters in the scene gains a random modular power from the Mummy's list until the end of the scene.***TIER II**

Past the iron fortresses lie strange caverns and turquoise trees. Here, demons and beast-headed servants of the gods emerge to challenge souls to ritual combat or riddles.

RIDDLE OF THE SPHINX**2d6 Sanity***A monster challenges you with a riddle. Answer in error and be punished.*

Survivors must make a Wit save or take $2 + \text{their level}$ in acid damage and be dazed until the end of their next turn. This is a fear effect.

TIER III

In the great cerulean palace known as the Hall of Two Truths dwells the demon-goddess Ammit and her funerary servants. Here, petitioners are permitted to weigh their hearts against the Feather of Ma'at. Those whose hearts weigh more than the feather are found impure and condemned to be devoured by Ammit rather than pass to the true Egyptian afterlife.

Those who survive Ammit's challenge might still be devoured by Apophis, the terrible serpent-dragon.

JUDGMENT TIME*The wrath of the gods falls upon you.*

The director chooses a survivor to gain a Cosmic Disturbance.

THE EMERALD PLANETOID**Celestial Horror***"We're gonna lose everybody out here. We should've stayed at the ship."**"He died fast, and if we have any choice about it, that's the way we should all go out."*- *Pitch Black (2000)*

Suggested Monsters: Aliens, Clockwork Conspirators, Crystaloids

TIER III

The Emerald Planetoid is an anomaly that hurtles through the void of deep space. From a distance, it appears as a dark planet with intermittent streaks of glowing green light. Closer to its surface, the planetoid is identifiable as a vast network of green crystalline material, formed into huge, labyrinthine loops that stretch across and through each other for thousands of miles. Collectively, these arcing loops form a spherical planetoid, like a ball of twine.

Powerful and ghostly green light is emitted from a fraction of the loops. These "living" loops illuminate themselves and other loops around them. Exactly when each loop starts and stops generating light seems random.

In addition to an atmosphere, each part of the loop generates a localized gravitational field, meaning that a creature can walk on any loop. Traveling from loop to loop is possible, as is simply leaping there; but this latter mode of transportation is done at tremendous risk of falling into the void.

In a dark loop, millions of creatures live in stasis for thousands of years, buried inside the green crystal. These beings vary in size and shape, a crystalized ecosystem frozen in time. Most are dormant in dark loops, but the darkness is patrolled by

enigmatic caretaker beings known as darkwardens. The darkwardens repair damage to the planetoid from astral phenomena and repel intruders. To assist in this defense, they can awaken other lifeforms from stasis in limited numbers.

ALIEN RADIATION

3d6 + Level Sanity

The baleful light of the Emerald Planetoid corrupts the flesh.

Survivors must make a Might save or take $3 + \text{their level}$ in necrotic damage and lose all physical and energy soak until the end of their next turn.

FALLEN AVALON

Accursed Domain

"The Skeksis took control. The Skeksis with their hard and twisted bodies, their harsh and twisted wills. For a thousand years they have ruled, yet now there are only ten. A dying race, ruled by a dying emperor, imprisoned within themselves in a dying land."

- *The Dark Crystal* (1982)

Suggested Monsters: Ambulatory Plants, Arachnoids, Beastfolk, Crones, Deep Ones, Fey, Trees of the Damned

TIER I

Fallen Avalon is a legendary isle shrouded in magical mist and bordering the edge of our reality and another, once heavenly realm. In Avalon dwell many immortal creatures, old enough to remember a golden age of splendor a thousand years ago, before a cataclysm conceived by the island's ambitious and prideful rulers destroyed its civilizations. Now it is a land of eternal blackness where, by magical edict, the sun is forbidden to shine.

The outer edges of the isle are a fiendish morass. In the bubbling mire lurk enormous, keenly intelligent fish monsters, and in the trees above, swarms of vicious, hunchbacked, and bat-winged fairy folk, withered gray with age and hatred for other living things. It is impossible for travelers to escape the notice of these creatures on their way to the island's interior.

Half-buried in the muck is evidence of once-great palaces erected over land once firm enough to hold them. Now sinking into the mire, they are inhabited by trolls and bands of misshapen beastfolk.

BE AFRAID OF THE DARK

1d6 Sanity

Vicious fairies rake and chew at the flesh of intruders.

Survivors must make a Might save or take $1 + \text{their level}$ in poison damage and become flanked until the end of their next turn.

TIER II

Further inland is a dense and foreboding forest, growing with sickly trees greater in size than any earthly cousin. Giant spiders and other cryptids descend from the trees to feast on intruders. Living brambles and other ambulatory, carnivorous plant life conceal sparkling caves, wherein dwell fearsome Fomorians in crude fortifications, still dreaming themselves lords of the isle.

At the edge of the wood lie Bacchanalian warrior lodges of grotesque, hedonistic satyrs and their fawning attendants. In a drunken stupor from their powerful wine, they entertain the rare guest with frenzied merriment until they grow bored and murder them. The only company they tolerate is the occasional exiled witch from the Black Abbey at the center of the island.

LOST IN THE WOODS

2d6 Sanity

The woods have a deleterious effect on the fragile mortal mind.

Survivors must make a Wit save or take $2 + \text{their level}$ in psychic damage and become stunned until the end of their next turn. This is a fear effect.

TIER III

At the center of Avalon is the Black Abbey, a towering, disused monastery ruled by a coven of witches. Petty and decadent, the witches work vile spells over intruders and the other creatures of the island to control them and create new forms of debased, sickening life to attend them.

Though they dwindle in number with each passing decade, the witches still practice brutal political games, challenging one another for absolute dominance over the crumbling island. Some are exiled as a result of these contests, returning only with some artifact from a previous age to help win their revenge, or never at all.

Surrounding the Black Abbey is a desolate salt desert, drained of all life to feed the appetites of the witches. Now that the witches are too few to enact this curse over the whole island, its other denizens can resist them, but some still pay fealty and serve them fresh victims to drain of life.

LIFE DRAIN

3d6 + Level Sanity

The dark magic of the witches sucks the life out of you.

Survivors must make a Wit save or take $3 + \text{their level}$ in necrotic damage. Monsters of standard power or higher regain 5 hit points.

THE FECUND NETHER

Eldritch Dimension

"I could not help feeling that they were evil things—mountains of madness whose farther slopes looked out over some accursed ultimate abyss. That seething, half-luminous cloud-background held ineffable suggestions of a vague, ethereal beyondness far more than terrestrially spatial; and gave appalling reminders of the utter remoteness, separateness, desolation, and aeon-long death of this untrodden and unfathomed austral world."

- H.P. Lovecraft, *At the Mountains of Madness* (1931)

Suggested Monsters: Amoebas of Madness, Astral Terrors, Cnidarians, Croatoans, Fungals, Hounds of Tindalos, Intestinal Ambassadors, Medusozoans, Septipods, Space Dragons

TIER I

The Fecund Nether is an infinite expanse of ectoplasm through which creatures can float without the need to breathe. Any space not occupied by a body of matter in the Fecund Nether is occupied by ectoplasm; opening one's mouth causes it to be filled with jelly.

The energy of thought agitates ectoplasm; this agitation creates reverberations that are eventually felt by every being that dwells there, attracting all manner of predators. Psychics are unsafe in the Nether.

PSYCHIC BEACON

1d6 Sanity

Unguarded mortal thought attracts the attention of nearby predators, allowing them to speed to their prey.

Survivors must make a Wit save or take $1 + \text{their level}$ in psychic damage and lose the ability to shift or make opportunity attacks until the end of their next turn. All monsters gain +4 speed until the end of their next turn.

TIER II

When the Nether reacts on an elemental level to the presence of intruders, the ground, formerly a flat plane, teems with a sea of pestilent fungus that breathes and reacts to the slightest touch.

PESTILENT BEACON**2d6 Sanity***Unguarded mortal thought excites the foul fungal life of this dimension, making visitors easy prey.*

Survivors must make a Wit save or take 2 + their level in necrotic damage, become crippled, and lose the ability to shift or make opportunity attacks until the end of their next turn. All monsters gain +4 speed until the end of their next turn.

TIER III

Countless incomprehensible beings drift through the Nether in various states of physical substance, becoming more real the more they are awakened by the mental presence of intruders. Soon, intruders find they are walking along the lengths of these creatures instead of the fungus, and begin suffering severe and unspeakable physical maladies. Creatures in the Nether communicate only by thought, but their thoughts are so powerful and alien that they can damage the minds of humans.

MADDENING BEACON**3d6 + Level Sanity***Mortal thought invites the lords of the Nether to communicate their alien will.*

Survivors must make a Wit save or take 3 + their level in poison damage, become overwhelmed, and lose the ability to shift or make opportunity attacks until the end of their next turn. All monsters gain +4 speed until the end of their next turn.

THE FLESHWORKS

Accursed Domain*"Men will be more efficient if they have hammers and screwdrivers instead of fingers."**- Frankenstein's Army (2013)***Suggested Monsters:** Clockwork Conspirators, Mechabominations, Zombies

The Fleshworks are a series of massive, macabre factories buried deep under Europe, abandoned by the Nazi war machine that created them. Hidden here was one of Hitler's many insane plots to wrest victory from the jaws of defeat: an automated factory that transforms humans into biomechanical abominations. These wretched monsters still wander the halls where they were remade, waiting for the means to fulfill their programming: to capture victims and create more of themselves until they can overrun the world.

Apocalyptic chaos in the world above—explosions, radiation, and electrical surges—has caused the Fleshworks to begin humming back to life. Strange noises and seismic phenomena caused by the factories attract human attention for the first time in decades.

TIER I

The factories of the Fleshworks have working showrooms once toured by Nazi leaders to inspect the project's progress. While the denizens of the Fleshworks are fewer here, they are aided by crude but effective security systems.

ACTIVE MEASURES**1d6 Sanity***Poison gas and flamethrower traps shoot out of the floors and walls.*

Survivors must make an Agility save or take 1 + their level in fire damage and 1 + their level in poison damage.

TIER II

On the factory floors, squads of unfinished mechabominations are held. Having expended all raw materials after being cut off from the surface, larger constructor mechabominations lay dormant while their creations squirm in helpless agony for decades, suspended off the ground.

When the constructors in a localized area detect foreign life, the process of the factory begins to awaken, room by room, and soon, floor by floor.

LASER NETS**2d6 Sanity***Lasers used to heat-seal mechanical parts can also dismember fleshy parts.*

Survivors must make an Agility save or take 2 + their level in piercing fire damage.

TIER III

Deeper in the factories are the true Fleshworks, containing pneumatically sealed vats of mechanically separated human flesh. When enough other raw materials are obtained, the organic material is used as the glue to assemble new mechabominations. New victims also do nicely for this task.

MECHANICAL SEPARATION**3d6 + Level Sanity***Mechanical arms try to turn you into a human hot dog for later infusion.*

Survivors must make an Agility save or take 1d6 + their level in physical damage.

THE FROZEN DESPAIR

Accursed Domain*"Death from exposure to cold! What ironic, empty words those are! How little they tell of the colossal evil lurking beyond the veil!"**- August Derleth, *The Snow-Thing* (1941)***Suggested Monsters:** Beastfolk, Charcoal Cadavers, Fomorians, Ghouls, Snow-Things, White Wolves**TIER III**

The Frozen Despair is a dark tundra hidden beyond the most remote wilderness. Bone-chilling wind gusts through the land, whistling through the bodies of its residents. Countless unfortunates are trapped in the Frozen Despair, and many more are long dead. Corpses beyond count are strewn throughout the landscape, having died slow deaths from supernatural cold.

Other victims of the Frozen Despair are caught in random flash freezes that killed them before they knew what was happening, creating fields of icy statues in various states of hapless terror. Foul creatures feed off these corpses for sustenance and hide amidst them to prey on hardier intruders.

Icebergs punctuate a frozen sea extending beyond the horizon, but these are almost impossible to see in the blowing snow and can move of their own accord to frustrate explorers. The icebergs are carved into shapes impossible in earthly physics, held steady by gravitational anomalies that ignore the turbulent winds. Inside dwell horrors too terrible and pitiless to describe in human words.

FROZEN SOUL**3d6 + Level Sanity***The winds of the Frozen Despair freeze flesh, bone, mind, and soul.*

Survivors must make a Might save or take 3 + their level in cold damage and become stunned until the end of their next turn.

THE GROTTO

Celestial Horror

"She's ancient, before time was time, before humans existed. She is the spider goddess. A creator of worlds, a weaver of destiny. She presides over the time that we humans are given on this earth, and she lives in the darkness between the stars. There was a time when the people began to lose respect for the mother, and so Maa-Kalaratri emerged from a crack in the Earth, decimated the village, destroyed the crops, and stole a child from the village's chief. The people began to offer up blood sacrifices to appease her."

- *Itsy Bitsy* (2019)

Suggested Monsters: Arachnoids, Kaiju

The Grotto is an ancient planet covered in the ruins of a civilization that died eons ago. The events that led to the world's demise will never be known, but it surely had something to do with the arachnids it now teems with.

No sunlight shines on this world, making it impossible to know how it survived in the first place—perhaps the sun was destroyed, or perhaps its people were colonists who brought their own sources of artificial light, now lost.

TIER I

The surface of the Grotto is covered in canyon formations made during its last days. At the top of these canyons are the remains of buildings, long disused and silent, save for the solar winds that sweep over them. Few of the planet's creatures lurk here, as it is deathly cold. Those creatures that do inhabit this area are the smallest of the planet's arachnids, in need of shelter from larger predators, but all too happy to devour visitors from other worlds.

ASTRAL WINDS

1d6 Sanity

A deathly wind blows.

Survivors must make a Might save or take 1 + their level in cold damage and be dazed until the end of their next turn.

TIER II

The Grotto's canyons are lined with thousands of feet of webbing, spun by millions of arachnids of all sizes and shapes. The arachnids at the bottom of the Grotto cannibalize each other, and the circle of life is vicious. Creatures that wander this far into the Grotto can find no peace or shelter, as even the tiniest arachnids can gather in the thousands to devour intruders.

FEASTING MITES

2d6 + Level Sanity

Thousands of tiny mites accost you.

Survivors must make a Might save or take 2 + their level in physical damage and be crippled until the end of their next turn.

TIER III

At the core of the dead world dwells a massive spider-god, a sleeping kaiju to whom all other spiders pay fealty. The spider-god has not woken since the destruction of the planet, and if it is roused again it will be to destroy another world. Millions of hungry arachnids treat the cracks in its armor as habitat to fight over.

BLACK WEBBING

3d6 + Level Sanity

You are caught in burning alien webbing.

Survivors must make a Might save or take 3 + their level in acid damage and be immobilized until the end of their next turn.

THE HOWLING CITADEL

Eldritch Dimension

"One could not be sure that the sea and the ground were horizontal, hence the relative position of everything else seemed phantasmally variable."

- H.P. Lovecraft, *The Call of Cthulhu* (1926)

Suggested Monsters: Abominations

TIER II

The Howling Citadel is an eldritch island castle remembered only in the foul grimoires of madmen. It appears on the horizon only on nights of cursed cosmic alignment, inviting unwary sailors and foolhardy explorers, cursed with strange dreams, to their doom. All who gaze upon its twisted fortifications even at great distance know that it could not be created by human hands. Only those among the crew with some defect of character or dearth of life's happiness ignore these omens and make for the gates of the Howling Citadel.

Like the rest of the Citadel, the gates are fashioned from earthen stone in grooved, organic shapes. Every inch of the gate is carved with glyphs that twist and turn in the traveler's mind long after they pass under the battlements. The walls of the citadel and the battlements within are not solid rock, but porous structures latticed with thousands of winding tunnels. Harsh sea winds pass through them like whispers.

The gates are guarded, and many wayfarers are killed before they can know more. Nightmarish sea abominations lurk on the beaches, where the sands are a sickly, unnatural gray color, not quite ash, and not quite dirt or dung. Many strange stone sculptures of unnatural beasts are scattered about at random intervals.

NIGHT'S PLUTONIAN SHORE

Your doom calls out from beyond the eldritch gates.

Survivors don't gain physical or energy soak here, but may use their sanity soak to reduce damage.

TIER III

Those who ignore warnings to go no further are trapped in the bowels of the Citadel. If travelers are very lucky, they will die; those who escape the Citadel's predations of the soul will suffer the lasting burden of their cursed knowledge.

The Howling Citadel is not so much a place as it is a dreadful *thing* in itself. The laws of physics and geometry are slowly discarded with each damnable step taken. The endless lengths of corridors become inestimable and dream-like. The battlements bend over and around each other, forming biomechanical patterns that tessellate each time they are looked upon, moving of their own accord and reaching into the mind of those who gaze upon them. The whispers passing through the Citadel become howling, inhuman screeches.

From out of the yonic crevices and twisting shadows formed by these battlements come the Citadel's true denizens, courts of abominations waiting for their master's appointed return. They have waited before time began and may wait after it ends. Those who disturb their immortal watch are set upon, and if overpowered, are subjected to unimaginable, transformative torments that end only when they become like their captors.

TESSELLATING INFINITY

You shouldn't have come here. Even if you escape, part of you will never leave.

When survivors move, if they move more than one square, they must specify to what square they are moving and make a Wit save. On a failure, the director moves them an equal number of squares to whatever direction the director chooses.

Survivors always begin every combat with a psychotic break.

Survivors reduced to 0 hit points for the first time while here may take a permanent insanity of their choice.

THE INFINITE TWILIGHT

Eldritch Dimension

*Strange is the night where black stars rise,
And strange moons circle through the skies,
But stranger still is
Lost Carcosa.*

- Robert Chambers, *The King in Yellow* (1895)

Suggested Monsters: Scrimshanders, Harpies

TIER II

The Infinite Twilight is a realm of rolling hills that extend in all directions, encircled by great mountains. The sky is covered in an impenetrable black cloud, from which endless susurri and screeching can be heard. A sickly yellow light pierces beneath the cloud through cracks between the mountains, casting the world in an unnatural glow and long, dancing shadows. The bony limbs of enormous predator beasts extend downward from the cloud, followed by curved, scarred beaks that tear at flesh. Viperous, bat-like creatures the size of horses swoop down, lashing at their prey.

The ground is littered with billions of scattered bones, around which lurk large vermin, scavenging off the remains of creatures that could not find shelter amidst the bones.

HUMANS ARE SUCH EASY PREY

2d6 Sanity

Carnivorous bird monsters swarm down from the sky to rake at easy targets.

Survivors must make an Agility save or take 2 + their level in physical damage and be blinded until the end of their next turn.

TIER III

The foul denizens of the Infinite Twilight's lower levels live in caverns carved from bone, and their every tool, weapon, and piece of armor is fashioned from these remains. In their ivory temples, these beings shun light and worship a bloodthirsty deity that demands self-mutilation.

COMPULSORY MUTILATION

3d6 + Level Sanity

Foul entities bid you to mutilate yourself.

Survivors must make a Wit save or take 3 + their level in physical damage and be overwhelmed until the end of their next turn. This is a fear effect.

JÖRMUNGANDR

Eldritch Dimension

"The cave is collapsing."

"This is no cave."

- *The Empire Strikes Back* (1980)

Suggested Monsters: Aliens, Undead

Jörmungandr is a worm-dragon of inconceivable size, so large that it can encircle and devour entire worlds. On occasion, it does. It is a mystery even to the gods where Jörmungandr is, and when it hurtles toward a world, cosmic destruction follows.

The creature is so large that the inside of its body is its own vast world of interacting ecosystems, teeming with creatures that live and die there, knowing no other way of life. Few have survived to plumb the depths of just its maw, let alone deeper into its bowels.

TIER I

The maw of Jörmungandr is nothing that can be described on a scale a human would grasp. Its fangs are mountains under a skyless dark, its tongue a vast rolling plain of red mucosa, its froth a boiling sea. Its mouth opens into the empty vacuum of space, filled with the ruins of destroyed planets. Lights are cast by vast glowing mineral deposits and the remains of cities jutting from between its teeth.

Every conceivable form of life has found itself swallowed by Jörmungandr and trapped in its body. Its great maw is filled with alien refugees that attempt to make lairs in the ruins of half-chewed worlds and build new ones. Many are ignorant that they live in some vast creature, having survived for generations beyond sight of even its teeth, or unable to recognize them as such.

Jörmungandr chews and swallows at a geological pace, so life inside its mouth is peaceful most of the time. This is unless the great beast is attacking another world or other celestial object, which results in cataclysmic tremors that destroy nascent civilizations and reshuffle ancient power structures.

ASTRAL BREATH

1d6 Sanity

The mighty breath of Jörmungandr sucks in freezing air from the void and the shrapnel of a million crushed planets.

Survivors must make an Agility save or take 1 + their level in cold damage and be knocked prone.

TIER II

Fathoms deeper within Jörmungandr are its bowels, a riverland of bubbling acid amid the half-digested wrecks of spaceships, slagged cities, and the decaying bones of colossal interstellar creatures. Here, the accursed, unburied dead of a thousand worlds lurk without rest, menacing other wanderers.

The bowels of Jörmungandr are one of the most remote places in the multiverse, so if creatures want to hide here for centuries or eons, little prevents them if they can prove themselves more powerful than the undead. It is also not unheard of for necromancers in search of ancient lore to go looking for lost souls trapped here.

BILE OF THE WORLD SERPENT

2d6 Sanity

Be thou consumed in the belly of the beast.

Survivors must make an Agility save or take 2 + their level in acid damage and lose 1 to all damage soak until the end of the scene.

LEMURIA

Accursed Domain

"Great watery spaces opened out before me, and I seemed to wander through titanic sunken porticos and labyrinths of weedy Cyclopean walls with grotesque fishes as my companions. Then the other shapes began to appear, filling me with nameless horror the moment I awoke. But during the dreams they did not horrify me at all—I was one with them; wearing their unhuman trappings, treading their aqueous ways, and praying monstrously at their evil sea-bottom temples."

- H.P. Lovecraft, *The Shadow Over Innsmouth* (1931)

Suggested Monsters: Deep Ones

Beneath the sea lies the ancient, forgotten continent of Lemuria, its location and history recorded only in forbidden apocrypha written by madmen. In elder days, the peoples of this continent fell under the sway of foul alien gods, and interbred with alien and sea creature alike to create vile monsters.

TIER I

More and more, the vile Lemurians interbred with monsters, and the continent sank ever more, until all that now remains of the realm above water are seemingly uninhabited islands with strange, alien watchtowers. Veteran sailors know better than to

linger in sight of these battlements, and the wisest know that to chart their locations is useless, for the islands move by some magic with each passing moon.

By night, ships sailing too near the islands are assailed by half-breed fishmen, their crews killed to the last and feasted upon. Those foolhardy enough to explore the islands on foot are set upon each night by the creatures, who savor the fear of their prey and prolong their terror and suffering.

CALL OF THE DEEP ONES

1d6 Sanity

Maddening whispers urge you to descend into cyclopean depths.

Survivors must make a Wit save or take 1 + their level in psychic damage and lose all sanity soak for the rest of the scene.

TIER II

Just beneath the islands are sunken, half-flooded and slimy labyrinths, reeking of decay and echoing with inhuman croaks and squawks. Octopoid horrors watch every passageway, and trespassers are soon overwhelmed by Lemuria's defenders.

BINDING TENTACLES

2d6 Sanity

Octopoid tentacles grasp at your limbs from unseen crevices.

Survivors must make a Might save or take 2 + their level in physical damage and be grabbed until the end of their next turn.

TIER III

Deep beneath the sea lie the disused palaces of Lemuria, home to horrors long dormant, but now awakening to feast upon mankind. Each debased redoubt conceals another series of death traps, with the monsters lairing in each hall growing in size. At the center of this necropolis sleeps an alien god so powerful that its psychic dreams lure mortals to madness and worship.

THE SHADOW OF MADNESS

3d6 + Level Sanity

The infinite abyss of alien madness yawns before you.

Survivors must make a Wit save or take 3 + their level in cold damage and be grabbed and crippled until the end of their next turn. This is a fear effect.

MARS

Celestial Horror

"Carry the warning to Earth: Do not come here. We can and will destroy you—all life on your planet—if you do not heed us. You have seen us, been permitted to glimpse our world. Go now. Warn mankind not to return unbidden."

- *The Angry Red Planet* (1960)

Suggested Monsters: Aliens, Fungals, Martians

Mars, long thought a lifeless planet, is the homeworld of an ancient and powerful civilization that considers the creatures of Earth a nuisance. Concealing the world's true nature from outsiders using holographic technology, the Martians were content for centuries to observe Earth's "dominant" lifeform. With bemusement and disgust, the Martians watched the humans trigger the end of their own world.

Now the Martians reveal themselves in full, opening gateways and allowing humans to visit. Humans might confuse these gateways for safety from the dying Earth, but Martians are cold, calculating, and cruel. This lifeline has only been extended to test a small population of humans for worthiness as slaves, and if that fails, a method to destroy humans once and for all.

TIER I

Visitors to Mars first find themselves in a wasteland popular to the human imagination—but it is not an uninhabited moonscape as they were led to believe. The wastes of Mars are inhabited by fungal spores that infect and control humans, twisting them into a form of zombie that can spread back to Earth if carried back through a portal. Every crevice hides more ancient fungal creatures waiting to infest new lifeforms. The resident Martians learned to repel and even control these creatures, but not before the fungus overran several cities some millennia ago.

FUNGAL SPORES

1d6 Sanity

Fungal blooms float through the area.

Survivors must make a Wit save or take 1 + their level in poison damage and be dazed until the end of their next turn.

TIER II

Areas laid low by fungal infection have remained uncontested by most Martians for thousands of years and are known to Mars proper as the Dead Cities. Much of the technology that once gave the Dead Cities life still works, but hasn't been disturbed for thousands of years.

The insect-like barbarians who lair in the Dead Cities don't bother with technology, for they hate Martians, and avoid the ancient automatons that still guard these areas. The insectoids were bio-engineered by the Martians as a slave race, winning their freedom after escaping the city into the fungus-infested ruins where the Martians would not follow. The insectoids proved resilient against the fungus and developed remedies and strategies to defeat it, and now have little to fear from it in their primitive nomad hordes.

While the insectoids might prove an ally against the Martians, they are voracious carnivores and view most non-insectoids as a potential food source to supplement their diet of alien herd animals.

INSECT PLAGUE

2d6 Sanity

Larval insectoids attempt to devour trespassers.

Survivors must make an Agility save or take 2 + their level in acid damage and be crippled until the end of their next turn.

TIER III

Martian cities are filled with wondrous floating buildings and platforms powered by force field technology. Actual Martians, so advanced that they clone themselves rather than reproduce naturally, are few. Each Martian has great enough psychic powers that they have little use even for each other, and having grown so aloof, create more Martians only when circumstances or ancient custom demand it.

The diminutive Martians use illusions to conceal pathways to the interior of their cities and to lure invaders into traps. To defend themselves, Martians keep a collection of tamed monsters from across the known universe, and deign to enter combat only when escape is impossible and all other options are exhausted.

MARTIAN ILLUSIONS

3d6 + Level Sanity

Martians use their powers to conceal the path and create illusory dangers.

The director alters 5 squares on the map with one of three effects:

- **Frustrating Failure:** A square with Frustrating Failure, and every square around it, becomes difficult terrain.
- **Psychic Trap:** A square with a Psychic Trap deals 5 psychic damage to any creature that begins its turn there or passes through it.
- **Sculpted Arcana:** A square with Sculpted Arcana becomes blocking terrain.

When a survivor gains an anomaly or psychotic break, they see part of the truth and may remove 5 altered square effects.

THE MAW

Celestial Horror

"They're here... And they're hungry."

- *The Deadly Spawn* (1983)

Monsters: Gingivals, Sandworms

The Maw is a world made up of gingiva, calcium deposits, and other organic structures like those found on the inside of the mouth, formed into a living planet with its own internal biological processes. The entire world is a reeking cesspit of rot and infection.

The Maw feeds itself by hurtling through deep space toward spaceborne lifeforms and life-sustaining planets. It uses a massive, poisonous tongue-structure to attack these victims, destroying entire worlds unless defenders can drive it back.

The creatures living on the Maw, known as gingivals, are as vile and febrile as the planet itself—grotesque and vicious predators that subsist on offal, half-digested carrion, and each other. All are symbiotic organisms of the Maw. When the Maw makes planetfall or encounters an edible space entity, the creatures join the attack, and after the confrontation is over and the Maw departs, their fecal matter feeds the Maw in turn.

TIER I

The Maw is a saucer-shaped planet with finite edges ridged with natural, calcified barricades. Creatures attempting to escape from the Maw this way simply fall into the void, never to be seen again. Around the inside edge, the earth is made of a dry, inedible red dust, in which smaller predators can hide.

DIGESTIVE FEASTERS

1d6 Sanity

Tiny gingivals gnaw at you.

Survivors must make an Agility save or take 1 + their level in acid damage and be grabbed until the end of their next turn.

TIER II

The middle ring of the Maw is a shoreline of red flesh-like material extending into a coastline that ends in a bilious sea. Few creatures can survive in this teeming river of acidic filth, and those that do are among the largest of the Maw's symbiotes.

DIGESTIVE JUICES

2d6 Sanity

Bile is everywhere.

Survivors must make an Agility save or take 2 + their level in acid damage and lose all physical soak until the end of their next turn.

TIER III

The inner Maw is an island of blackened, cancerous flesh that has been drained dry by the Maw's most ravenous and deadliest beings. The ground quickly cracks and gives way to an undercurrent of bloody streams that feed back down into the Maw's sea of swill.

GREATER DIGESTIVE JUICES

3d6 + Level Sanity

Survivors must make an Agility save or take 3 + their level in piercing acid damage and lose all physical soak until the end of their next turn.

MICTLAN

Underworld

"I am the plumed serpent, I fly, and I crawl. I have fallen, but I shall rise again!"

- *Q* (1982)

Suggested Monsters: Blade Elementals, Naguals, Sewer Crocodiles, Tzitzimime

Mictlan is an underworld of bloodthirsty terrors. Soon, as they have four times before, the denizens of Mictlan will rise from their realm and destroy the Earth.

Over the length of Mictlan fly fearsome serpentine dragons on the hunt, and along its terrain are countless scenes of bloody horror.

TIER I

The outer realm of Mictlan is a mountain range of knives—billions of metallic shards, each jutting out at a more awkward but elaborate angle from the last.

Each shard is a crafted blade, cruelly forged. The blades together form vast fractal shapes, but few who visit the mountains have time to recognize the design. The creatures who live within the mountains are made of the same shards, and they detest intruders. Semi-mechanical beings gifted with a hateful simile of life, they are beautiful and terrible to behold. They eviscerate interlopers with mechanical efficiency, impaling their still-living victims' bodies on the razor-sharp terrain. The only sounds that can be heard in the mountains are the grind of metal on metal and the wails of the dying.

JAGGED EDGES

1d6 Sanity

The bladed terrain shifts of its own accord, taking its toll.

Survivors must make an Agility save or take 1d6 + their level in physical damage.

TIER II

In the center of Mictlan, hidden among steep and rolling forested hills, is a steaming river of blood, its banks guarded by jaguar-folk and its flows inhabited by enormous crocodiles. Any who would risk their souls further must cast auguries to receive the advice of the ghosts that dwell there, and then brave the forest and cross the river by some desperate means.

BLOOD MADNESS

2d6 Sanity

The smell of the blood of countless sacrifices assails the damned.

The survivors take 5 ongoing poison damage (Wit save ends). While taking this ongoing damage, they lose all sanity soak. This is a fear effect.

TIER III

The most fearsome domain in Mictlan is the obsidian fortress, a redoubt overflowing with skulls, both built into the mortar of the tower by the millions and scattered about in mounds. Hidden in this tower are the ancient and skeletal Tzitzimime, feasting on the rare intruder.

WHISPER OF THE BONES

3d6 + Level Sanity

Millions of skulls whisper their secrets.

Survivors must make a Wit save or take 3 + their level in psychic damage and be blinded until the end of their next turn. This is a fear effect.

THE NIGHT'S FOREST

Accursed Domain

"I insisted on everything. I insisted that we weren't lost. I insisted that we keep going. I insisted that we walk south. Everything had to be my way. And this is where we've ended up and it's all because of me that we're here now. Hungry, cold, and hunted."

- *The Blair Witch Project* (1999)

Suggested Monsters: Cryptids, Cultists, Demons, Ghosts

TIER II

The Night's Forest is the woodland between mapped areas, far from any road or happy hearth. Light does not pierce the canopies of the old trees. The dying forest is ruled by the oldest and most wrathful powers of the world, who take offense at humanity, and hate the sting of the axe and the fire of industry.

These dark, pre-Biblical creatures work to spread ageless, cold silence. They leave the dilapidated cabins of those foolish enough to try to settle the elder lands as a warning to others. Most settlers die horribly. Others are driven to despair and persuaded to worship the shapeless darkness lurking behind the trees, and now lope about on all fours like beasts. Evidence of their bestial worship is left in the ruins of their homesteads in the form of graven idols.

THE ELDER PLACE

2d6 Sanity

Woe befalls any creature of the civilized world that wanders here.

Survivors must make a Might save or take 2 + their level in cold damage and be crippled until the end of their next turn.

- There is never natural light in the Night's Forest. All survivors must have a light source or be blinded.
- Medical healing is half as effective here.

OTHRYS

Accursed Domain

"From his shoulders grew a hundred heads of a snake, a fearful dragon, with dark, flickering tongues, and from under the brows of his eyes in his marvelous heads flashed fire, and fire burned from his heads as he glared. And there were voices in all his dreadful heads which uttered every kind of sound unspeakable."

- Hesiod, *Theogony* (8th Century B.C.)

Suggested Monsters: Abominations, Clockwork Conspirators, Divines, Golems, Mechabominations, Skeletrons

The seat from which the great titan Cronus once ruled the universe, the mountain fortress of Othrys was laid waste by the gods at the culmination of their war against the titans, the Titanomachy. Forces now conspire to undo this bloody achievement, though to what end not even the conspirators can say with certainty. Now, a great monster pretends to the ancient seat of Cronus and gathers an unrivaled army to defend its claim.

TIER I

The mountain of Othrys is blighted by an unnatural, gusting cold as the world around it is sapped of life to fuel its new master's grand ritual to rebuild it. No light touches the ground here, as a swirling storm cloud blocks out all memory of the sun. The few mortals who dwelt here were enslaved long ago, and their villages lay abandoned. In their place are armies of mechabominations and skeletrons, hammered together by strange artifice, magical and malicious. These horrors guard the approach to the base of the fortress.

BREATH OF THE MASTER

1d6 Sanity

A horrible, inhuman roar arrives on the wind.

Survivors must make a Might save or take 1 + their level in cold damage and be knocked prone and immobilized until the end of their next turn.

TIER II

The tower of Othrys is a great obsidian redoubt that no force can damage, though its doors lay open so that ever more abominations can be loosed from its depths.

Inside the lower halls, the great cyclopes, elder beings of great skill at smithing, pour their effort into creating new servants for their master. Though they once served the gods, they were betrayed, and millennia of abasement have driven them to these unspeakable crimes.

The fires of their vile industry burn day and night, and the screams of their victims pierce the air in a cacophony that they have grown to love.

BLACK FIRES

2d6 Sanity

Magical flames conceal the twisted forms of new horrors under construction.

Survivors must make a Wit save or take 2 + their level in fire damage and 5 psychic damage.

TIER III

The tower of Othrys is still under reconstruction. Smote by the gods long ago, an army of golems and clockwork conspirators work ceaselessly on it. But the main part of the effort is undertaken by the new master of Othrys, the monstrous demigod Typhon. This indescribable horror bends its will toward psychically rebuilding the fortress from its remains, using telekinetic powers to reconstruct every piece of stone as it once stood. Its servants bring it every piece they can from the farthest reaches of the Earth, and Typhon rebuilds it like a psychic puzzle.

Other forces feel the pull of this growing achievement. With each piece completed, the titan Cronus becomes more lucid and begins to crawl from out of the deepest pit of Tartarus, intent on reclaiming all that was lost with its armies. Typhon prepares its army of abominations in turn. The cyclopes can transform mere dirt into steel by their magical smithing, and they will burrow out the very core of the world if necessary to create enough troops to defeat Cronus a second time.

Above this frenzied and maddening construction is a deep hurricane-like storm cloud, at the center of which slithers the obscured form of Typhon itself. For a mere mortal to gaze upon this horror is to lose all hope of survival.

THE BLACK FORTRESS REBORN

3d6 + Level Sanity

The artifice of the great monster constructs a labyrinthine fortress around you. Stone moves and shifts around of its own accord.

The director alters 10 squares on the map with one of three effects:

- **Frustrating Failure:** A square with Frustrating Failure, and every square around it, becomes difficult terrain.
- **Rotating Piece:** A square with a Rotating Piece deals 5 physical damage to any creature that begins its turn there or passes through it.
- **Sculpted Arcana:** A square with Sculpted Arcana becomes blocking terrain.

Any other type of anomaly removes 5 squares of the triggering survivor's choice.

PANDEMOMIUM

Underworld

“Justice is only a roll of the dice. A flip of the coin. A turn of the wheel.”

- *Mad Max: Beyond Thunderdome* (1985)

Suggested Monsters: Anything

Pandemonium is the afterlife for gamblers and cheats who now must pay the price for the suffering caused by their greed.

TIER I

The outer realm of Pandemonium is an endless expanse of impaled heads—all in various states of decay, from skulls to the freshly staked—arranged to stare forevermore at the black tower where they wagered and lost. Cursed to cling with life like a disease, the millions of heads wail piteously, shout curses at their luck, or grind their teeth. Carrion birds rip at the heads, and are vicious enough to attack moving prey as well.

Roving gangs of demons patrol the waste, collecting stray astral travelers. They’re quick to detect new visitors, and descend upon them with rope and chain to bind them for use in the tower.

MEWLING MOUTHS OF PANDEMOMIUM

3d6 Sanity

The voices from thousands of decaying heads bore into your mind.

Survivors must make a Might save or take $1 + \text{their level}$ in psychic damage and be immobilized until the end of their next turn.

TIER II

The Black Tower of Pandemonium’s lower level is an arena of brutal gladiator combat. Each gladiatorial game is worse than the last, as creatures fetched from the outer wastes or plucked from the audience are thrust into ordeals of violence and survival. The terrain shifts after every battle, with structures of jet black stone assembling and disassembling to create new battlefields and weapons. Monsters of all sorts are loosed upon the field, and the objectives range from survival to slaying all other gladiators.

Overlooking the arena are countless undead spectators, compelled by their sinfulness to wager against the souls of those participating below. To bet successfully on a victor is to further one’s line of credit for the next game, and to lose is to come one step closer to being offered up as a gladiator. The bellicose demons who roam the wastelands outside the tower collect wagers on who lives or dies, and throw in the next lot when their luck runs out.

The house always wins, and every onlooker eventually bottoms out, to be offered up as a new sacrifice. From there it is only a matter of time before they join the disembodied heads left outside to rot.

GAMES OF PANDEMOMIUM

Survivors are stripped of their normal equipment, but can find random items throughout the battlefield at the beginning of each series of games. Each survivor gains five rolls on the scavenging table appropriate to their level before combat begins.

Challenge points of traps equal to twice the group’s level are added for free to every encounter in this area of Pandemonium.

TIER III

Every few thousand years, a gladiator wins a series of games so conclusively, or finds a loophole so clever and gaping, that they are permitted to ascend to the secret chamber at the top of the tower. In this shadowy stone chamber, covered in the remains of a thousand fierce battles, a succession of gigantic gods and demons pose questions to each other on esoteric matters of philosophy on the nature of creation, or whether or why it should end.

After posing their questions, rather than debate, these deities present champions plucked from across creation to duel to the death. Each champion proves the worthiness of their benefactor’s position by force of arms alone.

GREATER GAMES OF PANDEMOMIUM

Survivors are stripped of their normal equipment, but can find random items throughout the battlefield at the beginning of each series of games. Each survivor gains five rolls on the scavenging table appropriate to their level before combat begins.

Challenge points of traps equal to three times the group’s level are added for free to every encounter in this area of Pandemonium.

PLANET OF THE BRAIN EATERS

Celestial Horror

“We adapt and we survive. The function of life is survival.”

- *Invasion of the Body Snatchers* (1978)

Suggested Monsters: Aliens, Ambulatory Plants, Brain Eaters, Pod Beasts

TIER I

The Planet of Brain Eaters is lit only by two distant suns. Throughout the rocky planet, enormous fungal stalks, hundreds of times larger than the Earth’s largest trees, stretch into the sky and above the atmosphere. Each is alive with hyper-lethal ecosystems.

At the base of the stalks, the world is a barren wasteland devoid of life, except for the bulging brain eater colony hives. The brain eaters are their planet’s most common lifeform, near the bottom of the food chain.

Brain eaters are gray, one-eyed tarantula-like creatures, about the size of a human hand. They multiply by eating and then replicating their prey through a horrifying metamorphosis. This creates unwitting simulacra that act as living nests. The smell of their deadly bile often gives their presence away.

The brain eaters’ ability to replicate other creatures is an evolutionary advancement that enhanced their scavenging abilities and gave them sentience. They subsist on vermin or scavenge carcasses. Each possesses the genetic memory of every brain eater that came before it, meaning that each suffers its fate interminably, unable to use its higher thought to create a civilization. When the chance to escape arises from the arrival of creatures from other worlds, the brain eaters leap hungrily at the chance.

BRAIN EATER LARVAE

1d6 Sanity

Tiny brain eaters digest your flesh.

Survivors must make an Agility save or take $1d4 + \text{their level}$ in acid damage.

TIER II

The fungal stalk ecosystems consist at the lowest levels of ambulatory plant life that survives on brain eaters and the moisture the stalks collect. At the highest levels these plant creatures attack one another. Creatures can blend in perfectly with the interior walls of the fungus, snatching passers-by before they know they are dead.

CAMOUFLAGE

2d6 Sanity

The monsters of this realm know it better than you do, and hide in plain sight.

All enemies become invisible until the end of the next round.

TIER III

In low orbit, the stalks terminate in blooms of algae, blocking out much of what little light there would be. Colossal space-borne serpents in turn feed on the algae, as well as any other creatures they happen across.

SCREAMS OF THE SPACE SERPENTS

3d6 + Level Sanity

The horrible screeches of spaceborne beasts rend your fragile mind.

Survivors must make a Wit save or take 3 + their level in sonic damage and be dazed until the end of their next turn. This is a fear effect.

PRIMORDIA

Accursed Domain

"This planet doesn't belong to us. Ancient species owned this Earth long before mankind. And if we keep our heads buried in the sand, they will take it back."

- *Kong: Skull Island* (2017)

Suggested Monsters: Ambulatory Plants, Dinosaurs, Giant Arachnids

Primordia is a secret realm deep beneath the Earth—or perhaps far in its past or future—where creatures of the prehistoric world rule unchallenged. No civilization has a place in Primordia, for no human has the survival skills necessary to contend with Primordia's dinosaurs and other giant beasts.

TIER II

Most of Primordia is a stifling, inhospitable jungle teeming with predators, where even the bottom-feeder creatures are deadly.

BLISTERING HEAT AND FESTERING BUGS

2d6 Sanity

The heat of the jungle is overpowering. So are the bugs.

Survivors must make a Might save or take 2 + their level in fire damage and be crippled until the end of their next turn. Survivors that are already crippled when this anomaly occurs instead take 2 + their level in poison damage and are overwhelmed until the end of their next turn.

TIER III

Deep in ravines underneath the jungle are canyons that fester with the lairs of the jungle's insects. Little light reaches this area, and just about everything that stumbles into these areas is devoured down to the last bone.

CREepy CRAWLIES

3d6 + Level Sanity

There are more insects down here than you can see. But they see you.

Survivors must make an Agility save or take 2 + their level in poison damage and be immobilized until the end of their next turn.

THE ROBOT WASTES

Accursed Domain

"We don't know who struck first, us or them, but we know that it was us that scorched the sky. At the time, they were dependent on solar power and it was believed that they would be unable to survive without an energy source as abundant as the sun."

- *The Matrix* (1999)

Suggested Monsters: Clockwork Conspirators, Mechabominations, Skeletrons

TIER II

The Robot Wastes are a growing no man's land patrolled by automated killbots of steadily increasing intelligence and deadliness. Released as a defensive countermeasure against the apocalypse, the robots have become just as dangerous as the enemy they were designed to defeat.

While at first the robots put down any apocalyptic menace that dared to stand and fight, in a matter of days the artificial intelligence governing the robot army went rogue and evaluated humans as a threat to its continued existence. Now the robots kill or capture any humans they encounter. Captured humans are re-purposed into cyborg mechabominations, or reverse-engineered and vivisected so that the robots can understand how to impersonate them better.

When it became clear to world leaders that their robot defense initiative was out of control, they nuked the robots' central activity hub, thinking this would destroy the governing artificial intelligence. While this tactical strike dealt heavy damage and slowed the robots' progress, the intelligence anticipated the attack and networked itself into the Internet beforehand, making it almost unkillable through conventional means.

It's possible that targeted EMP weapons or the introduction of a virus to the mainframe may finish off the robots, but world governments are now in disarray and the robots' advance is checked only by other monsters. In addition, the Robot Wastes contain lethal amounts of radiation and are patrolled by armed drones, making them difficult at best for humans to traverse. The robots have also learned to alter the weather to cause the nuclear winter at the core of the Wastes to advance with their armies.

DRONE STRIKE

2d6 Sanity

A precision missile streaks down from cloud cover.

The director randomly selects a survivor. The survivor must make an Agility save or take 3 + their level in piercing fire damage and be knocked prone until the end of their next turn.

MAJOR CONTAMINATION

- Monsters deal +2 nuclear damage with attacks and effects, and gain +2 to all energy soak.
- The entire area is radioactive.

THE SHRIVELING DUST

Celestial Horror

"Whoa. Sandworms. You hate 'em right? I hate 'em myself!"

- *Beetlejuice* (1988)

Suggested Monsters: Clockwork Conspirators, Diamond Worms, Sandworms, Skinlings

TIER I

The Shriving Dust is a planet of blistering winds and scorching suns. Dusty gray sand dunes extend in all directions. Creatures trapped outside the shelter of the ruins desiccate from the planet's malevolent winds, with the most unwelcome intruders stripped of their flesh and torn apart within hours by inescapable sandstorms. What creatures the winds don't take are devoured by gargantuan sandworms and other hideous eldritch horrors.

BLISTERING WINDS

1d6 Sanity

Malevolent sandstorm winds rip at your flesh.

Survivors must make a Might save or take 1 + their level in sonic damage and be blinded until the end of their next turn.

MINOR CONTAMINATION

- Monsters deal +1 nuclear damage with attacks and effects, and gain +1 to all energy soak.
- The entire area is radioactive.

TIER II

The only remaining evidence of civilization are cyclopean ruins, a fraction of which extend out of the dunes, some containing dormant portals to other worlds. These ruins serve as shelter from the Shriving Dust's chaotic winds, though not from its lifeforms.

Long ago, the world was vibrant with life, but its native civilization fell into the worship of a vile deity, enacting a terrible ritual that reduced the planet to billowing ash.

The ruined world took its toll upon the fallen humanoids who destroyed it, and now the skinlings, still its most populous form of life, are cursed with an inability to grow their own skin. Instead, the skinlings use their ancient portals, one of the few pieces of technology they can still use, to invade other worlds and take the skin of other creatures for their own.

Wherever they can't escape to other worlds, the skinlings gather like rats in their necropolises, for even they fear to wander too far from safety.

Naked skinlings look like small apes stripped of their flesh, revealing bone and sinew wreathed in dried pus. Skinlings live in agony, but they try to alleviate this by skinning other beings and wearing them as bodysuits.

Skinlings covered in the flesh of their victims are even more loathsome, as they press the flesh onto their bodies with no rhyme or reason using their saliva, allowing it to rot until it becomes a festering cowl. Skinlings prefer to leave victims alive so they can share in their agony.

SKINLING BANNERS

2d6 Sanity

The sight of quilted flesh banners repulses even the strongest soul.

Survivors must make a Might save or take $2 + \text{their level}$ in psychic damage and lose all sanity soak for the rest of the scene. This is a fear effect.

MAJOR CONTAMINATION

- Monsters deal +2 nuclear damage with attacks and effects, and gain +2 to all energy soak.
- The entire area is radioactive.

TIER III

Underneath the skinlings' refuge is a vast subterranean network of ancient palaces, dusty and forgotten but still powerful with dark splendor. The skinlings avoid these places, as they are the domain of the gods they forsook long ago, and fiercely guarded by vengeful, spider-like automatons.

SCARABS

3d6 + Level Sanity

Flesh-eating scarabs erupt from every crack and crevice to attack the living.

Survivors must make an Agility save or take $3 + 1/2 \text{ their level}$ in ongoing physical damage. A Might save ends this ongoing damage.

SZYGGORF

Celestial Horror

"No one gave a thought to the older worlds of space as sources of human danger, or thought of them only to dismiss the idea of life upon them as impossible or improbable."

- H.G. Wells, *War of the Worlds* (1897)

Suggested Monsters: Szygg, Clockwork Conspirators, Crystalloids, Misbegotten

To human eyes, Szyggorf is at first a lifeless wasteland. Colorful mineral formations jut out of the ground at strange angles, and the walkable ground is covered in a thin layer of foul-smelling brine that stretches beyond the horizon of the planet's many suns and moons, leaving the planet eternally bathed in light.

Szyggorf is the planet of the Szygg, a race of mineral creatures that once ruled the galaxy, but were hunted until they existed only on this lonely planet.

TIER II

The wastes of Szyggorf are where the Szygg "welcome" visitors, attempting to bring them under their influence, and the more naïve and ambitious their guests, the better. Visitors would little suspect that the brine around them is the accumulated fecal matter of the Szygg, who have spent eons feeding on little more than the radiation from their suns.

If the Szygg find that they cannot reason with visitors, recruit them, and bring them into their confidence, they don't hesitate to destroy them. They possess the means to replicate creatures as enslaved automatons and will set these and other more useful servants on enemies.

NOXIOUS BRINE

2d6 Sanity

Any who linger in the brine of Szyggorf feel its sting.

Survivors who are knocked prone, or end the round crippled or immobilized, take $1 + \text{their level}$ in poison damage. This damage can only be taken once per round.

TIER III

Deep beneath Szyggorf, the Szygg have created vast kaleidoscopic palaces where they communicate with each other through minute, warbling vibrations. Here they also plot with their servants.

Clockwork conspirators plot with the Szygg, each side using the other to further their plans and both planning and expecting betrayal. With the help of the conspirators, the Szygg have recruited a throng of misbegotten.

Crystalloids are the Szygg's natural allies, as both are silicon-based and therefore have unique respect for each other.

SEDUCTION OF THE SZYGG

3d6+Level Sanity

All who come here are subject to the majesty of the Szygg.

Survivors must make Wit saves or take $3 + \text{their level}$ in psychic damage and be dazed until the end of their next turn.

TARTARUS

Celestial Horror

*But I've a rendezvous with Death
At midnight in some flaming town,
When Spring trips north again this year,
And I to my pledged word am true,
I shall not fail that rendezvous.*

- Alan Seeger, *I Have a Rendezvous with Death* (1916)

Suggested Monsters: Demons, Misbegotten, Titans, Undead

Tartarus is a realm of unending, hopeless battle. The souls of the most cruel, callous, and cowardly soldiers are condemned here to suffer as penance for the unjust and terrible deeds they perpetrated in war. Each damned soul is sorted into a different army of rogues and marauders, all given the Sisyphean task of conquering the others. As each soul is that of a craven malefactor who could not keep faith in life, all are doomed to failure. This does not stop them from trying, nor the true masters of the realm from plotting.

TIER I

An infinite expanse of trenches is dug into a field of mud that extends into the horizon. Each trench is the scene of untold suffering, as the damned lay in diseased, flea-infested squalor. Many of the soldiers holding watch here are stripped of sentience, able only to hear the scream and thundering of artillery overhead, crashing across the battle lines without interruption or end.

Each senseless, agonized death ends nothing. With each new dawn, each slain soldier returns to life bearing evidence of their killing wounds, enslaved under the command of the masters of Tartarus.

FESTERING DISEASE

1d6 Sanity

Rats, fleas, and wafting toxic gas claw at your flesh.

Survivors must make a Might save or take 1 + their level in poison damage and be crippled until the end of their next turn.

TIER II

Behind the front line, other denizens work feverishly on war machines, constructing crude artillery and tanks out of the ruins of those previously smashed in the anvil of battle. Each night more cannons replace those lost, and another regiment of armored cavalry is smashed by countless rivals.

These armored assaults are assisted by doomed infantry charges across untold miles of no man's land. Those not cut down by machine gun fire drown in muddy quagmires or are maimed and blown apart by artillery fire.

ARTILLERY BARRAGE

2d6 Sanity

Isolated positions are bombarded with thundering death.

Survivors with no enemies adjacent must make a Might save or take 5 + their level in physical damage and be knocked prone until the end of their next turn.

TIER III

If an intruder on Tartarus should defeat the bloody riddle of its no-man's land, they are faced with an endless pit at the realm's edge, from which emerge misshapen and foul monsters that serve as lieutenants and generals to the souls under their dominion. These are the titans and their offspring, an ancient race of beings that predate the gods, but were thrown down after an epic conflict.

The titans were exiled to Tartarus by the will of the gods, and only the ending of the world will break their imprisonment. Unable to escape, the titans instead enacted dark magic to attract others to their banner. For tens of thousands of years, they have gathered the damned souls of the worst evil-doers on mortal battlefields. As their final revenge, the titans are creating the ultimate war machine. The endless war of Tartarus is by their design; a sick game meant to forge mortal refuse into the most hardened, pitiless, and inhuman warriors to ever exist.

TITANOMACHY

3d6 + Level Sanity

The titanic madness of war enslaves you to its will.

Survivors must make a Wit save or take 3 + their level in physical damage and deal their level in piercing physical damage to adjacent allies.

VILLAGE OF THE DAMNED

Accursed Domain

"There was an echo here in Derry, a deadly echo, and all they could hope for was that the echo could be changed enough in their favor to allow them to escape with their lives."

- Stephen King, *It* (1986)

Suggested Monsters: Ghosts

TIER I

The Village of the Damned seems a charming town in middle America, or a sleepy village at the edge of a dark European forest, or an inner-city neighborhood bustling with the activity of every-day cosmopolitan life.

But at the edge of the trespasser's vision, there are disturbing scenes just out of sight, vanishing when someone calls attention to them, and none can say for certain what they saw hidden in the crowd, behind the tree, down the alleyway.

But it is there, and when the time is right, it will strike, using illusions to conceal its malevolence until the last moment. Nothing in the Village of the Damned is what it seems; all evidence of life is a façade meant to draw in more victims to its expanding borders. Attacks by the long-dead creatures of the village are intermittent at first, growing in intensity as suspicions mount that something is very wrong.

SHADOWS OF THE PAST

1d6 Sanity

Your enemies conceal themselves in dream-like mirages.

Survivors must make a Wit save or take 1 + their level in cold damage and treat all enemies as invisible until the end of their next turn.

TIER II

Soon, the ghosts reveal themselves, and broad daylight turns to a midnight black, the modern construction turns to condemned tenements and dilapidated mansions, and the darkness of the forest is revealed to have overtaken civilization long ago. The ghosts multiply and grow as their prey tries in vain to flee.

NIGHT ON BALD MOUNTAIN

2d6 Sanity

The terrible spirits around you grow in size and strength with your fear.

Survivors must make a Wit save or take 2 + their level in cold damage. All enemies adjacent to them regain 5 hit points and gain +2 to hit until the end of the survivor's next turn. This is a fear effect.

TIER III

Inevitably, the intruders are manipulated and chased into entering a particular house or tenement, where the evil is strongest. Here time and space have little meaning.

WE ALL FLOAT DOWN HERE

3d6 + Level Sanity

You can't escape what's coming.

Survivors must make a Wit save or take $3 + \text{their level}$ in psychic damage and be teleported up to 6 squares to a square of the director's choice. This is a fear effect.

MONSTERS EXPLAINED

"You play a good game, boy, but the game is finished. Now you die."

- *Phantasm* (1979)

Die Screaming has rules to govern and provide guidance on how monsters are designed and how to balance survivors' encounters with them.

READING THE MONSTER ENTRIES

Every monster has a statistics block describing its basic attributes. These will look like this:

NAME

Level & Classification

Challenge Points:

Type:

Sanity Damage:

Abilities:

Hit Points:

Initiative:

Armor Class:

Saves:

Attacks:

Passive Defenses:

All monsters also have sections that give in-depth detail to their appearance, combat strategy, and special abilities.

LEVEL

All monsters have a level, from 1 to 14. A monster's level is equivalent to that of a survivor. Monsters get a bonus to their AC, saves, skills, attack rolls, and damage rolls equal to level.

The number of ability points a monster has is also partially determined by its level (see Creating or Enhancing a Monster).

Readers may note the absence of level 11 monsters anywhere in the game—all charts skip from 10 to 12. This is because level 12 eldritch horrors are considered a challenge apart, far beyond the strength of even the next most powerful monsters.

CLASSIFICATION

In addition to their level, monsters receive a special descriptor:

Minion: A minion is half as challenging as a standard monster of the same level. Minions have only one hit point. Minions never take damage on a successful save or when an attack misses them. There are no minions above level 10.

Standard: This is a monster that is as powerful as a survivor of the same level. It gets no special bonuses or penalties.

Monstrosity: A monstrosity is as challenging as two standard monsters of the same level. Monstrosities:

- Have 20 hit points per level
- Have 8 more ability points to spend than normal monsters of their level
- Deal an extra die of damage with all their physical attacks
- Deal additional damage on critical hits
- Usually deal double the damage that normal monsters of a similar level would do
- Can score a critical hit on an attack roll of 19 or 20
- Have significantly more special abilities than a standard monster
- Monstrosities don't exceed level 10.

Eldritch Horror: An eldritch horror is as challenging as four normal monsters of the same level and is intended to provide an epic challenge for survivors. Eldritch horrors:

- Have 50 hit points per level
- Have 8 more ability points than normal monsters of their level
- Deal an extra die of damage with all their attacks
- Usually deal double the damage that normal monsters of a similar level would do with any other attack
- Can score a critical hit on an attack roll of 18-20
- Have several devastating abilities
- Eldritch horrors are omniscient and immune to domination and stunning
- Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage

An eldritch horror is always at least level 3. Eldritch horrors can reach up to level 12.

CHALLENGE POINTS

Monster challenge points are a measurement the director can use to build balanced combat scenes.

The number of survivors in a party and their level creates a scene budget for combat scenes. This indicates how many monsters and of what level the survivors can fight in a scene and still be challenged. There are two levels of challenge to a combat scene:

- **Normal:** The monsters are as strong as the party. 2-3 such combat scenes will likely drain the party of its ability to fight for the day.
- **Deadly:** The monsters are stronger than the party, but can be defeated using heavy resources, skillful play, and a little luck.

Don't use monsters more than 2 levels below or 4 levels above the survivors in strength. Monsters above this threshold will overmatch the survivors, while monsters below the threshold will be too weak to pose a challenge even in large numbers.

You may find that an experienced group of players can more easily defeat monsters than recommended by the budget. In these cases, it's advisable to increase the challenge point budget by roughly 25%, but don't be overzealous, or the battles will become too difficult even for these groups.

MONSTER CHALLENGE POINTS BY LEVEL

Level	Minion	Standard	Monstrosity	Eldritch Horror
1	1	2	4	-
2	2	4	8	-
3	3	6	12	24
4	4	8	16	32
5	5	10	20	40
6	6	12	24	48
7	7	14	28	56
8	8	16	32	64
9	9	18	36	72
10	10	20	40	80
12	-	-	-	96
14				112
15				120

SURVIVOR PARTY SCENE BUDGET

Party Level	Monster Levels	3 Players	4 Players	5 Players	6 Players
1	1-5	6	8	10	12
2	1-5	12	16	20	24
3	1-5	24	30	36	42
4	2-6	32	40	48	56
5	3-7	40	50	60	70
6	4-8	54	72	90	108
7	5-9	63	84	105	112
8	6+	72	96	120	144
9	7+	81	108	135	162
10	8+	90	120	150	180

TYPE

The Type entry describes the size of the monster and its origin. Size affects a monster's statistics. There are six size categories:

- **Tiny:** Occupies one square. Multiple tiny creatures can occupy one square or occupy the square of a larger creature.
- **Small & Medium:** Occupies one square.
- **Large:** Occupies four squares, two by two.
- **Huge:** Occupies nine squares, three by three.
- **Colossal:** Occupies twenty-five squares, five by five.

ORIGIN

Monsters are also divided into several subcategories to describe their origin. A monster's type may also have in-game mechanical effects (powers that affect only certain types of monsters, for example).

Abominations are ancient and evil beings that have dwelled on Earth for tens of thousands or even millions of years, heirs to ancient civilizations that long predate humanity. Some are insidious plotters that manipulate world events, working from the shadows to bring about the apocalypse. Others fell victim to primordial conflicts with other abominations, the survivors going into hibernation in secret lairs until the time ripened for their return.

- **Vile:** Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

Aliens are beings from other planets, deep space phenomena, or realities. Aliens may be ignorant of or unconcerned by humans, but they never have humans' best interests in mind. Most are evil by human standards.

- **Weird:** Increase sanity die damage by one step in the presence of at least one alien.

Cryptids are animals unknown to human science that have lurked out of human reach for millennia for any number of reasons. They are part of ecosystems deep underground, in the sea, or in jungles so deep that humans never interact with them. The apocalypse has allowed these creatures to spread unchecked. Some are released by abominations that keep them as pets or escaped from the laboratories where humans once studied them.

Demons are living manifestations of human emotion from realms of eternal nightmare. They are evil given life, twisted and destructive entities of unparalleled foulness and corruption.

- Demons are primeval horrors of magic and chaos. Demons above minion level gain +1 energy soak per level.
- Eldritch horror-level demons cause random dark phenomena when anomalies are triggered, as specified in the monster description.

Divines are beings of a higher order, created in elder days by unknowable deities. While not necessarily evil, divines are dangerous, and often resent humanity for ancient sins. Divines are sometimes tasked to destroy a mortal that angered the gods. The greatest of the divines are more terrible to behold than any demon.

Depraved are insane and evil humans: Sadistic raiders, psychotic cultists, and deranged supersoldiers.

Undead are divided among two general categories:

- **Ghosts** are spirits that live on after death, either because they were wronged in life or are too evil to die. They are almost impossible to permanently destroy.
 - Ghosts are only quasireal and resistant to physical attack. Standard-level ghosts gain their level in physical soak; monstrosities and eldritch horrors gain twice their level.
 - Ghosts are incorporeal, and can pass through solid objects and can't be grabbed.
- **Zombies** are corporeal undead creatures that spread through a virus, unexplained meteorological phenomenon, or curse.

MONSTER REACH & SPEED

Monsters have reach and speed according to their size. This is how far away in squares a monster can make melee attacks from. Unless otherwise noted, monsters don't get opportunity attacks against creatures not adjacent to them.

- **Tiny, Small, Medium:** 1
- **Large:** 2
- **Huge:** 3
- **Colossal:** 5

Monster speed:

- **Tiny, Small, Medium:** 6
- **Large:** 8
- **Huge:** 10
- **Colossal:** 14

SANITY DAMAGE

This entry indicates the sanity damage the monster inflicts when it traumatizes survivors with its appearance.

ABILITIES

This entry lists the monster's ability scores.

HIT POINTS

All monsters have hit points according to their level, Might score, and monster type.

- **Minion:** 1 Hit Point
- **Standard Monster:** $(10 \times \text{Level}) + 10 + \text{Power Level}$
- **Monstrosity:** $(20 \times \text{Level}) + 10 + \text{Power Level}$
- **Eldritch Horror:** $(50 \times \text{Level}) + 10 + \text{Power Level}$

INITIATIVE

Monsters have an initiative bonus equal to their Agility modifier + their Wit modifier.

ARMOR CLASS

All monsters receive a bonus to their armor class equal to their level.

SAVES

This entry lists all the monster's saves, which are always equal to its level + relevant ability modifier + Charisma modifier.

A monster's skills are also its saves +4.

ATTACKS

This lists the types of attacks the creature can use and their damage. If the entry states that the monster can make one attack *and* another type of attack, it gets both those attacks every round. If it uses *or*, it can only use one of them.

A monster's attack bonus is usually its level + its Might modifier. Monsters with higher Agility than Might can use their Might modifier instead.

Most monsters deal a base damage based on their level:

- **1-4:** d8
- **5-8:** d10
- **9+:** d12

Minions and standard monsters deal one die of damage, while monstrosities and eldritch horrors deal two. All monsters add their Might modifier and level to damage rolls. On a critical hit, monsters deal the maximum possible damage.

CRITICAL HITS

The attack entry will also mention if the monster scores a critical hit on any attack roll other than 20. Monstrosities typically score a critical hit on 19-20, while eldritch horrors score a critical hit on 18-20.

SPECIAL EFFECTS

Some attacks have special effects besides pure damage, which will either be apparent in this entry or in the monster's description.

PASSIVE DEFENSES

Monsters can have passive defenses not elaborated on in the monster's description. All monsters have night vision 12.

MONSTER DESCRIPTION

The monster's description will not only provide information about the monster, but also the mechanics of its powers.

POWERS

When a monster ability calls for a save, the DC is 15 + the monster's level, unless otherwise noted.

Monster abilities have several possible descriptors indicating modifiers in order:

- **Area:** The type of area or range of the attack, as well as that range
- **Type:** What kind of damage the effect is based on and whether it is a fear effect (and therefore affected by the Fearless condition).
- **Sanity:** Whether the attack causes sanity damage. This extra sanity damage occurs only once per survivor.

For example:

Blood Drain [Aura 6, Necrotic, 3d6 Sanity]: When the tree thing begins its turn, enemies must make a Might save or take 4 piercing necrotic damage as their blood seeps out of their body, along the ground, and into the tree thing's body.

- The tree thing's ability affects enemies in an aura burst 6. Enemies outside the area are unaffected.
- The effect deals necrotic damage.
- The first time the ability is used, survivors take the listed sanity damage.

Not every monster power will have every descriptor, only those applicable to the power.

CREATING/ENHANCING MONSTERS

You can extrapolate most of a monster's statistics by its ability scores.

MONSTER ABILITY SCORES BY LEVEL

Ability Points	Level	Small	Medium	Large	Huge	Colossal
	1	50	52	54	56	58
	2	50	52	54	56	58
	3	52	54	56	58	60
	4	52	54	56	58	60
	5	54	56	58	60	62
	6	54	56	58	60	62
	7	56	58	60	62	64
	8	56	58	60	62	64
	9	58	60	62	64	66
	10	58	60	62	64	66
	11	60	62	64	66	68
	12	60	62	64	66	68
	14	62	64	66	68	70

Monstrosities and eldritch horrors gain +8 to their total ability score by level.

SCALING MONSTERS UP

You can change the level of a monster if it doesn't meet your exact needs. It is not recommended that you adjust a monster by more than four levels.

When adding a level to a monster, add 10, 20, or 50 (standard / monstrosity / eldritch horror) hit points and +1 to attack rolls, damage, AC, saves, and skills, and then adjust the power rating according to the power level table.

EXTRAPOLATING OTHER ABILITIES

Sometimes monsters have abilities that are implicitly tied to level. For instance, the level 5 Shrieking Horror has a special attack:

Shriek [Close Burst 12, Sonic, 2d6 Sanity]: As a standard action once per scene, the Shrieking Horror can let out a hideous shriek. Everything takes 10d6 sonic damage and is crippled until the end of the scene (Might halves damage and negates crippling).

At level 6, *Shriek* would deal 12d6 damage (and require a Might save).

Monsters' passive defenses are also tied somewhat to their level and type. The following charts list off the maximum passive defense array a monster of a given challenge category should have according to its level, which is helpful when constructing your own monsters.

Not every monster in the game conforms to these charts, due to various other strengths and weaknesses that monsters possess. Some have none of the abilities at all. Monstrosities and eldritch horrors are listed with multiple arrays—that is, monsters that have particularly strong physical soak or fast healing, but not both, for example.

RESKINNING MONSTERS

If there's no monster that matches an idea you have, but you're not comfortable with writing one, "reskin" an existing monster with slight variations to create what you need.

STANDARD MONSTER PASSIVE DEFENSES

	Regenerator	Tanky	Magical
1	Fast Healing 1	-	Soak Energy +1
2	Fast Healing 2	-	Soak Energy +1
3	Fast Healing 3	Physical Soak +1	Soak Energy +1
4	Fast Healing 4	Physical Soak +1	Soak Energy +1
5	Fast Healing 5	Physical Soak +2	Soak Energy +2
6	Fast Healing 6	Physical Soak +2	Soak Energy +2
7	Fast Healing 7	Physical Soak +2	Soak Energy +2
8	Fast Healing 8	Physical Soak +2	Soak Energy +2
9	Fast Healing 9	Physical Soak +3	Soak Energy +3
10	Fast Healing 10	Physical Soak +3	Soak Energy +3

MONSTROSITY PASSIVE DEFENSES

	Balanced	Regenerator	Tanky	Magical
1	-	Fast Healing 2	Physical Soak +1	Soak All Energy +1
2	-	Fast Healing 4	Physical Soak +1	Soak All Energy +1
3	Fast Healing 3 Physical Soak +1	Fast Healing 6	Physical Soak +2	Soak All Energy +1
4	Fast Healing 4 Physical Soak +1	Fast Healing 8	Physical Soak +2	Soak All Energy +1
	Fast Healing 5			
5	Physical Soak +2 Soak All Energy +1	Fast Healing 10	Physical Soak +3	Soak All Energy +2
	Fast Healing 6			
6	Physical Soak +2 Soak All Energy +1	Fast Healing 12	Physical Soak +3	Soak All Energy +2
	Fast Healing 7			
7	Physical Soak +2 Soak All Energy +1	Fast Healing 14	Physical Soak +4	Soak All Energy +2
	Fast Healing 8			
8	Physical Soak +2 Soak All Energy +1	Fast Healing 16	Physical Soak +4	Soak All Energy +2
	Fast Healing 9			
9	Physical Soak +3 Soak All Energy +2	Fast Healing 18	Physical Soak +5	Soak All Energy +3
	Fast Healing 10			
10	Physical Soak +3 Soak All Energy +2	Fast Healing 20	Physical Soak +5	Soak All Energy +3

ELDRITCH HORROR PASSIVE DEFENSES

	Balanced	Regenerator	Tanky	Magical
	Fast Healing 6			
3	Physical Soak +2 Soak All Energy +1	Fast Healing 12	Physical Soak +3	Soak All Energy +2
	Fast Healing 8			
4	Physical Soak +2 Soak All Energy +1	Fast Healing 16	Physical Soak +4	Soak All Energy +2
	Fast Healing 10			
5	Physical Soak +3 Soak All Energy +2	Fast Healing 20	Physical Soak +5	Soak All Energy +3
	Fast Healing 12			
6	Physical Soak +3 Soak All Energy +2	Fast Healing 24	Physical Soak +6	Soak All Energy +3
	Fast Healing 14			
7	Physical Soak +4 Soak All Energy +2	Fast Healing 28	Physical Soak +7	Soak All Energy +4
	Fast Healing 16			
8	Physical Soak +4 Soak All Energy +2	Fast Healing 32	Physical Soak +8	Soak All Energy +4
	Fast Healing 18			
9	Physical Soak +5 Soak All Energy +3	Fast Healing 36	Physical Soak +9	Soak All Energy +5
	Fast Healing 20			
10	Physical Soak +5 Soak All Energy +3	Fast Healing 40	Physical Soak +10	Soak All Energy +5
	Fast Healing 24			
12	Physical Soak +6 Soak All Energy +3	Fast Healing 48	Physical Soak +12	Soak All Energy +6

MONSTERS BY LEVEL

LEVEL 1 [20]

Minion [12]: Apocalypse Frog, Bovine Channeler, Death Dog, Dread Hound Youngling, Frankencat, Hound-Scout, Cultist Initiate, Moist One, Slime Worm, Spiderling, Cultist Wretch, Zombie Polyp

Standard [4]: Cultist Adherent, Fungal Zombie, Cultist Psychopath, Tunnel Tick

Monstrosity [4]: Fungal Horror, Slurping Ravager, Underfiend, Utburd

LEVEL 2 [24]

Minion [8]: Brain Eater, Cannibal-Runt, Drillghoul, Ghoul Thrall, Giant Worm, Mangled Fresh Zombie, Pod Thing, Plague Wasp

Standard [13]: Carrion Eater, Desolation Hound, Dread Hound Progeny, Fell Vermin, Freezing Slime, Fresh Zombie, Hound-Marauder, Pod Beast, Slime Drone, Stitch Spider, Tentacle Dog, Tree Thing, Welded Grunt

Monstrosity [3]: Fleshmetal Colossus, Hydra Polyp, Verminblight

LEVEL 3 [44]

Minion [10]: Amoeba Spawn, Accursed Spawn, Feral, Goblin, Hound of Xolotl, Nonlinear Hound, Raider Grunt, Risen Skeleton, Shock Bug, Shock Crawler

Standard [12]: Blade Elemental, Calcifactor, Cannibal-Thing, Giant Ant, Gremlin, Hunter-Goat, Larval Wretch, Plague Puppet, Screaming Centipede, Shadowkin, Skinling, Supersoldier

Monstrosity [11]: Ashen One Swarm, Bane Moth, Beezelspawn, Brain Eater Simulacrum, Dream Thrall, Feral Alpha, Greater Blade Elemental, Hungerer, Packmaster, Possessed Cultist, Soulsworn

Eldritch Horror [11]: Astral Terror, Beelzebrood Queen, Blademonger, Cesspool Ancient, Elder Thing, Fungal Leviathan, Hound of Tindalos, Lair Tyrant, Prototoad, Rictus Worm, Tzitzimatl, Warp Ogre

LEVEL 4 [50]

Minion [7]: Astral Corruption, Bone Chewer, Dark Cherub, Dofleini Hatchling, Inbred, Mangled Rancid Zombie, Unbeliever

Standard [20]: Befouled, Blade Bat Swarm, Chupacabra, Defiler, Dofleini, Giant Cockroach, Giant Dragonfly, Harpy, Horrible Brain, Hybrid Child, Midnight Horror, Plague Wasp Warrior, Plasm, Pterosaur, Rancid Zombie, Scavenger Raptor, Scrimshander Soldier, Skeleton Warrior, Sphinctral Lump, Trollkin

Monstrosity [15]: Angler Wretch, Black Dread, Cannibal-Horror, Cockroach Swarm, Flesh-Scorned, Giant Pterosaur, Giant Stomatopod, Headslinger, Hunter-Shaman, Hunting Spider, Id Horror, Juggernaut, Pinioned Horror, Reaper, Satyr

Eldritch Horror [8]: Baobhan Sith, Bandersnatch, Dread Slayer, Ebon Renegade, Extremist, Progenitor Horror, Septipod, Wendigo

LEVEL 5 [42]

Minion [7]: Bane Caterpillar, Crab Spawn, Inbred Dwarf, Intestinal Envoy, Mulchkin Soldier, Reptid, Unsouled Husk

Standard [16]: Ancient Cultist, Chaos Demon, Chthonian Spawn, Corruption Demon, Coven Leader, Crab Man, Deep One Hybrid, Hatred Demon, Madness Demon, Ruin Demon, Shinobi Assassin, Soul Flayer, Torchbearer, Torment Demon, Twisted One

Monstrosity [11]: Crab Mother, Gibbering Hulk, Giant Mantis, Intestinal Ambassador, Microraptor Swarm, Shinobi Clan Elite, Shrieking Horror, Skeleton Captain, Supersoldier Dreadnought, Swamp Horror, Terror Bird

Eldritch Horror [8]: Cannibal-Chimera, Cnidarian, Emerald Juggernaut, Plague Wasp Queen, High Warlock, Shinobi Grand Master, Twilight Demigod, Waterbear

LEVEL 6 [52]

Minion [5]: Apparition, Assistant, Hellspawn, Misbegotten Afterbirth, Skeletron Series I

Standard [14]: Ancient Zombie, Barrow Slave, Chainsaw Leper, Colleague, Crone, Earthen Horror, Fiend, Fomorian Soldier, Ghost, Misbegotten Morphling, Psychic Stigma, Raider Chieftain, Scalefolk, Scorpius Conspirator

Monstrosity [19]: Ankylosaur, Blackened Colossus, Conqueror Worm, Draugar Wight, Draugar Wraith, Eelspawn, Foldaway Conspirator, Giant Scorpion, Greater Plasm, Inbred Ogre, Nagual, Partner, Pod Horror, Raptor, Sharkling, Skeletron Series II, Titanspawn, Troll, Unclean Ghoul

Eldritch Horror [14]: Bane Moth Goliath, Cosmic Corpse, Darkwarden, Demoniac, Dread Spider, Eidolon, Flesh Behemoth, Giant Snake, Medusozoan, Rat King, Revelator, Skeleton King, Skeletron Series III, Tree of the Damned

LEVEL 7 [32]

Minion [5]: Disciple of the Harvest, Foulstone Initiate, Gray Gorilla Scion, Moleman, Ophanim

Standard [11]: Brachyuran, Brood Spider, Cyanide Golem, Dimensional Shambler, Dromopod, Foulstone Pariah, Gray Gorilla, Insectoid Barbarian, Megarachnid Hatchling, Void Lizard, Xeno

Monstrosity [8]: Fallen Angel, Fluorine Horror, Foulstone Sorcerer, Gasoline Golem, Gray One, Megarachnid Soldier, Nephilim, Sewer Alligator

Eldritch Horror [8]: Deathwalker, Deep Lord, Eldritch Dreadnought, Foulstone Behemoth, Horror from Beyond, Megarachnid Queen, Memento Mori, Nephilim King

LEVEL 8 [30]

Minion [3]: Assassin Bug, Festerflea, Nightmare

Standard [9]: Festerflea Queen, Giant Bat, Hybrid Soldier, Lost Legionnaire, Minor Dream Demon, Priest of Set, Vampire Spawn, Venombeast, Visceroid

Monstrosity [13]: Charnel Prince, Demon Lord, Greater Dream Demon, Greater Xeno, Harridan, Matron of Pain, Pestilent Prince, Rotmonger, Shrieking Gnasher, Triceratops, Trollmother, Wintry Prince, Wraith

Eldritch Horror [5]: Baleful Patron, Dream Demon Lord, Fad Felen, Megaplasm, Misbegotten Gigant

LEVEL 9 [29]

Minion [0]:

Standard [7]: Burning Ripper, Cyclops Barbarian, Fleshborer, Invisible Ooze, Iron Mind Tormentor, Manroach, Silent Seeker

Monstrosity [12]: Alien Hunter, Claything, Crystallopod, Cyclops Elder, Demonic Carving, Gray Gorilla Silverback, Hybrid Giant, Immortal Eye, Iron Mind Servitor, Roachvile Noble, Storm Wyvern, White Wolf

Eldritch Horror [10]: Crystalline Effigy, Erinyes, Harvest Lord, Hecatoncheires, Hydra, Iron Mind Superlator, Ravenlord, Roachvile King-Queen, Snow-Thing, Xenolord

LEVEL 10 [14]

Minion [3]: Greater Hound of Xolotl, Szygg Automaton, Werebound Wolf

Standard [6]: Avatar of Anubis, Avatar of Sobek, Killcrow, Szyggspawn, Werewolf, Wurmspawn

Monstrosity [5]: Greatwurm, Returned Pharaoh, Szygg, Vampire Elder, Werewolf Alpha

LEVEL 12 [18]

Eldritch Horror [18]: Alien Huntmaster, Anathema, Archfiend, Avatar of Set, Diamond Worm, Dread Hound, Fomorian King, Gray Gorilla Ancient, Imperator in Extremis, Misbegotten Gigant Carcass, Phantom, Sandworm, Spawn of Apophis, Szygg Didact, Termagant, Titan, Tyrannosaur, Werewolf Abomination

LEVEL 14 [16]

Eldritch Horror [16]: Amoeba of Madness, Apophis, Arboreal Wailer, Chthonian, Creeping Death, Croatoan, Crnobog, Crystalline Eviscerator, Entropic Colossus, Greater Tzitzimatl, Nidhoggr, Samael, Space Dragon, Titan, Vampire Lord, Vritra

LEVEL 15 [5]

Eldritch Horror [5]: Cronus, Chthonic Ancient, Kaiju, Tiamat, Typhon

MONSTER BESTIARY

ANGELS

"We were not stone then, but light. It was not our place to interfere. Yet we chose to try and help mankind, and when we disobeyed the Creator, He punished us."

- Noah (2014)

Angels, far from humanity's saviors, take a dim view of mortals, especially those that desecrated their flesh and souls to survive.

APOCALYPSE FROG

Level 1 Minion

Challenge Points: 1

Type: Tiny Divine

Sanity Damage: 2d6

Abilities: Might 14, Agility 16, Wit 10, Charisma 10

Hit Points: 1

Initiative: +3

Armor Class: 16 (+1 Level, +3 Agi, +2 Size)

Saves: Might +4, Agility +5, Wit +2

Attacks: Bite +3, 1d8+3 + Venom

Passive Defenses: -

Apocalypse frogs are monstrous amphibians of varying hues. They fall from the sky to harass and devour mortals. They have sharp teeth and claws.

Divine Grace: Apocalypse frogs gain +2 on saves.

Explosive Decomposition [Close Burst 1, Psychic, 1d6 Sanity]: Apocalypse frogs explode when killed. Victims take 4 psychic damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

Soul Venom [Psychic]: A victim struck by an apocalypse frog takes +1 psychic damage.

DARK CHERUB

Level 4 Minion

Challenge Points: 4

Type: Small Divine

Sanity Damage: 3d6

Abilities: Might 10, Agility 16, Wit 10, Charisma 16

Hit Points: 1

Initiative: +3

Armor Class: 18 (+4 Level, +3 Agility, +1 Size)

Saves: Might +9, Agility +12, Wit +9

Attacks: Trident +7, 1d8+4

Longbow +7, 1d8+4 + Plague of Judgment

Passive Defenses: Flight

Dark cherubs are vicious sprites sent from the heavens to terrorize sinners and serve as harbingers of doom for greater angels. They are blackened, naked children with bat wings, armed with small, cruel-looking tridents and longbows. They torture their victims with childish taunts.

Divine Grace: Dark cherubs gain +2 on saves.

Minion: Minions never take damage on a successful save or when an attack misses them.

Plague of Judgment [Fear, 3d6 Sanity]: Victims struck by the cherub's arrows must make a Might save or be infected with the plague of judgment. An afflicted creature has no soak and moves at half speed. If it ends its turn next to an un-infected ally, that creature must make a Might save or also be infected. The plague of judgment lasts until the end of the scene.

OPHANIM

Level 7 Minion

Challenge Points: 7

Type: Small Divine

Sanity Damage: 3d6

Abilities: Might 10, Agility 16, Wit 14, Charisma 16

Hit Points: 1

Initiative: +5

Armor Class: 21 (+7 Level, +3 Agi, +1 Size)

Saves: Might +12, Agility +15, Wit +14

Attacks: -

Passive Defenses: Flight, Immune to Fire and Psychic

The Ophanim are beings of pure light, given shape by the runed stone rings that spin around their bodies. They accompany other angels into battle.

Awesomeness: When two or more ophanim are adjacent to an enemy, that enemy is blinded.

Collapse [Aura 1, Psychic]: When an Ophanim is destroyed, enemies take 7 psychic damage.

Divine Grace: Ophanim gain +2 on saves.

Great Uproar [Aura 1, Fire]: Ophanims don't attack directly. When they begin their turn, enemies take 7 fire damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

BURNING NEPHILIM

Level 7 Monstrosity

Challenge Points: 28

Type: Huge Divine

Sanity Damage: 3d6

Abilities: Might 20, Agility 16, Wit 16, Charisma 18

Hit Points: 160

Initiative: +6

Armor Class: 22 (+7 Level, +4 Armor, +3 Agi, -2 Size)

Saves: Might +18, Agility +16, Wit +16

Attacks: Bash +12 (19-20 Crit), 2d10+12

Passive Defenses: Physical Soak +4, Soak All Energy +2

Nephilim are the ancient offspring of Samael the archangel and Lilith, the fiendish first woman. Reputed to be giants in the old texts, Nephilim are not only that, but born from holy light that burns too hot for a mortal to withstand. This light is bound into fearsome shapes of stone. They regard this state of being as a punishment for past transgressions.

Ancient Might: Nephilim treat damage die rolls of less than 5 as 5. Enemies struck by the Nephilim must make a Might save or be knocked prone.

Divine Grace: Nephilim gain +2 on saves.

Earthshaker [Aura 12]: Enemies treat all terrain as difficult and can't shift.

Hidden Radiance [Aura 1, Fire]: While a Nephilim is staggered, when it begins its turn, enemies take 14 fire damage.

FALLEN ANGEL

Level 7 Monstrosity
Challenge Points: 28
Type: Medium Divine
Sanity Damage: 3d6
Abilities: Might 16, Agility 18, Wit 16, Charisma 16
Hit Points: 156
Initiative: +7
Armor Class: 20 (+7 Level, +3 Agi)
Saves: Might +13, Agility +14, Wit +13
Attacks: Fists +11 (19-20 Crit), 2d10+10
Passive Defenses: Regeneration 14

Fallen angels are those driven from the celestial mount for ancient transgressions, forced to wear the guise of a mortal and suffer as mortals do until they choose to redeem themselves. Few fallen angels bother. Most are cruel and hateful of humans, and for all their immortality and knowledge, behave like children. Fallen angels can blend in well with humanity, but should they wish it, can appear as something akin to their true selves, black-eyed creatures with perfect skin and torn wings.

Fallen: The fallen angel stops regenerating if it takes chaos or fire damage that reduce it to 0 hit points or below.

MODULAR POWERS

When using a fallen angel in a combat scene, choose any **four** powers from the list below.

Action Burst: Until it is at half or fewer hit points, the angel can take two standard actions on each of its turns.

Agile: The angel gains +2 to speed, AC, and Agility saves.

Evil Flames [Aura 6, Fire]: When the angel begins its turn, enemies take 7 fire damage.

Black Rage [Aura 6, Necrotic, 3d6 Sanity]: When the fallen angel fails a save, enemies take 7 necrotic damage.

Blasphemy [Close Blast 2, Chaos, 1d6 Sanity]: The angel spends a standard action. Enemies take 14 chaos damage. A Wit save reduces damage by half.

Certainty [Close Blast 6, Fear, Psychic, 2d6 Sanity]: When the angel hits, the victim and everything in the area must make a Wit save. On a failure, victims take 14 psychic damage from the divine plague.

Death Omen [Aura 6, Fear, 4d6 Sanity]: When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.

Deathwatch: For every 10 hit points an enemy is missing, the angel gains +1 to hit them. If the victim is staggered, the angel's critical threat range improves by 2.

Lightning Bolt [Lightning]: A creature hit by the angel must make an Agi save or take 7 lightning damage. If the angel scores a critical hit, the victim and all adjacent allies must also make the save or take the damage.

Scorn [Fear, Psychic, 3d6 Sanity]: As an instant action once per turn, the angel can direct its hatred at a single target within sight. This target takes 7 piercing psychic damage and must make a Wit save or be struck blind until the end of the angel's next turn.

Spontaneous Combustion [Fire, 1d6 Sanity]: The angel spends a standard action. An adjacent enemy takes 14 ongoing fire damage. A Might save negates the ongoing damage.

Vengeance [Close Burst 6, Psychic]: When the angel must make a save against an attack, all enemies take 4 piercing psychic damage.

MEMENTO MORI

Level 7 Eldritch Horror
Challenge Points: 56
Type: Medium Divine
Sanity Damage: 30
Abilities: Might 16, Agility 18, Wit 16, Charisma 16
Hit Points: 366
Initiative: +7
Armor Class: 21 (+4 Agi, +7 Level)
Saves: Might +13, Agility +14, Wit +13
Attacks: Scythe +10 (18-20 Crit), 2d10+10 + Certainty
Passive Defenses: Fast Healing 14, Physical Soak +4, Soak All Energy +2, Necrotic Soak +14

The Memento Mori is a terrible entity of shadow and death. Though it is counted among the angels, it appears as an ashen skeleton in flowing funeral wrappings, carrying a dreadful scythe that drips with pestilence. Its presence blots out light and snuffs out the lives of small creatures and plants instantly. The Memento Mori is the very face of death, and will not be denied.

The Memento Mori is not concerned with self-preservation, as death can't die, but merely be delayed.

Certainty [Close Blast 6, Fear, Psychic, 2d6 Sanity]: When the Memento Mori hits with its scythe, the victim and everything in the area must make a Wit save. On a failure, victims take 14 psychic damage from the divine plague.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Mortem Vult [Aura 12, Psychic, 2d6 Sanity]: Resisting death is impossible. Once per round, when the Memento Mori is hit by an attack or fails a save, an enemy in the area takes 14 piercing psychic damage.

Reaping: Creatures reduced to 0 hit points by the Memento Mori die at the end of their next turn unless they are raised to 1 hit point before then. When the Memento Mori reduces a creature to 0 hit points, it gains +1 to attack rolls and saves until the end of the scene.

NEPHILIM KING

Level 7 Eldritch Horror
Challenge Points: 56
Type: Colossal Divine
Sanity Damage: 30
Abilities: Might 20, Agility 18, Wit 16, Charisma 18
Hit Points: 370
Initiative: +7
Armor Class: 22 (+7 Level, +4 Armor, +4 Agi, -3 Size)
Saves: Might +18, Agility +16, Wit +16
Attacks: Bash +12 (18-20 Crit), 2d10+12
Passive Defenses: Physical Soak +11, Soak All Energy +8

The Nephilim king is older than humanity.

Ancient Might: Nephilim kings treat damage rolls of less than 10 as 10. Enemies struck by the Nephilim king must make a Might save or be dazed and knocked prone until the end of the Nephilim king's next turn.

Divine Grace: Nephilim kings gain +2 on saves.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Earthshaker [Aura 12]: Enemies treat all terrain as difficult and can't shift.

Hidden Radiance [Aura 1, Fire]: While a Nephilim is staggered, when it begins its turn, enemies take 14 fire damage.

Signs of Wonder: The runes on the Nephilim's body protect it. When the Nephilim is staggered, its physical and energy soak are reduced by 4.

MATRON OF PAIN

Level 8 Monstrosity

Challenge Points: 32

Type: Large Divine

Sanity Damage: 4d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 16

Hit Points: 178

Initiative: +7

Armor Class: 25 (+8 Level, +4 Agi, +4 Armor, -1 Size)

Saves: Might +15, Agility +15, Wit +14

Attacks: Scourge +12 (Crit 19-20), 2d10+12 + Anguish

Passive Defenses: Fast Healing 16, Flight

Matrons of Pain are female angels with ivory skin and wiry black hair. Their faces are contorted into muscular grimaces, but are dominated by wide grins. Their eyes are plucked out, and black ooze drools from the open wounds like oil. They wear armor that has been sculptured into razor edges at every hard point. They carry scourges covered in the blood of previous victims.

Matrons could be easily mistaken for demons, such is their delight at doling out punishment and suffering. They are among the most fearsome soldiers of the heavens. They are vicious and mock opponents who can't hurt them.

Anguish [Psychic]: Any creature struck by the Matron's scourge must make a Wit save or take 8 additional psychic damage and be knocked prone.

Masochism: When staggered, the Matron gains +4 to hit and saves.

Scorn [Fear, Psychic, 3d6 Sanity]: As an instant action once per turn, the Matron can direct her hatred at a single target within sight. This creature takes 8 psychic damage and must make a Wit save or be struck blind until the end of the Matron of Pain's next turn.

Wasting Misery [Aura 1, 3d6 Sanity]: Creatures in the area are immobilized and crippled in the Matron's presence.

IMPERATOR IN EXTREMIS

Level 12 Eldritch Horror

Challenge Points: 96

Type: Large Divine

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 618

Initiative: +8

Armor Class: 31 (+12 Level, +4 Agility, +6 Armor, -1 Size)

Saves: Might +20, Agility +20, Wit +20

Attacks: Punisher Blade +16 (Crit 18-20), 2d12+16 + Dreadful Fire

Passive Defenses: Fast Healing 24, Flight, Physical Soak +6, Soak All Energy +3, Chaos Soak +12, Necrotic Soak +12

The Imperator in Extremis is the commander of legions, an angel of death, and harbinger of the apocalypse. It is an armored juggernaut armed with flaming sword, scenes of ancient battle carved into its plating. Its face is a terrible skull obscured behind blinding celestial light. When the being takes to the sky, flaming wings sprout from its back.

Discorporate: Once per scene, the imperator becomes a baleful mist and teleports up to 12 squares to any area within line of sight as an instant action. The imperator is invincible until the end of its next turn, at which point it sheds all conditions and effects imposed on it. While in mist form, the imperator is still capable of making attacks and using other abilities.

Dreadful Fire [Psychic, 3d6 Sanity]: Those struck by the imperator's blade take 24 ongoing psychic damage. A Might save negates this damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Horn of Judgment [Fear, Psychic, 3d6 Sanity]: As a standard action once per scene, the imperator can sound his horn. Every enemy that can hear must make a Wit save or take 12 piercing psychic damage and be stunned. At the beginning of each of their turns, afflicted victims can make a new Wit save. If they fail, they remain stunned.

Soul Reap [Psychic, 4d6 Sanity]: As a standard action once per scene, the imperator can reap the soul of a wounded enemy within sight. This enemy takes 12d8 psychic damage. A Wit save reduces damage by half. The imperator regains the damage dealt as restored hit points.

CREEPING DEATH

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Divine

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 20, Charisma 20

Hit Points: 720

Initiative: +9

Armor Class: 24 (+14 Level, +4 Agi, -4 Size)

Saves: Might +24, Agility +23, Wit +24

Attacks: Swarm +19 (Crit 18-20), 2d12+19

Passive Defenses: Fast Healing 56, Flight

The Creeping Death is a living apocalypse. It takes the form of an impossibly enormous swarm of locusts, each many times the size of a normal insect. Through these insects, the angel can speak with the authority of a billion unified divine voices. The Creeping Death's wrath brings woe, ruin, and death to the unworthy.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Grab: Creatures struck by the Creeping Death are grabbed (Might save to escape). The Creeping Death can grab as many creatures as it wants. At the beginning of its turn, the Creeping Death can move any creature it has grabbed to any square inside or adjacent to itself.

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the Creeping Death. The Creeping Death can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed.

The Ten Plagues [30 Sanity]: The Creeping Death possesses ten abilities that it can use once per scene each as instant actions. When applicable, it can apply these abilities to any creatures within sight.

The First Plague: Water into Blood. The Creeping Death's wrath contaminates the victim's lifeblood. The afflicted creature is overwhelmed until the end of the Creeping Death's next turn when it heals any hit points. This effect lasts until the end of the scene.

The Second Plague: Frogs. The Creeping Death summons thousands of frogs from the sky. These appear wherever the Creeping Death wishes. All enemies are knocked prone by frogs, and everyone's speed is reduced by 2 for the duration of the scene. Ten of the frogs are apocalypse frogs.

The Third Plague: Lice. Dreadful lice accost the victim's skull. The afflicted creature is crippled until the end of the scene, even if it is normally immune to crippling.

The Fourth Plague: Swarms. The Creeping Death focuses its swarm body to harry a specific victim. The afflicted creature is immobilized. At the beginning of each of its turns, the creature can make a Might save to remove this condition. Any ally to the creature is also immobilized until the end of the Creeping Death's next turn if it ends its turn adjacent to the affected creature.

The Fifth Plague: Diseased Animals. The Creeping Death's enemies are left alone and without sustenance. All non-player characters allied with the survivors immediately die. All food in the survivors' possession is spoiled.

The Sixth Plague: Boils. The victim is stricken with a terrible wasting plague. The afflicted creature takes 28 ongoing psychic damage. A Might save negates this effect.

The Seventh Plague: Hail and Fire. The Creeping Death summons meteors to rain destruction. Every creature within 12 squares of the Creeping Death takes 6d6 psychic damage, 4d6 fire damage, and 4d6 cold damage. An Agility save reduces the damage from fire and cold by half, but can't reduce the psychic damage.

The Eighth Plague: Locusts. The Creeping Death discorporates until the end of its next turn. During this time, it is everywhere, rather than in a given square, and is immune to all damage. Every creature within 24 squares of its original location takes 7d12 psychic damage from the locust swarm rending their flesh.

The Ninth Plague: Darkness. Every enemy within sight of the Creeping Death must make a Wit save or be blinded until the end of the Creeping Death's next turn.

The Tenth Plague: Death of Firstborn. No champion can stand before the Creeping Death. The enemy with the highest hit points within 24 squares of the Creeping Death is reduced to 0 hit points.

SAMAEL

Level 14 Eldritch Horror

Challenge Points: 112

Type: Large Divine

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 18, Charisma 20

Hit Points: 718

Initiative: +8

Armor Class: 34 (+14 Level, +7 Armor, +4 Agi, -1 Size)

Saves: Might +27, Agility +27, Wit +27

Attacks: Blazing Sword +18, 2d12+18 (18-20 Crit) + Blazing Sword Effect

Passive Defenses: Fast Healing 56, Flight

Samael is the Venom of God, the personification of divine vengeance throughout the cosmos. To look upon Samael is not to see any conceivable shape, but to know the primordial truth that you are doomed for your misdeeds. Samael disobeyed God to consort with Lilith, the first woman, at the beginning of creation, creating the race of Nephilim. His divine mandate has not diminished for this misdeed, and none who feel his wrath live.

Blazing Sword [Fire, 3d6 Sanity]: On a hit, the victim and all adjacent enemies to the victim have their energy soak reduced by 7 until the end of Samael's next turn, and then take 6 fire damage.

Divine Horror [Fear]: Samael gains +4 to saves, and enemies take -4 to saves. Enemies with Fearless reduce their save penalty to -2.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

MODULAR POWERS

Samael visits endless horrors on sinners. When using Samael in a combat scene, choose any **four** powers from the list below.

Action Burst: Until he is at half or fewer hit points, Samael takes two standard actions on each of his turns.

Agent of Woe [Aura 6, Fear]: Victims take -4 to saves and skills.

Agile: Samael gains +2 to speed, AC, and Agility saves.

Baleful Blindness [3d6 Sanity]: When Samael hits with a melee attack, the victim must make a Wit save. On a failure, it is blinded until the end of Samael's next turn.

Baleful Wounding: On a critical hit, Samael deals +14 damage.

Black Rage [Aura 6, Necrotic, 3d6 Sanity]: When Samael fails a save, enemies take 14 necrotic damage.

Boils [Necrotic, 4d6 Sanity]: Once per scene as an instant action, a victim is stricken with a terrible wasting plague. The victim takes 28 ongoing necrotic damage. A Might save negates this effect.

Certainty [Close Blast 6, Fear, Psychic, 2d6 Sanity]: When Samael scores a hit, he triggers Certainty. the victim and everything in the area must make a Wit save. On a failure, victims take 28 psychic damage from the divine plague.

Crushing Blows: Samael gains +7 to hit with attacks. When he misses with a melee attack, he still deals 12 damage.

Darkness [4d6 Sanity]: Once per scene as an instant action, all enemies in sight of Samael must make a Wit save or be blinded until the end of Samael's next turn.

Death of Firstborn [Necrotic, 4d6 Sanity]: No champion can stand before Samael. Once per scene as an instant action, Samael causes the enemy with the highest hit points within 24 squares to be reduced to 0 hit points.

Death Omen [Aura 6, Fear, 4d6 Sanity]: When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.

Deathwatch: For every 10 hit points an enemy is missing, Samael gains +1 to hit them. If the victim is staggered, Samael's critical threat range improves by 2.

Diseased Animals [Necrotic, 4d6 Sanity]: Samael's enemies are left alone and without sustenance. All non-player characters allied with the survivors immediately die when combat begins. All food in the survivors' possession is spoiled.

Dread [Aura 1, Fear]: When Samael begins his turn, enemies must make a Wit save or be dazed until the end of their next turn.

Evil Flames [Aura 6, Fire]: When Samael begins his turn, enemies take 14 fire damage.

Frogs [3d6 Sanity]: Once per scene as an instant action, Samael summons thousands of frogs from the sky. All enemies are knocked prone by frogs, and everyone's speed is reduced by 2 for the duration of the scene. Ten of the frogs are apocalypse frogs, appearing wherever Samael wishes.

Hail and Fire [Close Burst 12, 30 Sanity]: Once per scene as an instant action, Samael summons meteors to rain destruction. Enemies take 6d6 psychic damage, 4d6 fire damage, and 4d6 cold damage. An Agility save reduces the damage from fire and cold by half, but can't reduce the psychic damage.

Lice [4d6 Sanity]: Once per scene as an instant action, Samael causes dreadful lice to accost a victim. The creature is crippled until the end of the scene, even if it is normally immune to crippling.

Lightning Bolt [Lighting, 3d6 Sanity]: A creature hit by Samael must make an Agi save or take 14 lightning damage. If Samael scores a critical hit, the victim and all adjacent allies must also make the save or take the damage.

Locusts [4d6 Sanity, Psychic]: Once per scene as an instant action, Samael discorporates until the end of his next turn. During this time, he is everywhere, rather than in a given square, and is immune to all damage. Every creature within 24 squares of its original location takes 7d12 psychic damage from the locust swarm rending their flesh.

Menace [Aura 6, Psychic]: When Samael begins his turn, enemies take 14 psychic damage.

Ravager: Samael can make two melee attacks as a single standard action by taking -2 to both attacks. He must attack two different targets with these attacks.

Reactive Attack: As an instant action once per round, Samael can attack any creature that misses it with a melee attack.

Scorn [Fear, Psychic, 3d6 Sanity]: As an instant action once per turn, Samael can direct his hatred at a single target within sight. This creature takes 14 piercing psychic damage and must make a Wit save or be struck blind until the end of Samael's next turn.

Spontaneous Combustion [Fire, 3d6 Sanity]: Samael spends a standard action. An enemy takes 28 ongoing fire damage. A Might save negates the ongoing damage.

Swarms [4d6 Sanity]: Once per scene as an instant action, Samael harries an opponent with a swarm of insects. The afflicted creature is immobilized and takes 28 ongoing physical damage. At the beginning of each of its turns, the creature can make a

Might save to remove this condition. Any ally to the creature is also immobilized until the end of Samael's next turn if it ends its turn adjacent to the affected creature.

Vengeance [Aura 6, Psychic]: When Samael must make a save against an attack, all enemies take 14 piercing psychic damage.

Vile Wounding [Necrotic]: When Samael damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, it must make a Might save. On a failure, the healing is only half as effective (round down).

Water into Blood [Necrotic, 4d6 Sanity]: Once per scene as an instant action, Samael's wrath contaminates a victim's lifeblood until the end of the scene. The afflicted creature is overwhelmed until the end of Samael's next turn when it heals any hit points.

ANTEDILUVIANS

"Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men."

- H.P. Lovecraft, *The Call of Cthulhu* (1928)

Antediluvians are abominations hidden deep in the Earth for anywhere from thousands to billions of years. They evaded human detection, prospered, and plotted. They are fiendish schemers that work tirelessly to enslave and destroy the human race, their evil plans now coming to fruition.

SLURPING RAVAGER

Level 1 Monstrosity

Challenge Points: 4

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 10

Hit Points: 38

Initiative: +7

Armor Class: 14 (+1 Level, +4 Agility, -1 Size)

Saves: Might +5, Agility +5, Wit +4

Attacks: Tentacles +5 (Crit 19-20), 2d8+5

Passive Defenses: Fast Healing 2

Slurping ravagers look like misshapen lumps of cooked flesh that skitter along the ground with crab-like limbs. They have no visible eyes or other sensory organs, but they do have three tentacles jutting out of a body cavity that serves as a mouth. They constantly make slurping and sucking sounds. Slurping ravagers survive by devouring the livers of their victims—no other tissue is of interest to them. The ravagers once lived deep under the sea, beyond human detection. They are now expanding far beyond their normal biome.

Ravage [Aura 1]: When the slurping ravager begins its turn, enemies take 2 physical damage.

Remove Liver [Aura 4, 4d6 Sanity]: If a creature is reduced to 0 hit points, as an instant action the ravager uses a tentacle to tear out the victim's liver, splitting them in half and regaining 4 hit points.

Tentacle Whip: Slurping ravagers can make attacks on targets up to 4 squares away. Struck targets must make a Might save or be pulled adjacent to the ravager.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

UNDERFIEND

Level 1 Monstrosity

Challenge Points: 4

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 14, Charisma 14

Hit Points: 38

Initiative: +5

Armor Class: 13 (+1 Level, +3 Agi, -1 Size)

Saves: Might +7, Agility +6, Wit +5

Attacks: Tentacle +5 (Crit 19-20), 2d8+5 + Venom

Passive Defenses: Acid Soak +1, Blind, Fast Healing 2

Underfiends are obese, eyeless mole-like creatures with mottled, worm-like bodies. Their mouths, drooling with bile, are dominated by long, jagged teeth that help them to chew through solid earth. Underfiends have no limbs, but extend whip-like tentacles to grasp at surfaces, objects, and enemies, moving by a combination of leverage and locomotion. Their tentacles are filled with even more bile. Underfiends are intelligent and cruel. They devour other beings out of sheer spite, as they survive on minerals, not flesh.

Bile [Acid]: A creature slapped by the underfiend's tentacles takes 2 ongoing poison damage. A Might save negates the damage.

Burrow: The underfiend receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Death Throes [Close Burst 1, Acid, Necrotic, 2d6 Sanity]: When the underfiend reaches 0 hit points, its intestines rupture, causing the creature to burst and melt into a corroded skeleton within seconds. Victims take 2 acid and 2 necrotic damage.

Squawking Rage [Close Burst 1]: As an instant action in response to taking hit point damage, the underfiend rocks about, squeals, and squawks. Adjacent enemies must make a Might save or fall prone and take 2 piercing physical damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

PROTOPOD

Level 3 Eldritch Horror

Challenge Points: 24

Type: Large Abomination

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 14, Charisma 14

Hit Points: 168

Initiative: +6

Armor Class: 16 (+3 Level, +4 Agi, -1 Size)

Saves: Might +9, Agility +9, Wit +7

Attacks: Claw +7 (Crit 18-20), 2d8+7

Passive Defenses: Fast Healing 6, Physical Soak +2, Soak All Energy +1, Fire Soak +3, Swim

Prototoads are many-eyed, scaly toad monsters, bloated and overloaded with massive tails. They are ancient lords of a race long extinct on Earth, but fell into a sleep so that they could one day again procreate with humans to spawn foul horrors. A matter-destroying aura surrounds the prototoad, causing small plants and animals to die. Foes that draw within range can feel themselves melting into nothingness.

Disintegration Aura [Aura 6, Fire, 2d6 Sanity]: When the prototoad begins its turn, enemies take 6 fire damage.

Disintegration Ray [Fire, 2d6 Sanity]: As a standard action once per scene, the prototoad can shoot a 12-square long disintegration ray. This ray does not need to follow a straight line. Anything in the path of this blast takes 6d6 fire damage.

(Agility save for half damage). Slain victims are turned to dust. The prototoad regains the use of this ability when it is staggered for the first time during the scene.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

HYBRID CHILD

Level 4 Standard

Challenge Points: 8

Type: Small Abomination

Sanity Damage: 3d6

Abilities: Might 10, Agility 16, Wit 10, Charisma 16

Hit Points: 50

Initiative: +3

Armor Class: 18 (+4 Level, +3 Agility, +1 Size)

Saves: Might +7, Agility +10, Wit +7

Attacks: Claws +7, 1d8+4

Gun +7, 1d8+7

Passive Defenses: -

Hybrid children are the small, half-human spawn of inhuman abominations, only recently birthed. They are cursed with the mongrel features of whatever foul thing made them. As unnatural violations, hybrids disturb mortals on sight. Some have animal-like features, though they are more bestial and diseased than even the most sickly and vile natural creature. Others are corrupted with strange features, like tentacles, featureless faces, amorphous torsos, or other horrifying physical deformities. The rise of the hybrids means the end of humanity is at hand.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a hybrid child in a combat scene, choose any **three** powers from the list below.

Action Burst: Once per scene, the hybrid child can take two standard actions on its turn.

Adaptable: Once per round, when the hybrid child takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The hybrid child gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit with a melee attack, the hybrid child deals +8 damage.

Blood for Blood: For every ally that is killed during the scene, the hybrid child gains +1 to damage rolls, to a maximum of +4.

Blood Madness: When the hybrid child reaches 0 hit points, it only dies at the end of its next turn.

Breath Attack [Close Blast 2]: As a standard action, the hybrid child can breathe energy, dealing 2d6 damage of a type chosen at the hybrid child's creation. Enemies can make Agi saves to reduce damage by half. In the case of psychic damage, it can be a Wit save.

Disruption [Aura 1]: Enemies take -2 to attack rolls.

Fast Healing: The hybrid child has fast healing 8.

Flight: The hybrid child has a Fly speed of 4. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Formation Tactics: The hybrid child gains +1 AC for every ally it is adjacent to, to a maximum of +4.

Foul Will [2d6 Sanity]: Unless killed with energy damage, at the beginning of its next turn, the hybrid child returns to life once per scene as an undead creature. It begins prone and permanently has the crippled condition. The hybrid child has only 13 hit points, but can be healed.

Horde Tactics: The hybrid child gains +1 to melee hit and damage for every adjacent ally, to a maximum of +4.

Killing Rush: When the hybrid child kills or reduces anything to 0 hit points, it regains 8 hit points.

Mighty Charge: On a charge attack, the hybrid child gains +2 to hit and deals +4 damage.

Mutable Form: The hybrid child never provokes opportunity attacks and can shift 2 squares as an instant action once per round.

Mutilate: When the hybrid child scores a melee hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the hybrid child deals 4 piercing physical damage.

Ninja: The hybrid child begins the first turn of combat invisible. When it breaks line of sight with enemies, it again becomes invisible until the end of its next turn.

Poisonous [Poison]: The hybrid child has Poison Soak +4. When the hybrid child scores a melee hit, the victim takes 4 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Ravager: The hybrid child can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the hybrid child can attack any creature that misses it with a melee attack. The hybrid child has +2 soak against all forms of damage, and gains +4 to Might saves to resist grabs.

Sneaky: As an instant action once per turn, the hybrid child can shift half its speed. The hybrid child also gains +2 to hit and +4 damage to enemies it is flanking.

Swarmlord [Aura, Fear]: The hybrid child is surrounded by a cloud of bugs or covered in a protective layer of cockroaches or worms. It gains +2 to saves. When the hybrid child begins its turn, enemies must make a Wit save or be crippled until the end of the hybrid child's next turn.

Tentacle: The hybrid child's reach increases by 2. When the hybrid child hits with a melee attack, the victim is grabbed (Might save to escape). When the hybrid child begins its turn with a grabbed creature, it deals that creature 8 damage.

EARTHEN HORROR

Level 6 Standard

Challenge Points: 12

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 14, Wit 14, Charisma 14

Hit Points: 76

Initiative: +4

Armor Class: 20 (+2 Agi, +3 Armor, +6 Level, -1 Size)

Saves: Might +11, Agility +10, Wit +10

Attacks: Slam +9 (Crit 18-20), 1d10+9

Passive Defenses: Physical Soak +2, Psychic Soak +6

Earthen horrors are shambling masses of dirt, rock, and other sediment brought to life by a collective of strange, unnatural earthworm-like creatures. The resulting mass takes a humanoid form, but it is always shifting, reforming, and breaking up again as it moves, absorbing more mass to restore any damage to itself. The worms inside the dirt always appear on the side it is attacking from, devouring enemies.

The earthen horror can pretend to be an inert mound of earth, or even hide just under the surface of undisturbed ground, making it almost impossible to detect the creature before it attacks. It can also travel underground with no difficulty.

Burrow: The earthen horror receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Power Critical: On a critical hit, the earthen horror deals piercing physical damage, and the enemy must make a Might save or be stunned until the end of the horror's next turn.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Revolting Touch [Necrotic, 3d6 Sanity]: When an earthen horror attacks a victim, many worms inside its bulk always come slithering off. When the horror makes the attack, the victim must make an Agility save, even if the horror missed. On a failure, the victim is covered in hungry worms, and takes 6 ongoing piercing necrotic damage. An Agility save ends the damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Cold and Water: If the earthen horror is dealt cold damage or immersed in water (or exposed to rainwater), it loses its soak until the end of its next turn.

CONQUEROR WORM

Level 6 Monstrosity

Challenge Points: 24

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 14, Charisma 16

Hit Points: 138

Initiative: +6

Armor Class: 19 (+6 Level, +4 Agi, -1 Size)

Saves: Might +13, Agility +13, Wit +11

Attacks: Bite +10 (Crit 19-20), 2d10+10

Passive Defenses: Blind, Fast Healing 6, Physical Soak +2, Soak All Energy +1, Necrotic Soak +6

Conqueror worms resemble earthworms except that they have visible mouths, filled with thousands of bony ridges that serve as teeth.

Conqueror worms are clever and malevolent predators. They delight in tormenting groups of humans, killing one at a time over a period of hours or days. They use the element of surprise, hiding below ground before attacking a single target, grabbing it, and then dragging it beyond the reach of its allies.

Burrow: The conqueror worm receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Decapitator [2d6 Sanity]: Any creature that a conqueror worm kills with a bite attack is instantly decapitated.

Decay [Aura 1, Necrotic]: The conqueror worm exudes foul gases. When it starts its turn, enemies take 12 necrotic damage.

Grab: Creatures bitten by the conqueror worm are grabbed (Might save to escape). A creature grabbed by a conqueror worm takes bite damage at the beginning of the conqueror worm's turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

Viper: Conqueror worms never draw opportunity attacks by moving. When they make a bite attack while they don't have a grabbed victim, before or after the attack, they can move or burrow at a speed of 8. They can't burrow with grabbed victims.



MOLEMAN

Level 7 Minion

Challenge Points: 7

Type: Small Abomination

Sanity Damage: 2d6

Abilities: Might 10, Agility 16, Wit 16, Charisma 14

Hit Points: 1

Initiative: +3

Armor Class: 24 (+7 Level, +3 Agility, +3 Armor, +1 Size)

Saves: Might +9, Agility +12, Wit +12

Attacks: Dagger +10, 1d10+7 + Poisoned Blade

Sling +10, 1d10+7 + Noxious Cloud

Passive Defenses: -

Molemen are vicious and inhuman monsters from deep underground. Some look like rumpled old men, others like slimy lizards, and still more are bald creatures with huge eyes and enormous pointed ears. They despise humans, having been exiled into darkness thousands of years ago to live in filth and shadow.

Explosive Cloud [Acid, Fire]: The stones from moleman slings explode into noxious filth. Anyone who begins their turn or passes through a square hit by a stone takes 7 acid damage. This effect remains for the duration of the scene.

Invisibility: Molemen can turn invisible as a standard action. They become visible again when they attack.

Minion: Minions never take damage on a successful save or when an attack misses them.

Poisoned Blade [Poison]: A creature struck by a moleman dagger must make a Might save or be crippled and immobilized. The victim can make a new Might save at the end of its turn each round to end this effect.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Sunlight: Molemen are crippled in sunlight and can't turn or remain invisible.

FLUORINE HORROR**Level 7 Monstrosity****Challenge Points:** 28**Type:** Medium Abomination [Idol]**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 18, Wit 12, Charisma 18**Hit Points:** 158**Initiative:** +5**Armor Class:** 21 (+7 Level, +4 Agi)**Saves:** Might +16, Agility +13, Wit +11**Attacks:** Claws +11 (Crit 19-20), 2d10+11 + Corrosion**Passive Defenses:** Fast Healing 7, Physical Soak +2, Soak All Energy +1, Acid Soak +7, Fire Soak +7

Fluorine horrors are mutant abominations with deadly biology. Though man-sized, they are shorter and thinner than most humans. They look sickly, their rotten and bleached flesh and body fluids emitting a caustic vapor. They study their surroundings with dead, yellow eyes, and possess a scorpion-like tail.

Fluorine horrors are a form of life based on fluorine rather than carbon, making them unique from any other on Earth. They are gregarious and unpredictable, sometimes striking up alliances with other creatures for practical and impractical reasons, from resource sharing and survival to loneliness. Once they have made their alliance, they are loyal to the death.

Corrosion [Acid]: Creatures struck by the fluorine horror take ongoing 14 acid damage. While taking this ongoing damage, the victim has no physical or energy soak. An Agility save negates the damage.

Fluorine Fire [Ranged 6, Fire]: The fluorine horror can ignite and shoot a ray of fire as a standard action. This deals 7d12 fire damage. An Agility save halves the damage and negates the other effects.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Teflon: The fluorine horror gains +4 to saves against ongoing damage and rolls twice when making saves against ongoing damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

HYBRID SOLDIER**Level 8 Standard****Challenge Points:** 16**Type:** Large Abomination**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 16**Hit Points:** 96**Initiative:** +4**Armor Class:** 20 (+8 Level, +3 Agility, -1 Size)**Saves:** Might +14, Agility +14, Wit +12**Attacks:** Claws +11, 1d10+11

Gun +11, 1d10+11

Passive Defenses: Physical Soak +2

Hybrid soldiers are the half-human spawn of inhuman abominations. They are cursed with the mongrel features of whatever foul thing made them, though many revel in their superhuman might. As unnatural violations, hybrids disturb mortals on sight. Some have animal-like features, though they are more bestial and diseased than even the most sickly and vile natural creature. Others are corrupted with alien features, like tentacles, featureless faces, amorphous torsos, or other horrifying physical deformities. The rise of the hybrids means the end of humanity is at hand.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a hybrid soldier in a combat scene, choose any **three** powers from the list below.

Action Burst: Once per scene, the hybrid soldier can take two standard actions on its turn.

Adaptable: Once per round, when the hybrid soldier takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The hybrid soldier gains +2 to speed, AC, and Agility saves.

Assault Rifle: The hybrid soldier's gun is an assault rifle. It can make two ranged attacks as a standard action in exchange for taking -2 to both attacks. The hybrid soldier drops 1d6 assault rifle rounds when it is killed. The hybrid soldier can't take Machine Gun or Shotgun.

Baleful Wounding: On a critical hit with a melee attack, the hybrid soldier deals +16 damage.

Blood for Blood: For every ally that is killed during the scene, the hybrid soldier gains +1 to damage rolls, to a maximum of +4.

Blood Madness: When the hybrid soldier reaches 0 hit points, it only dies at the end of its next turn.

Breath Attack [Close Blast 4]: As a standard action, the hybrid soldier can breathe energy, dealing 4d6 damage of a type chosen at the hybrid soldier's creation. Enemies can make saves to reduce damage by half. The type of save is determined at the hybrid soldier's creation; Might or Agility. In the case of psychic damage, it can be a Wit save.

Brutal: The hybrid soldier treats any weapon damage dice it deals reading 3 or less as a 4. The hybrid soldier's critical threat range improves by 1.

Crushing Blows: The hybrid soldier gains +4 to hit with all melee attacks. When it misses with a melee attack, the hybrid soldier still deals 8 damage.

Disruption [Aura 1]: Enemies take -2 to attack rolls.

Fast Healing: The hybrid soldier has fast healing 16.

Flight: The hybrid soldier has a Fly speed of 8. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Formation Tactics: The hybrid soldier gains +1 AC for every ally it is adjacent to, to a maximum of +4.

Foul Will [2d6 Sanity]: Unless destroyed by energy damage, the hybrid soldier returns to life once per scene as an undead creature. It begins prone and permanently has the crippled condition. The hybrid soldier has only 24 hit points, but can be healed.

Horde Tactics: The hybrid soldier gains +1 to melee hit and damage for every ally it is adjacent to, to a maximum of +4.

Hybrid Child: One hybrid child accompanies the hybrid soldier. When the hybrid soldier is reduced to 0 hit points, its child flees if it is still alive.

Killing Rush: When the hybrid soldier kills or reduces anything to 0 hit points, it regains 16 hit points.

Machine Gun: The hybrid soldier's gun is a machine gun. It can make three ranged attacks as a standard action in exchange for taking -4 to attack rolls. The hybrid soldier drops 1d6 machine gun rounds when it is killed. The hybrid soldier can't take Assault Rifle or Shotgun.

Mighty Charge: On a charge attack, the hybrid soldier gains +4 to hit and deals +8 damage.

Mutable Form: The hybrid soldier never provokes opportunity attacks and can shift 4 squares as an instant action once per round.

Mutilate: When the hybrid soldier scores a melee hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the hybrid soldier deals 8 piercing physical damage.

Ninja: The hybrid soldier begins the first turn of combat invisible. When it breaks line of sight with enemies, it again becomes invisible until the end of its next turn.

Noxious [Close Burst 1]: When the hybrid soldier takes damage, once per round as an instant action it sprays its foul internal fluids. Victims take 8 damage. This can be acid, necrotic, or poison damage.

Poisonous [Poison]: The hybrid soldier has Poison Soak +8. When the hybrid soldier scores a melee hit, the victim takes 8 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Ravager: The hybrid soldier can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the hybrid soldier can attack any creature that misses it with a melee attack.

Shotgun: The hybrid soldier's gun is a shotgun. When it makes a ranged attack, it can also attack an adjacent creature if at least one of the targets is within 6 squares. The hybrid soldier drops 1d6 shotgun shells when it is killed. The hybrid soldier can't take Assault Rifle or Machine Gun.

Slimy: The hybrid soldier gains +4 soak against all damage, and gains +4 to Might saves to resist grabs.

Sneaky: As an instant action once per turn, the hybrid soldier can shift half its speed. The hybrid soldier also gains +4 to hit and +8 damage to enemies it is flanking.

Swarmlord [Aura 2, Fear]: The hybrid soldier is surrounded by a cloud of bugs or covered in a protective layer of cockroaches or worms. It gains +2 to saves. When the hybrid soldier begins its turn, enemies must make a Wit save or be crippled until the end of the hybrid soldier's next turn.

Tentacle: The hybrid soldier's reach increases by 2. When the hybrid soldier hits with a melee attack, the victim is grabbed (Might save to escape). When the hybrid soldier begins its turn with a grabbed creature, it deals that creature 8 damage.

BALEFUL PATRON

Level 8 Eldritch Horror

Challenge Points: 64

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 16, Charisma 16

Hit Points: 420

Initiative: +7

Armor Class: 20 (+8 Level, +4 Agi, -2 Size)

Saves: Might +16, Agility +15, Wit +14

Attacks: Snout +13 (Crit 18-20), 2d10+12 + Drain

Passive Defenses: Fast Healing 16, Physical Soak +4, Soak All Energy +2, Necrotic Soak +8

The baleful patron is an ancient tyrant that aims to dominate all life and seed the world with foul progeny. It presided over the rise and fall of a civilization of wretched swamp creatures to make war upon rival monstrosities, and it seeks to rebuild this army.

The baleful patron looks like a bloated elephant covered in patches of filthy fur and small tentacles, with great ears reminiscent of a bat's wings and warped scar tissue where an elephant's eyes might be. Its snout, covered in eyes, ends in a worm-like mouth. The patron communicates telepathically with any creature it touches.

Draining Presence [Necrotic, 2d6 Sanity]: A victim struck by the patron's snout takes 16 ongoing necrotic damage from rotting corruption. A Might save negates the ongoing damage. For every creature receiving ongoing necrotic damage in the scene, the baleful patron's fast healing improves by 4.

Trample [Aura 1]: When the patron begins its turn, enemies must make an Agility save. On failure, victims are knocked prone and dealt 8 piercing physical damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

BURNING RIPPER

Level 9 Standard

Challenge Points: 18

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 14, Charisma 14

Hit Points: 108

Initiative: +5

Armor Class: 21 (+9 Level, +3 Agility, -1 Size)

Saves: Might +15, Agility +14, Wit +13

Attacks: Claw +13 (Crit 19-20), 1d12+12 + Burning

Passive Defenses: Physical Soak +3, Fire Soak +9

Burning rippers are sentient predators covered in protective, bone-like chitin. Mixes of reptile and insect, rippers have gigantic, razor-like claws that they use to tear prey apart. The inside of a burning ripper's body glows with fiery light, as the creature exudes massive amounts of heat. The rippers shred and burn their prey, devouring the ashes and moving on in a growing herd.

Burning [Fire, 3d6 Sanity]: A creature struck by a burning ripper in melee is infected with fiery liquid that it can inject through its claws. An infected creature takes ongoing 9 fire damage. A Might save negates the ongoing damage.

Fire Spray [Ranged 12, Fire]: A burning ripper can lob a glut of fiery liquid as a standard action. A victim must make an Agility save or take 9d6 fire damage.

Heat [Aura 2, Fire]: When the burning ripper starts its turn, enemies take 9 fire damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SNOW-THING

Level 9 Eldritch Horror

Challenge Points: 72

Type: Colossal Abomination

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 468

Initiative: +8

Armor Class: 22 (+9 Level, +4 Agility, -2 Size)

Saves: Might +17, Agility +17, Wit +17

Attacks: Claws +13 (Crit 18-20), 2d12+13

Passive Defenses: Physical Soak +9, Cold Soak +18

A gangly inhuman creature wreathed in blizzard winds, the snow-thing is an eldritch demigod of uncertain origin and a temperament as foul as the weather. Glowing blue eyes peer out of its withered, wind-ravaged face, its jagged teeth mouthing curses and spells.

Blizzard Warning: When the snow-thing scores a hit, victims must make a Might save or be blinded for the rest of the scene.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Exposure [Cold]: Staggered creatures in the presence of the snow-thing are overwhelmed.

The Iceman Cometh [Cold]: At the start of its turn, creatures that can see the snow-thing must make a Wit save or take 18 cold damage and be grabbed until the end of its next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

HYBRID GIANT

Level 10 Monstrosity

Challenge Points: 40

Type: Huge Abomination

Sanity Damage: 4d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 218

Initiative: +8

Armor Class: 22 (+10 Level, +4 Agility, -2 Size)

Saves: Might +18, Agility +18, Wit +18

Attacks: Claws +14 (Crit 19-20), 2d12+14

Passive Defenses: Fast Healing 10, Physical Soak +3, Soak All Energy +2

Hybrid giants are the bodies of multiple hybrid spawn, molded into a single incomprehensible and utterly insane being. Hideous beyond description, the hybrid giant's purpose is to act as a living battering ram for its smaller kin. Only death can grant it peace.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a hybrid giant in a combat scene, choose any **four** powers from the list below.

Adaptable: Once per round, when the hybrid giant takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The hybrid giant gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit with a melee attack, the hybrid giant deals +16 damage.

Blood for Blood: For every ally that is killed during the scene, the hybrid giant gains +1 to damage rolls, to a maximum of +4.

Blood Madness: When the hybrid giant reaches 0 hit points, it only dies at the end of its next turn.

Breath Attack [Close Blast 5]: As a standard action, the hybrid giant can breathe energy, dealing 5d6 damage of a type chosen at the hybrid giant's creation. Enemies can make Agi saves to reduce damage by half. In the case of psychic damage, it can be a Wit save.

Brutal: The hybrid giant treats any weapon damage dice it deals reading 4 or less as a 5. The hybrid giant's critical threat range improves by 1.

Crushing Blows: The hybrid giant gains +5 to hit with melee attacks. When it misses with a melee attack, the hybrid giant still deals 10 damage.

Disruption [Aura 2]: Enemies take -2 to attack rolls.

Fast Healing: The hybrid giant has fast healing 20.

Flight: The hybrid giant has a Fly speed of 10. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Formation Tactics: The hybrid giant gains +1 AC for every ally it is adjacent to, to a maximum of +4.

Foul Will [2d6 Sanity]: Unless destroyed by energy damage, the hybrid giant returns to life once per scene as an undead creature. It begins prone and permanently has the crippled condition. The hybrid giant has only 55 hit points, but can be healed.

Godly: Until it is staggered, the hybrid giant can take two standard actions on each of its turns.

Horde Tactics: The hybrid giant gains +1 to melee hit and damage for every ally it is adjacent to, to a maximum of +4.

Howl [Close Burst 12]: The hybrid giant can howl encouragement as a move action. Allies within a close burst 12 regain 5 hit points.

Hybrid Child: two hybrid children accompany the hybrid giant.

Killing Rush: When the hybrid giant kills or reduces anything to 0 hit points, it regains 20 hit points.

DIAMOND WORM

Level 12 Eldritch Horror

Challenge Points: 96

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 18, Charisma 16

Hit Points: 620

Initiative: +9

Armor Class: 32 (+12 Level, +6 Agility, +6 Armor, -2 Size)

Saves: Might +20, Agility +20, Wit +19

Attacks: Bite +20 (Crit 18-20), 2d12+20 + Swallow

Passive Defenses: Fast Healing 24, Physical Soak +6, Soak All Energy +3, Fire Soak +12

Diamond worms are enormous, fiery invertebrates from the Earth's core. Their flesh is layered in diamond plates that make them almost indestructible. Terrible heat is contained in their bodies, escaping from between the plates and out of their rending maws. Drawn from their ancient hiding place by the apocalypse, the diamond worms destroy any surface creatures they find. There are few creatures that don't disintegrate immediately when swallowed by the diamond worm.

The hunting ground of the diamond worm quickly begins to look like a hellscape, as its unstoppable inner fire destroys everything flammable around it. The ground it passes beneath becomes weak and prone to collapsing into sinkholes.

Burrow: The diamond worm receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Inferno [Aura 6, Fire]: When the diamond worm begins its turn, everything takes 12 fire damage.

Fire Breath [Close Blast 4, Fire]: The diamond worm can breathe fire as a standard action. Everything in the area takes 12d12 fire damage (Agility save for half damage).

Rupture [Close Burst 1]: The diamond worm can surface as a move action. Any creatures that are standing in its square or adjacent to where it comes up must make a Might save or fall prone.

Swallow [4d6 Sanity]: When the diamond worm scores a critical hit, it swallows opponents of medium or smaller size.

Victims are considered grabbed. On the beginning of their turn, such creatures take 24 fire damage. If they deal at least 62 damage to the inside of the worm (which still receives physical soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Cold: If dealt 12 or more cold damage, the worm vomits up anything it has swallowed and is crippled until the end of its next turn.

CROATOAN**Level 14 Eldritch Horror****Challenge Points:** 112**Type:** Colossal Abomination**Sanity Damage:** 30**Abilities:** Might 20, Agility 20, Wit 20, Charisma 18**Hit Points:** 720**Initiative:** +10**Armor Class:** 25 (+14 Level, +5 Agi, -4 Size)**Saves:** Might +23, Agility +23, Wit +23**Attacks:** Claws +19 (Crit 18-20), 2d12+19**Passive Defenses:** Fast Healing 28, Physical Soak +7, Soak All Energy +4, Poison Soak +14

The Croatoan is an enormous humanoid fetus made of fungus. Covered in bubbling slime, it moves about on hundreds of fungal tentacles, wailing and moaning in its ancient and forgotten language. Over the eons, it has birthed thousands of aberrant plant creatures to serve its will and tend to its needs. Hidden deep underground, it emerges only when summoned by mortal cultists, stealing most away to its lair, but leaving others corrupted by its infection to spread the word.

The Croatoan uses a shield of its corrupted spawn and cultists to protect it if they are available, attracting foes towards it with its Song of Woe. The creature uses its great reach to attack distant enemies, ignoring melee attackers until necessary.

Algae Bloom [Aura 6, Poison]: When the Croatoan starts its turn, enemies take ongoing 14 poison damage and must make a Might save or go blind until the end of the Croatoan's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Godlike: When not staggered, the Croatoan gets two standard actions on each turn.

Song of Woe [Close Burst 12, Fear]: As a standard action, the Croatoan can make a dreadful warbling noise that shakes the ground. Enemies must make a Wit save. On a failure, they are crippled until the end of the Croatoan's next turn and must move 3 squares closer to the Croatoan, drawing opportunity attacks from creatures they move past.

Thorns: Once per round, when the Croatoan is missed by an attack or makes a successful save, it can make a tentacle attack as an instant action to a creature within reach. Instead of normal damage, this tentacle deals 14 piercing physical damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Cold: The Croatoan takes double damage from cold. When it takes cold damage, it loses the Godlike power until the end of the attacker's next turn.

CHTHONIC ANCIENT**Level 15 Eldritch Horror****Challenge Points:** 120**Type:** Colossal+ Abomination**Sanity Damage:** 40**Abilities:** Might 20, Agility 20, Wit 20, Charisma 20**Hit Points:** 770**Initiative:** +10**Armor Class:** 26 (+15 Level, +5 Agility, -4 Size)**Saves:** Might +25, Agility +25, Wit +25**Attacks:** Claws +20 (Crit 18-20), 2d12+20 Chaos**Passive Defenses:** Energy Soak +15, Fast Healing 15, Flight, Physical Soak +15

Chthonic Ancients are eternal fiends that once ruled the multiverse, but were banished at the beginning of time and space. Unable to return on their own, they slept, using vast psychic power to foment cosmic schemes over the eons to corrupt the multiverse and its creatures, bringing everything again under their sway. If through the machinations of their minions they truly return, creation will be plunged back into bloody madness and formless chaos.

Chthonic Ancients represent the ultimate enemies in *Die Screaming*, the most secret and dreadful architects of all other horrors, beyond any other in power and scope.

From a combat perspective, a Chthonic Ancient is a deadly challenge for a large group of level 10 survivors, and even then may not be possible to destroy without some significant weapon or advantage earned over the course of an entire campaign. Fighting a Chthonic Ancient in the conventional sense may be impossible; the creature is simply too titanic to harm, but the survivors can fight powerful manifestations of its will along the length of its Leviathan immensity.

Chthonic Ancients can take many other horrific forms:

- A gibbering, undulating mass of rapidly mutating flesh
- A symmetrical polyhedron of infinite faces that shines unlight
- A titanic fungal mass that heaves, twists, and bursts with amniotic spores
- A slithering worm, its segments perspiring oil that births thousands of lesser abominations
- A Leviathan dragon or snake that radiates annihilating energy
- An enormous spider, its foul brood escaping from its rotting fur

CHTHONIC ANCIENT

Colossal+: A Chthonic Ancient is at least six by six squares in size, if not larger.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Tide of Destruction [Aura Burst 12]: The Ancient's mere presence unravels reality. In the area, a Tier III Accursed Anomaly effect from an Accursed Domain or Celestial Horror is active. It always goes off if there is no other anomaly that round. The Ancient gains +3 to damage against enemies in this aura, and enemies take -3 to sanity soak.

Ultimate Horror: The Chthonic Ancient is omniscient and immune to domination and stunning. Attempting to mentally contact or dominate a Chthonic Ancient causes death.

Unleash Chaos [Close Burst 12, Chaos, 4d6 Sanity]: As a standard action once per scene, the Ancient can unleash chaos. The Ancient regains this attack if it is staggered or someone else causes an anomaly.

Enemies in the area take 7d12 chaos damage. A Wit save reduces damage by half. In addition, when the Ancient uses this attack, it can trigger one of its aura effects as if it started its turn. Creatures reduced to 0 hit points by Unleash Chaos are obliterated.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.]

MODULAR POWERS

When using a Chthonic Ancient in a combat scene, choose any **two** powers from the list below, or randomly roll them (1d10).

CHTHONIC ANCIENT MODULAR POWERS

1d10	Aura	Effect
01	Action Burst	Once per scene, the Ancient can take two standard actions on its turn.
02	Baleful Wounding	On a critical hit, the Ancient deals +15 damage.
03	Blood Sacrifice	Once per round as an instant action, the Ancient slays an adjacent ally. The Ancient regains 5 hit points per level of the ally.
04	Crushing Blows	The Ancient gains +4 to hit with attacks. When it misses with a melee attack, the Ancient still deals 15 damage.
05	Death Throes	When the Ancient dies, it explodes in a close burst 6, dealing 8d6 chaos damage. An Agility save reduces damage by half. Creatures reduced to 0 hit points by this damage are obliterated.
06	Hatred	When the Ancient misses an attack, it gains +1 to hit and damage until the end of the scene. This stacks up to +8.
07	Killing Rush	When the Ancient kills or reduces anything to 0 hit points, it regains 28 hit points.
08	Lordship	While the Ancient is alive, its allies gain +2 to hit, damage, and saves.
09	Reactive	As an instant action once per round, the Ancient can attack any creature that misses it with a melee attack.
10	Vengeance	When the Ancient must make a save against an attack, all enemies within a close burst 6 take 8 psychic damage.

MODULAR AURA

When using an Ancient in a combat scene, choose any **four** auras from the list below, or randomly roll them (1d100). All occur simultaneously as part of the same aura effect, and any damage effect occurs at the beginning of the Ancient's turn.

CHTHONIC ANCIENT MODULAR AURAS

1d100	Aura	Effect
01-03	Absolute	All energy damage enemies take is piercing.
04-06	Agony	Enemies take 8 psychic damage.
07-09	Baleful	Enemies must make a Wit save or be overwhelmed until the end of the Ancient's next turn.
10-12	Blood	When the Ancient begins its turn, wounded enemies take 4 physical damage and it regains 4 hit points for each such enemy.
13-15	Cauldron	During the anomaly phase, if there is no other anomaly besides the Ancient's Accursed Anomaly, the Ancient spawns a zombie ancient of its level in an open square in the aura.
16-18	Chant	All enemies in the aura lose all sanity soak, and take -2 to saves.
19-21	Chaos	Enemies take 8 chaos damage.
22-24	Corrosion	Enemies take 8 acid damage.
25-27	Corruption	Enemies are crippled.
28-30	Crushing	Enemies that take damage are knocked prone.
31-33	Death	Enemies' fast healing and regeneration are reduced by 8.
34-36	Domination	When the Ancient successfully makes a save, the attacker forcing the save is overwhelmed until the

1d100	Aura	Effect
		end of the Ancient's next turn.
37-39	Doom	Enemies take -4 to attack.
40-42	Dread	Enemies are flanked and treat the area as difficult terrain.
43-45	Fecund	The Ancient's allies regain 8 hit points.
46-48	Fiery	Enemies take 8 fire damage.
49-51	Frost	Enemies take 8 cold damage.
52-54	Horror	The Ancient gains +2 to damage for every ally at 0 sanity.
55-57	Hypnotic	Enemies that fail saves in the area are dazed until the end of the Ancient's next turn.
58-60	Potency	Enemies in the area who fail any save are immobilized until the end of the Ancient's turn.
61-63	Radiant	Enemies take -8 to all damage soak values.
64-66	Reanimation	When the Ancient is reduced to 0 hit points, its allies return to life and regain all hit points.
67-69	Rotting	Enemies take 8 necrotic damage.
70-72	Ruin	When an anomaly occurs, the Ancient regains 15 hit points.
73-75	Shadows	The Ancient is invisible.
76-78	Shrieking	Enemies take 8 sonic damage.
79-81	Storms	Enemies take 8 lightning damage.
82-84	Swarm	The Ancient has cover from ranged attacks and +4 physical and energy soak.
85-87	Tentacles	The area is difficult terrain for the Ancient's enemies. Enemies hit by the Ancient are grabbed. Grabbed enemies take 15 physical damage at the beginning of the Ancient's turn.
88-90	Torment	Enemies take -8 to saves against ongoing damage.
91-93	Unbearable	Enemies must make a Wit save or be blinded until the end of the Ancient's next turn.
94-96	Unreality	All chances of anomaly in the area increase by 20%, where applicable.
97-00	Woe	Enemies take -4 to saves.

KAIJU

Level 15 Eldritch Horror

Challenge Points: 112

Type: Colossal Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 20, Charisma 20

Hit Points: 770

Initiative: +10

Armor Class: 26 (+15 Level, +5 Agi, -4 Size)

Saves: Might +25, Agility +25, Wit +25

Attacks: Slam +20 (18-20 Crit), 2d12+20

Passive Defenses: Fast Healing 30, Physical Soak +8, Soak All Energy +15

Kaiju are colossal, beast-like beings that slumbered under the earth until woken by the destruction of the apocalypse. They belong to an age unknown to man, their true origins lost to time, counting the centuries as mortals do hours.

Kaiju are infinite in shape. Some are giant lizards or dinosaur-like creatures, while others resemble insects, arachnids, worms, or apes. They are only similar in that they are incalculable in size and destructive wrath.

Only great calamity can awaken a kaiju, such as nuclear detonations or the activity of another kaiju. Once roused, the kaiju's wrath is terrible. All kaiju despise civilization, and flatten cities out of spite. Humanoids are beneath notice—kaiju are more enraged by vehicles, buildings, and the loud noises and lights of cities.

The only things kaiju hate more are other kaiju. Each kaiju has fought a thousand battles in the ancient past with its kindred, and they are eager to establish dominance. Kaiju ignore all other concerns to fight one another. This not necessarily to the death; if one kaiju surpasses all other rivals, it will rule as god-king.

Breath Weapon [Close Blast 12 or Close Burst 6]: As a standard action, the kaiju can use a breath weapon. This can be of any damage type that the kaiju chooses. The attack deals 15d6 damage. Creatures can make Might saves to reduce the damage by half. The breath weapon has special effects based on the damage type:

- **Acid:** Victims who fail their saves take 8 ongoing acid damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage have all their soak values reduced by 5.
- **Chaos:** Victims who fail their saves take 8 ongoing chaos damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage have their save bonuses reduced by 2.
- **Cold:** Victims who fail their saves take ongoing 15 cold damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage are immobilized.
- **Fire:** Victims who fail their saves take ongoing 15 fire damage (a Might save ends the ongoing damage).
- **Lightning:** Victims who fail their saves take ongoing 8 lightning damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage are dazed.
- **Necrotic:** Victims who fail their saves take ongoing 15 necrotic damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage reduce any healing, fast healing, or regeneration they receive by 10.
- **Poison:** Victims who fail their saves take ongoing 20 poison damage (a Might save ends the ongoing damage).
- **Psychic:** Victims who fail their saves take ongoing 8 psychic damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage can't spend stunts.
- **Sonic:** Victims who fail their saves take ongoing 15 sonic damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage are crippled.

Death Throes: At 0 hit points, a kaiju doesn't die. Instead, one of several things might happen:

- The force of the attacks on the kaiju lay it low and bury it deep under the earth amid thousands of tons of rubble. Stricken, it crashes through skyscrapers and aimlessly destroys its surroundings with a last gasp of its breath weapon.
- A second kaiju ambushes the first, smiting it with spectacular force and casting it back out to sea, or into space, where their fight continues.
- The irritated kaiju simply walks back into the ocean.

In each case, it may be centuries before the kaiju appears again. Destroying the kaiju is impossible.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Not Even My Final Form: The kaiju becomes more fearsome as it takes wounds. It loses these benefits if it heals past them.

- **75% Hit Points:** The kaiju's breath weapon deals 5d6 additional damage.
- **Staggered:** The kaiju's soak values and regeneration improve by 5.
- **25% Hit Points:** The kaiju's Smashing Blows ability improves to a close burst 2.

Smashing Blows: When the kaiju makes an attack, it attacks in a close burst 1 around the target. Creatures hit are knocked prone.

Ultraheavy: The kaiju is so large that its mere movement causes destruction. When it moves, creatures adjacent to it on any point along its path must make an Agility save. On a failure, they are knocked prone and take 2d6 damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

ARACHNOIDS

"But what if circumstances magnified one of them in size and strength, took it out of its primitive world and turned it loose in ours?"

"Then expect something that's fiercer, more cruel and deadly than anything that ever walked the earth."

- *Tarantula* (1955)

Heretofore unknown subterranean and alien spiders now plague the Earth, devouring anything they can find.

SPIDERLING

Level 1 Minion

Challenge Points: 1

Type: Tiny Cryptid

Sanity Damage: 1d6

Abilities: Might 10, Agility 16, Wit 14, Charisma 10

Hit Points: 1

Initiative: +5

Armor Class: 16 (+1 Level, +3 Agility, +2 Size)

Saves: Might +1, Agility +4, Wit +3

Attacks: Bite +4, 1d8+1 + Spider Venom

Passive Defenses: -

Spiderlings are over-sized hunting spiders, the progeny of much more monstrous spiders. Even on their own, however, spiderlings are dangerous. Unlike normal spiders, they are obese and slimy, yet no less agile.

Spiderlings lair in dark areas and are cunning enough to construct basic traps using their webbing. They rely on overwhelming numbers and are not discouraged even if they take severe casualties, as any surviving spiderlings compete for food and any dead are food.

Burrow: The spiderling receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Minion: Minions never take damage on a successful save or when an attack misses them.

Spider Venom [Poison]: A creature bit by a spiderling takes 1 additional poison damage. A Might save negates the damage.

TUNNEL TICK

Level 1 Standard

Challenge Points: 2

Type: Medium Cryptid

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 26

Initiative: +3

Armor Class: 15 (+1 Level, +3 Agility, +1 Armor)

Saves: Might +4, Agility +4, Wit +1

Attacks: Melee/Ranged Coil +4 (Melee or Ranged), 1d8+4 + Wounding

Passive Defenses: Burrow, Fast Healing 1, Spider Climb

Tunnel ticks are man-sized tick-like creatures from deep beneath the Earth. They hunt prey by laying traps using their razor-sharp silk.

Tunnel ticks hunt in dark, enclosed areas with chokepoints. They lay their silk filaments across footpaths they expect prey to take. Once the filament has crippled prey, the ticks launch their attack from range, spitting more silk out of their mouths like spears. Tunnel ticks retreat to safety if their initial ambush fails.

Tunnel ticks make very little sound, even when attacking.

Filament Traps: Tunnel ticks can plant strands of nearly invisible filament up to 3 squares in length between any two solid anchors, usually walls. These strands are tightly-coiled and taut, designed to snap off their anchors when disturbed. Creatures that walk into a square containing a filament must make an Agility save or immediately take 2d6 damage and 1 ongoing physical damage from the razor-sharp filament snapping. On a successful save, they take half damage but still must contend with the ongoing damage.

A single tunnel tick can maintain up to three simultaneous filament traps. Making a new trap requires a standard action to plant the trap at one end and a move action to draw it tight.

Detecting a trap requires a Perception check. Moving around a detected trap is easy, but survivors must typically crawl or shimmy their way past at half movement. Tunnel ticks can't be harmed by their own traps.

Wounding: A creature struck by the tunnel tick's filament coil takes 1 ongoing physical damage from the needle-like silken spear embedded in their bodies. Tunnel ticks can shoot their filaments up to 12 squares.

HUNTING SPIDER

Level 4 Monstrosity

Challenge Points: 16

Type: Medium Cryptid

Sanity Damage: 3d6

Abilities: Might 16, Agility 18, Wit 14, Charisma 14

Hit Points: 96

Initiative: +5

Armor Class: 20 (+4 Level, +4 Agi, +2 Armor)

Saves: Might +9, Agility +10, Wit +8

Attacks: Bite +8 (Crit 19-20), 2d8+7 + Spider Venom

Passive Defenses: Fast Healing 4, Physical Soak +1, Poison Soak +4

Hunting spiders are mature spiderlings. They feed the nest and defend brood spiders. Larger than a hunting dog, they are quick and light, but protected by heavy chitin. They don't resemble any spider known to science.

Pounce: As a standard action, the hunting spider can leap 6 squares in any direction and make an attack without provoking an opportunity attack.

Ripping Fangs: When the hunting spider misses, it still deals half damage, but does not inflict venom.

Spider Venom [Poison]: A creature bit by a hunting spider takes 8 ongoing poison damage. A Might save negates this damage.

GIANT SCORPION

Level 6 Monstrosity

Challenge Points: 24

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 138

Initiative: +6

Armor Class: 22 (+6 Level, +4 Armor, +3 Agility, -1 Size)

Saves: Might +13, Agility +12, Wit +12

Attacks: Mandibles +10 (19-20), 2d10+10 and Stinger +10, 12 Poison

Passive Defenses: Burrow, Physical Soak +6

Scorpions are trouble enough before they grow to the size of pickup trucks.

Burrow: The giant scorpion receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Grab: Creatures struck by the giant scorpion are grabbed (Might save to escape). A grabbed creature takes a stinger attack at the beginning of the giant scorpion's turn.

Stinger: Once per round as an instant action (whether it has a grabbed creature), the giant scorpion can use its stinger attack.

DREAD SPIDER

Level 6 Eldritch Horror

Challenge Points: 48

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 18, Agility 16, Wit 18, Charisma 16

Hit Points: 318

Initiative: +7

Armor Class: 17 (+6 Level, +3 Agi, -2 Size)

Saves: Might +13, Agility +12, Wit +13

Attacks: Bite +10 (18-20 Crit), Bite 2d10+10

Passive Defenses: Fast Healing 12, Physical Soak +3, Soak All Energy +2, Poison Soak +6

The dread spider is an ancient arachnid horror that looks much like a giant pumice stone with legs. From its countless orifices emerge thousands of ravenous hatchlings. The spider has no visible mouth and is not recognizable as a natural creature. Created through magic, the dread spider is intelligent and capable of sorcery.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Rancid Host [Aura 1, Poison, 3d6 Sanity]: When the dread spider begins its turn, thousands of tiny spiders assail nearby enemies. Enemies take 6 poison damage.

Spiderlings: The dread spider begins combat accompanied by 1d6 spiderlings that act immediately after it does in initiative. As an instant action once per round, the dread spider can spawn 1d6 more spiderlings in squares adjacent to itself, but only if it has 5 or fewer spiderlings left.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a dread spider in a combat scene, choose any **two** powers from the list below.

Blasphemy [Close Blast 2, Chaos, 1d6 Sanity]: The dread spider spends a standard action. Creatures take 2d10+10 chaos damage. A Wit save reduces damage by half.

Bolt of Annihilation [Line 3, Chaos, 1d6 Sanity]: The dread spider spends a standard action. Creatures take 2d10+10 chaos damage. An Agility save reduces damage by half.

Eldritch Fire [Ranged Burst 1, Chaos, 1d6 Sanity]: The dread spider spends a standard action. Enemies take 2d10+12 chaos damage. An Agility save reduces damage by half.

Frostheart [Cold, 1d6 Sanity]: The first time the dread spider is hit each round in melee, the attacker must make a Might save or take 12 ongoing cold damage.

Hateful Damned [Close Blast 3, Necrotic, 1d6 Sanity]: The dread spider spends a standard action. Enemies take 2d6+10 necrotic damage. An Agility save reduces damage by half.

Killing Frost [Close Burst 1, Cold, 1d6 Sanity]: The dread spider spends a standard action. Enemies take 2d4+10 cold damage, and take -1 to AC and Agility saves until the end of the dread spider's next turn. A Might save reduces damage by half and negates the penalties.

Necrotic Vomit [Close Blast 2, Necrotic, 1d6 Sanity]: The dread spider spends a standard action. Creatures take 2d8+10 necrotic damage. An Agility save reduces the damage by half. The area of effect becomes difficult terrain for the duration.

Spontaneous Combustion [Melee, Fire, 1d6 Sanity]: The dread spider spends a standard action. An enemy takes 12 ongoing fire damage. A Might save negates the ongoing damage.

BROOD SPIDER

Level 7 Standard

Challenge Points: 14

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 14, Charisma 14

Hit Points: 84

Initiative: +5

Armor Class: 19 (+7 Level, +3 Agility, -1 Size)

Saves: Might +11, Agility +12, Wit +11

Attacks: Bite +10, 1d10+9 + Spider Venom

Passive Defenses: Physical Soak +2, Poison Soak +7

Brood spiders are obese, tarantula-like spiders with mottled gray skin. Brood spiders constantly produce young—eventually maturing into spiderlings—that they use as a defense mechanism.

Brood spiders hide from enemies until they run afoul of their webbing, at which point they strike fiercely, without concern for their own survival, as they know their progeny will replace them should they die.

Brood Swarm [Aura 1, Poison, 3d6 sanity]: Brood spiders are surrounded by thousands of their progeny. When the brood spider begins its turn, enemies must make an Agility save or take 7 poison damage.

Venomous Jaws: A creature struck by the brood spider takes 7 ongoing poison damage and is grabbed. Separate Might saves break the grab and ongoing damage.

Webbing: A brood spider can maintain sixteen squares of webbed terrain in its lair. This is difficult terrain for enemies. A creature that starts its turn in webbing must make a Might save or be immobilized until the end of its next turn.

DROMOPOD

Level 7 Standard

Challenge Points: 14

Type: Large Abomination

Sanity Damage: 4d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 14

Hit Points: 86

Initiative: +5

Armor Class: 22 (+7 Level, +3 Agility, +3 Armor, -1 Size)

Saves: Might +12, Agility +12, Wit +10

Attacks: Stinger Tails +6/+6/+6, 1d10+10 + Venom

Passive Defenses: Immune to Crippling, Fast Healing 7

Dromopods are scorpion-like monsters with humanoid torsos extending out of their thorax, like a sort of centaur. They have spindly legs and claw-like arms, but these limbs are not strong enough to fight with. Instead, the dromopod relies on its three scorpion tails, with which it can engage one target or many. Dromopods' heads have elongated, straight horns that resemble mandibles, and have a golden sheen to their chitin armor.

Dromopods are incredibly agile and well-armored besides, allowing them to dodge or shrug off most blows. They also heal from injury with incredible speed. They like to focus their attacks unless they become surrounded.

Caustic Blood [Aura 2, Acid]: Dromopod blood becomes acidic gas upon contact with oxygen. When the dromopod is beneath maximum hit points, enemy physical soak is reduced by 5.

Venom [Acid, Poison]: A creature struck by one of the dromopod's tails takes 7 ongoing acid and 7 ongoing poison damage. A Might save negates both ongoing effects.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MEGARACHNID HATCHLING

Level 7 Standard

Challenge Points: 14

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 14

Hit Points: 86

Initiative: +5

Armor Class: 23 (+7 Level, +3 Agility, +4 Armor, -1 Size)

Saves: Might +12, Agility +12, Wit +11

Attacks: Bite +10 (19-20 Crit), 1d10+10

Passive Defenses: Acid Soak +7, Necrotic Soak +7, Physical Soak +2, Poison Soak +7

Megarachnids are horrific spider hybrids created through ill-conceived genetic engineering, or are perhaps the primeval ideal of all spiders, returned to destroy all lesser lifeforms. They possess almost every advantage known to spiders, but with enhanced lethality. Rather stocky, they are heavily armored, and their limbs serve as talons in battle. Their venom causes victims to rot from the inside out, their webbing causes acid burns, and their urticating bristles are as sharp as finely-honed shards of glass.

The megarachnids' only weakness is their size. It's difficult not to notice their presence, as the smallest of them are the size of horses.

Flesh-Rotting Venom [Poison, 2d6 Sanity]: Creatures struck by the megarachnid must make a Might save. On a failure, the victim takes 7 poison damage, and for the rest of the scene, when they take damage, take an additional 1 necrotic damage. This damage penalty increases by 1 each time the victim fails a save against this poison damage.

Urticating Bristles [Close Burst 3, Poison]: When the megarachnid is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Adjacent enemies take 4 piercing poison damage from severe irritation and grotesque chemical swelling.

Webbed Lair [Acid]: During battle, survivors that move or shift must make an Agility save for each action they spend moving. If they fail, they get caught on a piece of razor-thin acidic webbing, taking 4 acid damage and ending their movement. If multiple webbed lair effects are in the area, use the effect from the strongest megarachnid in the scene, alive or dead.

MEGARACHNID SOLDIER

Level 7 Monstrosity

Challenge Points: 28

Type: Huge Cryptid

Sanity Damage: 4d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 16

Hit Points: 158

Initiative: +7

Armor Class: 22 (+7 Level, +3 Agility, +4 Armor, -2 Size)

Saves: Might +14, Agility +14, Wit +13

Attacks: Bite +11 (18-20 Crit), 2d10+11

Passive Defenses: Acid Soak +7, Necrotic Soak +7, Physical Soak +4, Poison Soak +7

Flesh-Rotting Venom [Poison, 2d6 Sanity]: Creatures struck by the megarachnid must make a Might save. On a failure, the victim takes 14 poison damage, and for the rest of the scene, when they take damage, take an additional 2 necrotic damage. This damage penalty increases by 1 each time the victim fails a save against this poison damage.

Trample [Aura 1]: When the megarachnid begins its turn, enemies must make Agility saves. On failure, victims are knocked prone and dealt 14 physical damage.

Urticating Bristles [Close Burst 3, Poison]: When the megarachnid is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Adjacent enemies take 7 piercing poison damage from severe irritation and grotesque chemical swelling.

Webbed Lair [Acid]: During battle, survivors that move or shift must make an Agility save for each action they spend moving. If they fail, they get caught on a piece of razor-thin acidic webbing, taking 7 acid damage and ending their movement. If multiple webbed lair effects are in the area, use the effect from the strongest megarachnid in the scene, alive or dead.

MEGARACHNID QUEEN

Level 7 Eldritch Horror

Challenge Points: 56

Type: Colossal Cryptid

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 16, Charisma 18

Hit Points: 368

Initiative: +7

Armor Class: 20 (+7 Level, +3 Agility, +4 Armor, -4 Size)

Saves: Might +15, Agility +15, Wit +14

Attacks: Bite +11 (17-20 Crit), 2d10+11

Passive Defenses: Acid Soak +7, Necrotic Soak +7, Physical Soak +7, Poison Soak +7

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Flesh-Rotting Venom [Poison, 2d6 Sanity]: Creatures struck by the megarachnid must make a Might save. On a failure, the victim takes 14 poison damage, and for the rest of the scene, when they take damage, take an additional 3 necrotic damage. This damage penalty increases by 1 each time the victim fails a save against this poison damage.

Swallow: When the megarachnid scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 20 necrotic damage. If they deal at least 36 damage to the inside of the megarachnid (which still receives soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Trample [Aura 1]: When the megarachnid begins its turn, enemies must make Agility saves. On failure, victims are knocked prone and dealt 14 physical damage.

Urticating Bristles [Close Burst 3, Poison]: When the megarachnid is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Adjacent enemies take 7 piercing poison damage from severe irritation and grotesque chemical swelling.

Webbed Lair [Acid]: During battle, survivors that move or shift must make an Agility save for each action they spend moving. If they fail, they get caught on a piece of razor-thin acidic webbing, taking 7 acid damage and ending their movement. If multiple webbed lair effects are in the area, use the effect from the strongest megarachnid in the scene, alive or dead.

ASTRAL TERRORS

“A frightful messenger from unformed realms of infinity beyond all Nature as we know it; from realms whose mere existence stuns the brain and numbs us with the black extra-cosmic gulfs it throws open before our frenzied eyes.”

- H.P. Lovecraft, *The Colour Out of Space* (1927)

The astral terror is an unknowable, wandering interdimensional entity, perceiving the universe as we cannot. Its attention falls randomly on victims, draining them of their essence and replacing them with an alien husk. Astral terrors may attract cults, but they ignore worship.

ASTRAL CORRUPTION

Level 4 Minion

Challenge Points: 4

Type: Medium Alien

Sanity Damage: 4d6

Abilities: Might 16, Agility 14, Wit 12, Charisma 12

Hit Points: 1

Initiative: +1

Armor Class: 16 (+4 Level, +2 Agility)

Saves: Might +8, Agility +7, Wit +6

Attacks: Slam +7, 1d8+7

Passive Defenses: Blind

Astral corruptions are humans drained by the astral terror. Having no further use for them, the astral terror ignores them. They appear as emaciated and desiccated humanoids with rubbery blue skin, and bleed a thick brown paste when wounded. Their heads are calluses that appear to have all the major features sucked out of them, including the eyes. They have jagged, rasping mouths and black tongues, with which they can only make wailing groans.

Astral corruptions are wretches that wander without purpose or lay hapless where they were made. They are often docile unless attacked. However, they can psychically detect the presence of psychotic and insane creatures, who enrage them. Since their very appearance can break the minds of humans, this is sometimes when they attack. Corruptions attack insane creatures without mercy, completely ignoring other creatures while they attempt to crush the offending creature's brain until others interfere.

The signal generated by an insane mind can be blocked by tin foil or lead, so cultists seeking to use the corruptions as pets or shock troops wear tin foil hats.

Madness Frenzy: When a psychotic or insane creature comes within the astral corruption's line of sight, the corruption immediately flies into a rage and charges into the creature. It gains +2 to hit and damage such creatures, and will only stop attacking if it is blocked from doing so, turning to whatever is in its way before continuing.

Minion: Minions never take damage on a successful save or when an attack misses them.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

ASTRAL TERROR**Level 4 Eldritch Horror****Challenge Points:** 32**Type:** Colossal Alien**Sanity Damage:** 30**Abilities:** Might 12, Agility 14, Wit 18, Charisma 18**Hit Points:** 212**Initiative:** +6**Armor Class:** 12 (+4 Level, +2 Agility, -4 Size)**Saves:** Might +9, Agility +10, Wit +12**Attacks:** -**Passive Defenses:** Fast Healing 8, Physical Soak +2, Soak All Energy +1, Psychic Soak +4

The astral terror is a vortex of energy that pierces into human reality. It appears as a pinpoint of light surrounded by colorful, swirling energy. It can't speak in a human language, but can project its alien thoughts, which are harmful to mortals.

Blinding Power [Aura 1, 2d6 Sanity]: When the astral terror begins its turn, enemies must make a Wit save or be blinded until the end of the astral terror's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Incorporeal: The astral terror can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Smite: As an instant action once per round, the astral terror can smite an enemy. The victim must make a Wit save or be knocked prone, overwhelmed, and lose the ability to activate powers until the end of the astral terror's next turn.

Spawn Corruptions [4d6 Sanity]: When the astral terror ends its turn, creatures below 0 hit points within a close burst 6 are transformed into astral corruptions that angrily attack nearby enemies. These astral corruptions act after the astral terror's turn ends.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

Wizen [Psychic, 4d6 Sanity]: The astral terror can focus its power on a creature to which it has line of sight as a standard action, communicating its alien horror. The victim takes 16 psychic damage and is overwhelmed until the end of the astral terror's next turn, while the astral terror regains 4 hit points. A Wit save reduces the psychic damage by half, negates the overwhelming effect, and negates the healing.

BANE MOTHS

"What is the secret of Mothra? What is the bizarre spell that awakens Mothra?"

- *Mothra trailer, 1961*

Bane moths are enormous predatory moths that live only in pitch-black conditions, to which they have adapted perfectly. Their wings appear translucent until they use their venom, at which point they fill with a swirling pattern reminiscent of a face. Bane moths are ambush predators.

BANE MOTH**Level 3 Monstrosity****Challenge Points:** 12**Type:** Medium Cryptid**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 16, Wit 16, Charisma 16**Hit Points:** 74**Initiative:** +6**Armor Class:** 16 (+3 Agility, +3 Level)**Saves:** Might +8, Agility +9, Wit +9**Attacks:** Proboscis +6 (Crit 19-20), 2d8+5 + Venom**Passive Defenses:** Fast Healing 3, Flight, Physical Soak +1, Poison Soak +3

Proboscis Venom [Poison, 3d6 Sanity]: Bane moth venom causes psychedelic delusions. Anyone struck by the bane moth's proboscis takes ongoing 6 poison damage. While the victim is taking this ongoing damage, it is crippled. A Wit save negates the ongoing damage and the crippling effect. Creatures affected by the bane moth's proboscis venom see the creature for what it is—a malevolent omen of decay and entropy, whose wings form a hideous skull that grimaces and laughs at their misfortune.

Stealthy: Bane moths are as quiet and still as the grave. When at rest, their wings are invisible, and their bodies match their surroundings perfectly, making utterly no movements—not even the involuntary movement or sound of life processes, as they enter an almost transcendent rest state. Survivors must make Perception checks to perceive the moth in wait. When the moth is moving, its wings make no sound, perceptible only by the light movement of air through them.

Venom Mist [Aura 1, Poison, 1d6 Sanity]: When the bane moth enters combat, it fills its wings with the powdery poison inside its body, and the wings quickly dust the air around the moth, creating a toxin that reacts with air to create a gaseous venom. When the bane moth begins its turn, enemies must make a Might save or take 6 poison damage and be immobilized until the end of its next turn.

BANE CATERPILLAR**Level 5 Minion****Challenge Points:** 1**Type:** Medium Cryptid**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 1**Initiative:** +4**Armor Class:** 17 (+5 Level, +2 Agility)**Saves:** Might +9, Agility +9, Wit +9**Attacks:** Bite +7, 1d10+7 + Venom + Grab**Passive Defenses:** Immune to Poison, Omniscience 6

Bane caterpillars are the larval form of bane moths. They are, in fact, much larger than their moth forms and quite bulbous when mature from feeding—when metamorphosing, most of the caterpillar's flesh becomes a fatty, necrotized mass that the nascent moth uses to sustain itself through transformation.

Bane caterpillars are large, hairless, blue, and slimy. When near prey, they glow with excitement. They require a large source of protein—any human will do—to gather enough energy to metamorphose. Despite their putrid girth, they can squeeze through openings small enough to fit a human skull through.

Grab: Creatures bitten by the bane caterpillar are grabbed. Anyone grabbed by the caterpillar takes bite and venom damage on the beginning of the caterpillar's turn. A Might save breaks the grab.

Minion: Minions never take damage on a successful save or when an attack misses them.

Reactive [Close Burst 2]: If damaged by cold or fire, the bane caterpillar explodes violently. Anyone in a close burst 2 to the caterpillar when this happens takes 5 poison damage.

Venom [Poison]: Anyone struck by a bane caterpillar must make a Might save or take an extra 5 poison damage and be crippled until the end of the caterpillar's next turn. Likewise, anyone who touches the caterpillar with open skin must make a Might save to resist these effects.

BANE MOTH GOLIATH

Level 6 Eldritch Horror

Challenge Points: 48

Type: Large Cryptid

Sanity Damage: 30

Abilities: Might 16, Agility 18, Wit 16, Charisma 16

Hit Points: 316

Initiative: +7

Armor Class: 19 (+4 Agility, +6 Level, -1 Size)

Saves: Might +12, Agility +13, Wit +12

Attacks: Proboscis +10 (18-20 Crit), 2d10+9 + Venom

Passive Defenses: Fast Healing 12 Flight, Physical Soak +3, Soak All Energy +2, Poison Soak +6

Bane moth goliaths are bane moths that have grown fat and strong from the killing of prey over many years.

Bane moths are enormous predatory moths that live only in pitch-black conditions, to which they have adapted perfectly. Their wings appear translucent until they use their venom, at which point they fill with a swirling pattern reminiscent of a face.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Proboscis Venom [Poison, 3d6 Sanity]: Bane moth venom causes psychedelic delusions. Anyone struck by the bane moth goliath's proboscis takes ongoing 12 poison damage. While the victim is taking this ongoing damage, it is overwhelmed. A Wit save negates the ongoing damage and the crippling effect. Creatures affected by the bane moth's proboscis venom see the creature for what it is—a malevolent omen of decay and entropy, whose wings form a hideous skull that grimaces and laughs at their misfortune.

Stealthy: Bane moths are as quiet and still as the grave. When at rest, their wings are invisible, and their bodies match their surroundings perfectly, making utterly no movements—not even the involuntary movement or sound of life processes, as they enter an almost transcendent rest state. Survivors must make DC 28 Perception checks to perceive the moth in wait. When the moth is moving, its wings make no sound, perceptible only by the light movement of air through them.

Venom Mist [Aura 2, Poison, 1d6 Sanity]: When the bane moth enters combat, it fills its wings with the powdery poison inside its body, and the wings quickly dust the air around the moth, creating a toxin that reacts with air to create a gaseous venom. When the bane moth begins its turn, creatures must make a Might save or take 12 poison damage and be immobilized until the end of its next turn.

BEASTFOLK

What the hammer? what the chain,

In what furnace was thy brain?

What the anvil? what dread grasp,

Dare its deadly terrors clasp!

- William Blake, *The Tyger* (1794)

Beastfolk are created from the splicing of beasts with humans by some eldritch device. They resemble beasts of various species, but all are loathsome—plagued with severe mange, with grotesque physical deformities from inbreeding and corruption. They speak in a guttural language that conveys additional meaning through bites and physical blows, and reproduce both naturally and by disease. Beastfolk sometimes follow cults, whom they serve as messengers, hunter/gatherers, and elite troops.

Beastfolk prefer to eat prey alive. They will settle for carrion, the more rotten the better. They make simple tools and use their diseased bodies to make poison, but hate the sounds that guns make and don't use them.

HOUND-SCOUT

Level 1 Minion

Challenge Points: 1

Type: Medium Abomination

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 1

Initiative: +3

Armor Class: 14 (+1 Level, +3 Agility)

Saves: Might +4, Agility +4, Wit +1

Attacks: Chopper +4, 1d8+4

Throwing Spear +4, 1d6+1 + Poison

Passive Defenses: -

Beastfolk scouts are canine-things that run ahead of the pack, identifying prey and patrolling their territory. In addition to their canine features, they are identified by their more limber and wiry frames.

Loping: Scouts gain +2 to skills and speed.

Minion: Minions never take damage on a successful save or when an attack misses them.

Rending: A scout that flanks a creature deals piercing physical damage with its attacks.

Scout: Scouts never provoke opportunity attacks by moving.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

BOVINE CHANNELER

Level 1 Minion
Challenge Points: 1
Type: Small Abomination
Sanity Damage: 2d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 10
Hit Points: 1
Initiative: +3
Armor Class: 15 (+3 Agi, +1 Level, +1 Size)
Saves: Might +3, Agility +3, Wit +0
Attacks: Horn +4, 1d8+4 + Curse
Passive Defenses: -

Most beastfolk emerge from unspeakable wombs as adults, but those skilled in magic take more time to develop. Bovine channelers are horrors that gather in foul, desecrated places to worship their hunt gods, waiting for adults to bring them food. As they are among the most revered of their foul breed, other beastfolk are enraged if the younglings are killed.

Berserking: When a youngling is damaged in combat, it gains +2 to attack rolls and saves for the rest of the scene.

Curse: Any creature struck by a youngling's horn must make a Wit save or be afflicted with the Curse of the Hunter. Such a victim always rolls twice for any attack roll or skill roll, taking the lower result. This effect lasts until the youngling who caused it is slain.

Minion: Minions never take damage on a successful save or when an attack misses them.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

HOUND-MARAUDER

Level 2 Standard
Challenge Points: 4
Type: Medium Abomination
Sanity Damage: 2d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 10
Hit Points: 36
Initiative: +3
Armor Class: 16 (+2 Level, +3 Agility, +1 Armor)
Saves: Might +5, Agility +5, Wit +2
Attacks: Chopper +5, 1d8+5 + Poison
Passive Defenses: Fast Healing 2, Poison Soak +2

Marauders are the front-line brutes of the beastfolk, and are stockier and stooped canine crossbreeds. They are cunning, and hate the sound of firearms.

Loping: Marauders gain +2 to skills and speed.

Poison: A creature struck by the marauder's chopper must make a Might save or lose the benefit of all physical soak until the end of the scene.

Marauder: The marauder gains +4 to opportunity attacks and deals the maximum possible damage if it hits with such an attack.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

HUNTER-GOAT

Level 3 Standard
Challenge Points: 6
Type: Medium Abomination
Sanity Damage: 2d6
Abilities: Might 16, Agility 14, Wit 12, Charisma 12
Hit Points: 46
Initiative: +3
Armor Class: 15 (+3 Level, +2 Agi)
Saves: Might +7, Agility +6, Wit +5
Attacks: Horns +6, 1d8+6 + Curse
Throwing Spear +5, 1d8+5
Passive Defenses: Physical Soak +1, Chaos Soak +4, Necrotic Soak +4

A hunter-goat is a stunted but sinewy humanoid draped in ox-like fur, the matured version of a bovine channeler. Its face is skeletal and rotten, as if dead. Its eyes are swollen and white, oozing pus. It moves on cloven hooves.

Berserking: When a hunter-goat is damaged in combat, it gains +2 to all attack rolls and saves for the rest of the scene.

Curse of the Hunter: Any creature struck by a hunter-goat's horn must make a Wit save or be afflicted with the Curse of the Hunter. Such a victim always rolls twice for any attack roll or skill roll, taking the lower result. This effect lasts until the hunter-goat who caused it is slain.

Life Drain [Close Burst 3, Necrotic, 2d6 Sanity]: As a standard action, the hunter-goat can drain the life essence away from nearby creatures. Victims can see and feel the hunter-goat draining their life force. Enemies take 3 necrotic damage. For each such victim, the hunter-goat regains 3 lost hit points. Victims can make a Wit save to avoid aging by one year when this happens.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

PACKMASTER

Level 3 Monstrosity
Challenge Points: 12
Type: Large Abomination
Sanity Damage: 2d6
Abilities: Might 18, Agility 18, Wit 14, Charisma 14
Hit Points: 78
Initiative: +6
Armor Class: 17 (+3 Level, +4 Agility, +1 Armor, -1 Size)
Saves: Might +9, Agility +9, Wit +7
Attacks: Chopper +7 (Crit 19-20), 2d8+7 + Poison
Passive Defenses: Fast Healing 3, Physical Soak +1, Poison Soak +3

Beastfolk packmasters are enormous, muscular dog-men that look much like more hideously mutated and misshapen marauders. They drool ceaselessly.

Loping: Packmasters gain +2 to skills and speed.

Poison: Creatures struck by the packmaster must make a Might save or be crippled until the end of the scene.

Packmaster: Allies adjacent to the packmaster gain +2 to hit.

Saliva Spray [Close Burst 2, Poison, 2d6 Sanity]: As an instant action once per scene, the packmaster can blow saliva and snot. Enemies take 12 poison damage (Agility save for half damage). The area becomes difficult terrain for non-beastfolk.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

LAIR TYRANT**Level 3 Eldritch Horror****Challenge Points:** 24**Type:** Large Abomination**Sanity Damage:** 30**Abilities:** Might 20, Agility 14, Wit 14, Charisma 14**Hit Points:** 170**Initiative:** +4**Armor Class:** 14 (+3 Level, +2 Agility, -1 Size)**Saves:** Might +10, Agility +7, Wit +7**Attacks:** Scepter +8 (Crit 18-20), 2d8+8**Passive Defenses:** Fast Healing 6, Physical Soak +2, Soak All Energy +1, Necrotic Soak +3

Lair tyrants are obese goatmen who can barely move because of their girth. They are covered in the slime that dribbles from their chins, and only the fur on their heads remains. Their horns are twisted and warped, and their eyes have sunk so far back in their heads that they can barely see. Lair tyrants are grotesquely lazy, to the point that they will eat other beastmen for sustenance before looking to find food of their own.

Baby Eating [1d6 Sanity]: As an instant action, the lair tyrant can devour an adjacent minion. This restores 10 hit points to the lair tyrant.

Black Scepter: If the lair tyrant regains lost hit points via life drain or baby eating, and reaches (or would exceed) maximum hit points, every enemy within 6 squares must make a Wit save or be overwhelmed until the end of the lair tyrant's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Life Drain [Close Burst 6, Necrotic, 2d6 Sanity]: As a standard action, the lair tyrant can drain the life essence away from nearby creatures. Victims can see and feel their life force draining away. Enemies take 6 necrotic damage. For each such victim, the hunter-goat regains 3 lost hit points. Victims can make a Wit save to avoid aging by one year when this happens.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

HUNTER-SHAMAN**Level 4 Monstrosity****Challenge Points:** 16**Type:** Medium Abomination**Sanity Damage:** 2d6**Abilities:** Might 14, Agility 16, Wit 16, Charisma 16**Hit Points:** 94**Initiative:** +6**Armor Class:** 17 (+4 Level, +3 Agi)**Saves:** Might +9, Agility +10, Wit +10**Attacks:** Horns +6, 2d8+6 + Curse of the Hunter

Throwing Spear +7 (Crit 19-20), 2d8+6

Passive Defenses: Soak All Energy +1, Chaos Soak +4, Necrotic Soak +4

Hunter-shamans are mystics who lead beastfolk hunts. They often have bovine features, but not always. They cover themselves in bloody bone necklaces and cured flesh to display their prowess. Hunter-shamans like to set devious traps to kill or capture victims.

Hunter-shamans avoid melee combat unless desperate. They use eldritch fire to break up enemy formations and force enemies to move from advantageous terrain.

Berserking: When a hunter-shaman is damaged in combat, it gains +2 to all attack rolls and saves for the rest of the scene.

Curse of the Hunter: Any creature struck by a hunter-shaman's horn must make a Wit save or be stunned until the end of the hunter-shaman's next turn and be afflicted with the Curse of the Hunter. Such a victim always rolls twice for any attack roll or skill roll, taking the lower result. This effect lasts until the end of the scene.

Eldritch Fire [Ranged Burst 4 within 12, Chaos, 2d6 Sanity]: As a standard action once per scene, the hunter-shaman can unleash a blast of mystical flame. Everything within 4 squares of the impact point must make an Agility save or take 8d6 chaos damage. The area is corrupted, and when the hunter-shaman starts its turn, enemies there take 4 chaos damage.

Life Drain [Close Burst 6, Necrotic, 2d6 Sanity]: As a standard action, the hunter-shaman can drain the life essence away from nearby creatures. Victims can see and feel their life force draining away. Enemies take 8 necrotic damage. For each such victim, the hunter-shaman regains 4 lost hit points. Victims can make a Wit save to avoid aging by one year when this happens.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SATYR**Level 4 Monstrosity****Challenge Points:** 16**Type:** Medium Abomination**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 16, Wit 16, Charisma 16**Hit Points:** 94**Initiative:** +6**Armor Class:** 16 (+3 Level, +3 Agility)**Saves:** Might +9, Agility +10, Wit +10**Attacks:** Claws +6 (19-20 Crit), 2d8+6**Passive Defenses:** Energy Soak +8

Slavering avatars of debauchery, satyrs are goat-headed beastfolk steeped in the lore of elder magic, far more intelligent and skilled at sorcery than their lesser cousins. They are not so much evil as amoral, given to hedonism, strange eccentricities, and dark whimsy. Inevitably they grow bored of anything that once held their interest, taking their last pleasures from murdering it. Because satyrs don't participate in beastfolk hunts, most other beastfolk have no respect for them.

Hoofed Menace: The satyr ignores difficult terrain.

Pipes of Debauchery [Aura 6]: Enemies have no sanity soak.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a satyr in a combat scene, choose any **four** powers from the list below.

Animal Magnetism [Aura 3]: Living enemies treat squares as difficult terrain and take -2 to saves.

Banishment: Once per scene as a standard action, the satyr can force an enemy to make a Wit save. On a failure, the victim is removed from play and transported to another plane, where the victim takes 2d6 sanity damage. At the beginning of each of its turns, the victim can make another Wit save to return. On a failure, the victim takes a further 2d6 sanity damage.

Black Invocation [Chaos, 1d6 Sanity]: Once per round, when an enemy fails a save, the satyr causes that enemy to take 4d6 additional chaos damage.

Blasphemy [Close Blast 2, Chaos, 1d6 Sanity]: The satyr spends a standard action. Enemies take 2d8+12 chaos damage. A Wit save reduces damage by half.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the satyr can slay an adjacent minion. The satyr regains 8 hit points per level of the minion (to a maximum of 32).

Brimstone Passage [Fire, 1d6 Sanity]: The satyr spends a standard action. The satyr teleports up to 3 squares to any location to which it has line of sight. At either the location from which it teleported or its arrival destination, every adjacent creature takes 8 fire damage.

Cloak of Madness: The satyr is invisible to psychotic and insane survivors, even if they can normally see invisible creatures.

Corruption [Aura 2]: The area is difficult terrain for enemies. When the satyr begins its turn, enemies must make a Might save or be crippled until the end of the satyr's next turn.

Counterspell: Once per round, if the satyr succeeds on a save, he can use one of his abilities as an instant action.

Dark Luck: Once per scene, the satyr may re-roll any d20 roll and add +4.

Domination: As a standard action once per scene, the satyr can dominate a creature within line of sight. The victim gets a Wit save to resist the attack. If it fails, on its turn it must attack the nearest ally in melee. At the end of its turn, it gets another Wit save to resist the effect.

Doom: The satyr spends a standard action. A victim within line of sight must make a Wit save, and gets another Wit save when it ends its turn to end the power. While the power is active, it rolls attacks and saves twice, taking the worst result.

Dread Encirclement [Aura Burst 6]: One per round, when an enemy fails a save against one of the satyr's powers, enemies are immobilized and unable to make opportunity attacks until the end of the satyr's next turn.

Evasive: When an attack misses the satyr or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Hymn [Necrotic, 2d6 Sanity]: The satyr spends a standard action. This power targets one enemy within line of sight. The victim must make a Wit save or take 8 ongoing necrotic damage. While this damage affects the victim, it takes -4 to saves (except saves to end this ongoing damage).

Fortitude: Once per round as an instant action, the satyr cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.

Foul Magic [Chaos, Aura]: When the satyr begins its turn, adjacent enemies must make a Wit save or take 8 piercing chaos damage and be crippled until the end of the satyr's next turn.

Hungry Blades: The critical threat range of all the satyr's allies improves by 1.

Invisible: As a standard action, the satyr can turn invisible. This invisibility ends if the satyr deals any damage with any ability or uses an ability against which an enemy fails its save.

Major Hex [Close Burst 6]: As a standard action, the satyr curses enemies. Victims must make a Wit save. On a failure, they are crippled until the end of the scene.

Sacrificial Magic: For every ally of the satyr that dies during the scene, the save DCs of the satyr's powers go up by 1, to a maximum of +4.

Shriek [Close Burst 2, Sonic, 2d6 Sanity]: The satyr can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 4 sonic damage and are immobilized until the end of the satyr's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the satyr can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 8d6 acid damage. An Agility save reduces damage by half.

Songbird [Sonic, 1d6 Sanity]: The satyr spends a standard action. A creature within line of sight takes 16 sonic damage, and is moved 2 squares. This forced movement does not provoke opportunity attacks. If the movement would place the target on hazardous terrain, it gets an Agility save to stop moving. A Might save reduces damage by half and negates other penalties.

Wail of the Banshee [Close Burst 12, Fear, Sonic, 2d6 Sanity]: As a standard action, the satyr can give a piteous death wail. Enemies must make a Wit save or take 4 sonic damage and be crippled until the end of the satyr's next turn.

PROGENITOR HORROR

Level 4 Eldritch Horror

Challenge Points: 32

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 218

Initiative: +6

Armor Class: 17 (+4 Level, +3 Agility, +2 Armor, -2 Size)

Saves: Might +11, Agility +10, Wit +10

Attacks: Tongue +8 (Crit 18-20), 2d8+8 + Venom

Passive Defenses: Fast Healing 8, Physical Soak +2, Soak All Energy +1, Poison Soak +4

Progenitor horrors are enormous, snake-like tongues that bulge with cancerous tumors and other abhorrent genetic mutations.

They have numerous quadrupedal limbs, some of which work while others are vestigial deformities. They have no visible mouth, but possess dozens of random cataract-filled eyes that drip saliva. Beastfolk honor their progenitors as gods.

Deific Wrath: Each time a beastfolk dies, the progenitor regains 8 hit points.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Saliva Aura [Aura 6]: The area is difficult terrain for its enemies.

Saliva Spray [Poison, 2d6 Sanity]: As a standard action once per scene, the progenitor blows saliva and snot outward.

Enemies in a close burst 3 around the progenitor take 4d6+4 poison damage (Agility save for half damage). The area becomes difficult terrain for non-beastfolk.

Venom [Poison]: A creature struck by the progenitor must make a Might save or be overwhelmed until the end of the progenitor's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Regeneration: The progenitor horror only stops regenerating when it is below 0 hit points and no living beastfolk are within 24 squares of it.

BEELZEBUGS

"Beelzebub, the ancient prince of demons, reached a degree of perversity that is impossible to describe with words. When any magician wished to call Beelzebub in the Astral plane, he had to arm himself with very terrific courage to confront the most monstrous beast that the innumerable cycles of historic evolution have known."

- Samael Aun Weor, *The Revolution of Beelzebub* (1950)

Beelzebugs are the disgusting spawn of the demon prince Beelzebub. They are heinous fly-monsters, crawling out of the bubbling filth of the underworld to menace reality. They are looked down upon even by other demons, hiding in every crevice, waiting to spread pestilence.

BEELZEBUG LARVAL WRETCH

Level 3 Standard

Challenge Points: 6

Type: Small Demon

Sanity Damage: 3d6

Abilities: Might 16, Agility 12, Wit 12, Cha 14

Hit Points: 46

Initiative: +2

Armor Class: 15 (+3 Level, +1 Agility, +1 Size)

Saves: Might +8, Agility +6, Will +6

Attacks: Claws +6, 1d8+6

Passive Defenses: Acid Soak +6, Energy Soak +3, Fast Healing 3

Larval wretches are fat, slug-like maggot folk from the depths, reeking of acidic vomit and the stench of decay.

Acid Vomit [Close Blast 2, Acid, 2d6 Sanity]: As a standard action enemies must make a Might save or take 6 acid damage.

Foulblood [Close Burst 1]: Once per round, when the larval wretch is damaged, as an instant action it deals 3 necrotic damage.

Most Unclean [Aura 1]: Enemies take -1 to saves and sanity soak.

BEELZESPAWN

Level 3 Monstrosity

Challenge Points: 12

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 16, Agility 14, Wit 16, Cha 16

Hit Points: 76

Initiative: +5

Armor Class: 15 (+3 Level, +2 Agility)

Saves: Might +9, Agility +8, Will +9

Attacks: Claws +6 (19-20 Crit), 2d8+6

Passive Defenses: Acid Soak +6, Energy Soak +3, Fast Healing 6, Flight

Beelzespawn are large fly-creatures with bristly limbs, slimy mandibles, and compound eyes.

Acid Vomit [Close Blast 3, Acid, 2d6 Sanity]: As a standard action, enemies must make a Might save or take 12 acid damage.

Foulblood [Close Burst 1]: Once per round, when the beelzespawn is damaged, as an instant action it deals 6 necrotic damage.

Most Unclean [Aura 2]: Enemies take -2 to saves and sanity soak.

Quick: When staggered, the beelzespawn can shift six squares as a move action.

BEELZEBROOD QUEEN

Level 3 Eldritch Horror

Challenge Points: 24

Type: Large Demon

Sanity Damage: 30

Abilities: Might 18, Agility 14, Wit 16, Cha 16

Hit Points: 168

Initiative: +5

Armor Class: 14 (+3 Level, +2 Agility, -1 Size)

Saves: Might +10, Agility +8, Will +9

Attacks: Claws +7 (18-20 Crit), 2d8+7

Passive Defenses: Acid Soak +6, Energy Soak +3, Fast Healing 6, Flight

Brood queens are bloated fly priestesses, covered in maggots.

Acid Vomit [Close Blast 4, Acid, 2d6 Sanity]: As a standard action, enemies must make a Might save or take 12 acid damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Foulblood [Close Burst 1]: Once per round, when the brood queen is damaged, as an instant action it deals 6 necrotic damage.

Most Unclean [Aura 3]: Enemies take -3 to saves and sanity soak.

Perverse Maggots [4d6 Sanity]: Enemies hit by the brood queen's acid vomit or melee attacks are covered with maggots and lose all physical soak until the end of the brood queen's next turn.

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 3 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 3 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 3 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 3 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 3 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 3 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 3 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 3 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 3 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 3 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 3 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 3 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 3 necrotic damage. The demoniac and its allies regain 6 hit points.

1d20	Dark Phenomena	Effect
14	Mindless Horror	Victims take 3 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 3 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 3 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 3 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 3 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 3 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 5 until the end of the scene. This also adjusts their current hit points by 5.

BRAIN EATERS

"I can't give you my license, officer."

"Why not?"

"Because you are headcrab zombie!"

- squirrelking, *Half-Life: Full-Life Consequences* (2006)

Brain eaters are spider-like creatures from a world that exists far beyond humanity's greatest telescopes. They are similar to gray tarantulas, though significantly larger except that it is significantly larger, and have only one eye.

BRAIN EATER

Level 2 Minion

Challenge Points: 2

Type: Tiny Alien

Sanity Damage: 2d6

Abilities: Might 10, Agility 16, Wit 12, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 17 (+2 Level, +3 Agility, +2 Size)

Saves: Might +2, Agility +5, Wit +3

Attacks: Bite +5, 1d8+2 + 1d6 Acid

Passive Defenses: Immune to Acid

Brain eaters are spider-like creatures from a world that exists far beyond humanity's greatest telescopes. They are similar to gray tarantulas, though significantly larger except that it is significantly larger, and have only one eye.

Brain eaters multiply by eating and replicating their prey through metamorphosis. This creates unwitting simulacra that act as living nests for the creatures that created them.

The smell of the creature's deadly acid often gives its presence away. The brain eater constantly drips with its own steaming bile.

Acidic Bite [Acid]: A creature struck by the brain eater's bite attack takes 1d6 acid damage.

Latch [2d6 Sanity]: As a standard action, a brain eater can leap 6 squares, attempting to clutch onto the head of its prey with its powerful legs. Victims must make an Agility save (if the brain eater is not observed) to dodge the attack. On a failed save, the brain eater grabs the victim's head, inflicting 3 acid damage each round at the beginning of its turn. The Might save to break

the grab is. If the attack fails, the brain eater can spend any remaining movement left in its move to go elsewhere, or land next to the creature it attacked.

When a brain eater kills a victim that it has attached itself to the head of, it uses an internal proboscis to vacuum up the ruined brain matter as an instant action.

Minion: Minions never take damage on a successful save or when an attack misses them.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

BRAIN EATER SIMULACRUM

Level 3 Monstrosity

Challenge Points: 12

Type: Medium Alien

Sanity Damage: 4d6

Abilities: Might 18, Agility 16, Wit 14, Charisma 14

Hit Points: 78

Initiative: +5

Armor Class: 16 (+3 Level, +3 Agility)

Saves: Might +9, Agility +8, Wit +7

Attacks: Claw +7 (Crit 19-20), 2d8+7 + 6 Acid

Passive Defenses: Fast Healing 3, Physical Soak +1, Acid Soak +3

Simulacra are unwitting brain eater brood lords, created when a brain eater devours enough DNA and biomatter to allow it to metamorphose into humanoid form. A new simulacrum spends only the first few moments of its life with the knowledge that it is an alien arachnid disguised as a human, constructing a cover identity using nearby supplies and the knowledge it absorbed from the brains it devoured. When ready, the simulacrum "mind blanks," causing surface-level amnesia. The simulacrum's personality is constructed through an amalgamation of the memories it devoured. This new "survivor" is desperate to join up with others.

The simulacrum continuously gestates new brain eaters, which hatch out into the world at night while it is sleeping, through the mouth. The simulacrum remains comatose and unaware. New brain eaters attack the simulacrum's companions in their sleep, or gather in growing numbers nearby. The simulacrum thereby raises, feeds, and shelters alien young.

If its true form is discovered, the simulacrum's mind contains a hard-wired instinctive response that will send it into action, overriding its higher consciousness. The simulacrum's limbs bend and burst into a set of lobster-like claws and legs, while its mouth distends and tears apart to reveal a set of razor-sharp mandibles. The simulacrum begs its "friends" for mercy, cries in pain, and screams in terror and confusion at its predicament, even while it warps hideously, begins making inhuman clicking noises with its mouth, and attacks its victims. A discovered simulacrum that manages to escape and avoid destruction will "mind blank" again, starting the process anew.

Acid Breath [Close Blast 6, Acid, 2d6 Sanity]: As a standard action, the simulacrum vomits bile once per scene in a close blast 6. Victims take 6d6 acid damage (Agility save for half damage).

Acidic Bite [Acid]: Creatures bitten by the brain eater simulacrum must make a Might save or take 6 additional acid damage.

Broodlings: The simulacrum is always carrying 1d4 brain eaters in its body.

Horrid Form [Fear]: Anyone who sees the simulacrum's true form must make a Wit save or be crippled until the end of the scene. Fearless creatures are immune to this effect.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

CHTHONIANS

"Flowing tentacles and pulpy gray-black, elongated sack of a body...No distinguishing features at all other than the reaching, groping tentacles. Or was there—yes—a lump in the upper body of the thing...A container of sorts for the brain, basal ganglia, or whichever diseased organ governed this horror's loathsome life!"

- Brian Lumley, *The Burrowers Beneath* (1974)

Chthonians are immense nautiloid abominations that live deep underground. They have lived for millions of years, intentionally causing earthquakes to make humans suffer, because anguish amuses them. They have immense, squid-like eyes and move about on a mass of tentacles. Despite this, they are not actually aquatic creatures, and can't withstand water or cold.

CHTHONIAN SPAWN

Level 5 Standard

Challenge Points: 10

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 14, Wit 14, Charisma 12

Hit Points: 68

Initiative: +4

Armor Class: 16 (+5 Level, +2 Agi, -1 Size)

Saves: Might +10, Agility +8, Wit +8

Attacks: Beak +9, 1d10+9 + Grab

Passive Defenses: Immune to Crippling, Physical Soak +2, Acid Soak +5

Chthonian spawn are nearly mindless. They appear as large, shelled, squid-like creatures with enormous eyes. They move about on a pseudopod.

Burrow: The chthonian spawn receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Churning Death [Close Burst 2, Acid, 4d6 Sanity]: Once per scene as a standard action, the chthonian spawn can expel the contents of its bowels. This causes 5d6 acid damage. A Might save halves the damage.

Grab: Creatures hit by the chthonian spawn are grabbed. Anyone grabbed by the spawn takes beak damage on the beginning of the spawn's turn. A Might save breaks the grab.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Cold and Water: When the chthonian spawn takes cold damage, is exposed to rain, or is at least half-submerged in water, it is crippled. It takes double damage from cold.

CHTHONIAN

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 20, Charisma 18

Hit Points: 720

Initiative: +10

Armor Class: 25 (+14 Level, +5 Agi, -4 Size)

Saves: Might +23, Agility +23, Wit +23

Attacks: Tentacle +19 (Crit 18-20), 2d12+19 + Grab

Passive Defenses: Immune to Crippling, Fast Healing 28, Physical Soak +14, Soak All Energy +7, Acid Soak +14, Psychic Soak +14, Omniscience 24

The true chthonian is far larger than its lesser spawn, and possessed of an ancient and terrible intellect.

Burrow: The chthonian receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Chant [Aura 12, Fear, 2d6 Sanity]: When the chthonian begins its turn, enemies hear the creature's evil, inhuman chant.

Creatures take 7 psychic damage and must make a Wit save or be crippled and immobilized until the end of the chthonian's next turn.

Churning Death [Close Burst 6, Acid, 4d6 Sanity]: Once per scene as a standard action, the chthonian expels the contents of its bowels, causing 14d12 acid damage. A Might save halves the damage. The Chthonian regains this ability when it is staggered for the first time, and whenever it returns to full hit points.

Tentacle: On a critical hit with its tentacle, the chthonian deals an additional 14 acid damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Earthquake: When the chthonian moves, it causes an earthquake in squares adjacent to its starting squares and ending squares. All enemies take 7 physical damage and must make an Agi save or be knocked prone. The chthonian can also trigger this effect as a move action without moving from its square. Victims can only be affected by one instance of damage.

Grab: Victims struck by the chthonian's tentacle are grabbed. Anyone grabbed by the chthonian takes tentacle damage on the beginning of the chthonian's turn. A Might save breaks the grab.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

CLOCKWORK CONSPIRATORS

“You are the eventuality of an anomaly, which despite my sincerest efforts I have been unable to eliminate from what is otherwise a harmony of mathematical precision. While it remains a burden assiduously avoided, it is not unexpected, and thus not beyond a measure of control, which has led you, inexorably, here.”

- *The Matrix: Reloaded* (2003)

Clockwork conspirators are robots programmed to ensure the apocalypse on a cyclical basis over the millennia. They act from behind the scenes as much as possible, traveling from realm to realm using secret portals, and hide in plain sight, affecting events large and small. Their creators are a mystery, and may have died long ago.

The conspirators assist agents of destruction with their plans, such as waking eldritch horrors, building abominations, teaching creatures how to perform dark rituals, and sowing chaos. It’s unclear how many clockwork conspirators are out there, but they work their schemes everywhere, and if they identify something as a threat to their plans, they cooperate to destroy it.

SCORPIUS CONSPIRATOR

Level 6 Standard

Challenge Points: 12

Type: Medium Abomination [Idol]

Sanity Damage: 3d6

Abilities: Might 14, Agility 14, Wit 14, Charisma 14

Hit Points: 74

Initiative: +4

Armor Class: 21 (+6 Level, +2 Agility, +3 Armor)

Saves: Might +10, Agility +10, Wit +10

Attacks: Clawlegs +8, 1d10+8 + Power Source

Passive Defenses: Regeneration 3

Scorpius conspirators have four scorpion-like limbs and probing eyestalks. Their colorful shells are carved with symbols denoting their purpose.

Berserk: When staggered, the conspirator loses its armor bonus to AC and gains it as a bonus to hit and damage rolls.

Order from Chaos: The conspirator begins a combat scene with replacement dice reading 1, 5, 10, 15, and 20. As an instant action, the conspirator can spend a replacement die to replace any d20 roll with one of those five results. While it has not spent all the dice, it is invisible.

Power Source: All conspirators have a power source of chaos, lightning, or psychic energy. The conspirator has +6 soak against its power source and deals +1d6 damage in its power source on hit. If attacked with a damage type that is the same as its power source, the conspirator gains two standard actions on its next turn or turns invisible until the end of its turn and shifts 6 squares.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Regeneration: The conspirator’s regeneration only stops when it takes energy damage while at 0 hit points or less. Acid or fire damage also blocks its regeneration until the end of the attacker’s next turn. When the conspirator takes cold damage, it takes double damage, is dazed, turns visible, and can’t regenerate until the end of its attacker’s next turn.

Vile: Abominations soak 10 damage from anomaly effects and don’t take penalties from anomalies. Creatures without immunity to fear can’t soak sanity damage they cause.

FOLDAWAY CONSPIRATOR

Level 6 Monstrosity

Challenge Points: 24

Type: Medium Abomination [Idol]

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 136

Initiative: +6

Armor Class: 22 (+6 Level, +3 Agility, +3 Armor)

Saves: Might +12, Agility +12, Wit +12

Attacks: Clawlegs +9 (19-20 Crit), 2d10+9 + Power Source

Passive Defenses: Regeneration 6

Foldaway conspirators can fold themselves down to the size of a dinner plate and hide anywhere, but most often in the bodies of people and monsters that they are in league with, feeding them vital information about what to do next to help end the world. The conspirator latches onto its co-conspirator’s spine and controls them directly when necessary.

The foldaway conspirator is an expert manipulator, bending potential hosts to its will with promises of power, or gaining the trust of those who are already insane to use them as its tools.

When standing fully extended, the foldaway conspirator is a quadrupedal white robot that appears to be made of carved ivory, with another six arms that it uses for fighting.

Death Ray [Chaos]: Once per round as an instant action, the conspirator may deal one enemy 12 piercing chaos damage. An Agility save negates this damage.

The foldaway conspirator can use its death ray while in another creature’s body, but otherwise can’t act.

Foldaway [4d6 Sanity]: The foldaway conspirator emerges from its host body only when that host body dies (or it wishes to kill it), because the separation is traumatic and bloody.

Order from Chaos: The conspirator begins a combat scene with replacement dice reading 1, 5, 10, 15, and 20. As an instant action, the conspirator can spend a replacement die to replace any d20 roll with one of those five results. While it has not spent all the dice, it is invisible.

Power Source: All conspirators have a power source of chaos, lightning, or psychic energy. The conspirator has +6 soak against its power source and deals +2d6 damage in its power source on hit. If attacked with a damage type that is the same as its power source, the conspirator gains two standard actions on its next turn or turns invisible until the end of its turn and shifts 6 squares.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Regeneration: The conspirator’s regeneration only stops when it takes energy damage while at 0 hit points or less. Acid or fire damage also blocks its regeneration until the end of the attacker’s next turn. When the conspirator takes cold damage, it takes double damage, is dazed, turns visible, and can’t regenerate until the end of its attacker’s next turn.

Vile: Abominations soak 10 damage from anomaly effects and don’t take penalties from anomalies. Creatures without immunity to fear can’t soak sanity damage they cause.

DARKWARDEN**Level 6 Eldritch Horror****Challenge Points:** 48**Type:** Large Abomination [Idol]**Sanity Damage:** 30**Abilities:** Might 18, Agility 16, Wit 16, Charisma 16**Hit Points:** 318**Initiative:** +6**Armor Class:** 23 (+6 Level, +3 Agility, +5 Armor, -1 Size)**Saves:** Might +13, Agility +12, Wit +12**Attacks:** Clawlegs +10 or +8/+8 (18-20 Crit), 2d10+9 + Power Source**Passive Defenses:** Regeneration 6

The darkwarden is fashioned in the shape of a man, but this is only armor, carved with skull-like faces, concealing an internal mechanism of whipping tentacles. Each such tentacle can fire a powerful burst of antimatter energy.

Darkwardens act as caretakers for the Emerald Planetoid, guiding the celestial object toward prey. They feed and monitor the lifeforms in stasis there, vigilant for intruders and interstellar phenomena that could damage the Planetoid. The darkwarden can wake its charges to help it slay enemies.

Destroyer: The conspirator may choose to make two attacks instead of one as a standard action, taking -2 to hit.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Order from Chaos: The conspirator begins a combat scene with replacement dice reading 1, 5, 10, 15, and 20. As an instant action, the conspirator can spend a replacement die to replace any d20 roll with one of those five results. While it has not spent all the dice, it is invisible.

Power Source: All conspirators have a power source of chaos, lightning, or psychic energy. The conspirator has +6 soak against its power source and deals +2d6 damage in its power source on hit. If attacked with a damage type that is the same as its power source, the conspirator gains two standard actions on its next turn or turns invisible until the end of its turn and shifts 6 squares.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Regeneration: The conspirator's regeneration only stops when it takes energy damage while at 0 hit points or less. Acid or fire damage also blocks its regeneration until the end of the attacker's next turn. When the conspirator takes cold damage, it takes double damage, is dazed, turns visible, and can't regenerate until the end of its attacker's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

COSMIC HORRORS

"Centuries ago, the monster appeared in the skies of Mars. Within a month, the culture of Mars had been wiped out completely. The civilization on my planet had reached a stage of development which you people will not achieve for a long time. Centuries, at least. Today, because of the space monster, it is a dead world. Dead and uninhabited."

- *Ghidorah, the Three-Headed Monster* (1964)

Cosmic horrors are alien monsters that cross space, dimensions, and time, wreaking destruction wherever they go.

TENTACLE DOG**Level 2 Standard****Challenge Points:** 4**Type:** Small Alien**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 14, Wit 10, Charisma 10**Hit Points:** 36**Initiative:** +2**Armor Class:** 15 (+2 Level, +2 Agility, +1 Size)**Saves:** Might +5, Agility +4, Wit +2**Attacks:** Bite +5, 1d8+5**Passive Defenses:** Fast Healing 2

A tentacle dog is a bulky, hound-like organism. It has six legs, a worm-like mouth where its head should be. Its mouth is ringed by bulging sacs that shoot writhing tentacles out in combat. The creature's skin is rumpled and covered in coarse, patchy hair, and its tail is covered in sucking pseudopods.

Eagle-Eyed: This creature gains +4 to Wit skills.

Feast: Tentacle dogs deal +2 damage to creatures that are grabbed or prone and score critical hits on such creatures on an 18-20.

Spines: As an instant action once per scene, tentacle dogs can blow up like a blowfish, shooting spines in a 10-foot radius.

Victims must make an Agility save or take 1d6+2 damage.

Tentacle Grip: Creatures struck by the tentacle dog are grabbed and knocked prone (Might save to escape the grab). Tentacle dogs gain +4 to saves against grabs and +4 to their save DCs when they grab victims.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SKINLING**Level 3 Standard****Challenge Points:** 6**Type:** Medium Alien**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 10, Charisma 12**Hit Points:** 46**Initiative:** +3**Armor Class:** 16 (+3 Level, +3 Agi)**Saves:** Might +7, Agility +7, Wit +4**Attacks:** Carving Knife +6, 1d8+6**Passive Defenses:** Physical Soak +1, Radiation Immunity

Skinlings are stunted humanoids from the Shriveling Dust, a world of blistering winds, scorching suns, and terrible radiation. It was not always so—at one time their world was a vibrant and lush jungle. However, the skinlings fell into the worship of a vile deity, and enacted a terrible ritual that destroyed almost all life and made the world nearly uninhabitable. The brutal

environment of the world took its toll upon the unrepentant humanoids, and now the skinlings can't grow their own skin. Instead, they use ancient portals to other worlds to invade and take the skin of other creatures.

Naked skinlings look like small apes stripped of their flesh, revealing bone and sinew wreathed in dried pus. They live in agony, but try to alleviate this by skinning other beings and wearing them as suits.

Skinlings covered in the flesh of their victims are even more loathsome, as they simply press the flesh onto their bodies with no rhyme or reason using their saliva, allowing it to rot until it becomes a festering cowl. Skinlings take their victims alive when possible, skins of creatures they overpower, allowing them to share in their agony.

Flesh Peel [2d6 Sanity]: When a skinling uses its carving knife on an immobilized creature, it deals +3 damage. A creature reduced to 0 hit points goes insane and immediately becomes a new skinling.

Radiation Immunity: Skinlings are immune to nuclear damage and can't be irradiated.

Ruinous Strikes: Skinlings know how to attack a creature to cause the most possible physical agony. Creatures struck by their claws must make a Might save or be immobilized.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

WARP OGRE

Level 3 Eldritch Horror

Challenge Points: 24

Type: Large Alien

Sanity Damage: 30

Abilities: Might 18, Agility 16, Wit 14, Charisma 16

Hit Points: 168

Initiative: +5

Armor Class: 15 (+3 Level, +3 Agility, -1 Size)

Saves: Might +10, Agility +9, Wit +8

Attacks: Tongue Club +7 (Crit 18-20), 2d8+7 + Suckers

Passive Defenses: Fast Healing 6, Physical Soak +2, Soak All Energy +1, Poison Soak +3

Warp ogres are muscular masses of sinewy, twisted flesh that seem to overlap at odd angles, creating an enormous lump of walking scar tissue. The creature is clearly humanoid, but has no visible facial features. Tufts of white hair grow out in uneven patches. One arm is replaced by a long, stretching tentacle that appears to be made from human tongues. The creature can speak in a horrible eldritch language, but the voice reverberates out of folds in its skin. A vile stench of decay follows the creature and lingers wherever it travels.

Baleful Stench [Aura 6, Poison]: When the warp ogre begins its turn, enemies must make a Might save or be overwhelmed until the end of the warp ogre's next turn.

Black Speech [2d6 Sanity]: Once per round as an instant action, the warp ogre can cause an adjacent creature to make a Wit save. On a failure, the creature is stunned until the end of the warp ogre's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Suckers [Poison, 2d6 Sanity]: Any creature hit by the warp ogre's "club" takes 6 ongoing poison damage. A Might save negates this damage. Any creature killed by the warp ogre is absorbed into its club. This causes 4d6 sanity damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

HORRIBLE BRAIN

Level 4 Standard

Challenge Points: 8

Type: Small Alien

Sanity Damage: 4d6

Abilities: Might 10, Agility 10, Wit 16, Charisma 16

Hit Points: 50

Initiative: +3

Armor Class: 15 (+4 Level, +1 Size)

Saves: Might +7, Agility +7, Wit +10

Attacks: Tentacles +4, 1d8+2

Passive Defenses: Physical Soak +1, Lightning Soak +4, Psychic Soak +4

Horrible brains are disembodied brains with multiple tentacles sprouting randomly from the main mass. The brains float about, searching for more brains to add to their clan. Rather than actual thinking brains, they are psychic parasites that have infested the brains of their victims. Once they have killed a victim, they insert leeches into the fresh brain, animating it as a new horrible brain within minutes.

Horrible brains are attracted to the presence of more intelligent humans, but they will attack any intelligent humanoid, starting with those of the highest Wit. They don't use physical attacks unless they are somehow prevented from using psychic abilities. They attack from above, where humans least expect an enemy.

Disabling Shock [Psychic]: As an instant action once per round in response to a melee attack (hit or miss), the horrible brain can try to shock the attacker with psychic power. The attacker must make a Wit save or take 1d8+4 psychic damage.

Eagle-Eyed: This creature gains +4 to Wit skills.

Psychic Bolt [Ranged 12, Psychic]: The horrible brain can attack a creature that is in line of sight with a bolt of energy. The victim takes 1d8+7 psychic damage. The victim can make an Agility save to reduce the damage by half. The heads of creatures reduced to 0 hit points by this attack explode, exposing the brain.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

TREE THING

Level 4 Standard

Challenge Points: 8

Type: Large Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 10

Hit Points: 56

Initiative: +4

Armor Class: 16 (+4 Level, +3 Agi, -1 Size)

Saves: Might +7, Agility +7, Wit +5

Attacks: Claws +7, 1d8+7

Passive Defenses: Physical Soak +1

Tree things are alien predators that look like shards of rotten tree bark. They blend with trees and shrubbery, folding in on themselves. When active, tree things unfurl like switchblades, appearing like many-legged crabs with no discernible head. Their movement seems awkward, but they are deadly.

Tree things can lie dormant for years without need of sustenance. They awaken when they feel tremors caused by creatures moving nearby, or by the smell of blood. Tree things attack using their shard-like limbs to rend, tear, and spear prey. They leave corpses where they fell, drained of blood.

Blood Drain [Aura 6, Necrotic, 3d6 Sanity]: When the tree thing begins its turn, enemies must make a Might save or take 4 piercing necrotic damage as their blood seeps out of their body, along the ground, and into the tree thing's body.

Skewer: A tree thing that is flanking or attacking a creature that is helpless or flat-footed gains a further +2 bonus to hit and deals +4 damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

VULNERABILITIES

Tree things are afraid of fire and take +5 damage from any source of fire damage.

ID HORROR

Level 4 Monstrosity

Challenge Points: 16

Type: Large Alien

Sanity Damage: 3d6

Abilities: Might 18, Agility 10, Wit 18, Charisma 18

Hit Points: 78

Initiative: +4

Armor Class: 14 (+4 Level)

Saves: Might +12, Agility +8, Wit +12

Attacks: Claws +8 (Crit 19-20), 2d8+8

Passive Defenses: Fast Healing 8, Fire Soak +4, Psychic Soak +4, Radiation Immunity

Id horrors are manifestations of a psychic's will, made by a combination of latent psychic power and the whims of alien entities seeking to aid or punish the psychic. They appear as large, semi-crystalline nightmare creatures, moving their bulky bodies around with surprising speed. They vaguely resemble the appearance of the psychic that spawned them, but have jagged teeth and claws. Id horrors don't communicate intelligibly, instead repeating phrases, or saying thoughts aloud, of the creature they were patterned after.

Id horrors open combat with radiation breath. They can perceive a creature's intellect and prioritize victims thereby, attacking the survivors with the highest Wit first. If they kill everything within reach, they linger in the area where they first appeared.

Radiation Breath [Line 6, Nuclear, 1d6 Sanity]: As a standard action once per scene, the id horror can breathe a gout of radioactive fire. This attack deals 8d6 nuclear damage, and irradiates and cripples victims until they save against it at the beginning of their turn. An Agility save reduces the damage by half and negates crippling.

Radiant Power [Aura 1, Nuclear]: When an id horror is damaged, it radiates unearthly light until it restores itself to maximum hit points. When it begins its turn, enemies take 8 ongoing nuclear damage and are irradiated. An Agility save negates the damage.

Radiation Immunity: Id horrors are immune to nuclear damage and can't be irradiated.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

BANDERSNATCH

Level 4 Eldritch Horror

Challenge Points: 32

Type: Large Alien

Sanity Damage: 30

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 216

Initiative: +4

Armor Class: 16 (+4 Level, +3 Agi, -1 Size)

Saves: Might +10, Agility +10, Wit +10

Attacks: Claw +7 (Crit 18-20), 2d8+7

Passive Defenses: Fast Healing 16, Psychic Soak +8

A bandersnatch looks like a cross between a bear and a jaguar—except that it also has dozens of gnashing, razor-like teeth longer than a man's hand, and claws as long as a man's forearm. It also has four unblinking eyes, and a tail that produces green smog. The creature moves with a bizarre, leaning gait, as if moonwalking, and moves unpredictably in different directions towards unseen prey. It is usually invisible.

The bandersnatch focuses on psychics first. It attacks from invisibility, focusing on one opponent with its melee attacks while pinning other potential melee threats down with its dread gaze. It turns invisible again at the end of its turn to set up its next strike. If it seems likely to lose, it remains invisible and flees, relying on its fast healing and returning in another scene.

Dread Gaze [Psychic, 2d6 Sanity]: As an instant action once per round, the bandersnatch can use its dread gaze on one opponent. The victim takes 8 psychic damage and is knocked prone by the power of the bandersnatch's psychic presence.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Furious: The bandersnatch's bizarre gait allows it to turn multiple directions at any point along a charge. It never provokes opportunity attacks when moving.

Invisibility: The bandersnatch can turn invisible as an instant action once per round. The bandersnatch loses invisibility if it hits with a melee attack or uses its dread gaze.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SEPTIPOD

Level 4 Eldritch Horror

Challenge Points: 32

Type: Huge Alien

Sanity Damage: 30

Abilities: Might 18, Agility 12, Wit 18, Charisma 18

Hit Points: 218

Initiative: +5

Armor Class: 13 (+4 Level, +1 Agility, -2 Size)

Saves: Might +12, Agility +9, Wit +12

Attacks: Tentacle +8 (Crit 18-20), 2d8+8 + Acid

Passive Defenses: Fast Healing 8, Physical Soak +2, Soak All Energy +1 (Except Fire)

The septipod is a seven-tentacled creature that vaguely resembles a squid. The creature's tentacles are barbed and have no suckers. Most of its body is translucent, making its three large brains, among many other unidentifiable organs, easily visible. Its eyes are thick, wet orbs that pulsate with intelligence, and its teeth are shark-like razors. The creature is an ammonia-based life form from a distant planet, and has simply wandered onto Earth via once-dormant portals.

The septipod makes its lair in underground areas with poor airflow, where it is least vulnerable. There it hatches its broods. The creature has no instinct to protect its young, only to hatch ever more of them.

Acid [Acid, 3d6 Sanity]: Creatures struck by the septipod take 8 ongoing acid damage. A Might save negates this damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Psychic Sear: If a creature within line of sight of the septipod activates a power, it must make a Wit save immediately. On a failure, the victim causes a magical anomaly during the anomaly phase.

Stench [Aura, Acid]: When the septipod begins its turn, enemies within 6 squares must make a Might save or be overwhelmed until the end of the septipod's next turn. Creatures that soak or are immune to acid are unbothered by this effect.

Telekinetic Push [Psychic]: As an instant action once per round, the septipod can force a creature within line of sight to make a Wit save. On a failure, the victim is thrown 6 squares in a direction of the septipod's choice, landing prone and taking 8 psychic damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

VULNERABILITIES

Fire: The septipod takes double damage from fire.

SHRIEKING HORROR

Level 5 Monstrosity

Challenge Points: 20

Type: Large Alien

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 14, Charisma 18

Hit Points: 118

Initiative: +5

Armor Class: 17 (+5 Level, +3 Agi, -1 Size)

Saves: Might +13, Agility +12, Wit +11

Attacks: Bite +9 (Crit 19-20), 2d10+9 + Life Steal

Passive Defenses: Fast Healing 5, Physical Soak +2, Soak All Energy +1, Necrotic Soak +5, Psychic Soak +5, Sonic Soak +5

A shrieking horror is an enormously fat biped covered in equal parts fur, feathers, and bare yellow skin. Most of its head is a giant beak, with two tiny eyes on either side. The creature's arms are short and stubby, while two powerful, serpentine legs carry its bulk.

Shrieking horrors are the progeny of a nameless alien deity, and they curry its favor by torturing other creatures. Shrieking horrors enjoy vivisecting human bodies, and possess techniques to keep their victims alive during this process for their own amusement.

A shrieking horror will track a group of survivors as best it can, hoping to snatch a live one when the time is right. It attempts to disable one victim with *Clutch of Terror* immediately. If it is surrounded, it shrieks.

Clutch of Terror [Fear, Psychic, 3d6 Sanity]: As an instant action once per round, the shrieking horror can crush an opponent's psyche, causing 10 ongoing psychic damage. A Wit save negates this ongoing damage. However, the first time the victim fails the save, it is stunned until it makes a successful save against the power.

Death Aura [Aura 1, Psychic]: When the shrieking horror begins its turn, creatures take 5 psychic damage and must make a Might save. On a failure, they can't be healed by any effect until the end of the shrieking horror's next turn.

Life Steal [Psychic]: When the shrieking horror strikes a living creature, it regains 5 hit points.



Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Shriek [Close Burst 12, Sonic, 2d6 Sanity]: As a standard action once per scene, the shrieking horror can let out a hideous shriek. Enemies take 10d6 sonic damage and are crippled until the end of the scene (Might halves damage and negates crippling).

Weird: Increase sanity die damage by one step in the presence of at least one alien.

MEDUSOZOAN

Level 6 Eldritch Horror

Challenge Points: 48

Type: Colossal Alien

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 318

Initiative: +8

Armor Class: 16 (+6 Level, +4 Agility, -4 Size)

Saves: Might +14, Agility +14, Wit +14

Attacks: Tentacles +10 (Crit 18-20), 2d10+10 + Paralytic Venom

Passive Defenses: Fast Healing 12, Psychic Soak +6

Medusozoans are colossal glowing jellyfish monsters that travel between the worlds, spreading insanity, darkness, and smaller jellyfish.

Deadlights [Aura 6, Psychic]: When the medusozoan starts its turn, as an instant action, one creature in a close burst 6 must make a Wit save or take 12 psychic damage and be overwhelmed until the end of the medusozoan's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Paralytic Venom [Poison]: When the medusozoan scores a hit, its victim must make a Might save or take an additional 12 poison damage and be stunned until the end of the medusozoan's next turn. The medusozoan treats stunned creatures as flanked.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Unearthly: Attacks that affect a single target, rather than an area, deal half damage to the medusozoan. The medusozoan can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the medusozoan take -2 to speed and attacks.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

DIMENSIONAL SHAMBLER

Level 7 Standard

Challenge Points: 14

Type: Medium Alien

Sanity Damage: 4d6

Abilities: Might 12, Agility 16, Wit 14, Charisma 16

Hit Points: 82

Initiative: +5

Armor Class: 20 (+7 Level, +3 Agility)

Saves: Might +11, Agility +13, Wit +12

Attacks: -

Passive Defenses: Flight, Psychic Soak +8

Dimensional shamblers are furry black humanoids with withered, skeletal faces and long, webbed claws. On the rare occasions that they move, they do so in a constant stoop. Dimensional shamblers exist in both their own dimension and ours.

at the same time. The shamblers' dimension is an insane realm enveloped in living gray ooze. This ooze seeps and roils everywhere, constantly mutating the landscape into new, impossible structures that just as quickly recede. They somehow project themselves into our dimension, meaning they can remain still and yet move about the air and through objects.

The dimensional shamblers suck creatures into their dimension so that the ooze can devour their bodies and minds. What happens to their victims' souls is beyond the human imagination.

Dimensional shamblers often appear as the result of psychic energy causing different dimensions to merge with the Earth.

Consume [Psychic, 4d6 Sanity]: Any creature that is hypnotized by a shambler and that starts its turn adjacent to it takes 10 psychic damage when the shambler reaches out with its claw to grab the creature across dimensions. Creatures destroyed by this attack become gray ooze just before being sucked away into the shamblers' dimension.

Hypnotize [Fear, 2d6 Sanity]: As a standard action, the shambler can attempt to hypnotize a creature within 12 squares. The victim makes a Wit save or is stunned until the end of the shambler's next turn.

Incorporeal: The dimensional shambler can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Teleport: As a move action, a shambler can teleport 6 squares in any direction.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

VOID LIZARD

Level 7 Standard

Challenge Points: 14

Type: Medium Alien

Sanity Damage: 4d6

Abilities: Might 16, Agility 14, Wit 14, Charisma 14

Hit Points: 86

Initiative: +4

Armor Class: 19 (+7 Level, +2 Agility)

Saves: Might +12, Agility +11, Wit +11

Attacks: Claws +10, 1d10+10 + Unrelenting Force

Passive Defenses: Physical Soak +2, Lightning Soak +7, Sonic Soak +7

Void lizards are shadowy beings from an alien city at the bottom of a black hole. They exist outside the laws of physics. They appear to human perception as skulking, crawling monstrosities made of pure blackness.

Black Hole's Strength: When the void lizard becomes staggered, its physical soak increases to +7.

Starlight [Psychic, 2d6 Sanity]: As a standard action, the void lizard can direct beams of light from within itself to strike up to two targets within line of sight, dealing 7d6 psychic damage. These victims can make Agility saves for half damage.

Unrelenting Force [Sonic]: Creatures adjacent to the void lizard when it attacks must make a Might save. On a failure, they are knocked prone and dealt 7 sonic damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

XENO

Level 7 Standard

Challenge Points: 14

Type: Medium Alien

Sanity Damage: 4d6

Abilities: Might 14, Agility 16, Wit 14, Charisma 14

Hit Points: 84

Initiative: +5

Armor Class: 20 (+7 Level, +3 Agility)

Saves: Might +11, Agility +12, Wit +11

Attacks: Tentaclaw +10, 1d10+9 Fire

Death Ray +10, 1d10+9 Fire

Passive Defenses: Omniscience 12, Radiation Immunity

Xenos are strange and horrible creatures of infinite form from across the vast gulfs of space, all determined to wipe out or enslave all human life.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

Xenotype: Choose **two** xenotypes that describe the xeno's general appearance and grant it special abilities:

Xenotype	Bonus Soak	
Amphibian	Cold +7	The xeno gains Action Burst and Stench.
Arachnoid	Poison +7	The xeno gains Paralytic Venom and Ripping Strikes.
Biomass	Acid +7	The xeno gains Fast Healing 7, Horrid Form, and Mutable Form.
Brainting	Psychic +7	The xeno gains Force Projection and Psychic Reaping.
Cybernetic	Lightning +7	The xeno gains Cannon and Shields.
Energy	Energy +7	The xeno gains Chronoportation and Ethereality.
Gelatoid	Acid +7	The xeno gains Fast Healing 7 and Physics Non-Compliant.
Geoid	Physical +7	The xeno gains Bone Cracker and Crushing Blows.
Insectoid	Physical +7	The xeno gains Killing Rush and Mutilate.
Octopoid	Cold +7	The xeno can't be grabbed, its grabs gain a +2 to save DC, and it gains Many Appendages.
Phalliyonic	Chaos +7	The xeno gains Baleful Wounding and Crushing Grab.

MODULAR POWERS

When using a xeno in a combat scene, choose any **two** powers from the list below.

Action Burst: Once per scene, the xeno can take two standard actions on its turn.

Agile: The xeno gains +2 to speed, AC, and Agility saves.

Along Came a Spider: As part of any attack, the xeno can shift 3 squares.

Baleful Wounding: On a critical hit, the xeno deals +14 damage.

Bicameral Mind: The xeno can make both a melee and ranged attack on the same turn if it targets two enemies.

Blood Drain [Aura 6, Necrotic, 3d6 Sanity]: When the xeno begins its turn, enemies must make a Might save or take 4 piercing necrotic damage as their blood seeps out of their body and into the xeno. Every time a creature fails a save against this attack, the xeno regains 4 hit points.

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Cannon [Ranged Burst 2 within 12, Chaos, 3d6 Sanity]: As a standard action, the xeno can fire its cannon. Creatures in the area take 1d10+9 chaos damage. An Agility save reduces damage by half. Creatures reduced to 0 hit points by this attack are obliterated.

Chronoportation: When the xeno moves, it teleports. It does not draw opportunity attacks.

Crushing Blows: The xeno gains +4 to hit. When it misses with a melee attack, the xeno still deals 7 damage.

Crushing Grab: On a hit, the xeno grabs targets. When the xeno begins its turn with a grabbed creature, it deals it 7 physical damage.

Deadlights [Aura 6, Psychic]: When the xeno starts its turn, as an instant action, one creature in the area must make a Wit save or take 7 psychic damage and be crippled until the end of the xeno's next turn.

Disruption [Aura 2]: Enemies take -2 to attack rolls.

Dread [Aura 2, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Energy Breath [Close Blast 4, 2d6 Sanity]: As a standard action, the xeno breathes an energy type of your choice once per scene. Victims take 7d10 energy damage (Agility save for half damage). The xeno gains +7 soak against this type of energy.

Energy Touch: On a successful hit, victims must make a Might save or suffer 1d10 additional energy damage of your choice. The xeno gains +7 soak against this type of energy.

Ethereality: The xeno can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks. When the xeno is staggered, it gains +2 to saves and damage.

Evasive: When an attack misses the xeno or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Filth [Necrotic]: A creature hit must make a Might save or contract ongoing 1 necrotic damage until the end of the scene. Each time it is hit again, the ongoing damage increases by 1.

Fly: The xeno can shift 8 squares as a move action.

Force Projection [Aura 3, Psychic]: The area is difficult terrain for enemies, and enemies take -2 to attack rolls.

Horrid Form [Fear]: Anyone who sees the xeno must make a Wit save or be crippled until the end of the scene. Fearless creatures are immune to this effect.

Ichor [Close Burst 1, Acid, 2d6 Sanity]: Once per round as a free action, when the xeno is hit, it sprays black sputtle from its wounds. Enemies treat the area as difficult terrain for the rest of the scene. Enemies that begin their turn in the area take 7 acid damage.

Invisibility: The xeno can turn invisible as an instant action once per round. The xeno loses invisibility if it hits with a melee attack.

Killing Rush: When the xeno kills or reduces anything to 0 hit points, it regains 14 hit points.

Life Steal [Psychic]: When the xeno strikes a living creature, it regains 7 hit points.

Life Stealing Grab [Necrotic, 4d6 Sanity]: Victims hit are grabbed (Might save to escape). When the xeno begins its turn with a grabbed creature, it feasts, dealing 7 necrotic damage and regaining 7 hit points.

Many Appendages: The xeno can make one melee attack, two at -2, or three at -6.

Menace [Aura 2, Psychic]: When the xeno begins its turn, enemies take 3 psychic damage.

Mutable Form: The xeno never provokes opportunity attacks and can shift 3 squares as an instant action once per round.

Mutilate: When the xeno scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the xeno deals only 3 piercing physical damage and gets no bonus effects.

Necrosis [Necrotic, 3d6 Sanity]: Creatures hit by the xeno must make a Might save or take 7 ongoing necrotic damage. A Might save to end the ongoing damage reduces it by half, but does not end it. A second Might save on the following turn ends the ongoing damage.

One Ugly Motherfucker [Close Burst 12, Fire]: If the xeno is staggered, it can initiate a massive detonation of its internal organs as a standard action. It is obvious what the xeno is doing. At the end of its next turn, the xeno explodes, even if it is already dead. Victims take 7d6 piercing fire damage. A Might save reduces damage by half.

Paralytic Venom [Poison]: When the xeno scores a hit, its victim must make a Might save or take an additional 1d10 poison damage and be dazed until the end of the xeno's next turn. The xeno treats dazed and stunned creatures as flanked.

Physics Non-Compliant: The xeno can't be grabbed, immobilized, or knocked prone. It ignores difficult terrain.

Psychic Dampener: The xeno's allies gain +2 energy soak for every living xeno in their presence. When the xeno takes psychic damage, it regains any damage it blocks as hit points.

Psychic Reaping [Aura 1, Psychic, 4d6 Sanity]: When the xeno begins its turn, enemies must make a Wit save or take 7 psychic damage.

Retribution: As an instant action when struck by a melee attack, the xeno can make a melee attack.

Ripping Strikes: When an enemy is struck by any attack by the xeno, the victim must make an Agility save or be immobilized. This immobilization lasts until the victim makes a successful Agility save at the beginning of its turn.

Shields: Nothing can reduce the xeno's physical or energy soak. The soak values increase by 4 when the xeno is staggered.

Shriek [Close Burst 12, Sonic, 2d6 Sanity]: As a standard action once per scene, the shrieking xeno can let out a hideous shriek. Enemies take 7d6 sonic damage and are crippled until the end of the scene (Might halves damage and negates crippling).

Skewer: When flanking, the xeno gains +2 to hit and +4 damage.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the xeno can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 7d6 acid damage. An Agility save reduces damage by half.

Slobber [Aura 2, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Spines [Close Burst 3]: As an instant action once per round, the xeno can shoot spines from its body in every direction, forcing enemies to make Agility saves. On a failure, each victim takes 7 physical damage.

Stench [Aura 3, Poison]: When the xeno begins its turn, enemies must make a Might save or be crippled until the end of the xeno's next turn.

Telepathic Anticipation: When the xeno starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the xeno's actual size and shape. When the victim makes an attack roll on the xeno, it rolls twice and takes the worst result. This effect persists until the end of the scene, the xeno is dead, or until the victim moves to a square not adjacent to the xeno.

Tormentor [Psychic, 3d6 Sanity]: As a standard action ranged attack, the xeno can cause an enemy 7 ongoing psychic damage. While taking this ongoing damage, the victim's damage soak is reduced by 5. A Wit save ends this effect.

Toxic Demise [Close Burst 1, Acid, 3d6 Sanity]: When reduced to 0 hit points, the xeno evacuates its flesh, withering into an emaciated husk as its internal organs, excrement, and remaining body fluids drain out of the cavity where its pelvis used to be. Enemies take 7 acid damage.

Vile Wounding: When the xeno damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

Warp [2d6 Sanity]: As an instant action in response to being missed by an attack or succeeding on a save, the xeno can teleport up to 12 squares and make a tentacle attack.

HORROR FROM BEYOND

Level 7 Eldritch Horror

Challenge Points: 56

Type: Huge Alien

Sanity Damage: 30

Abilities: Might 16, Agility 18, Wit 18, Charisma 18

Hit Points: 366

Initiative: +8

Armor Class: 18 (+7 Level, +4 Agi, -3 Size)

Saves: Might +14, Agility +15, Wit +15

Attacks: Tentacles +10 (18-20 Crit), 2d10+10 + Necrosis

Passive Defenses: Fast Healing 14, Flight, Physical Soak +4, Soak All Energy +2, Chaos Soak +7, Necrotic Soak +7

The Horror from Beyond is a floating, ethereal crustacean with multiple misshapen eyes and seeping, necrotic pseudopods. It can take humanoid form if it desires, impersonating a charismatic human to lead mortals into the servitude of darker powers.

Crawling Chaos [Aura Burst 6, Chaos, 3d6 Sanity]: When the Horror from Beyond begins its turn, creatures must make a Wit save or take 14 chaos damage. Creatures that take this damage while they are suffering Necrosis are overwhelmed until the end of the Horror from Beyond's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Ethereality: When the Horror from Beyond is staggered, it gains +2 to saves and damage.

Necrosis [Necrotic, 3d6 Sanity]: Creatures hit by the Horror from Beyond take 14 ongoing necrotic damage. A Might save to end the ongoing damage reduces it by half, but does not end it. A second Might save on the following turn ends the ongoing damage.

Warp [2d6 Sanity]: As an instant action in response to being missed by an attack or succeeding on a save, the Horror from Beyond can teleport up to 12 squares and make a tentacle attack.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

GREATER XENO

Level 8 Monstrosity

Challenge Points: 28

Type: Large Alien

Sanity Damage: 4d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 16

Hit Points: 178

Initiative: +7

Armor Class: 21 (+8 Level, +4 Agility, -1 Size)

Saves: Might +15, Agility +15, Wit +14

Attacks: Tentaclaw +12, 2d10+12 (19-20 Crit)

Death Ray +12, 2d10+12 Fire (19-20 Crit)

Passive Defenses: Omniscience 12, Radiation Immunity

Xenos are strange and horrible creatures of infinite form from across the vast gulfs of space, all determined to wipe out or enslave all human life.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

Xenotype: Choose **two** xenotypes that describe the xeno's general appearance and grant it special abilities:

Xenotype	Bonus Soak
Amphibian	Cold +8
Arachnoid	Poison +8
Biomass	Acid +8
Brainthing	Psychic +8
Cybernetic	Lightning +8
Energy	Energy +8
Gelatoid	Acid +8
Geoid	Physical +8
Insectoid	Physical +8
Octopoid	Cold +8
Phalliyonic	Chaos +8

MODULAR POWERS

When using a xeno in a combat scene, choose any **three** powers from the list below.

Action Burst: Once per scene, the xeno can take two standard actions on its turn.

Agile: The xeno gains +2 to speed, AC, and Agility saves.

Along Came a Spider: As part of any attack, the xeno can shift 3 squares.

Baleful Wounding: On a critical hit, the xeno deals +16 damage.

Bicameral Mind: The xeno can make both a melee and ranged attack on the same turn if it targets two enemies.

Blood Drain [Aura 6, Necrotic, 3d6 Sanity]: When the xeno begins its turn, enemies must make a Might save or take 4 piercing necrotic damage as their blood seeps out of their body and into the xeno. Every time a creature fails a save against this attack, the xeno regains 4 hit points.

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Cannon [Ranged Burst 3 within 12, Chaos, 3d6 Sanity]: As a standard action, the xeno can fire its cannon. Creatures in the area take 2d10+11 chaos damage. An Agility save reduces damage by half. Creatures reduced to 0 hit points by this attack are obliterated.

Chronoportation: When the xeno moves, it teleports. It does not draw opportunity attacks.

Crushing Blows: The xeno gains +4 to hit. When it misses with a melee attack, the xeno still deals 8 damage.

Crushing Grab: On a hit, the xeno grabs targets. When the xeno begins its turn with a grabbed creature, it deals it 16 physical damage.

Deadlights [Aura 6, Psychic]: When the xeno starts its turn, as an instant action, one creature in the area must make a Wit save or take 8 psychic damage and be crippled until the end of the xeno's next turn.

Disruption [Aura 2]: Enemies take -3 to attack rolls.

Dread [Aura 2, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Energy Breath [Close Blast 5, 2d6 Sanity]: As a standard action, the xeno breathes an energy type of your choice once per scene. Victims take 16d10 energy damage (Agility save for half damage). The xeno gains +8 soak against this type of energy.

Energy Touch: On a successful hit, victims must make a Might save or suffer 2d10 additional energy damage of your choice. The xeno gains +89 soak against this type of energy.

Ethereality: The xeno can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks. When the xeno is staggered, it gains +2 to saves and damage.

Evasive: When an attack misses the xeno or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Filth [Necrotic]: A creature hit must make a Might save or contract ongoing 1 necrotic damage until the end of the scene. Each time it is hit again, the ongoing damage increases by 1.

Fly: The xeno can shift 8 squares as a move action.

Force Projection [Aura 3, Psychic]: The area is difficult terrain for enemies, and enemies take -2 to attack rolls.

Horrid Form [Fear]: Anyone who sees the xeno must make a Wit save or be crippled until the end of the scene. Fearless creatures are immune to this effect.

Ichor [Close Burst 1, Acid, 2d6 Sanity]: Once per round as a free action, when the xeno is hit, it sprays black spittle from its wounds. Enemies treat the area as difficult terrain for the rest of the scene. Enemies that begin their turn in the area take 16 acid damage.

Invisibility: The xeno can turn invisible as an instant action once per round. The xeno loses invisibility if it hits with a melee attack.

Killing Rush: When the xeno kills or reduces anything to 0 hit points, it regains 16 hit points.

Life Steal [Psychic]: When the xeno strikes a living creature, it regains 8 hit points.

Life Stealing Grab [Necrotic, 4d6 Sanity]: Victims hit are grabbed (Might save to escape). When the xeno begins its turn with a grabbed creature, it feasts, dealing 8 necrotic damage and regaining 8 hit points.

Many Appendages: The xeno can make one melee attack, two at -2, or three at -6.

Menace [Aura 2, Psychic]: When the xeno begins its turn, enemies take 8 psychic damage.

Mutable Form: The xeno never provokes opportunity attacks and can shift 3 squares as an instant action once per round.

Mutilate: When the xeno scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the xeno deals only 4 piercing physical damage and gets no bonus effects.

Necrosis [Necrotic, 3d6 Sanity]: Creatures hit by the xeno must make a Might save or take 7 ongoing necrotic damage. A Might save to end the ongoing damage reduces it by half, but does not end it. A second Might save on the following turn ends the ongoing damage.

One Ugly Motherfucker [Close Burst 12, Fire]: If the xeno is staggered, it can initiate a massive detonation of its internal organs as a standard action. It is obvious what the xeno is doing. At the end of its next turn, the xeno explodes, even if it is already dead. Victims take 16d6 piercing fire damage. A Might save reduces damage by half.

Paralytic Venom [Poison]: When the xeno scores a hit, its victim must make a Might save or take an additional 2d10 poison damage and be dazed until the end of the xeno's next turn. The xeno treats dazed and stunned creatures as flanked.

Physics Non-Compliant: The xeno can't be grabbed, immobilized, or knocked prone. It ignores difficult terrain.

Psychic Dampener: The xeno's allies gain +2 energy soak for every living xeno in their presence. When the xeno takes psychic damage, it regains any damage it blocks as hit points.

Psychic Reaping [Aura 1, Psychic, 4d6 Sanity]: When the xeno begins its turn, enemies must make a Wit save or take 8 psychic damage.

Retribution: As an instant action when struck by a melee attack, the xeno can make a melee attack.

Ripping Strikes: When an enemy is struck by any attack by the xeno, the victim must make an Agility save or be immobilized. This immobilization lasts until the victim makes a successful Agility save at the beginning of its turn.

Shields: Nothing can reduce the xeno's physical or energy soak. The soak values increase by 4 when the xeno is staggered.

Shriek [Close Burst 12, Sonic, 2d6 Sanity]: As a standard action once per scene, the xeno can let out a hideous shriek. Enemies take 16d6 sonic damage and are crippled until the end of the scene (Might halves damage and negates crippling).

Skewer: When flanking, the xeno gains +2 to hit and +4 damage.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the xeno can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 16d6 acid damage. An Agility save reduces damage by half.

Slobber [Aura 2, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Spines [Close Burst 3]: As an instant action once per round, the xeno can shoot spines from its body in every direction, forcing enemies to make Agility saves. On a failure, each victim takes 16 physical damage.

Stench [Aura 3, Poison]: When the xeno begins its turn, enemies must make a Might save or be crippled until the end of the xeno's next turn.

Telepathic Anticipation: When the xeno starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the xeno's actual size and shape. When the victim makes an attack roll on the xeno, it rolls twice and takes the worst result. This effect persists until the end of the scene, the xeno is dead, or until the victim moves to a square not adjacent to the xeno.

Tormentor [Psychic, 3d6 Sanity]: As a standard action ranged attack, the xeno can cause an enemy 16 ongoing psychic damage. While taking this ongoing damage, the victim's damage soak is reduced by 5. A Wit save ends this effect.

Toxic Demise [Close Burst 1, Acid, 3d6 Sanity]: When reduced to 0 hit points, the xeno evacuates its flesh, withering into an emaciated husk as its internal organs, excrement, and remaining body fluids drain out of the cavity where its pelvis used to be. Enemies take 16 acid damage.

Vile Wounding: When the xeno damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

Warp [2d6 Sanity]: As an instant action in response to being missed by an attack or succeeding on a save, the xeno can teleport up to 12 squares and make a tentacle attack.

ALIEN HUNTER

Level 9 Monstrosity

Challenge Points: 36

Type: Large Alien

Sanity Damage: 3d6

Abilities: Might 20, Agility 18, Wit 14, Charisma 18

Hit Points: 200

Initiative: +6

Armor Class: 23 (+9 Level, +4 Agility)

Saves: Might +18, Agility +17, Wit +15

Attacks: Claws +14 (Crit 19-20), 2d12+14, Laser +13 (Crit 19-20), 2d12+13 Chaos

Passive Defenses: Physical Soak +9

Heavy Cannon [Ranged Burst 3 within 12, Chaos, 3d6 Sanity]: As a standard action, the alien hunter can fire its heavy cannon. Creatures in the area take 2d10+14 chaos, lightning, or sonic damage. An Agility save reduces damage by half.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

ALIEN HUNTER ARMOR

The alien hunter gains **four** armor properties:

Antimagical: The alien hunter gains +9 energy soak.

Chemical Injectors: When the alien hunter is staggered, it gains +18 fast healing and +2 to melee attacks and damage.

Dreadforged: Enemies take -2 to saves.

Dreadnought: The alien hunter gains +5 shield AC.

Invisible: The alien hunter is invisible. It turns visible when it is staggered, or until the end of its next turn if it takes at least 1 point of energy damage.

Riftwalker: The alien hunter can teleport up to 8 squares as a move action.

Sharp: Creatures that grab the alien hunter take 9 physical damage, and a further 9 physical damage if they are grabbing the alien hunter when it begins its turn.

Sensors: The alien hunter gains +4 to ranged attacks and omniscience 12.

Shielded: The alien hunter gains +2 to all saves.

Trueforged: The alien hunter reduces all piercing damage on itself by 3.

Unbreakable: The alien hunter gains +9 physical soak.

ALIEN HUNTER WEAPONRY

The alien hunter gains **two** weapon properties:

Disintegrator: Enemies struck by the alien hunter take 9 ongoing fire damage. A Might save negates this damage.

Energetic: The alien hunter gains +4 to all energy damage rolls.

Energy Siphon: Once per scene as an instant action, when an enemy uses a burst or blast attack, the alien hunter cancels it if it is a one-time effect or temporarily suppresses it until the end of its next turn (if it is a permanent aura, for example). The next time it deals energy damage, it deals +9 damage.

Flesner: On a critical hit, the alien hunter deals piercing damage and cripples targets until the end of its next turn.

Interitus Weaponry: Aura, burst, and blast sizes of the alien hunter increase by 2 squares.

Mancatcher: When the alien hunter scores a hit with a melee attack or laser, enemies must make an Agility save or be immobilized until the end of the alien hunter's next turn. The alien hunter's critical threat range increases by 2 on immobilized enemies.

Reaper Ligament: The alien hunter gains +2 on ranged attack rolls and +4 to damage.

Shredburster: When the alien hunter scores a hit, enemies take 5 ongoing physical damage (Might save negates). The alien assassin deals +5 damage to enemies taking ongoing damage.

Ultor Cannon: The alien hunter deals +2 damage on ranged attacks. Enemies reduced to 0 hit points by its ranged attacks explode in a close burst 3, dealing 9 chaos damage to enemies in the area.

MODULAR POWERS

The alien hunter gains **three** modular powers:

Action Burst: Once per scene, the alien hunter can take two standard actions on its turn.

Agile: The alien hunter gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the alien hunter deals +18 damage.

Bicameral Mind: The alien hunter can make both a melee and ranged attack on the same turn if it targets two enemies.

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Crushing Blows: The alien hunter gains +4 to hit. When it misses with a melee attack, the alien hunter still deals 8 damage.

Crushing Grab: On a hit, the alien hunter grabs targets. When the alien hunter begins its turn with a grabbed creature, it deals it 18 physical damage.

Disruption [Aura 2]: Enemies take -3 to attack rolls.

Dread [Aura 2, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Evasive: When an attack misses the alien hunter or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Force Projection [Aura 3, Psychic]: The area is difficult terrain for enemies, and enemies take -2 to attack rolls.

Heavy Cannon [Ranged Burst 3 within 12, Chaos, 3d6 Sanity]: As a standard action, the alien hunter can fire its cannon. Creatures in the area take $2d10+14$ chaos damage. An Agility save reduces damage by half. Creatures killed by this attack are obliterated.

Heavy Shielding: Nothing can reduce the alien hunter's physical or energy soak. The soak values increase by 4 when the alien hunter is staggered.

Ichor [Close Burst 1, Acid, 2d6 Sanity]: Once per round as a free action, when the alien hunter is hit, it sprays black spittle from its wounds. Enemies treat the area as difficult terrain for the rest of the scene. Enemies that begin their turn in the area take 18 acid damage.

Killing Rush: When the alien hunter kills or reduces anything to 0 hit points, it regains 18 hit points.

Life Stealing Grab [Necrotic, 4d6 Sanity]: Victims hit are grabbed (Might save to escape). When the hunter begins its turn with a grabbed creature, it feasts, dealing 18 piercing necrotic damage and regaining 18 hit points.

Many Appendages: The alien hunter can make one melee attack, two at -2, or three at -6.

Mutilate: When the alien hunter scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the alien hunter deals only 4 piercing physical damage and gets no bonus effects.

One Ugly Motherfucker [Close Burst 12, Fire]: If the alien hunter is staggered, it can initiate a massive detonation of its internal organs as a standard action. It is obvious what the alien hunter is doing. At the end of its next turn, the alien hunter explodes, even if it is already dead. Victims take $18d6$ piercing fire damage. A Might save reduces damage by half.

Paralytic Venom [Poison]: When the alien hunter scores a hit, its victim must make a Might save or take an additional 18 poison damage and be dazed until the end of the alien hunter's next turn. The alien hunter treats dazed and stunned creatures as flanked.

Psychic Dampener: The alien hunter's allies gain +2 energy soak for every living alien hunter in their presence. When the alien hunter takes psychic damage, it regains any damage it blocks as hit points.

Retribution: As an instant action when struck by a melee attack, the alien hunter can make a melee attack.

Ripping Strikes: When an enemy is struck by any attack by the alien hunter, the victim must make an Agility save or be immobilized. This immobilization lasts until the victim makes a successful Agility save at the beginning of its turn.

Skewer: When flanking, the alien hunter gains +2 to hit and +4 damage.

Spearhead: The alien hunter gains +4 to hit, damage, and critical threat range on charge attacks.

Spines [Close Burst 3]: As an instant action once per round, the alien hunter can shoot spines from its body in every direction, forcing enemies to make Agility saves. On a failure, each victim takes 16 physical damage.

Telepathic Anticipation: When the alien hunter starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the alien hunter's actual size and shape. When the victim makes an attack roll on the alien hunter, it rolls twice and takes the worst result. This effect persists until the end of the scene, the alien hunter is dead, or until the victim moves to a square not adjacent to the alien hunter.

Vile Wounding: When the alien hunter damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

Warp [2d6 Sanity]: As an instant action in response to being missed by an attack or succeeding on a save, the alien hunter can teleport up to 12 squares and make a melee attack.

Willful: The alien hunter takes no damage when it makes a successful Wit save.

IMMORTAL EYE

Level 9 Monstrosity

Challenge Points: 36

Type: Medium Alien

Sanity Damage: 30

Abilities: Might 16, Agility 16, Wit 18, Charisma 18

Hit Points: 196

Initiative: +7

Armor Class: 22 (+9 Level, +3 Agi)

Saves: Might +16, Agility +16, Wit +17

Attacks: -

Passive Defenses: Fast Healing 9, Flight, Physical Soak +3, Soak All Energy +2, Psychic Soak +9

An immortal eye is a disembodied, pulsating sack of nerve bundles that shudders and spasms in the air. Caustic yellow slime drips from the eye at all times, leaving a trail behind it. Immortal eyes are living portals into maddening realms. They are only half-real, at least as humans understand reality. Their gaze is that of an alien deity.

An immortal eye's behavior is strange and its motives inscrutable. It may ignore mortals until they attack it, but even incidental contact can be deadly, so conflict often arises from its presence regardless.

Collect Souls [Close Burst 6, Psychic, 4d6 Sanity]: As a standard action, the immortal eye sucks away life force. Enemies must make a Might save or take 18 psychic damage. For each affected victim that fails its save, the eye regains 5 hit points.

Dread Gaze [Fear, Psychic, 3d6 Sanity]: Once per scene as an instant action, the eye focuses its attention on a single creature. This creature must make a Wit save or take 9d12 psychic damage (save for half). The Immortal Eye regains this ability when it is staggered.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Unbearable Sight [Aura 1, Fear, 2d6 Sanity]: When the eye begins its turn, enemies must make a Wit save or be blinded until the end of the eye's next turn.

Vortex [Close Burst 12, Psychic, 2d6 Sanity]: When the eye is destroyed, it explodes, creating a brief dimensional vacuum. All creatures take 18 psychic damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

XENOLORD

Level 9 Eldritch Horror

Challenge Points: 56

Type: Huge Alien

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 16, Charisma 18

Hit Points: 468

Initiative: +7

Armor Class: 21 (+9 Level, +4 Agility, -2 Size)

Saves: Might +17, Agility +17, Wit +16

Attacks: Tentaclaw +13, 2d12+13 (18-20 Crit)

Death Ray +13, 2d12+13 Fire (18-20 Crit)

Passive Defenses: Omniscience 12, Radiation Immunity

Xenos are strange and horrible creatures of infinite form from across the vast gulfs of space, all determined to wipe out or enslave all human life.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

Xenotype: Choose **two** xenotypes that describe the xeno's general appearance and grant it special abilities:

Xenotype	Bonus Soak	
Amphibian	Cold +9	The xeno gains Action Burst and Stench.
Arachnoid	Poison +9	The xeno gains Paralytic Venom and Ripping Strikes.
Biomass	Acid +9	The xeno gains Fast Healing 7, Horrid Form, and Mutable Form.
Brainthing	Psychic +9	The xeno gains Force Projection and Psychic Reaping.
Cybernetic	Lightning +9	The xeno gains Cannon and Shields.
Energy	Energy +9	The xeno gains Chronoportation and Ethereality.
Gelatoid	Acid +9	The xeno gains Fast Healing 7 and Physics Non-Compliant.
Geoid	Physical +9	The xeno gains Bone Cracker and Crushing Blows.
Insectoid	Physical +9	The xeno gains Killing Rush and Mutilate.
Octopoid	Cold +9	The xeno can't be grabbed, its grabs gain a +2 to save DC, and it gains Many Appendages.
Phalliyonic	Chaos +9	The xeno gains Baleful Wounding and Crushing Grab.

MODULAR POWERS

When using a xeno in a combat scene, choose any **four** powers from the list below.

Action Burst: Once per scene, the xeno can take two standard actions on its turn.

Agile: The xeno gains +2 to speed, AC, and Agility saves.

Along Came a Spider: As part of any attack, the xeno can shift 3 squares.

Baleful Wounding: On a critical hit, the xeno deals +18 damage.

Bicameral Mind: The xeno can make both a melee and ranged attack on the same turn if it targets two enemies.

Blood Drain [Aura 6, Necrotic, 3d6 Sanity]: When the xeno begins its turn, enemies must make a Might save or take 5 piercing necrotic damage as their blood seeps out of their body and into the xeno. Every time a creature fails a save against this attack, the xeno regains 5 hit points.

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Cannon [Ranged Burst 4 within 12, Chaos, 3d6 Sanity]: As a standard action, the xeno can fire its cannon. Creatures in the area take $2d12+13$ chaos damage. An Agility save reduces damage by half. Creatures killed by this attack are obliterated.

Chronoportation: When the xeno moves, it teleports. It does not draw opportunity attacks.

Crushing Blows: The xeno gains +4 to hit. When it misses with a melee attack, the xeno still deals 9 damage.

Crushing Grab: On a hit, the xeno grabs targets. When the xeno begins its turn with a grabbed creature, it deals it 18 physical damage.

Deadlights [Aura 6, Psychic]: When the xeno starts its turn, as an instant action, one creature in the area must make a Wit save or take 9 psychic damage and be crippled until the end of the xeno's next turn.

Disruption [Aura 2]: Enemies take -4 to attack rolls.

Dread [Aura 2, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Energy Breath [Close Blast 6, 2d6 Sanity]: As a standard action, the xeno breathes an energy type of your choice once per scene. Victims take $18d10$ energy damage (Agility save for half damage). The xeno gains +9 soak against this type of energy.

Energy Touch: On a successful hit, victims must make a Might save or suffer $1d12$ additional energy damage of your choice. The xeno gains +9 soak against this type of energy.

Ethereality: The xeno can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks. When the xeno is staggered, it gains +2 to saves and damage.

Evasive: When an attack misses the xeno or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Filth [Necrotic]: A creature hit must make a Might save or contract ongoing 1 necrotic damage until the end of the scene. Each time it is hit again, the ongoing damage increases by 1.

Fly: The xeno can shift 8 squares as a move action.

Force Projection [Aura 3, Psychic]: The area is difficult terrain for enemies, and enemies take -2 to attack rolls.

Horrid Form [Fear]: Anyone who sees the xeno must make a Wit save or be crippled until the end of the scene. Fearless creatures are immune to this effect.

Ichor [Close Burst 1, Acid, 2d6 Sanity]: Once per round as a free action, when the xeno is hit, it sprays black spittle from its wounds. Enemies treat the area as difficult terrain for the rest of the scene. Enemies that begin their turn in the area take 18 acid damage.

Invisibility: The xeno can turn invisible as an instant action once per round. The xeno loses invisibility if it hits with a melee attack.

Killing Rush: When the xeno kills or reduces anything to 0 hit points, it regains 18 hit points.

Life Steal [Psychic]: When the xeno strikes a living creature, it regains 9 hit points.

Life Stealing Grab [Necrotic, 4d6 Sanity]: Victims hit are grabbed (Might save to escape). When the xeno begins its turn with a grabbed creature, it feasts, dealing 9 necrotic damage and regaining 9 hit points.

Many Appendages: The xeno can make one melee attack, two at -2, or three at -6.

Menace [Aura 2, Psychic]: When the xeno begins its turn, enemies take 9 psychic damage.

Mutable Form: The xeno never provokes opportunity attacks and can shift 3 squares as an instant action once per round.

Mutilate: When the xeno scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the xeno deals only 4 piercing physical damage and gets no bonus effects.

Necrosis [Necrotic, 3d6 Sanity]: Creatures hit by the xeno must make a Might save or take 18 ongoing necrotic damage. A Might save to end the ongoing damage reduces it by half, but does not end it. A second Might save on the following turn ends the ongoing damage.

One Ugly Motherfucker [Close Burst 12, Fire]: If the xeno is staggered, it can initiate a massive detonation of its internal organs as a standard action. It is obvious what the xeno is doing. At the end of its next turn, the xeno explodes, even if it is already dead. Victims take $18d6$ piercing fire damage. A Might save reduces damage by half.

Paralytic Venom [Poison]: When the xeno scores a hit, its victim must make a Might save or take an additional $2d12$ poison damage and be dazed until the end of the xeno's next turn. The xeno treats dazed and stunned creatures as flanked.

Physics Non-Compliant: The xeno can't be grabbed, immobilized, or knocked prone. It ignores difficult terrain.

Psychic Dampener: The xeno's allies gain +2 energy soak for every living xeno in their presence. When the xeno takes psychic damage, it regains any damage it blocks as hit points.

Psychic Reaping [Aura 1, Psychic, 4d6 Sanity]: When the xeno begins its turn, enemies must make a Wit save or take 9 psychic damage.

Retribution: As an instant action when struck by a melee attack, the xeno can make a melee attack.

Ripping Strikes: When an enemy is struck by any attack by the xeno, the victim must make an Agility save or be immobilized. This immobilization lasts until the victim makes a successful Agility save at the beginning of its turn.

Shields: Nothing can reduce the xeno's physical or energy soak. The soak values increase by 4 when the xeno is staggered.

Shriek [Close Burst 12, Sonic, 2d6 Sanity]: As a standard action once per scene, the xeno can let out a hideous shriek. Enemies take $18d6$ sonic damage and are crippled until the end of the scene (Might halves damage and negates crippling).

Skewer: When flanking, the xeno gains +2 to hit and +4 damage.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the xeno can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes $18d6$ acid damage. An Agility save reduces damage by half.

Slobber [Aura 2, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Spines [Close Burst 3]: As an instant action once per round, the xeno can shoot spines from its body in every direction, forcing enemies to make Agility saves. On a failure, each victim takes 16 physical damage.

Stench [Aura 3, Poison]: When the xeno begins its turn, enemies must make a Might save or be crippled until the end of the xeno's next turn.

Telepathic Anticipation: When the xeno starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the xeno's actual size and shape. When the victim makes an attack roll on the xeno, it rolls twice and takes the worst result. This effect persists until the end of the scene, the xeno is dead, or until the victim moves to a square not adjacent to the xeno.

Tormentor [Psychic, 3d6 Sanity]: As a standard action ranged attack, the xeno can cause an enemy 16 ongoing psychic damage. While taking this ongoing damage, the victim's damage soak is reduced by 5. A Wit save ends this effect.

Toxic Demise [Close Burst 1, Acid, 3d6 Sanity]: When reduced to 0 hit points, the xeno evacuates its flesh, withering into an emaciated husk as its internal organs, excrement, and remaining body fluids drain out of the cavity where its pelvis used to be. Enemies take 18 acid damage.

Vile Wounding: When the xeno damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

Warp [2d6 Sanity]: As an instant action in response to being missed by an attack or succeeding on a save, the xeno can teleport up to 12 squares and make a tentacle attack.

ALIEN HUNTMMASTER

Level 12 Eldritch Horror

Challenge Points: 96

Type: Large Alien

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 16, Charisma 18

Hit Points: 620

Initiative: +7

Armor Class: 26 (+12 Level, +4 Agility)

Saves: Might +21, Agility +20, Wit +19

Attacks: Claws +17 (Crit 18-20), 2d12+15, Laser +16 (Crit 18-20), 2d12+14 Chaos

Passive Defenses: Physical Soak +12

The alien huntmaster is the elite leader of its mysterious race, rising from torpor only to go on killing sprees of such legendary bloodletting that victimized planets remember its deeds of violence only in legend.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Heavy Cannon [Ranged Burst 3 within 12, Chaos, 3d6 Sanity]: As a standard action, the huntmaster can fire its heavy cannon. Creatures in the area take 2d8+15 chaos, lightning, or sonic damage. An Agility save reduces damage by half.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

ALIEN HUNTER ARMOR

The huntmaster gains **five** armor properties:

Antimagical: The huntmaster gains +12 energy soak.

Chemical Injectors: When the huntmaster is staggered, it gains +24 fast healing and +2 to melee attacks and damage.

Dreadforged: Enemies take -2 to saves.

Dreadnought: The huntmaster gains +6 shield AC.

Invisible: The huntmaster is invisible. It turns visible when it is staggered, or until the end of its next turn if it takes at least 1 point of energy damage.

Riftwalker: The huntmaster can teleport up to 8 squares as a move action.

Sharp: Creatures that grab the huntmaster take 12 physical damage, and a further 9 physical damage if they are grabbing the huntmaster when it begins its turn.

Sensors: The huntmaster gains +4 to ranged attacks and omniscience 12.

Shielded: The huntmaster gains +2 to all saves.

Trueforged: The huntmaster reduces all piercing damage on itself by 3.

Unbreakable: The huntmaster gains +10 physical soak.

ALIEN HUNTER WEAPONRY

The huntmaster gains **three** weapon properties:

Disintegrator: Enemies struck by the huntmaster take 12 ongoing fire damage. A Might save negates this damage.

Energetic: The huntmaster gains +6 to all energy damage rolls.

Energy Siphon: Once per scene as an instant action, when an enemy uses a burst or blast attack, the huntmaster cancels it if it is a one-time effect or temporarily suppresses it until the end of its next turn (if it is a permanent aura, for example). The next time it deals energy damage, it deals +12 damage.

Flenser: On a critical hit, the huntmaster deals piercing damage and cripples targets until the end of its next turn.

Interitus Weaponry: Aura, burst, and blast sizes of the huntmaster increase by 2 squares.

Mancatcher: When the huntmaster scores a hit with a melee attack or laser, enemies must make an Agility save or be immobilized until the end of the huntmaster's next turn. The huntmaster's critical threat range increases by 2 on immobilized enemies.

Reaper Ligament: The huntmaster gains +2 on ranged attack rolls and +4 to damage.

Shredburster: When the huntmaster scores a hit, enemies take 6 ongoing physical damage (Might save negates). The alien assassin deals +6 damage to enemies taking ongoing damage.

Ultor Cannon: The huntmaster deals +2 damage on ranged attacks. Enemies reduced to 0 hit points by its ranged attacks explode in a close burst 3, dealing 12 chaos damage to enemies in the area.

MODULAR POWERS

The huntmaster gains **four** modular powers:

Action Burst: Once per scene, the huntmaster can take two standard actions on its turn.

Agile: The huntmaster gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the huntmaster deals +24 damage.

Bicameral Mind: The huntmaster can make both a melee and ranged attack on the same turn if it targets two enemies.

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Crushing Blows: The huntmaster gains +4 to hit. When it misses with a melee attack, the huntmaster still deals 12 damage.

Crushing Grab: On a hit, the huntmaster grabs targets. When the huntmaster begins its turn with a grabbed creature, it deals 24 physical damage.

Disruption [Aura 2]: Enemies take -3 to attack rolls.

Dread [Aura 2, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Evasive: When an attack misses the huntmaster or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Force Projection [Aura 3, Psychic]: The area is difficult terrain for enemies, and enemies take -2 to attack rolls.

Heavy Shielding: Nothing can reduce the huntmaster's physical or energy soak. The soak values increase by 4 when the huntmaster is staggered.

Killing Rush: When the huntmaster kills or reduces anything to 0 hit points, it regains 24 hit points.

Life Stealing Grab [Necrotic, 4d6 Sanity]: Victims hit are grabbed (Might save to escape). When the hunter begins its turn with a grabbed creature, it feasts, dealing 20 piercing necrotic damage and regaining 20 hit points.

Many Appendages: The huntmaster can make one melee attack, two at -2, or three at -6.

Mutilate: When the huntmaster scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the huntmaster deals only 4 piercing physical damage and gets no bonus effects.

One Ugly Motherfucker [Close Burst 12, Fire]: If the huntmaster is staggered, it can initiate a massive detonation of its internal organs as a standard action. It is obvious what the huntmaster is doing. At the end of its next turn, the huntmaster explodes, even if it is already dead. Victims take 24d6 piercing fire damage. A Might save reduces damage by half.

Paralytic Venom [Poison]: When the huntmaster scores a hit, its victim must make a Might save or take an additional 2d12 poison damage and be dazed until the end of the huntmaster's next turn. The huntmaster treats dazed and stunned creatures as flanked.

Psychic Dampener: The huntmaster's allies gain +2 energy soak for every living huntmaster in their presence. When the huntmaster takes psychic damage, it regains any damage it blocks as hit points.

Retribution: As an instant action when struck by a melee attack, the huntmaster can make a melee attack.

Ripping Strikes: When an enemy is struck by any attack by the huntmaster, the victim must make an Agility save or be immobilized. This immobilization lasts until the victim makes a successful Agility save at the beginning of its turn.

Skewer: When flanking, the huntmaster gains +2 to hit and +4 damage.

Spearhead: The huntmaster gains +4 to hit, damage, and critical threat range on charge attacks.

Spines [Close Burst 3]: As an instant action once per round, the huntmaster can shoot spines from its body in every direction, forcing enemies to make Agility saves. On a failure, each victim takes 24 physical damage.

Telepathic Anticipation: When the huntmaster starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the huntmaster's actual size and shape. When the victim makes an attack roll on the huntmaster, it rolls twice and takes the worst result. This effect persists until the end of the scene, the huntmaster is dead, or until the victim moves to a square not adjacent to the huntmaster.

Vile Wounding: When the huntmaster damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

Warp [2d6 Sanity]: As an instant action in response to being missed by an attack or succeeding on a save, the huntmaster can teleport up to 12 squares and make a melee attack.

Willful: The huntmaster takes no damage when it makes a successful Wit save.

ARBOREAL WAILER

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Alien

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 18, Charisma 20

Hit Points: 720

Initiative: +9

Armor Class: 25 (+14 Level, +5 Agility, -4 Size)

Saves: Might +24, Agility +24, Wit +23

Attacks: Tentacles +19 (Crit 18-20), 2d12+19 + Grab

Passive Defenses: Fast Healing 28, Physical Soak +7, Soak All Energy +4

Hideous, tree-like monsters from another dimension, arboreal wailers wander the wastes of Earth unopposed, seemingly without purpose. Inside a forest, they can be mistaken for trees until they move, as they have enormous, elephant-like hooves. The bulk of the wailer's body, however, is a mass of seething, bushy tentacles. The wailer's calls create terrible psychic emanations that madden humans.

The arboreal wailer is not aggressive unless attacked, but its constant psychic echoes drive mortals closer to madness the moment they sense it, confusing and terrifying them into arousing the monster's wrath. Once provoked, there is almost no physical barrier that is proof against the wailer's strength, and it attacks with relentless ferocity, trampling anything in its path.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Grab and Throw: Victims struck by the wailer's tentacle attack are grabbed. Victims must make a Might save to escape the grab. As a standard action, the wailer can toss a grabbed victim up to twelve squares. This causes 12d8 damage.

Psychic Emanations [Aura 12, Fear]: Any creature that sees the wailer for the first time must make a Wit save or be blinded. The creature can make new Wit saves at the beginning of each turn to negate the blindness. Any creature that draws within 12 squares for the first time must make a Wit save or lose 50 sanity. A survivor that is already psychotic and subject to this effect gains a random temporary insanity.

Trample [Aura 1]: When the wailer begins its turn, enemies must make an Agility save. On failure, victims are knocked prone and dealt 24 damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SPACE DRAGON

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Alien

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 20, Charisma 18

Hit Points: 720

Initiative: +10

Armor Class: 32 (+14 Level, +5 Agility, +7 Armor, -4 Size)

Saves: Might +23, Agility +23, Wit +23

Attacks: Appendages +19 (18-20 Crit), 2d12+19 + Dire Venom

Passive Defenses: Fast Healing 28, Energy Soak +28

Space dragons are multi-eyed, multi-limbed, and multi-tentacled horrors that are otherwise indescribable. They drift across unnumbered planets and dimensions, among them the Planet of the Brain Eaters, the Fecund Nether, and even Mictlan. In battle, their many limbs and tentacles whirl about.

Appendages: The space dragon can make one attack on each of its four sides each round, at the same attack bonus.

Dire Venom [Acid]: One of the space dragon's attacks each round is a bite. On a hit, this bite causes 28 ongoing acid damage. A Might save reduces this damage by 6, but only one save can be made each round.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Fly: The space dragon can shift 7 squares as a move action.

Grab: On a hit that is not a bite, the space dragon grabs its enemy. The space dragon can move anywhere with grabbed creatures, dragging them with it. When the space dragon begins its turn, grabbed enemies take 14 physical damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

Winds of Chaos [Chaos, 3d6 Sanity]: The space dragon leaves magical chaos. When it leaves its space, that space becomes infected with the winds of chaos. Creatures that begin their turn there take 14 chaos damage.

CRYSTALLOIDS

"Intriguing new evidence of life-like structures that form from inorganic substances in space have been revealed in the New Journal of Physics. The findings hint at the possibility that life beyond earth may not necessarily use carbon-based molecules as its building blocks. They also point to a possible new explanation for the origin of life on Earth."

- *Physicists Discover Inorganic Dust with Lifelike Qualities, Science Daily (2007)*

Among the strangest and most fearsome aliens, crystalloids are beings from the Emerald Planetoid. They are inorganic life made of perfectly symmetrical shards of razor-sharp crystal, and resemble scorpions, roaches, or centipedes. Every segment of a crystalloid's body is another series of beautiful cutting mechanisms, making them deadly from any angle. They are an impossible synergy of disparate moving parts that boggles the human mind. Crystalloids tear victims apart in machine-like patterns and leave symmetrically flayed remains. They communicate by channeling incoming sound through their bodies like a prism, reflecting it back in new forms.

EMERALD JUGGERNAUT

Level 5 Eldritch Horror

Challenge Points: 40

Type: Huge Alien

Sanity Damage: 30

Abilities: Might 20, Agility 16, Wit 16, Charisma 16

Hit Points: 270

Initiative: +6

Armor Class: 18 (+5 Level, +3 Agi, +2 Armor, -2 Size)

Saves: Might +13, Agility +11, Wit +11

Attacks: Slam +11 (Crit 18-20), 2d10+11 + Arc Lightning and Stinger +11, 10 Ongoing Lightning Damage

Passive Defenses: Fast Healing 10, Physical Soak +3, Soak All Energy +2, Lightning Soak +5

Emerald juggernauts are hulking quadruped beasts of glowing green crystal. Along their spine sprout dozens of sharp shards. The creature's bulky body arcs with lightning.

Arc Lightning [Lightning]: A creature struck by the juggernaut must make a Might save or be overwhelmed until the end of the juggernaut's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Electric Venom [Lightning, 2d6 Sanity]: Creatures struck by the juggernaut's stinger take ongoing 10 lightning damage.

Creatures taking this ongoing damage are knocked prone at the start of their turn and can't make opportunity attacks. A Might save negates this effect.

Emerald Diadem [Close Burst 1, Lightning]: If the juggernaut successfully saves against a power, it glows with green energy and causes enemies to take 10 lightning damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

FLESHBORER

Level 9 Standard

Challenge Points: 18

Type: Tiny Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 14

Hit Points: 106

Initiative: +3

Armor Class: 29 (+9 Level, +3 Agility, +5 Armor, +2 Size)

Saves: Might +14, Agility +14, Wit +11

Attacks: Talon +10/+10, 1d12+12

Passive Defenses: Energy Soak +3

Fleshborers look like crystalline scarabs that unfold into dozens of cutting instruments when they contact human flesh.

Disembowel [2d6 Sanity]: A creature hit by two talon attacks from the fleshborer takes an additional 9 piercing physical damage.

Latch [2d6 Sanity]: When the fleshborer hits a creature with an attack, it may force that creature to make a Might save. On a failure, the fleshborer can shift as a free action to remain adjacent to that creature when it moves.

Razor Reprisal [Aura 1]: When an attacker misses the fleshborer with an attack or it succeeds on a save against any effect, it deals 5 piercing physical damage to all enemies.

Sandskin: When the fleshborer is staggered, it becomes sand-like and loses its armor bonus to AC. Its attacks gain +2 to hit, it gains fast healing 9, and it no longer provokes opportunity attacks.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

CRYSTALLOPOD

Level 9 Monstrosity

Challenge Points: 36

Type: Small Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 16

Hit Points: 196

Initiative: +3

Armor Class: 28 (+9 Level, +3 Agility, +5 Armor, +1 Size)

Saves: Might +15, Agility +15, Wit +12

Attacks: Talon +10/+10 (19-20 Crit), 2d12+12

Passive Defenses: Energy Soak +3

Crystallopods are centipede-like crystalloids that can shoot shards out of the segments of their bodies.

Crystal Shards: As an instant action, the crystallopod can shoot missile-like shards from its body in every direction, forcing enemies in a close burst 3 to make Agility saves. On a failure, each victim takes 1d6+6 physical damage.

Disembowel [2d6 Sanity]: A creature hit by two talon attacks from the crystallopod takes an additional 18 piercing physical damage.

Razor Reprisal [Aura 1]: When an attacker misses the crystallopod with an attack or it succeeds on a save against any effect, it deals 5 piercing physical damage to all enemies.

Sandskin: When the crystallopod is staggered, it becomes sand-like and loses its armor bonus to AC. Its attacks gain +2 to hit, it gains fast healing 18, and it no longer provokes opportunity attacks.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

CRYSTALLINE EFFIGY**Level 9 Eldritch Horror****Challenge Points:** 18**Type:** Medium Alien**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 16**Hit Points:** 466**Initiative:** +4**Armor Class:** 27 (+9 Level, +3 Agility, +5 Armor)**Saves:** Might +15, Agility +15, Wit +13**Attacks:** Talon +10/+10 (18-20 Crit), 2d12+12**Passive Defenses:** Energy Soak +5

Crystalline effigies are crystalloids that attempt to impersonate the human form for unknown reasons, giving them a disturbing countenance while they move and strike in ways impossible for any human.

Crystal Shards: As an instant action, the effigy can shoot missile-like shards from its body in every direction, forcing enemies in a close burst 3 to make Agility saves. On a failure, each victim takes 1d6+6 physical damage.

Disembowel [2d6 Sanity]: A creature hit by two talon attacks from the effigy takes an additional 18 piercing physical damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Flaying Grab: Creatures struck by the effigy are grabbed (Might save to escape). While grabbed, the victim takes 9 piercing physical damage when it takes a standard action.

Razor Reprisal [Aura 1]: Any time an attacker misses the effigy with an attack or it succeeds on a save against any effect, it deals 5 piercing physical damage to all enemies.

Sandskin: When the effigy is staggered, it becomes sand-like and loses its armor bonus to AC. Its attacks gain +2 to hit, it gains fast healing 18, and it no longer provokes opportunity attacks.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

CRYSTALLINE EVISCERATOR**Level 14 Eldritch Horror****Challenge Points:** 112**Type:** Colossal Alien**Sanity Damage:** 30**Abilities:** Might 20, Agility 20, Wit 20, Charisma 18**Hit Points:** 720**Initiative:** +10**Armor Class:** 25 (+14 Level, +5 Agility, -4 Size)**Saves:** Might +23, Agility +23, Wit +23**Attacks:** Talons +17/+17 (Crit 18-20), 2d12+19**Passive Defenses:** Physical Soak +14, Sonic Soak +14

The crystalline eviscerator is an insect-like godling made out perfectly symmetrical shards of razor-sharp glass. The creature at once resembles a scorpion, a roach, and a centipede.

In its many eons of life, the eviscerator has never known fear. It simply grinds apart everything it encounters, one victim at a time. The creature has no need for organic sustenance. Its drive to destroy every living creature it sees might be the mechanical impulse of a machine or a brutal instinct.

Disembowel: A creature hit by two talon attacks from the eviscerator takes an additional 24 piercing physical damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Razor Reprisal [Aura 1]: When an attacker misses the eviscerator with an attack or it succeeds on a save against any effect, it deals 14 piercing physical damage to all enemies.

Slicing Pitch [Aura, Sonic, 3d6 Sanity]: The eviscerator constantly emits a wavelength of sonic energy that is almost imperceptible to humans until it focuses it into an atom-splitting sonic weapon. When the eviscerator begins its turn, every enemy within six squares must make a Wit save. On a failure, they take 28 sonic damage. On a success, they take only 14 sonic damage. Creatures who rely on omniscience to see can detect the wave in advance, and don't take damage on a successful save.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

CULTISTS

"Because they have filled this place with the blood of the innocent and have built the high places of Baal to burn their sons in the fire as burnt offerings to Baal... Therefore, behold, days are coming," declares the LORD, "when this place will no longer be called Topheth or the valley of Ben-hinnom, but rather the Valley of Slaughter."

- *Jeremiah 19:4-6*

I defy God. There are things much older. Older than time, and they blessed me.

- *The Void (2016)*

For every alien, demon, and eldritch horror, there are a hundred debased and insane cultists trying to interpret and serve their will. Whether from devotion or just a desire to preserve themselves at any cost, the cultists have betrayed humanity in the servitude of evil.

CULTIST INITIATE**Level 1 Minion****Challenge Points:** 1**Type:** Medium Depraved**Sanity Damage:** 1d6**Abilities:** Might 13, Agility 13, Wit 13, Charisma 13**Hit Points:** 1**Initiative:** +2**Armor Class:** 12 (+1 Level, +1 Agility)**Saves:** Might +2, Agility +2, Wit +2**Attacks:** Knife +2, 1d8+2**Pistol +2, 1d8+1****Passive Defenses:** -

Cults make use of dozens or hundreds of initiates to serve as a small army. Initiates have no sense of self-preservation, and may want to die. Only the coven leader's power and their madness drive them on.

Minion: Minions never take damage on a successful save or when an attack misses them.

CULTIST WRETCH**Level 1 Minion****Challenge Points:** 1**Type:** Medium Depraved**Sanity Damage:** 2d6**Abilities:** Might 12, Agility 12, Wit 14, Charisma 14**Hit Points:** 1**Initiative:** +3**Armor Class:** 12 (+1 Level, +1 Agility)**Saves:** Might +4, Agility +4, Wit +5**Attacks:** Sacrificial Blade +2, 1d8+2

Revolver +2, 1d8+2

Passive Defenses: -

Cultist wretches are weaklings that attempted to learn sorcery but were found wanting by their master. Now they are misshapen, burned, and scarred by their errant ambitions. Marked as failures, their only task left is to die in their master's name.

Minion: Minions never take damage on a successful save or when an attack misses them.

MODULAR POWERS

When using a wretch in a combat scene, choose any **two** powers from the list below.

Action Burst: Once per scene, the wretch can take two standard actions on its turn.

Agile: The wretch gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the wretch deals +1 damage.

Death Throes [Close Burst 1, Chaos]: The wretch is immune to chaos. When the wretch dies, it explodes, dealing 2 chaos damage. An Agility save reduces damage by half.

Eldritch Bolt [Lightning]: The wretch is immune to lightning. As an instant action once per round, the wretch can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 1 lightning damage.

Poisoned Blade [Poison]: The wretch is immune to poison. When the wretch scores a hit with its blade, the victim takes 1 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Runes of Warding [Psychic]: The wretch gains +1 to saves. If it successfully saves against a power, the attacking enemy takes 1 piercing psychic damage.

Sneaky: As an instant action once per turn, the wretch can shift half its speed. The wretch also gains +1 to hit and deals +1 damage to enemies it is flanking.

Unholy Blade [Chaos]: The wretch is immune to chaos. When the adherent scores a hit with its blade, the victim must make a Wit save. On a failure, the victim takes 2 chaos damage.

Wounding Blade: The adherent's blade deals 1d10 base damage and scores a critical hit on a 19 or 20.

CULTIST ADHERENT**Level 1 Standard****Challenge Points:** 2**Type:** Medium Depraved**Sanity Damage:** 2d6**Abilities:** Might 12, Agility 12, Wit 14, Charisma 14**Hit Points:** 22**Initiative:** +3**Armor Class:** 12 (+1 Level, +1 Agility)**Saves:** Might +4, Agility +4, Wit +5**Attacks:** Sacrificial Blade +2, 1d8+2

Revolver +2, 1d8+2

Passive Defenses: Fast Healing 1

Adherents are loyal and learned cultists who have shown greater talents for sorcery. They wield limited magical abilities and command the admiration of lesser cultists. Adherents have strange physical corruptions from the blessings of their master.

MODULAR POWERS

When using an adherent in a combat scene, choose any **two** powers from the list below.

Action Burst: Once per scene, the adherent can take two standard actions on its turn.

Agile: The adherent gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the adherent inflicts +2 damage.

Berserker: The adherent gains +2 to hit with attacks. When it misses with a melee attack, the adherent still deals 1 damage.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the adherent can slay an adjacent minion. The adherent regains 5 hit points.

Death Throes [Close Burst 1]: The adherent has chaos soak +2. When it dies, it explodes in a close burst 1, dealing 4 chaos damage.

Dread [Aura 1, Fear]: When the adherent begins its turn, enemies must make a Wit save or be dazed until the end of the adherent's next turn.

Eldritch Bolt [Lightning]: The adherent has lightning soak +2. As an instant action once per round, the adherent can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 1 lightning damage.

Foul Will [2d6 Sanity]: Unless killed by energy damage, once per scene at the beginning of its next turn after hitting 0 hit points, the cultist returns to life as an undead creature. It begins prone and permanently has the crippled condition. The cultist has only 6 hit points, but can be healed.

Minor Hex: As a standard action, the adherent can curse an enemy within 12 squares. The victim must make a Wit save. On a failure, the victim is crippled until the end of the scene.

Poisoned Blade [Poison]: The adherent has poison soak +2. When the adherent scores a hit with its blade, the victim takes 1 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Resilient: The adherent has fast healing 1 and physical soak +1.

Runes of Warding [Psychic]: The adherent gains +1 to saves. If it successfully saves against a supernatural power, the attacking enemy takes 1 piercing psychic damage.

Sacrificial Magic: For every ally of the adherent that dies during the scene, the save DCs of the adherent's powers go up by 1, to a maximum of +4.

Sneaky: As an instant action once per turn, the adherent can shift half its speed. The adherent also gains +1 to hit and deals +1 damage to enemies it is flanking.

Sorcerous Burst [Close Burst 1]: As a standard action, the adherent can energize the air around it with magical energy. This can be of any element. Enemies must make a Might save or take 2 damage of that type of energy. The adherent also gains soak +2 against that type of energy.

Unholy Blade [Chaos]: The adherent has chaos soak +2. When the adherent scores a hit with its blade, it deals 1 additional chaos damage.

Vile Wounding: When the adherent damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The adherent's blade deals 1d10 base damage and scores a critical hit on a 19 or 20.

CULTIST PSYCHOPATH

Level 1 Standard

Challenge Points: 2

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 26

Initiative: +3

Armor Class: 14 (+1 Level, +3 Agility)

Saves: Might +4, Agility +4, Wit -4

Attacks: Machete +4, 1d8+4

Passive Defenses: Fast Healing 1

Psychopaths are the most fervent of the cult's lesser human members, filled with bloodlust. They gruesomely disfigure themselves, carving away pieces of their face to show their devotion.

Blood Rage: When the psychopath is injured for the first time in the scene, it can make a melee attack as an instant action.

CULTIST SHADOWKIN

Level 3 Standard

Challenge Points: 6

Type: Medium Depraved

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 12, Charisma 12

Hit Points: 44

Initiative: +4

Armor Class: 16 (+3 Level, +3 Agility)

Saves: Might +6, Agility +7, Wit +5

Attacks: Ritual Knife +7, 1d8+5 + Wilting Death

Passive Defenses: Immune to Domination, Fast Healing 3, Necrotic Soak +3

Shadowkin are robed figures who accompany the coven leader as elite shock troops and assassins. They wear bone-white featureless masks under their cowls to conceal their faces—but in truth, they are nothing but darkness given life. Living but not alive, shadowkin are bound to their cult, and can't be permanently destroyed until the cult leader dies, so that no further dark rituals can return them to life.

Deathblight [Close Burst 1, Necrotic, 2d6 Sanity]: When destroyed, enemies must make a Might save or take 12 piercing necrotic damage. The shadowkin explodes into a cloud of hateful darkness.

Shadow Walk: As a move action, the shadowkin can teleport up to 12 squares. It can't cross through areas touched by sunlight with this power.

Stealth: Shadowkin never make noise. Perception checks to detect them fail unless they are visible.

Wilting [Necrotic, 2d6 Sanity]: Creatures struck by the shadowkin take 3 ongoing necrotic damage. A Might save negates this effect.

VULNERABILITIES

Sunlight: Shadowkin are destroyed if exposed to sunlight, collapsing into nothingness.

DREAM THRALL

Level 3 Monstrosity

Challenge Points: 12

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 10, Charisma 18

Hit Points: 78

Initiative: +3

Armor Class: 16 (+3 Level, +3 Agility)

Saves: Might +11, Agility +10, Wit +7

Attacks: Slam +7 (Crit 19-20), 2d8+7 + Nightmare

Passive Defenses: Energy Soak +3, Fast Healing 3, Physical Soak +1, Psychic Soak +6

Dream thralls are the remains of cultists who attempted to awaken their deity with obscene rituals, not realizing that no mere mortal can command the attention of the dread powers. Rather than wake their deity from its slumber, their bodies were consumed with the psychic might of their lord's dreams and transformed into hideous echoes of their master's inscrutable thought.

A dream thrall appears as a mass of glowing, tentacle-like ripples in various azure, violet, and ebon hues. Dream thralls are barely cognizant of their own existence, seeking only to consume others and make them the same.

Coiling Madness [Aura 12, Psychic]: If a creature gains a psychotic break or insanity, the dream thrall regains 5 hit points and gains +1 to attack and damage. This bonus is cumulative.

When the dream thrall must make a Wit save, all enemies take 10 psychic damage. This occurs regardless of whether the dream thrall succeeds on the save. Dream thralls can't be possessed or dominated.

Nightmare [Fear, 3d6 Sanity]: Anyone struck by a dream thrall must make a Wit save or be overcome with dread. Such survivors are crippled and immobilized until the end of the dream thrall's next turn. Creatures killed by a dream thrall become a new dream thrall.

Phasing [Psychic]: As a move action, the dream thrall can teleport its speed, moving through walls and to locations to which it has no line of sight.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

POSSESSED CULTIST

Level 3 Monstrosity

Challenge Points: 12

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 12, Charisma 12

Hit Points: 78

Initiative: +5

Armor Class: 17 (+3 Level, +4 Agi)

Saves: Might +8, Agility +8, Wit +5

Attacks: Claws +7 (Crit 19-20), 2d8+7

Passive Defenses: Chaos Soak +6, Energy Soak +3, Fast Healing 3, Physical Soak +1

Possessed cultists have undergone vile rituals to allow demons to inhabit their bodies. The cultist's soul is consumed, leaving only the hungry demon inside its walking corpse. The body is contorted and twisted to resemble the creature that controls it.

As such, it has long, goat-like horns, a gaping maw, and terrible rending claws. The immortal demon inside the possessed cultist is filled with malevolent rage, and will descend back to its own realm when its vessel is destroyed.

Baleful Strike: The possessed cultist ignores all physical soak with its claw attacks.

Death Throes [Chaos, 1d6 Sanity]: When the possessed cultist dies, it explodes into eldritch flames. Every enemy within a close burst 4 takes 12 chaos damage. An Agility save reduces damage by half.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

CULTIST SOULSWORN

Level 3 Monstrosity

Challenge Points: 12

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 14, Wit 16, Charisma 16

Hit Points: 76

Initiative: +5

Armor Class: 15 (+3 Level, +2 Agility)

Saves: Might +8, Agility +7, Wit +8

Attacks: Sacrificial Blade +6 (Crit 19-20), 2d8+6

Revolver +5 (Crit 19-20), 2d8+5

Passive Defenses: Fast Healing 3, Physical Soak +1

Soulsworn are sorcerers and assassins who serve as the inner circle for their coven leader. Other cultists throw themselves at the feet of the soulsworn in the hope of currying favor. Underneath their cloaks, the soulsworn are barely human, having ritually mutilated themselves beyond recognition and begun to mutate with tentacles, horns, and other abominable features.

MODULAR POWERS

When using a soulsworn in a combat scene, choose any **three** powers from the list below.

Action Burst: Once per scene, the soulsworn can take two standard actions on its turn.

Agile: The soulsworn gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the soulsworn inflicts +6 damage.

Berserker: The soulsworn gains +2 to hit with attacks. When it misses with a melee attack, the soulsworn still deals 3 damage.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the soulsworn can slay an adjacent minion. The soulsworn regains 5 hit points per level of the minion (to a maximum of 15).

Death Throes [Close Burst 1]: The soulsworn has chaos soak +3. When it dies, it explodes in a close burst 2, dealing 12 chaos damage.

Dread [Aura 1, Fear]: When the soulsworn begins its turn, enemies must make a Wit save or be dazed until the end of the skeleton warrior's next turn.

Eldritch Bolt [Lightning]: The soulsworn has lightning soak +3. As an instant action once per round, the soulsworn can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 6 lightning damage.

Foul Will [2d6 Sanity]: Unless killed by energy damage, once per scene at the beginning of its next turn after hitting 0 hit points, the soulsworn returns to life as an undead creature. It begins prone and permanently has the crippled condition. The cultist has only 19 hit points, but can be healed.

Minor Hex: As a standard action, the soulsworn can curse an enemy within 12 squares. The victim must make a Wit save. On a failure, the victim is crippled until the end of the scene.

Poisoned Blade [Poison]: The soulsworn has poison soak +6. When the soulsworn scores a hit with its blade, the victim takes 6 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Resilient: The soulsworn has fast healing 3 and physical soak +3.

Runes of Warding [Psychic]: The soulsworn gains +2 to saves. If it successfully saves against a supernatural power, the attacking enemy takes 6 piercing psychic damage.

Sacrificial Magic: For every ally of the soulsworn that dies during the scene, the save DCs of the soulsworn's powers go up by 1, to a maximum of +4.

Sneaky: As an instant action once per turn, the soulsworn shifts half its speed. The soulsworn also gains +2 to hit and deals +6 damage to enemies it is flanking.

Sorcerous Burst [Close Burst 2]: As a standard action, the soulsworn can energize the air around it with magical energy. This can be of any element. Enemies must make a Might save or take 6 damage of that type of energy. The soulsworn also gains soak +3 against that type of energy.

Unholy Blade [Chaos]: The soulsworn has chaos soak +6. When the soulsworn scores a hit with its blade, the victim must make a Wit save. On a failure, the victim takes 12 chaos damage.

Vile Wounding: When the soulsworn damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The soulsworn's blade deals 2d10 base damage and scores a critical hit on a 19 or 20.

CULTIST EXTREMIST

Level 4 Minion

Challenge Points: 4

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 14, Agility 16, Wit 10, Charisma 14

Hit Points: 1

Initiative: +3

Armor Class: 17 (+4 Level, +3 Agility)

Saves: Might +8, Agility +9, Wit +6

Attacks: Knife +7, 1d8+6

Passive Defenses: -

Cultist extremists are tattooed and ensorcelled lunatics enchanted to explode upon death, going to their doom to better serve their master with their worthless lives.

Extremists are melee attackers. As they are suicide attackers, they have no regard for their own safety, trying only to get as close to enemies as possible before they die.

Death Throes [Fire]: When an extremist hits 0 hit points, it explodes in a close burst 2. Enemies in the area take 8 fire damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

UNBELIEVER**Level 4 Minion****Challenge Points:** 4**Type:** Medium Depraved**Sanity Damage:** 1d6**Abilities:** Might 16, Agility 16, Wit 10, Charisma 10**Hit Points:** 1**Initiative:** +3**Armor Class:** 17 (+4 Level, +3 Agility)**Saves:** Might +7, Agility +7, Wit +4**Attacks:** Machete +7, 1d8+7

Pistol +7, 1d8+7

Passive Defenses: Immune to Fire

Unbelievers are faithless flagellants who hope to curry favor with dark powers, though they have no loyalty or piety left to give. They attack as a forlorn horde, knowing in their hearts that they are beyond salvation.

Forlorn Hope: The unbeliever can re-roll a damage roll it makes as an instant action. If it does so, it also immediately dies.**Hordes of Cain:** When flanking, the unbeliever deals +2 damage.**Minion:** Minions never take damage on a successful save or when an attack misses them.**My Brother's Keeper:** When the unbeliever dies, its remaining allies regain 2 hit points.**DEFILER****Level 4 Standard****Challenge Points:** 8**Type:** Medium Depraved**Sanity Damage:** 1d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 10**Hit Points:** 56**Initiative:** +4**Armor Class:** 17 (+4 Level, +3 Agility)**Saves:** Might +7, Agility +7, Wit +5**Attacks:** Machete +7, 1d8+7

Pistol +7, 1d8+7

Passive Defenses: Fast Healing 4, Fire Soak +4

Defilers are failed cultists, punished with an inability to die. Mortal wounds crush and impale them, but they continue to writhe where stricken, unable to move collapsed rib cages and spines. Severed limbs squirm with wretched, unquenchable life, and can even be re-attached. In morbid temples, sacrificial flames burn day and night while the defilers reconstruct themselves into grisly amalgamations of torn flesh many times over.

God Hates Us All [Fire, 2d6 Sanity]: As an instant action once per round, the defiler can sacrifice a minion within a close burst 6 and regain 8 hit points. The minion explodes in a close burst 1, causing 4 fire damage to enemies.**Hordes of Cain:** When flanking, the defiler deals +2 damage.**Masque of the Red Death [2d6 Sanity]:** When the defiler has 0 or fewer hit points, it becomes crippled and dazed, but does not die until it reaches -28 hit points, or another attack deals it 8 or more damage. It continues to heal hit points with fast healing until slain. Any acid or fire damage immediately kills a defiler with 0 or fewer hit points.**My Brother's Keeper:** When the defiler dies, its remaining allies regain 4 hit points.**SPHINCTRAL LUMP****Level 4 Standard****Challenge Points:** 8**Type:** Medium Depraved**Sanity Damage:** 4d6**Abilities:** Might 16, Agility 10, Wit 16, Charisma 12**Hit Points:** 56**Initiative:** +3**Armor Class:** 14 (+4 Level)**Saves:** Might +8, Agility +5, Wit +8**Attacks:** Slam +7, 1d8+7**Passive Defenses:** Can't Be Flanked, Physical Soak +1, Necrotic Soak +4

Sphinctral lumps are the remains of cultists who delved too quickly and greedily into the black arts, mutating them into pulsating, fleshy masses of misshapen, gawking eyeballs and sphincters that spew rancid slime. This mishap filled them with the wisdom of their patron, and they are relied upon by the coven leader for auguries.

Gassy [Close Burst 1, Necrotic, 2d6 Sanity]: Once per round, when the sphinctral lump takes damage, as an instant action it can expel noxious gases. Enemies must make a Might save or take 4 necrotic damage and be crippled until the end of the lump's next turn.**FLESH-SCORNED****Level 4 Monstrosity****Challenge Points:** 16**Type:** Medium Depraved**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 16, Charisma 14**Hit Points:** 96**Initiative:** +6**Armor Class:** 17 (+4 Level, +3 Agility)**Saves:** Might +9, Agility +9, Wit +9**Attacks:** Machete +7 (Crit 19-20), 2d8+7**Passive Defenses:** Fast Healing 8, Fire Soak +4, Physical Soak +4

The flesh-scorned is a defiler so badly mangled by years of mortal mishaps that it holds its body together with staples and metal plates where tendons and bone should be. Crumpled tissue has been replaced with the crudely grafted flesh of its hapless victims and lesser faithless.

God Hates Us All [Fire, 2d6 Sanity]: As an instant action once per round, the flesh-scorned can sacrifice a minion within a close burst 6 and regain 8 hit points. The minion explodes in a close burst 2, causing 8 fire damage to enemies.**Hordes of Cain:** When flanking, the flesh-scorned deals +4 damage.**Masque of the Red Death [2d6 Sanity]:** When the flesh-scorned has 0 or fewer hit points, it becomes crippled and dazed, but does not die until it reaches -48 hit points or another attack deals it 16 or more damage. It continues to heal hit points with fast healing until slain. Any acid or fire damage immediately kills a flesh-scorned with 0 or fewer hit points.**What Terrible Will:** When the flesh-scorned would benefit from fast healing, it can instead gain +4 to damage until the end of its turn.

EBON RENEGADE**Level 4 Eldritch Horror****Challenge Points: 16****Type:** Medium Undead**Sanity Damage:** 30**Abilities:** Might 16, Agility 16, Wit 16, Charisma 14**Hit Points:** 216**Initiative:** +6**Armor Class:** 17 (+4 Level, +3 Agility)**Saves:** Might +9, Agility +9, Wit +9**Attacks:** Machete +7 (Crit 18-20), 2d8+7**Passive Defenses:** Fire Soak +4, Necrotic Soak +4, Physical Soak +4

Ebon renegades are religious leaders who turned their backs on their worship and congregation, leading the innocent astray. The gods condemn these traitors to living death as animate bones and dust. A skull contorted into an eternal, silent scream hides beneath a cloak of moldering rags.

Darkness and Decay [Aura 3, Fear, Necrotic, 3d6 Sanity]: When the renegade begins its turn, it whispers heinous and relentless blasphemies. Victims must make a Wit save or take 8 necrotic damage and be blinded until the end of the renegade's next turn.

Die Like I Should Have Died [Fire, 2d6 Sanity]: When the renegade hits a blind creature, it gains 8 ongoing fire damage (Wit ends).

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

God Hates Us All [Fire, 2d6 Sanity]: As an instant action once per round, the renegade can sacrifice a minion within a close burst 6 and regain 8 hit points. The minion explodes in a close burst 2, causing 8 fire damage to enemies.

Gruesome: This undead horror reduces all piercing damage dealt to it by 4.

Hordes of Cain: When flanking, the renegade deals +4 damage.

ANCIENT CULTIST**Level 5 Standard****Challenge Points: 10****Type:** Medium Depraved**Sanity Damage:** 3d6**Abilities:** Might 10, Agility 18, Wit 10, Charisma 18**Hit Points:** 60**Initiative:** +4**Armor Class:** 19 (+5 Level, +4 Agility)**Saves:** Might +9, Agility +13, Wit +9**Attacks:** Scythe +9, 1d10+10 + Icy Claw of Death**Passive Defenses:** Fast Healing 5, Cold Soak +5, Poison Soak +5

Ancients are cult members from ages past who were tasked with keeping the faith burning through the centuries until the end times. They are wizened, blackened, and mummified creatures sustained by the breath of the master alone, for without its power they would have crumbled to dust long ago.

Chilling Aura [Aura, Cold]: When the ancient begins its turn, enemies in a close burst 2 take 5 cold damage.

Icy Claw of Death [Cold, 2d6 Sanity]: A creature struck by the ancient's scythe takes 5 ongoing cold damage. Creatures taking this ongoing damage are blinded. A Might save negates this effect.

Reaper's Wrappings [Poison, 2d6 Sanity]: When a melee attack strikes the ancient, as an instant action, it can blow the preservative dust covering its body on its attackers. All adjacent creatures must make a Might save or take 5 poison damage.

COVEN LEADER**Level 5 Standard****Challenge Points: 10****Type:** Medium Depraved**Sanity Damage:** 2d6**Abilities:** Might 12, Agility 12, Wit 16, Charisma 16**Hit Points:** 60**Initiative:** +4**Armor Class:** 16 (+5 Level, +1 Agi)**Saves:** Might +9, Agility +9, Wit +11**Attacks:** Spear +6, 1d10+6**Passive Defenses:** Physical Soak +2

Coven leaders are talented sorcerers and masters of dozens or hundreds of lesser cultists. They don't do their own fighting unless matters become desperate. Instead, they allow their countless followers to die for them. Coven leaders have not mutated or become demonic, so that they can better ensnare the unwary into their service. Coven leaders instead wield charisma.

Drowning Eyes [Fear, 2d6 Sanity]: As an instant action when hit with a melee attack, the coven leader can attempt to hypnotize its attacker. The victim must make a Wit save or be stunned until the end of the cult leader's next turn.

Enveloping Darkness [Aura 1, Chaos, 2d6 Sanity]: When the coven leader begins its turn, enemies take 5 chaos damage.

Magic Hateball [Ranged Burst 3, Chaos, 2d6 Sanity]: As a standard action, the coven leader lobs a ball of energy that explodes in a burst 3 on any target within line of sight. Victims take 5 piercing chaos damage and take 5 ongoing chaos damage. Creatures taking this ongoing physical damage can't benefit from fast healing or regeneration. A Might save negates the ongoing damage.

Sacrificial Curse [2d6 Sanity]: As a move action, the coven leader points at one of his followers who can hear or see him. The cultist commits suicide. The cult leader regains 5 hit points, and uses his minion's life force to curse an enemy within line of sight. The victim must make a Wit save or be crippled for the duration of the scene, as well as immobilized and unable to make opportunity attacks until the end of the coven leader's next turn.

TORCHBEARER**Level 5 Standard****Challenge Points: 10****Type:** Medium Depraved**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 12**Hit Points:** 66**Initiative:** +4**Armor Class:** 18 (+5 Level, +3 Agility)**Saves:** Might +9, Agility +9, Wit +7**Attacks:** Torch +8, 1d10+8 + Burning**Passive Defenses:** Physical Soak +2, Fire Soak +5

Torchbearers are cultists who burnt their own bodies in a sickening ritual of purification, and now are insane enough to believe that they can burn others to absolve them of their unworthiness. The torchbearers' scars are grisly, and they conceal themselves in thick cloaks. Pure devotion has made the torchbearers supernaturally strong and agile. They fight as shock troops.

Burning [Fire]: Survivors hit by a torchbearer's torch take 5 ongoing fire damage. An Agility save negates this effect.

HIGH WARLOCK**Level 5 Eldritch Horror****Challenge Points:** 40**Type:** Medium Depraved**Sanity Damage:** 30**Abilities:** Might 16, Agility 16, Wit 16, Charisma 16**Hit Points:** 266**Initiative:** +6**Armor Class:** 18 (+5 Level, +3 Agility)**Saves:** Might +11, Agility +11, Wit +11**Attacks:** Melee or Ranged Staff +8 (18-20 Crit), 2d10+8 Chaos**Passive Defenses:** Fast Healing 10, Physical Soak +3, Soak All Energy +2

High warlocks are masters of foul sorcery who have lived and died many times, returning from the veil of death every few generations to lead the faithful once more. Palpable eldritch darkness surrounds them, as their souls are replaced with the dire will of the master. Nothing human lives beneath their black robes.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

MODULAR POWERS

When using a high warlock in a combat scene, choose any **four** powers from the list below.

Agile: The warlock gains +2 to speed, AC, and Agility saves.**Baleful Wounding:** On a critical hit, the warlock deals +10 damage.**Berserker:** The warlock gains +3 to hit. When it misses with a melee attack, it still deals 5 damage.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the warlock can slay an adjacent minion. The warlock regains 5 hit points per level of the minion (to a maximum of 25).

Death Throes [Chaos]: The warlock has chaos soak +10. When it dies, it explodes in a close burst 3, dealing 20 chaos damage. An Agility save reduces damage by half. Creatures reduced to 0 hit points by this damage are obliterated.

Dread [Aura 3, Fear]: When the warlock begins its turn, enemies must make a Wit save or be dazed until the end of the warlock's next turn.

Eldritch Bolt [Lightning]: The warlock has lightning soak +10. As an instant action once per round, the warlock can force an enemy within 12 squares to make an Agility save. On a failure, the victim takes 10 lightning damage.

Foul Will [2d6 Sanity]: Unless killed by energy damage, once per scene at the beginning of its next turn after hitting 0 hit points, the warlock returns to life as an undead creature. It begins prone and permanently has the crippled condition. The cultist has only 66 hit points, but can be healed.

Godlike: When not staggered, the warlock can make two standard actions on its turn.

Major Hex [Close Burst 6]: As a standard action, the warlock can curse all enemies in a close burst 6. Victims must make a Wit save. On a failure, victims are crippled until the end of the scene.

Poisoned Blade [Poison]: The warlock has poison soak +10. When the warlock scores a hit with its blade, the victim takes 10 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Resilient: The warlock has fast healing 5 and physical soak +5.

Runes of Warding [Psychic]: The warlock gains +3 bonus to saves. If it successfully saves against a supernatural power, the attacking enemy takes 10 piercing psychic damage.

Sacrificial Magic: For every ally of the warlock that dies during the scene, the save DCs of the warlock's powers go up by 1, to a maximum of +4.

Sneaky: As an instant action once per turn, the warlock can shift half its speed. The warlock also gains +3 to hit and deals +10 damage to enemies it is flanking.

Sorcerous Burst [Close Burst 3]: As a standard action, the warlock can energize the air around it with magical energy. This can be of any element. Enemies must make a Might save or take 10 damage of that type of energy. The warlock also gains soak +5 against that type of energy.

Unholy Blade [Chaos]: The warlock has chaos soak +10. When the elite scores a hit with its blade, the victim must make a Wit save. On a failure, the victim takes 10 chaos damage.

Vile Wounding: When the warlock damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The warlock's staff deals 2d12 base damage and scores a critical hit on 17-20.

REVELATOR**Level 6 Eldritch Horror****Challenge Points:** 48**Type:** Medium Abomination**Sanity Damage:** 30**Abilities:** Might 16, Agility 16, Wit 16, Charisma 16**Hit Points:** 316**Initiative:** +6**Armor Class:** 19 (+6 Level, +3 Agility)**Saves:** Might +12, Agility +12, Wit +12**Attacks:** Claws +9, 2d10+9**Passive Defenses:** Fast Healing 12

The dark powers bless their favored slaves with a mote of their essence. The revelators are once-human cultists exposed to the raw power of their masters and allowed to gaze upon true horror. This corrupts them into hideous half-breeds that bridge the gulf between the darkness on the face of the deep and the shape of a man. Revelators are humanoid, but are drained of their natural life essence, now replaced with an inchoate substance that seeps from cauterized wounds. The revelator's unworthy flesh is stricken and withered, leaving a smoldering, corpse-like body that rejoices in its own suffering.

Chosen: If possessed by a dark power (see the **Hazards and Traps** section), the revelator gains an additional dark boon.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Revelation: If no other anomaly occurs during the anomaly phase, a revelation occurs. The revelator selects an enemy, who takes 12 chaos damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

ANATHEMA**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Medium Abomination**Sanity Damage:** 4d6**Abilities:** Might 18, Agility 16, Wit 18, Charisma 18**Hit Points:** 620**Initiative:** +7**Armor Class:** 23 (+10 Level, +3 Agility)**Saves:** Might +20, Agility +19, Wit +20**Attacks:** Claws +16, 2d12+16**Passive Defenses:** Fast Healing 24

Anathemas are revelators who have some further connection to a dark power, favored beyond any other slave. If the dark power takes physical form, it will do so through its anathema, who has proven itself beyond any rival.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

First Among the Chosen: If possessed by a dark power (see the **Hazards and Traps** section, the anathema gains two additional dark boons.

Revelation: If no other anomaly occurs during the anomaly phase, a revelation occurs. The revelator selects an enemy, who takes 12 chaos damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

THE DARK PANTHEON

“Strong, hulking creatures that beggar description... These monsters exuded irresistible strength. They were Gaia’s most dreaded offspring, and from the start their father feared and loathed them.”

- Hesiod, *Theogony*, c. 700 BC

The Dark Pantheon are the last of the immortal gods, titans, and monsters who once ruled the cosmos. Their days of glory are long spent, wasted in endless wars that were petty and destructive beyond human reckoning. Few such beings now survive, but they are the most terrible and monstrous of their number, and look back on that glory bitterly. They rule dark abodes far from Olympus, enduring in the darkness, plotting vengeance and domination of the cosmos once more.

TITANSPAWN**Level 6 Monstrosity****Challenge Points:** 24**Type:** Huge Undead**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 18, Wit 18, Charisma 16**Hit Points:** 138**Initiative:** +8**Armor Class:** 21 (+6 Level, +4 Agility, +3 Armor, -2 Size)**Saves:** Might +13, Agility +13, Wit +13**Attacks:** Club +10 (19-20), 2d10+10**Passive Defenses:** Physical Soak +3, Energy Soak +6

Titanspawn are attempts by titans to create life in their own image. Long ago stripped of their divine realm of Mount Othrys, the titans can only create lurching monstrosities that live only a few moments, and afterwards become undead abominations, unable to procreate and sire a new race for the titans to command. Even so, the titans continue their attempts to create new demigods, always failing.

Fallen Godling: While not staggered, the titanspawn gains +2 to attack rolls and saves, and can't be crippled.

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Living Blasphemy: In the presence of a titanspawn, chances of inhuman and magical anomalies increase by 10%.

MODULAR POWERS

When using a titanspawn in a combat scene, choose any **four** powers from the list below.

Action Burst: Once per scene, the titanspawn can take two standard actions on its turn.

Agent of Woe [Aura 2, Fear]: Creatures take -4 to saves and skills.

Baleful Blindness: When the titanspawn hits with a melee attack, the victim must make a Wit save. On a failure, it is blinded until the end of the titanspawn's next turn.

Baleful Wounding: On a critical hit, the titanspawn deals +12 damage.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the titanspawn can slay an adjacent minion. The titanspawn regains 5 hit points per level of the minion (to a maximum of 30).

Corruption [Aura 2]: The area is difficult terrain for enemies. When the titanspawn begins its turn, enemies in this terrain must make a Might save or be crippled until the end of the titanspawn's next turn.

Crushing Blows: The titanspawn gains +3 to hit. When it misses with a melee attack, the titanspawn still deals 12 damage.

Death Throes [Close Burst 2, Chaos]: When the titanspawn dies, dealing 4d6 chaos damage. An Agility save reduces damage by half. Creatures reduced to 0 hit points are obliterated.

Dread [Aura 2, Fear]: When the titanspawn begins its turn, enemies must make a Wit save or be dazed until the end of their turn.

Evil Flames [Aura 2, Fire]: When the titanspawn begins its turn, enemies take 6 fire damage.

Fast Healing: The titanspawn has fast healing 12.

Flight: The titanspawn has a Fly speed of 6. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Hatred: When the titanspawn misses an attack, it gains +1 to hit and damage until the end of the scene. This stacks up to +4.

Killing Rush: When the titanspawn kills or reduces anything to 0 hit points, it regains 24 hit points.

Life Drain: On a hit, the titanspawn regains 6 hit points.

Menace [Aura 2, Psychic]: When the titanspawn begins its turn, enemies take 6 psychic damage.

Mutilate: When the titanspawn scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the titanspawn deals 6 piercing physical damage.

Ravager: The titanspawn can make two melee attacks as a standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the titanspawn can attack any creature that misses it with a melee attack.

Rending Grab: Creatures struck by the titanspawn are grabbed (Might save to escape). If the titanspawn begins its turn with a grabbed creature, that creature takes 3 piercing physical damage as it crushes and rends the creature apart in its iron grip.

Shriek [Sonic, 2d6 Sanity]: The titanspawn can shriek as an instant action once per round, affecting enemies in a close burst 2. Enemies can make a Wit save. On a failure, victims take 6 sonic damage and are immobilized until the end of the titanspawn's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the titanspawn can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 12d6 acid damage. An Agility save reduces damage by half.

Vengeance [Aura 2, Psychic]: When the titanspawn must make a save against an attack, all enemies take 6 piercing psychic damage.

Vile Wounding: When the titanspawn damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

CYCLOPS BARBARIAN

Level 9 Standard

Challenge Points: 18

Type: Huge Divine

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 108

Initiative: +6

Armor Class: 20 (+9 Level, +3 Agi, -2 Size)

Saves: Might +16, Agility +15, Wit +15

Attacks: Melee or Ranged Spear +13, 1d12+13

Passive Defenses: Physical Soak +3, Omniscience 12

Cyclops barbarians are one-eyed brutes standing as tall as buildings. Unlike their greater cousins, these cyclopes possess no great crafts or even great intellect. Though always ill-tempered, they were once content to live on their magical isles as simple sheep herders. However, in the widening gyre, all cyclopes have heard the call of their masters. These brutes are suited only to violence, and rampage across the countryside, pillaging settlements and eating any humans they can catch under their terrible gaze.

Cyclopean Gaze: As an instant action once per turn, the cyclops fixes its gaze on a creature it can see. This creature takes -4 to saves until the end of the cyclops' next turn and must make a Wit save. On a failure, the creature is also immobilized until the end of the cyclops' next turn and takes 9 psychic damage.

Poseidon's Vengeance [Close Burst 12]: When the cyclops dies, Poseidon judges its slayers. Enemies must make a Wit save. On any failures, a death omen is triggered when they scavenge.

Swallow [2d6 Sanity]: When the cyclops scores a hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 9 acid damage. If they deal at least 10 damage to the inside of the cyclops (which still receives soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Wrathful: When the cyclops is blinded or staggered, it gains +2 to speed, armor class, saves, and damage. This bonus stacks for both effects.

CYCLOPS ELDER

Level 9 Monstrosity

Challenge Points: 36

Type: Huge Divine

Sanity Damage: 3d6

Abilities: Might 20, Agility 18, Wit 18, Charisma 18

Hit Points: 200

Initiative: +8

Armor Class: 26 (+9 Level, +5 Armor, +4 Agi, -2 Size)

Saves: Might +18, Agility +17, Wit +17

Attacks: Melee or Ranged +14 (17-20 Crit), 2d12+14

Passive Defenses: Physical Soak +9, Omniscience 12

Cyclops elders are the ancient and learned smiths of their ungentle race, though they are no less wrathful than their lesser cousins. The difference is that they are geared in deific panoplies of war. They are adorned in bronze scale, and their weapons cut with a force even greater than their own natural strength.

Cyclopean Gaze: As an instant action once per turn, the cyclops fixes its gaze on a creature it can see. This creature takes -4 to saves until the end of the cyclops' next turn and must make a Wit save. On a failure, the creature is also immobilized until the end of the cyclops' next turn and takes 9 psychic damage.

Poseidon's Vengeance [Close Burst 12]: When the cyclops dies, Poseidon judges its slayers. Enemies must make a Wit save. On any failures, a death omen is triggered when they scavenge.

Swallow [2d6 Sanity]: When the cyclops scores a hit in melee, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 9 acid damage. If they deal at least 20 damage to the inside of the cyclops (which still receives soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Wrathful: When the cyclops is blinded or staggered, it gains +2 to speed, armor class, saves, and damage. This bonus stacks for both effects.

ERINYES

Level 9 Eldritch Horror

Challenge Points: 72

Type: Medium Divine

Sanity Damage: 30

Abilities: Might 16, Agility 18, Wit 16, Charisma 18

Hit Points: 466

Initiative: +7

Armor Class: 23 (+9 Level, +4 Agi)

Saves: Might +16, Agility +17, Wit +16

Attacks: Scourge +13, 2d12+12 (17-20 Crit) + Torment

Passive Defenses: Fast Healing 36. Flight

In elder days, when the gods were gravely insulted and wished to make known the full extent of their wrath, they sent one of the three Erinyes to deliver the message. Anything that survives the attack of an Erinyes does so only because the godling wants the creature to suffer more, and it is said they cannot truly be killed.

The Erinyes are black-winged demigoddesses with snake-like hair, glowing white eyes, and other demonic features, though they can appear fair when not in battle if they so choose.

Black Terror [Aura 12, Fear]: All enemies in the area are crippled and re-roll all attack rolls, saves, and skills, taking the lower result.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Fury: When the Erinyes scores a critical hit, it delivers a terrible curse on the victim (roll 1d10). This curse lasts until the victim rests or retcons.

1 - Baleful Blindness: Victims take -2 to attack rolls.

2 - Brittle Bones: Victims' max hit points are reduced by 20.

3 - Damning Darkness: Victims take -4 to Perception and Scavenge.

4 - Fatal Frailty: Victims have no physical soak.

5 - Malicious Malady: Healing effects on victims are half as effective.

6 - Mordant Madness: Victims have no sanity soak.

7 - Pernicious Pain: Victims have no energy soak.

8 - Sluggish Senses: Victims take -10 to initiative and can't use deployment maneuvers.

9 - Vile Vulnerability: Victims take -4 to saves.

10 - Woeful Weakness: Victims take -4 to damage rolls.

Justice: The Erinyes gains +1 to damage and saves against a creature for every insanity and corruption it has. It gains a further +1 if that creature uses an alternate form of sanity.

Torment: On a hit, victims must make a Might save or take 9 ongoing psychic damage. A Wit save negates this effect.

HECATONCHEIRES

Level 9 Eldritch Horror

Challenge Points: 72

Type: Colossal Divine

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 18, Charisma 18

Hit Points: 470

Initiative: +9

Armor Class: 21 (+9 Level, +5 Agi, -3 Size)

Saves: Might +18, Agility +18, Wit +17

Attacks: -

Passive Defenses: Physical Soak +9, Fast Healing 18, Omnidiscipline 12

The Hecatoncheires is an enormous monster, a whirling storm of blackened claws and fangs, its form incomprehensible to any lesser monster, let alone mortal. It has fought alongside and against virtually every being in the Greek pantheon in their many wars, in which all its kin perished. Unique now in its horribleness, the Hecatoncheires serves mysterious aims, dwelling among its cyclopean siblings in Othrys. Few beings can stand against its oppressive might.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

The Fifty Mouths [Close Burst 12, Sonic, 3d6 Sanity Damage]: As a standard action, the Hecatoncheires spits wrathful curses at all enemies outside its grasp (not inside the Hundred Hands aura). Enemies take 5d6 sonic damage and are dazed until the end of the Hecatoncheires' next turn. A Wit save reduces damage by half and negates the effect.

The Hundred Hands [Aura 4, 3d6 Sanity Damage]: When the Hecatoncheires begins its turn, all enemies take 10d6 physical damage and are knocked prone and grabbed as long as they are in the aura—the grab and prone effect can't be escaped otherwise, unless the Hecatoncheires is dead. An Agility save reduces this damage by half.

Swallow [4d6 Sanity]: Once per round, the Hecatoncheires can attempt to swallow a creature in the aura of its Hundred Hands that failed its save that round. Victims are considered grabbed. On the beginning of their turn, such creatures take 18 acid damage. If they deal at least 47 damage to the inside of the Hecatoncheires (which still receives soak), they can escape, or they can pry their way out of its mouths with a Might save against grabbing.

HYDRA

Level 9 Eldritch Horror

Challenge Points: 72

Type: Colossal Divine

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 18, Charisma 18

Hit Points: 470

Initiative: +9

Armor Class: 21 (+9 Level, +5 Agi, -3 Size)

Saves: Might +18, Agility +18, Wit +17

Attacks: -

Passive Defenses: Fast Healing 36, Poison Soak +18

The hydra is a terrible multi-headed worm of elemental venom; its breath and blood are deathly toxic. The terrible dragon has at least three heads, each spitting poisonous fumes. It grows more heads in response to trauma or the presence of powerful magic, making it far more dangerous to deal with, but these wither and die in time.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Hydra's Bite [Close Blast 3]: As a standard action, the hydra attacks with its heads in a close blast 3. Enemies in the area must make Agility saves or take 2d12+14 physical damage. A successful save reduces damage by half. An enemy that rolls a 1, 2, or 3 on their save takes the maximum possible damage. This is considered a melee attack.

Hydra's Breath [Close Blast 6, Poison, 3d6 Sanity]: As an instant action once per scene, the hydra can breathe an enormous blast of gaseous venom in a close blast 6. This deals 9d12 poison damage. A Might save reduces damage by half. The hydra regains this ability when it is staggered.

Venomous Aura [Aura 12, Poison]: When the hydra begins its turn, all enemies take 9 poison damage. This damage increases by 5 when the hydra is staggered.

Evermore Heads [2d6 Sanity]: When the hydra is dealt a critical hit or an anomaly occurs, it grows two additional heads. This has multiple effects:

- The hydra's bite blast range and bite damage increase by 1.
- The hydra regains the use of its breath weapon.
- The hydra's venomous aura increases in size and damage by 1 each.
- The hydra's fast healing increases by 2.

VULNERABILITIES

If the hydra fails a save against a daily power that deals damage, it loses two of its heads, and its Evermore Heads ability is decreased, to a minimum of the basic ability.

TITAN**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Colossal Divine**Sanity Damage:** 30**Abilities:** Might 20, Agility 20, Wit 20, Charisma 18**Hit Points:** 620**Initiative:** +10**Armor Class:** 29 (+12 Level, +5 Agility, +6 Armor, -4 Size)**Saves:** Might +21, Agility +21, Wit +21**Attacks:** Greatsword +17 (18-20), 2d12+17**Passive Defenses:** Physical Soak +12, Regeneration 24, Energy Soak +12

Titans were once the gods who ruled the universe from Mount Othrys, before they were thrown down in an epic war with their rebellious children known as the Titanomachy. Though there were once many titans, there are now no more than seven.

Stripped of most of their powers and laid low by eons in exile, the titans now rule Tartarus. They have thirsted for vengeance since the day they arrived, preparing an army beyond might or counting from the damned souls delivered to their underworld.

A titan is as an armored giant, its armor weathered and scoured by the ravages of eternity. It wields a massive, rusted greatsword, with which it could none the less cut through mountains. Its skin is rumpled and white, its hair stringy and drained of color. Black eyes peer down with disgust at enemy and slave alike.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Fallen God: The titan rolls twice and takes the better result for all attack rolls and saves.

Quintessence [3d6 Sanity]: As an instant action once per round, the titan can bring down the fundamental forces of reality on one enemy within line of sight. This creature must make a Wit save or be knocked prone, overwhelmed, and stunned until the end of the titan's next turn.

Titanomachy [Close Burst 12, Chaos, 30 Sanity]: As a standard action once per scene, the titan can bring down the empyrean on its enemies. Enemies take 12d6 piercing chaos damage from a comet crashing into the Earth. An Agility save reduces damage by half. Creatures reduced to 0 hit points are obliterated.

VULNERABILITIES

Piercing: Titans take double damage from piercing effects, and only die when dealt piercing damage while at 0 hit points or less.

CRONUS**Level 14 Eldritch Horror****Challenge Points:** 120**Type:** Colossal Divine**Sanity Damage:** 30**Abilities:** Might 20, Agility 20, Wit 20, Charisma 18**Hit Points:** 720**Initiative:** +10**Armor Class:** 31 (+14 Level, +4 Agility, +7 Armor, -4 Size)**Saves:** Might +23, Agility +23, Wit +23**Attacks:** Claws +19 (18-20), 2d12+19**Passive Defenses:** Regeneration 56

Cronus is the primordial lord of the titans and father of the gods, a fallen lord who for long eons was powerless, but is now quickened by the apocalypse and the chance for cosmic revenge. His wide eyes and bloody grin make it plain that he was insane to begin with, and madder now. Unlike the other titans, he strides naked into combat, for he has been chained for ages in the dark of Tartarus. He searches now for his seat at Othrys, that he might end creation.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Now Is No Time at All: Once per round, when an anomaly occurs, on his next turn, Cronus receives an additional set of actions and for each set acts as if a new round has occurred, gaining more regeneration, grab damage, saving against effects, and so on.

Fallen God: Cronus rolls twice and takes the better result for all attack rolls and saves.

Quintessence [3d6 Sanity]: As an instant action once per round, the titan can bring down the fundamental forces of reality on one enemy within line of sight. This creature must make a Wit save or be knocked prone, overwhelmed, and stunned until the end of the titan's next turn.

Titanomachy [Close Burst 12, Chaos, 30 Sanity]: As a standard action once per scene, Cronus can bring down the empyrean on its enemies. Enemies take 14d6 piercing chaos damage from a comet crashing into the Earth. An Agility save reduces damage by half. Creatures reduced to 0 hit points are obliterated.

Withering Clutch [Necrotic, 4d6 Sanity]: Cronus grabs enemies on a hit. A Might save can break the grab. When Cronus begins his turn, grabbed enemies take 30 necrotic damage.

VULNERABILITIES

Piercing: Cronus takes double damage from piercing effects, and only dies when dealt piercing damage while at 0 hit points or less.

TYPHON**Level 15 Eldritch Horror****Challenge Points:** 120**Type:** Colossal Divine**Sanity Damage:** 30**Abilities:** Might 20, Agility 20, Wit 20, Charisma 20**Hit Points:** 770**Initiative:** +10**Armor Class:** 26 (+15 Level, +5 Agility, -4 Size)**Saves:** Might +25, Agility +25, Wit +25**Attacks:** Claws +20 (18-20), 2d12+20**Passive Defenses:** Energy Soak +15, Flight, Physical Soak +15, Fast Healing 60

Typhon is the greatest monster in the history of the dark pantheon, brought low only once by the god Zeus and banished beyond reckoning. Zeus is long gone, and Typhon has claimed Othrys, attempting to raise the ancient citadel of Cronus and begin a bloody conquest of the cosmos.

Typhon is a pretender to the throne—to prove itself, it must defeat Cronus and his armies as they march from Tartarus. Typhon wields god-like power, but Cronus is its equal—so, likewise, Typhon will not stand alone. It is preparing to fight a second Titanomachy, making an alliance with the surviving pantheon and raising dark armies with them.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Horror of Typhon [Aura 12, Fear, 4d6 Sanity]: Typhon begins combat as a colossal black mass of rending talons, crushing tentacles, and ravenous maws with no beginning or end, forever mutating. When Typhon begins its turn, enemies in the area must make a Wit save or be crippled and dazed until the end of Typhon's next turn.

When Typhon makes his melee attack, he can also make additional attacks on any crippled or dazed creatures in the area.

Typhon loses this ability and gains Rage of Typhon when it is staggered.

Father of a Thousand Monsters: Typhon can summon any level 12 eldritch horror to aid it as an instant action, though it can only summon one at once. The monster appears on the edge of the battlefield and acts immediately after Typhon in initiative, but has half the hit points of the normal monster.

Rage of Typhon: When Typhon is staggered, it loses the Horror of Typhon ability and takes on its true form, that of a colossal black serpentine giant. Typhon gains +8 AC, +8 melee damage, and gains a breath weapon.

Rage of Typhon Breath Weapon [Close Blast 12 or Close Burst 6]: As a standard action while in the Rage of Typhon form, Typhon can use a breath weapon. This can be of any damage type that Typhon chooses. The attack deals 15d6 damage. Creatures can make Might saves to reduce the damage by half. The breath weapon has special effects based on the damage type:

- **Acid:** Victims who fail their saves take 8 ongoing acid damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage have all their soak values reduced by 5.
- **Chaos:** Victims who fail their saves take 8 ongoing chaos damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage have their save bonuses reduced by 2.
- **Cold:** Victims who fail their saves take ongoing 15 cold damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage are immobilized.
- **Fire:** Victims who fail their saves take ongoing 15 fire damage (a Might save ends the ongoing damage).
- **Lightning:** Victims who fail their saves take ongoing 7 lightning damage (a Might save ends the ongoing damage). Creatures taking this ongoing damage are dazed.

DEEP ONES

"They were the blasphemous fish-frogs of the nameless design—living and horrible."

- H.P. Lovecraft, *The Shadow Over Innsmouth* (1931)

Deep ones are ancient and vile monstrosities from the sea that have neither the dignity of humans nor animals.

HYDRA POLYP

Level 2 Monstrosity

Challenge Points: 8

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 14, Charisma 12

Hit Points: 58

Initiative: +6

Armor Class: 15 (+2 Level, +4 Agility, -1 Size)

Saves: Might +7, Agility +7, Wit +5

Attacks: Slam +6 (Crit 19-20), 2d8+6 + Goo

Passive Defenses: Blind, Fast Healing 4, Psychic Soak +2, Swim

Hydra polyps are gigantic versions of microscopic pond animals. A gigantic, green mass of tentacles, the hydra makes meals of humans just as it would the simple organisms of its microscopic ecosystem—with brutal efficiency.

Hydra polyps are fast and consumed with a basic need to devour other creatures—they do nothing but eat and reproduce. They have no capacity for tactics, prowling aimlessly for food, and are active only at certain times of day or when disturbed.

Disintegrating Body [Close Burst 1, Acid]: The first time the polyp is damaged each round, its body disintegrates slightly, sending deadly pollen into the air. Enemies must make an Agility save or take 4 acid damage.

Goo [Acid]: A creature struck by the polyp take 4 ongoing acid damage. While taking this damage, creatures are immobilized and crippled. An Agility save negates these effects.

Goo Blob [Ranged 12, Acid]: As a standard action, the hydra polyp can launch its goo up to 12 squares (provoking opportunity attacks), striking everything in a 2-square radius. A creature struck by the goo blob takes 4 ongoing acid damage. While taking this damage, creatures are immobilized and crippled. An Agility save negates these effects.

Squeeze: The polyp can change its shape as an immediate or move action, becoming medium or small. It can thus travel through tight spaces or attack in larger, more compact groups if it has other polyps in its group.

VULNERABILITIES

Cold: If the hydra polyp takes cold damage, it is crippled until the end of the scene.

DOFLEINI HATCHLING

Level 4 Minion

Challenge Points: 4

Type: Small Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 18 (+4 Level, +3 Agi, +1 Size)

Saves: Might +7, Agility +7, Wit +5

Attacks: Tentacle +7, 1d8+7 + Grab

Passive Defenses: Swim

The dofleini are aberrant crosses between humanoids and octopoids. On land, they shuffle about on two large tentacles, while the rest of their bulging, ever-shifting bodies are supported by asymmetrical bundles of tentacles. Their bodies constantly shift colors from grays and browns to reds and blues, depending on their mood and what they wish to communicate. Dofleini don't speak aloud or communicate with their food. They seem slow and clumsy until they attack, striking with superhuman strength and speed.

Grab: Creatures struck by the dofleini are grabbed (Might to resist). A grabbed creature takes 4 physical damage at the beginning of the dofleini's turn. Dofleini gain +2 to saves against grabs and inflict +2 to their save DCs when they grab victims.

Ink Blast [Close Burst 1, Poison, 2d6 Sanity]: As a standard action, the dofleini can spray ink. The ink attacks the nervous system, reducing all damage soak by 4 and blinding the creature until the end of the dofleini's next turn. An Agility save negates this effect.

Minion: Minions never take damage on a successful save or when an attack misses them.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

DOFLEINI

Level 4 Standard

Challenge Points: 8

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 10

Hit Points: 56

Initiative: +4

Armor Class: 17 (+4 Level, +3 Agi)

Saves: Might +7, Agility +7, Wit +5

Attacks: Tentacle +7, 1d8+7 + Grab

Passive Defenses: Fast Healing 4, Swim

The dofleini are aberrant crosses between humanoids and octopoids.

Grab: Creatures struck by the dofleini are grabbed (Might to resist). A grabbed creature takes tentacle damage at the beginning of the dofleini's turn. Dofleini gain +2 to saves against grabs and inflict +2 to their save DCs when they grab victims.

Ink Blast [Close Burst 1, Poison, 2d6 Sanity]: As a standard action, the dofleini can spray ink. The ink attacks the nervous system, reducing all damage soak by 4 and blinding the creature until the end of the dofleini's next turn. An Agility save negates this effect.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GIANT STOMATOPOD

Level 4 Monstrosity

Challenge Points: 16

Type: Medium Cryptid

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 16

Hit Points: 96

Initiative: +5

Armor Class: 19 (+4 Level, +3 Agi, +2 Armor)

Saves: Might +10, Agility +10, Wit +9

Attacks: Claw +7 (Crit 19-20), 2d8+7

Passive Defenses: Physical Soak +2, Swim

Giant stomatopods are land-borne hunter-killer shrimp. Adapted to living in the dark, the stomatopods are enormous mutations of mantis shrimp, and are deadly ambush predators.

Hypnotic Shell [Aura 1, 1d6 Sanity]: The swirling colors of the stomatopod's shell are hypnotic. When the stomatopod begins its turn, enemies must make a Wit save or be dazed until the end of the stomatopod's next turn.

Mighty Charge: As a standard action, the stomatopod can move 6 squares in a straight line and make an attack, provoking no opportunity attacks during its movement. Creatures that are adjacent to the stomatopod at any point during its movement are knocked prone and take 8 piercing physical damage.

Thunder Claws [Close Burst 3, Sonic]: As an instant action once per round, the stomatopod slams its enormous claws together, causing a shockwave. Enemies take 8 piercing sonic damage and is knocked prone. A Might save halves the damage and negates the prone effect.

DEEP ONE ANGLER WRETCH

Level 4 Monstrosity

Challenge Points: 8

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 14

Hit Points: 96

Initiative: +6

Armor Class: 17 (+4 Level, +3 Agi)

Saves: Might +9, Agility +9, Wit +9

Attacks: Bite +7 (Crit 19-20), 2d8+7 + Ruination

Passive Defenses: +4 Bonus to Stealth, Fast Healing 4, Swim

Angler wretches are deep ones whose frontal lobes are exposed in their foreheads. Their brains glow with light that hypnotizes humans. Otherwise, the angler wretches are bulky, fish-like humanoids with mottled gray flesh.

Hypnotic Stone [Aura, 2d6 Sanity]: When the angler wretch begins its turn, any enemy with eyes in a close burst 6 must make a Wit save or be stunned until the beginning of its next turn.

Ruination [1d6 Sanity]: When the angler wretch hits a creature that is stunned or helpless, that victim is inflicted with 4 ongoing psychic damage. A Wit save negates this damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

CRAB SPAWN

Level 5 Minion

Challenge Points: 5

Type: Small Abomination

Sanity Damage: 2d6

Abilities: Might 16, Agility 12, Wit 12, Charisma 14

Hit Points: 1

Initiative: +2

Armor Class: 19 (+5 Level, +1 Agility, +3 Armor)

Saves: Might +10, Agility +8, Wit +8

Attacks: Pincers +8, 1d10+8 + Crab Grab

Passive Defenses: Immune to Cold, Swim

Crab spawn are the hatchlings of the crab men, smaller but no less vicious. Crab spawn rarely venture out of nesting areas.

Crab Grab: Creatures struck by the crab spawn's pincers are grabbed (Might save to escape). A grabbed creature takes pincer damage each round that it remains constricted at the beginning of the crab spawn's turn.

Minion: Minions never take damage on a successful save or when an attack misses them.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.



CRAB MAN**Level 5 Standard****Challenge Points:** 10**Type:** Medium Abomination**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 12, Wit 12, Charisma 16**Hit Points:** 66**Initiative:** +2**Armor Class:** 19 (+5 Level, +1 Agility, +3 Armor)**Saves:** Might +11, Agility +9, Wit +9**Attacks:** Pincers +8, 1d10+8 + Crab Grab**Passive Defenses:** Cold Soak +5, Physical Soak +2, Swim

Crab men are mutant crustaceans with a resemblance to humanoids. They walk on two large, club-like feet, and have a heavy gray exoskeleton covered in strange lichen. Their dominant features are their enormous pincers. Crab men are relentless, possessing a single-minded fixation on their prey.

Crab Grab: Creatures struck by the crab man's pincers are grabbed. A grabbed creature takes pincer damage each round that it remains constricted at the beginning of the crab man's turn. A Might save breaks the grab.

Tough: The crab man reduces critical damage by 5.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

DEEP ONE HYBRID**Level 5 Standard****Challenge Points:** 10**Type:** Medium Abomination**Sanity Damage:** 2d6**Abilities:** Might 16, Agility 14, Wit 12, Charisma 12**Hit Points:** 66**Initiative:** +3**Armor Class:** 17 (+5 Level, +2 Agi)**Saves:** Might +9, Agility +8, Wit +7**Attacks:** Claw +8, 1d10+8

Barbed Throwing Spear +7, 1d10+7 + Barbs

Passive Defenses: Fast Healing 5, Swim

The hybrid race of the deep ones is the offspring of humans and deep ones. They are given away by their pinched faces, bulbous eyes, and rubbery skin.

Hybrids capture humans to breed and increase their own numbers. Captives that have outlived their usefulness are skinned alive and eaten.

Barbs: Anyone struck by the hybrid's spear is wounded by hideous barbs. They take 2 ongoing piercing physical damage. A Might save negates this damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

CRAB MOTHER**Level 5 Monstrosity****Challenge Points:** 20**Type:** Large Abomination**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 16, Charisma 16**Hit Points:** 116**Initiative:** +6**Armor Class:** 21 (+5 Level, +3 Agility, +3 Armor)**Saves:** Might +11, Agility +11, Wit +11**Attacks:** Pincers +8 (19-20 Crit), 2d10+8 + Crab Grab**Passive Defenses:** Cold Soak +5, Physical Soak +5, Swim

Crab mothers are nest matriarchs. They allow any nearby males to attack prey first and serve as a buffer. Otherwise, they are similarly single-minded.

Crab Grab: Creatures struck by the crab mother's pincers are grabbed (Might save to escape). A grabbed creature takes pincer damage each round that it remains constricted at the beginning of the crab mother's turn.

Crabbing Implantation [2d6 Sanity]: A creature struck by the crab mother's pincer attack is implanted with a vicious immature crabling, causing 10 ongoing physical damage. A Might save negates this damage.

Ground Pound [Close Burst 1]: As a move action, the crab mother slams the ground. Enemies must make an Agility save. On failure, they take 5 piercing physical damage and are knocked prone.

Tough: The crab mother reduces critical damage by 10.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

DEEP ONE SCALEFOLK**Level 6 Standard****Challenge Points:** 12**Type:** Medium Abomination**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 74**Initiative:** +4**Armor Class:** 18 (+6 Level, +2 Agility)**Saves:** Might +10, Agility +10, Wit +10**Attacks:** Bola +8, 1d10+8 + Pin

Claws +8, 1d10+8

Harpoon +8, 1d10+8 + Poison

Passive Defenses: Fast Healing 6, Poison Soak +6, Swim

The scalefolk have gray-black, rubbery flesh, immense and bulbous eyes, and webbed digits on obese bodies. They disdain clothing, but wear human bones as trophies. They are vicious and cruel, taking victims alive so that they can be tortured and sacrificed.

Blood Hunt: Scalefolk know by sight if a creature has killed a fellow deep one in melee within the last month. Scalefolk gain +3 to damage against such creatures, and relentlessly hunt them.

Pin: Anyone struck by a scalefolk's bola must make a Might save or be immobilized. An immobilized survivor can make a new save at the beginning of each turn.

Poisoned Harpoon [Poison]: Anyone struck by the scalefolk's harpoon takes 6 ongoing poison damage. A Might save negates this damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

EELSPAWN

Level 6 Monstrosity

Challenge Points: 24

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 18, Wit 16, Charisma 16

Hit Points: 136

Initiative: +7

Armor Class: 19 (+6 Level, +4 Agility, -1 Size)

Saves: Might +12, Agility +13, Wit +12

Attacks: Bite +10 (19-20 Crit), 2d10+9

Passive Defenses: Fast Healing 12, Lightning Soak +6, Swim

An eelspawn is an abominable cross between an eel and human. Its twelve-foot body is snake-like and silvery. The creature has a horrid, articulated face that wears a wall-eyed expression of contempt. It has no arms, manipulating objects with its mouth if necessary.

Lightning Burst [Close Burst 2, Lighting]: Once per round, when the deep one takes damage, it expels electricity as an instant action. Enemies take 12 lightning damage.

Maneuverable: The eelspawn never draws opportunity attacks by moving.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SHARKLING

Level 6 Monstrosity

Challenge Points: 24

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 138

Initiative: +7

Armor Class: 18 (+6 Level, +3 Agility, -1 Size)

Saves: Might +13, Agility +12, Wit +12

Attacks: Bite +10 (Crit 19-20), 2d8+10 + Grab

Passive Defenses: Fast Healing 6, Swim

Sharklings are a misshapen blend of shark and humanoid. They have supple gray skin, stunted hands with three digits, and pointed faces that jut out of their bodies at odd angles. Sharklings are kept in chains by fellow deep ones because of their ravenous hunger, released only to deal with well-armed prey.

Eat the Weak [2d6 Sanity]: Sharklings will eat anything, including their comrades. Fellow deep ones or other allies that become staggered or die are fair game. Once per scene, the sharkling can spend an instant action to eat such a creature, regaining 30 lost hit points in so doing.

Grab: Creatures bitten by the sharkling are grabbed (Might save to escape). Anyone grabbed by the sharkling takes 12 physical damage on the beginning of the sharkling's turn.

Seek Weakness [Aura 12]: Sharklings can smell blood from almost any distance and are attracted to it. Sharklings gain +4 to hit wounded enemies in the area, and have omniscience in this range that allows them to see only wounded enemies.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

CNIDARIAN

Level 6 Eldritch Horror

Challenge Points: 48

Type: Large Abomination

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 14, Charisma 16

Hit Points: 318

Initiative: +6

Armor Class: 19 (+6 Level, +4 Agility, -1 Size)

Saves: Might +13, Agility +13, Wit +11

Attacks: Grasping Tentacles +10 (Crit 18-20), 2d10+10 + Venom

Passive Defenses: Fast Healing 12, Physical Soak +3, Soak All Energy +3, Necrotic Soak +6, Psychic Soak +6, Swim

Cnidarians are sea anemones that adapted to life on land, maintaining their shape out of water. They appear as bulbous sacs of rubbery flesh that sprout tentacles at odd angles. Each cnidarian has a different coloring featuring vibrant patterns, and no two are alike. They crawl along on millions of pseudopods. Cnidarians are intelligent and communicate with each other and various creatures by touch. However, as they are extremely venomous, they have difficulty communicating with most humanoids. They otherwise communicate with runic glyphs carved into stone.

Defensive Grab: As an instant action once per round, the cnidarian can attempt to grab any creature that hits it with a melee attack, forcing a Might save to resist. When the cnidarian begins its turn, grabbed creatures take 12 necrotic damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Grab: Creatures hit by the cnidarian are grabbed. Grabbed by the cnidarian must save against its venom at the beginning of the cnidarian's turn with -2 to the save. The cnidarian can grab multiple creatures simultaneously without difficulty. A Might save breaks the grab.

Venom [Necrotic, 2d6 Sanity]: Creatures struck by the cnidarian's tentacles take 12 ongoing necrotic damage. While taking this ongoing damage, creatures are overwhelmed. A Might save negates this effect.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

BRACHYURAN

Level 7 Standard

Challenge Points: 14

Type: Large Abomination

Sanity Damage: 4d6

Abilities: Might 16, Agility 14, Wit 14, Charisma 14

Hit Points: 86

Initiative: +4

Armor Class: 22 (+7 Level, +4 Armor, +2 Agility, -1 Size)

Saves: Might +12, Agility +12, Wit +12

Attacks: Pincers +8/+8, 1d10+10

Passive Defenses: Can't be Blinded, Can't be Flanked, Physical Soak +4, Soak Cold +7, Swim

Brachyurans are crayfish-like beings. Their bodies are made up of insect-like chitin. Eight powerful claw-like legs support a humanoid torso and head, with razor-sharp teeth bisecting one half of the creature's body from the other. Four small claws jut out of the creature's torso, but it has two more fearsome pincer arms. The creature has numerous eyeballs embedded in its armor.

The brachyurans are among the eldest and most respected and feared among the deep one race. Deep one lords must seek out their support to rule undersea kingdoms.

Cold Dominion [Cold]: The brachyuran can use its psychic abilities over cold and ice to perform one of the following abilities as a standard action. It can use each ability once per scene.

- **Blood Freeze:** An adjacent creature takes 7d6 cold damage. A Might save halves the damage.
- **Ice Sheet:** In a close burst 2, squares around the brachyuran become difficult terrain for its enemies. Enemies that move into or across the terrain must make an Acrobatics check or fall prone.
- **Wall of Ice:** The brachyuran creates a contiguous wall of ice in seven squares that is two squares high, beginning in a square adjacent to the brachyuran. Climbing over the ice requires a DC 32 Acrobatics or Athletics check. Each square of ice has 35 hit points. Fire deals double damage to the ice. Brachyurans use this ability to cover a retreat or wall in an enemy.

Eviscerate: When the brachyuran hits a target with two pincer attacks, it can make a third attack.

Trample [Aura 1]: When the brachyuran begins its turn, enemies must make an Agility save. On failure, victims are knocked prone and dealt 7 physical damage. Multiple trample effects don't stack.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

DEEP LORD

Level 7 Eldritch Horror

Challenge Points: 64

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 16, Charisma 16

Hit Points: 370

Initiative: +7

Armor Class: 23 (+7 Level, +4 Armor, +4 Agility, -2 Size)

Saves: Might +15, Agility +14, Wit +13

Attacks: Trident +12 (Crit 18-20), 2d10+12

Passive Defenses: Cold Soak +7, Fast Healing 14, Physical Soak +7, Soak All Energy +4, Swim

Deep lords are the princes of the deep ones, second only to the elder power beneath the sea that fathered them. They are enormous black fishmen covered in shining black scales that cover them like a slimy suit of armor. Every angle of the creature's body ends in razor-sharp fins, and its cold, lidless eyes regard all life with morose savagery and contempt.

Devour Progeny [2d6 Sanity]: Deep lords will eat anything, including their comrades. The deep lord can spend a move action to eat such a creature, regaining 30 lost hit points in so doing.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Mighty: While the deep lord is not staggered, it gets two standard actions on its turn.

Reinforcements: The deep lord is never without underlings. As a move action, or as an instant action when it fails a save, the deep lord summons one level 4 deep one, which appears no closer than six squares away. The deep lord can summon up to eight other deep ones at once. If one minion dies, it can summon another.

Tentacles [1d6 Sanity]: As an instant action, the deep lord can summon grasping tentacles from the ground on any location to which it has line of sight in a burst 3. The deep lord can maintain only one simultaneous batch of tentacles. Creatures that begin their turns in or enter the area must make a Might save or be crippled and immobilized until the beginning of their next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

DEMONS

"Close your eyes. And whatever happens, don't look."

- *Constantine* (2005)

Demons are magical beings of pure, elemental evil, representing evil in all its facets and yearning in their hatred to destroy all creation.

DEATH DOG

Level 1 Minion

Challenge Points: 1

Type: Medium Demon

Sanity Damage: 2d6

Abilities: Might 16, Agility 12, Wit 12, Charisma 12

Hit Points: 1

Initiative: +2

Armor Class: 12 (+1 Level, +1 Agility)

Saves: Might +5, Agility +3, Wit +3

Attacks: 2 Bites +2/+2, 1d8+4 + Grab

Passive Defenses: Immune to Chaos, Immune to Flanking

A death dog is a two-headed hound. Its fur is caked with eons of filth, its eyes are a pulsating yellow, and its second head stretches out from the side of its first like a cancer. Death dogs are heralds of destruction, disease, and woe.

Grab: Creatures bitten by the death dog are grabbed (Might save to escape). Death dogs gain +2 to saves against grabs and inflict +2 to their save DCs when they grab victims.

Minion: Minions never take damage on a successful save or when an attack misses them.

Sign of Doom [Aura 12, Fear, 1d6 Sanity]: The sound of the death dog's bark creates dread. Victims take -2 to damage and sanity soak.

HARPY

Level 4 Standard

Challenge Points: 8

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 10, Charisma 14

Hit Points: 54

Initiative: +3

Armor Class: 17 (+4 Level, +3 Agi)

Saves: Might +8, Agility +9, Wit +6

Attacks: Claws +7, 1d8+7

Passive Defenses: Blind, Energy Soak +4, Physical Soak +1, Sonic Soak +8, Flight

Harpies are sickly, winged humanoid demons with worm-like mouths where their heads should be. They have no visible eyes, using echolocation to see. They descend from the skies, hunting for humans to torment.

Shriek [Close Burst 6, Sonic, 2d6 Sanity]: Harpies can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 4 sonic damage and are immobilized until the end of the harpy's next turn.

WENDIGO**Level 4 Eldritch Horror****Challenge Points:** 32**Type:** Medium Demon**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 10**Hit Points:** 218**Initiative:** +8**Armor Class:** 17 (+4 Level, +4 Agility, -1 Size)**Saves:** Might +8, Agility +8, Wit +8**Attacks:** Claws +8 (Crit 18-20), 2d8+8 + Rending Grab**Passive Defenses:** Cold Soak +8, Energy Soak +4, Fast Healing 8, Physical Soak +2, Flight

Wendigos are foul spirits from the underworld, agents of despair, decay, and malevolence. They enter the world by possessing the bodies of cannibals. A wendigo appears as an emaciated, corpse-like husk with the head of a decaying elk. Its mouth, claws, and feet are stained red with gore, and the creature exudes unnatural cold.

Wendigos traverse the world looking for creatures to devour, leaving grotesque decorations from the remains of their victims before departing. They are attracted to the presence of cannibals and those who have murdered others to take their food.

Chilling Path [Cold]: The wendigo can teleport 8 squares as a move action, moving through squares to do so. The creatures in any square that it passes through take 4 cold damage.

Consumption [4d6 Sanity]: If the wendigo kills a creature with its melee attacks or rending ability, it devours the creature as an instant action. It regains 20 hit points.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Eternal Cold [Aura 1, Cold]: When the wendigo begins its turn, enemies take 4 cold damage.

Rending Grab: Creatures struck by the wendigo are grabbed (Might save to escape). If the wendigo begins its turn when it has a creature grabbed, it deals 8 piercing physical damage as it crushes and rends the creature apart in its iron grip. Creatures reduced to 0 hit points are torn apart and subject to Consumption.

UNSOULED HUSK**Level 5 Minion****Challenge Points:** 5**Type:** Medium Demon**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 14, Charisma 10**Hit Points:** 1**Initiative:** +5**Armor Class:** 18 (+5 Level, +3 Agility)**Saves:** Might +8, Agility +8, Wit +7**Attacks:** Claws +8, 1d10+8**Passive Defenses:** -

Unsouled zombies are possessed corpses with empty sockets, drained of their souls by soul flayers and used as puppets.

Demonslave: As an instant action once per round, a demon within 12 squares can give the unsouled zombie a standard action on its turn.

Minion: Minions never take damage on a successful save or when an attack misses them.

CHAOS DEMON**Level 5 Standard****Challenge Points:** 10**Type:** Medium Demon**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 64**Initiative:** +4**Armor Class:** 17 (+5 Level, +2 Agility)**Saves:** Might +9, Agility +9, Wit +9**Attacks:** Claws +7, 1d10+7**Passive Defenses:** Chaos Soak +10, Energy Soak +5, Physical Soak +2, Flight

Chaos demons are shifting clouds of mutating form, both real and unreal. At any given moment, they appear to have one form, but even in that instance are in the process of transforming into another. They spread destruction and mayhem wherever they go, representing entropy at its most unpredictable. Not even the demon itself could say what its purpose or goal is. It chooses targets at random and is beyond reason.

Chaos Lash [Close Burst 2, Chaos, 1d6 Sanity]: If the chaos demon takes chaos damage, as an instant action, it causes enemies to take 5 chaos damage.

Duodimensional: The chaos demon occupies two places in space at once, though it is actually in neither place and yet at both places simultaneously. It can split into two halves and operate as two creatures. Each half uses the same pool of hit points, and the creature is still limited to a normal set of actions for one creature—between them, the two halves can take the normal amount of standard, move, and instant actions. However, the chaos demon is aware of everything going on from either vantage point it possesses, and can for example flank an enemy by itself.

If both halves of the chaos demon are simultaneously subjected to an effect that would damage them, each takes the damage, but the total is then halved.

If one half of the chaos demon is subjected to a condition and the other is not (such as crippling), then neither creature is affected.

Probability Field: When the chaos demon rolls an odd number on an attack roll, damage roll, or save, it takes 3 damage, which it can't reduce in any way. When it rolls an even number, it regains 3 hit points.

CORRUPTION DEMON**Level 5 Standard****Challenge Points:** 10**Type:** Large Demon**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 10, Wit 16, Charisma 16**Hit Points:** 66**Initiative:** +3**Armor Class:** 14 (+5 Level, -1 Size)**Saves:** Might +11, Agility +8, Wit +11**Attacks:** Staff +8, 1d10+8**Passive Defenses:** Energy Soak +5, Physical Soak +2

Corruption demons appear as cloaked figures wreathed in ashen fumes. Inside the cloak are hundreds of slimy tentacles wrapped together to make a supremely loathsome being. The creature wields a gnarled staff with which it curses the pure. Corruption demons linger in darkness, whispering secrets to those who listen.

Corrupting Aura [Aura 2]: In an aura burst 2 around the corruption demon, every square is difficult terrain for its enemies. When the corruption demon begins its turn, enemies in this terrain must make a Might save or be crippled until the end of the corruption demon's next turn.

Spawn Zombie: As a standard action, the corruption demon can transform an adjacent corpse into a zombie or zombie raptor under its control. This zombie has the demon's intelligence and shares its goals.

HATRED DEMON

Level 5 Standard

Challenge Points: 10

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 12, Agility 16, Wit 12, Charisma 16

Hit Points: 62

Initiative: +4

Armor Class: 18 (+5 Level, +3 Agi)

Saves: Might +9, Agility +11, Wit +9

Attacks: Claws +8, 1d10+6

Passive Defenses: Energy Soak +5, Fast Healing 5, Psychic Soak +10, Flight

Hated demons are lithe, many-taloned fiends with barbed, ram-like horns. Every edge on their body, elbows, knees, fingers, and wings, ends in a barbed horn or talon. Hatred demons spew an unending stream of obscenities through their jagged mouths. They can't be reasoned with, only turned against targets, and are incapable of rational thought.

Mutilate: When the hated demon scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the hated demon deals 3 piercing physical damage.

Wrath Aura [Aura 1, Fear, Psychic, 2d6 Sanity]: When the hated demon begins its turn, enemies must make a Wit save or take 5 piercing psychic damage.

MADNESS DEMON

Level 5 Standard

Challenge Points: 10

Type: Medium Demon

Sanity Damage: 4d6

Abilities: Might 12, Agility 12, Wit 16, Charisma 16

Hit Points: 62

Initiative: +4

Armor Class: 16 (+5 Level, +1 Agility)

Saves: Might +9, Agility +9, Wit +11

Attacks: Claws +6, 1d10+6

Passive Defenses: Energy Soak +5, Immune to Domination, Physical Soak +2, Psychic Soak +10, Flight

Madness demons are gibbering, multi-faced masses of flesh that crawl about like spiders, waiting in the dark places of the world for unfortunates so that they can spread lunacy and death.

Cloak of Madness: Madness demons are invisible to psychotic and insane survivors.

Infectious Insanity [Aura 1, Fear]: Enemies in the area have no sanity soak.

Probing Claws [Fear]: Creatures struck by the madness demon must make a Wit save or be crippled until the end of their next turn. Fearless creatures are immune to this effect.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

RUIN DEMON

Level 5 Standard

Challenge Points: 10

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 12, Agility 16, Wit 12, Charisma 16

Hit Points: 62

Initiative: +4

Armor Class: 18 (+5 Level, +3 Agi)

Saves: Might +9, Agility +11, Wit +9

Attacks: Claws +8, 1d10+6 + Song of Ruin

Passive Defenses: Chaos Soak +10, Energy Soak +5, Fast Healing 5

Ruin demons are elongated shadow-creatures through which starlight reflects like a mirror. They toil away at their singular mission of destroying the universe and undoing reality. Ruin demons are labyrinthine schemers and frequently act through ignorant lesser agents whom they have deceived. These agents will be used to some greater end before they outlive their usefulness and are disposed of.

Accursed Death [Close Burst 1, Chaos]: When the ruin demon dies, it explodes with the arcane curse that first gave it life. Adjacent creatures must make a Wit save or take 15 piercing chaos damage. Creatures reduced to 0 hit points are obliterated.

Song of Ruin: A creature struck by a ruin demon hears the Song of Ruin, taking 5 ongoing piercing physical damage. While taking this damage, the ruin demon is invisible to the afflicted creature. A Wit save negates this effect.

SOUL FLAYER

Level 5 Standard

Challenge Points: 5

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 10

Hit Points: 66

Initiative: +5

Armor Class: 18 (+5 Level, +3 Agility)

Saves: Might +8, Agility +8, Wit +7

Attacks: Claws +8, 1d10+8

Passive Defenses: Energy Soak +5, Psychic Soak +10

Soul flayers are faceless, featureless, gangly demons with gray skin. A psychic aura emanates from them, clawing at all living things around them.

Drain Soul [Aura 1, 3d6 Sanity]: When the soul flayer begins its turn, enemies take 5 psychic damage. As a standard action, the soul flayer can strengthen the aura, increasing the range and damage by 1 for the rest of the scene.

Soul Burst [Close Burst X, Psychic, 3d6 Sanity]: When the soul flayer dies, in a close burst range that is double its aura burst range, every creature takes double its aura damage. A Wit save reduces this damage by half.

Unsouled Zombies: Creatures killed by the soul flayer become unsouled husks.

TORMENT DEMON**Level 5 Standard****Challenge Points: 10****Type:** Medium Demon**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 12**Hit Points:** 66**Initiative:** +4**Armor Class:** 18 (+5 Level, +3 Agi)**Saves:** Might +9, Agility +9, Wit +7**Attacks:** Claws +8, 1d10+8 + Exquisite Agony**Passive Defenses:** Immune to Domination, Fast Healing 5, Energy Soak +5

Torment demons appear as corpses wrapped in chains, hooks, and barbs that thread their way through the creature's flesh and into every organ. Its skull is a mass of bloody chains twisted into the likeness of a screaming face. Torment demons exist only to bring mortals unimaginable suffering.

Exquisite Agony: A creature struck by the torment demon must make a Might save. On a failure, the victim is subjected to exquisite agony until the end of the scene. The creature is crippled, and when the demon hits the creature again, it can score a critical hit on 18-20. On critical hits, the torment demon overwhelms foes until the end of its next turn.

HELLSPAWN**Level 6 Minion****Challenge Points: 6****Type:** Small Demon**Sanity Damage:** 3d6**Abilities:** Might 10, Agility 16, Wit 12, Charisma 16**Hit Points:** 1**Initiative:** +4**Armor Class:** 20 (+6 Level, +3 Agility, +1 Size)**Saves:** Might +9, Agility +12, Wit +10**Attacks:** Claws +9, 1d10+9**Passive Defenses:** -

Hellspawn are lesser demons created as slaves to the whims of the masters of darkness. Hellspawn come in countless appearances, but all are lowly, groveling creatures dedicated to wickedness.

Minion: Minions never take damage on a successful save or when an attack misses them.

MODULAR POWERS

When using a hellspawn in a combat scene, choose any **three** powers from the list below.

Agent of Woe [Aura 1, Fear]: Enemies take -2 to saves and skills.

Agile: The hellspawn gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the hellspawn deals +6 damage.

Blood Madness: When the hellspawn reaches 0 hit points, it only dies at the end of its next turn.

Corruption [Aura 1]: Every square adjacent to the hellspawn is difficult terrain for its enemies.

Cruel Misfortune: When the hellspawn rolls a 1 on an attack roll, this is considered a critical hit.

Energy Touch [Varies]: The hellspawn's attacks deal an additional 6 damage of an energy type chosen at the hellspawn's creation.

Flight: The hellspawn has a Fly speed of 4. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Paralytic Touch: When the hellspawn scores a hit, the victim must make a Might save or be immobilized until the end of the hellspawn's next turn.

Terrible Weapon: The hellspawn carries a cruel weapon. This deals 1d6 base damage and scores a critical hit on a 19 or 20.

FIEND**Level 6 Standard****Challenge Points: 12****Type:** Medium Demon**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 74**Initiative:** +4**Armor Class:** 18 (+6 Level, +2 Agility)**Saves:** Might +10, Agility +10, Wit +10**Attacks:** Claws +8, 1d10+8**Passive Defenses:** Energy Soak +6

Fiends are the most common "form" of demon. Fiends come in infinite appearances and shapes, and have unpredictable powers and personalities. Their only uniform trait is their absolute evil. Fiends are abused and ordered around by their pitiless masters.

MODULAR POWERS

When using a fiend in a combat scene, choose any **three** powers from the list below.

Action Burst: Once per scene, the fiend can take two standard actions on its turn.

Agent of Woe [Aura 2, Fear]: Enemies take -4 to saves and skills.

Agile: The fiend gains +2 to speed, AC, and Agility saves.

Baleful Blindness: When the fiend hits with a melee attack, the victim must make a Wit save. On a failure, it is blinded until the end of the fiend's next turn.

Baleful Wounding: On a critical hit, the fiend deals +12 damage.

Blood Madness: When the fiend reaches 0 hit points, it only dies at the end of its next turn, unless it was reduced to -37 hit points or further.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the fiend can slay an adjacent minion. The fiend regains 5 hit points per level of the minion (to a maximum of 30).

Breath Attack [Close Blast 4]: As a standard action, the fiend can breathe energy, dealing 12 damage of a type chosen at the fiend's creation. Enemies can make saves to reduce damage by half. In the case of psychic damage, it can be a Wit save.

Cloak of Madness: The fiend is invisible to psychotic and insane survivors, even if they can normally see invisible creatures.

Corruption [Aura 2]: The area is difficult terrain for enemies. When the fiend begins its turn, enemies must make a Might save or be crippled until the end of the fiend's next turn.

Cruel Misfortune: When the fiend rolls a 1 on an attack roll, this is considered a critical hit.

Crushing Blows: The fiend gains +3 to hit. When it misses with a melee attack, the fiend still deals 6 damage.

Death Throes [Close Burst 2, Chaos]: The fiend has chaos soak +6. When the fiend dies, it explodes, dealing 18 chaos damage. An Agility save reduces damage by half.

Demonic Armor: The fiend has fast healing 6 and physical soak +6. If the fiend has this ability, it can't also have Fast Healing or Impenetrable. Creatures reduced to 0 hit points are obliterated.

Disruption [Aura 2]: Enemies take -2 to attack rolls.

Dread [Aura 2, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Eldritch Bolt [Lightning]: The fiend has lightning soak +6. As an instant action once per round, the fiend can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 6 lightning damage.

Energy Touch: The fiend's attacks deal an additional 3 damage of an energy type chosen at the fiend's creation.

Evasive: When an attack misses the fiend or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Evil Flames [Aura 2, Fire]: When the fiend begins its turn, enemies take 3 fire damage.

Exquisite Agony: A creature struck by the fiend must make a Might save. On a failure, the creature is crippled, and when the fiend hits the creature again, the fiend's critical threat range is improved by 1. This lasts until the end of the scene, but doesn't stack.

Fast Healing: The fiend has fast healing 12. If the fiend has this ability, it can't also have Demonic Armor or Impenetrable.

Flight: The fiend has a Fly speed of 6. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Hatred: When the fiend misses an attack, it gains +1 to hit and damage until the end of the scene. This stacks up to +4.

Hellspawn: The fiend is always accompanied by 2 hellspawn. If either hellspawn dies, the fiend can respawn it in an adjacent square as an instant action.

Impenetrable: The fiend has physical soak +9. If the fiend has this ability, it can't also have Demonic Armor or Fast Healing.

Invisible: As a standard action, the fiend can turn invisible. This invisibility ends if the fiend deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the fiend kills or reduces anything to 0 hit points, it regains 12 hit points.

Life Drain: On a hit, the fiend regains 6 hit points.

Menace [Aura 2, Psychic]: When the fiend begins its turn, enemies take 3 psychic damage.

Mutable Form: The fiend never provokes opportunity attacks and can shift 3 squares as an instant action once per round.

Mutilate: When the fiend scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the fiend deals 3 piercing physical damage.

One Ugly Motherfucker [Close Burst 12, Fire]: If the demon is staggered, it can initiate a massive detonation of its internal organs as a standard action. It is obvious what the fiend is doing. At the end of its next turn, the demon explodes, even if it is already dead. Victims take 6d6 piercing fire damage. A Might save reduces damage by half.

Paralytic Touch: When the fiend scores a hit, the victim must make a Might save or be immobilized until the end of the fiend's next turn. On a critical hit, the victim is stunned until the end of the fiend's next turn.

Poisonous [Poison]: The fiend has Poison Soak +6. When the fiend scores a hit, the victim takes 6 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Ravager: The fiend can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the fiend can attack any creature that misses it with a melee attack.

Rending Grab: Creatures struck by the fiend are grabbed (Might save to escape). If the fiend begins its turn with a grabbed creature, that creature takes 3 piercing physical damage as it crushes and rends the creature apart in its iron grip.

Shriek [Close Burst 2, Sonic, 2d6 Sanity]: The fiend can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 3 sonic damage and are immobilized until the end of the fiend's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the fiend can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 6d6 acid damage. An Agility save reduces damage by half.

Sneaky: As an instant action once per turn, the fiend can shift half its speed. The fiend also gains +3 to hit and deals +6 damage to enemies it is flanking.

Song of Ruin: A creature struck by the fiend hears the Song of Ruin, taking 3 ongoing piercing physical damage. While taking this damage, the fiend is invisible to the afflicted creature, even if it can normally see invisible creatures. A Wit save negates this effect.

Squawking Rage [Close Burst 2]: When the fiend is damaged, it stomps and squeals angrily. As an instant action in response to taking hit point damage, the fiend rocks about, squeals, and squawks. Enemies must make a Might save or fall prone and take 3 piercing physical damage.

Telepathic Anticipation: When the fiend starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the fiend's actual size and shape. When the victim makes an attack roll on the fiend, it rolls twice and takes the worst result. This effect persists until the end of the scene, the fiend is dead, or until the victim moves to a square not adjacent to the fiend.

Terrible Weapon: The fiend carries a cruel weapon. This deals 1d12 base damage and scores a critical hit on a 19 or 20.

Vengeance [Close Burst 2, Psychic]: When the fiend must make a save against an attack, enemies take 3 piercing psychic damage.

Vile Wounding: When the fiend damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

UNCLEAN GHoul

Level 6 Monstrosity

Challenge Points: 12

Type: Medium Demon

Sanity Damage: 4d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 136

Initiative: +6

Armor Class: 19 (+6 Level, +3 Agility)

Saves: Might +12, Agility +12, Wit +12

Attacks: Claws +9 (19-20 Crit), 1d10+9

Passive Defenses: Energy Soak +12

An unclean ghoul is a mortal slain by a demoniac, now possessed by just one of its many demons. It is a twisted mockery of its mortal form, a mutilated corpse that lives on with a terrible glee for bloody mayhem. The demon within can't normally take form in human reality, and relishes physical sensation by mutilating itself even further.

Brutal Strength: On a critical hit or hit on a flank, the unclean ghoul deals +6 damage. It then deals itself 3 piercing physical damage.

Vile Masochism: When taking ongoing damage or crippled, the unclean ghoul gains +3 physical soak. When staggered, it gains +3 to saves.

Vile Resilience: When an unclean ghoul is reduced to 0 hit points by an attack that does not deal energy damage or otherwise somehow disintegrate the unclean ghoul, the ghoul is knocked prone and permanently crippled, but not destroyed, and regenerates 12 hit points. On the second such "killing blow," the ghoul is permanently overwhelmed and again regenerates 12 hit points. This goes on until the unclean ghoul is sufficiently mauled by damage as described.

MODULAR POWERS

When using an unclean ghoul in a combat scene, choose any **two** powers from the list below.

Action Burst: Once per scene, the unclean ghoul can take two standard actions on its turn.

Agile: The unclean ghoul gains +2 to speed, AC, and Agility saves.

Baleful Blindness: When the unclean ghoul hits with a melee attack, the victim must make a Wit save. On a failure, it is blinded until the end of the unclean ghoul's next turn.

Baleful Wounding: On a critical hit, the unclean ghoul deals +12 damage.

Cruel Misfortune: When the unclean ghoul rolls a 1 on an attack roll, this is considered a critical hit.

Crushing Blows: The unclean ghoul gains +4 to hit with attacks. When it misses with a melee attack, the unclean ghoul still deals 8 damage.

Evasive: When an attack misses the unclean ghoul or it makes a successful save against an attack, once per round as an instant action it can teleport up to 8 squares and make a melee attack.

Exquisite Agony: A creature struck by the unclean ghoul must make a Might save. On a failure, the creature is crippled, and when the unclean ghoul hits the creature again, the unclean ghoul's critical threat range is improved by 1. This lasts until the end of the scene, but doesn't stack.

Flight: The unclean ghoul has a Fly speed of 8. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Hatred: When the unclean ghoul misses an attack, it gains +2 to hit and damage until the end of the scene. This stacks up to +4.

Invisible: As a standard action, the unclean ghoul can turn invisible. This invisibility ends if the unclean ghoul deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the unclean ghoul kills or reduces anything to 0 hit points, it regains 16 hit points.

Mutilate: When the unclean ghoul scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the unclean ghoul deals 3 piercing physical damage.

Ravager: The unclean ghoul can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the unclean ghoul can attack any creature that misses it with a melee attack.

Rending Grab: Creatures struck by the unclean ghoul are grabbed (Might save to escape). If the unclean ghoul begins its turn with a grabbed creature, that creature takes 6 piercing damage as it crushes and rends the creature apart in its iron grip.

Shriek [Close Burst 3, Sonic, 2d6 Sanity]: The unclean ghoul can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 3 sonic damage and are immobilized until the end of the unclean ghoul's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the unclean ghoul can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 6d8 acid damage. An Agility save reduces damage by half.

Sneaky: As an instant action once per turn, the unclean ghoul can shift half its speed. The unclean ghoul also gains +3 to hit and deals +4 damage to enemies it is flanking.

Song of Ruin: A creature struck by the unclean ghoul hears the Song of Ruin, taking 3 ongoing piercing physical damage. While taking this damage, the unclean ghoul is invisible to the afflicted creature, even if it can normally see invisible creatures. A Wit save negates this effect. When invisible creatures attack, enemies that can't see them don't benefit from their Agility modifier to AC. Invisible creatures also gain +8 Stealth against opponents that can't perceive them, and benefit from concealment (+4 AC) against creatures that perceive them.

Vengeance [Close Burst 3, Psychic]: When the unclean ghoul must make a save against an attack, enemies take 3 piercing psychic damage.

Vile Wounding: When the unclean ghoul damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

DEMONIAC

Level 6 Eldritch Horror

Challenge Points: 24

Type: Medium Demon

Sanity Damage: 30

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 316

Initiative: +6

Armor Class: 19 (+6 Level, +3 Agility)

Saves: Might +12, Agility +12, Wit +12

Attacks: Claws +9 (18-20 Crit), 2d10+9

Passive Defenses: Energy Soak +24

Demoniacs are mortals possessed by groups of evil spirits against their will. The vile corruption of a demoniac is far beyond that of cultists and sorcerers who bind lesser demons to bodies or objects in crude rituals. Demoniacs are the puppets of the most unclean entities from the deepest darkness, brought forth by ancient relics or from the very lake of fire itself, warping reality into Hell on Earth. Those possessed by a demoniac cannot be redeemed or cleansed. Their souls are long gone, leaving only hideous demonic horrors that must be destroyed for the good of all. Even this is challenging, as demoniacs can't be driven from their bodies until they are reduced to total pulp or cinders.

Brutal Strength: On a critical hit or hit on a flank, the demoniac deals +6 damage. It then deals itself 3 piercing physical damage.

Cruel Jibe [Fear, 1d6 Sanity]: Once per round as an instant action, the demoniac can taunt an enemy with its secret shame while within line of sight. The victim must make a Wit save or be dazed until the end of the demoniac's next turn.

Dark Flight: The demoniac ignores difficult terrain and can't be immobilized.

Dead by Dawn: Creatures reduced to 0 hit points by the demoniac become unclean ghouls at the end of the demoniac's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Vile Masochism: When taking ongoing damage or crippled, the unclean ghoul gains +3 physical soak. When staggered, it gains +3 to saves.

Vile Resilience: When a demoniac is reduced to 0 hit points by an attack that does not deal energy damage or otherwise somehow obliterate the demoniac, the demoniac is knocked prone and permanently crippled, but not destroyed, and regenerates 12 hit points. On the second such "killing blow," the demoniac is permanently overwhelmed and again regenerates 12 hit points. This goes on until the demoniac is sufficiently mauled by damage as described.

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 6 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 6 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 6 acid damage and are immobilized until the end of their next turn.

1d20	Dark Phenomena	Effect
4	Chaos Beacon	Victims take 6 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 6 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 6 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 6 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 6 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 6 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 6 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 6 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 6 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 6 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 6 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 6 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 6 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 6 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 6 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 6 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

MODULAR POWERS

When using a demoniac in a combat scene, choose any **three** powers from the list below.

Action Burst: Once per scene, the demoniac can take two standard actions on its turn.

Agent of Woe [Aura 3, Fear]: Enemies take -4 to saves and skills.

Agile: The demoniac gains +2 to speed, AC, and Agility saves.

Baleful Blindness: When the demoniac hits with a melee attack, the victim must make a Wit save. On a failure, it is blinded until the end of the demoniac's next turn.

Baleful Wounding: On a critical hit, the demoniac deals +12 damage.

Corruption [Aura 3]: The area is difficult terrain for enemies. When the demoniac begins its turn, enemies must make a Might save or be crippled until the end of the demoniac's next turn.

Cruel Misfortune: When the demoniac rolls a 1 on an attack roll, this is considered a critical hit.

Crushing Blows: The demoniac gains +4 to hit with attacks. When it misses with a melee attack, the demoniac still deals 8 damage.

Disruption [Aura 2]: Enemies take -2 to attack rolls.

Dread [Aura 3, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Evasive: When an attack misses the demoniac or it makes a successful save against an attack, once per round as an instant action it can teleport up to 8 squares and make a melee attack.

Evil Flames [Aura 3, Fire]: When the demoniac begins its turn, enemies take 3 fire damage.

Exquisite Agony: A creature struck by the demoniac must make a Might save. On a failure, the creature is crippled, and when the demoniac hits the creature again, the demoniac's critical threat range is improved by 1. This lasts until the end of the scene, but doesn't stack.

Flight: The demoniac has a Fly speed of 8. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Hatred: When the demoniac misses an attack, it gains +2 to hit and damage until the end of the scene. This stacks up to +4.

Impenetrable: The demoniac has physical soak +12. If the demoniac has this ability, it can't also have Demonic Armor or Fast Healing.

Invisible: As a standard action, the demoniac can turn invisible. This invisibility ends if the demoniac deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the demoniac kills or reduces anything to 0 hit points, it regains 16 hit points.

Life Drain: On a hit, the demoniac regains 6 hit points.

Menace [Aura 3, Psychic]: When the demoniac begins its turn, enemies take 3 psychic damage.

Mutilate: When the demoniac scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the demoniac deals 3 piercing physical damage.

Ravager: The demoniac can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the demoniac can attack any creature that misses it with a melee attack.

Rending Grab: Creatures struck by the demoniac are grabbed (Might save to escape). If the demoniac begins its turn with a grabbed creature, that creature takes 6 piercing damage as it crushes and rends the creature apart in its iron grip.

Shriek [Close Burst 3, Sonic, 2d6 Sanity]: The demoniac can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 3 sonic damage and are immobilized until the end of the demoniac's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the demoniac can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 6d8 acid damage. An Agility save reduces damage by half.

Sneaky: As an instant action once per turn, the demoniac can shift half its speed. The demoniac also gains +3 to hit and deals +4 damage to enemies it is flanking.

Song of Ruin: A creature struck by the demoniac hears the Song of Ruin, taking 3 ongoing piercing physical damage. While taking this damage, the demoniac is invisible to the afflicted creature, even if it can normally see invisible creatures. A Wit save negates this effect. When invisible creatures attack, enemies that can't see them don't benefit from their Agility modifier to AC. Invisible creatures also gain +8 Stealth against opponents that can't perceive them, and benefit from concealment (+4 AC) against creatures that perceive them.

Telepathic Anticipation: When the demoniac starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the demoniac's actual size and shape. When the victim makes an attack roll on the demoniac, it rolls twice and takes the worst result. This effect persists until the end of the scene, the demoniac is dead, or until the victim moves to a square not adjacent to the demoniac.

Vengeance [Close Burst 3, Psychic]: When the demoniac must make a save against an attack, enemies take 3 piercing psychic damage.

Vile Wounding: When the demoniac damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

DISCIPLE OF THE HARVEST

Level 7 Minion

Challenge Points: 7

Type: Small Demon

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 10, Charisma 16

Hit Points: 1

Initiative: +3

Armor Class: 20 (+7 Level, +3 Agi)

Saves: Might +12, Agility +13, Wit +10

Attacks: Sickle or Sling +10, 1d10+9

Passive Defenses: Immune to Necrotic

Disciples of the Harvest are children claimed by a harvest lord, a powerful demon. Ensnared by the demon's will, they are corrupted into vile mockeries of humanity. They have ritually scarred and mutilated themselves. Their flesh necrotizes, turning an ashen black or deathly white, and they move with ape-like gaits, bearing accursed sickles. The disciples are always searching for sacrifices, and construct various traps to lure victims into.

Minion: Minions never take damage on a successful save or when an attack misses them.

Reaping Sickle: A creature hit by the disciple's sickle is immobilized until the end of the disciple's next turn. When a disciple hits an immobilized creature, it deals +4 damage.

Reclaimed for Harvest [Close Burst 1, Chaos, 2d6 Sanity]: When the disciple is reduced to 0 hit points, it explodes in a noxious cloud of filth. Enemies must make an Agility save or take 7 chaos damage. The Harvest Lord and other Disciples of the Harvest gain +1 to saves until the end of the scene.

Sneaky: This creature gains +4 to Agility skills.

DEMON LORD

Level 8 Monstrosity

Challenge Points: 32

Type: Large Demon

Sanity Damage: 4d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 178

Initiative: +6

Armor Class: 20 (+8 Level, +3 Agility, -1 Size)

Saves: Might +15, Agility +14, Wit +14

Attacks: Claws +12 (Crit 19-20), 2d10+12

Passive Defenses: Energy Soak +16

Demon lords are the royalty of their kind, but are not noble in bearing. Foul mystics desire to treat with demon lords, for they are mighty and knowledgeable in the dark arts, but still ambitious enough to be bargained with.

MODULAR POWERS

When using a demon lord in a combat scene, choose any four powers from the list below.

Action Burst: Once per scene, the demon lord can take two standard actions on its turn.

Agent of Woe [Aura 3, Fear]: Enemies take -4 to saves and skills.

Agile: The demon lord gains +2 to speed, AC, and Agility saves.

Baleful Blindness: When the demon lord hits with a melee attack, the victim must make a Wit save. On a failure, it is blinded until the end of the demon lord's next turn.

Baleful Wounding: On a critical hit, the demon lord deals +16 damage.

Blood Madness: When the demon lord reaches 0 hit points, it only dies at the end of its next turn.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the demon lord can slay an adjacent minion. The demon lord regains 5 hit points per level of the minion (to a maximum of 40).

Breath Attack [Close Blast 5]: As a standard action, the demon lord can breathe energy, dealing 8d6 damage of a type chosen at the demon lord's creation. Enemies can make saves to reduce damage by half. In the case of psychic damage, it can be a Wit save.

Cloak of Madness: The demon lord is invisible to psychotic and insane survivors, even if they can normally see invisible creatures.

Corruption [Aura 3]: The area is difficult terrain for enemies. When the demon lord begins its turn, enemies must make a Might save or be crippled until the end of the fiend's next turn.

Cruel Misfortune: When the demon lord rolls a 1 on an attack roll, this is considered a critical hit.

Crushing Blows: The demon lord gains +4 to hit with attacks. When it misses with a melee attack, the demon lord still deals 8 damage.

Death Throes [Close Burst 2, Chaos]: The demon lord has chaos soak +8. When the demon lord dies, it explodes, dealing 24 chaos damage. An Agility save reduces damage by half. Creatures reduced to 0 hit points are obliterated.

Demonic Armor: The demon lord has fast healing 8 and physical soak +8. If the demon lord has this ability, it can't also have Fast Healing or Impenetrable.

Disruption [Aura 2]: Enemies take -2 to attack rolls.

Dread [Aura 3, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Eldritch Bolt [Lightning]: The demon lord has lightning soak +8. As an instant action once per round, the demon lord can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 16 lightning damage.

Energy Touch: The demon lord's attacks deal an additional 4 damage of an energy type chosen at the demon lord's creation.

Evasive: When an attack misses the demon lord or it makes a successful save against an attack, once per round as an instant action it can teleport up to 8 squares and make a melee attack.

Evil Flames [Aura 3, Fire]: When the demon lord begins its turn, enemies take 3 fire damage.

Exquisite Agony: A creature struck by the demon lord must make a Might save. On a failure, the creature is crippled, and when the demon lord hits the creature again, the demon lord's critical threat range is improved by 1. This lasts until the end of the scene, but doesn't stack.

Fast Healing: The demon lord has fast healing 16. If the demon lord has this ability, it can't also have Demonic Armor or Impenetrable.

Flight: The demon lord has a Fly speed of 8. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Hatred: When the demon lord misses an attack, it gains +2 to hit and damage until the end of the scene. This stacks up to +4.

Hellspawn: The demon lord is always accompanied by 4 hellspawn. If any hellspawn dies, the demon lord can respawn it in an adjacent square as an instant action. When the demon lord is reduced to 0 hit points, the hellspawn disappear.

Impenetrable: The demon lord has physical soak +12. If the demon lord has this ability, it can't also have Demonic Armor or Fast Healing.

Invisible: As a standard action, the demon lord can turn invisible. This invisibility ends if the demon lord deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the demon lord kills or reduces anything to 0 hit points, it regains 16 hit points.

Life Drain: On a hit, the demon lord regains 8 hit points.

Menace [Aura 3, Psychic]: When the demon lord begins its turn, enemies take 4 psychic damage.

Mutable Form: The demon lord never provokes opportunity attacks and can shift 4 squares as an instant action once per round.

Mutilate: When the demon lord scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the demon lord deals 4 piercing physical damage.

Paralytic Touch: When the demon lord scores a hit, the victim must make a Might save or be immobilized until the end of the demon lord's next turn. On a critical hit, the victim is stunned until the end of the demon lord's next turn.

Poisonous [Poison]: The demon lord has Poison Soak +8. When the demon lord scores a hit, the victim takes 8 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Ravager: The demon lord can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the demon lord can attack any creature that misses it with a melee attack.

Rending Grab: Creatures struck by the demon lord are grabbed (Might save to escape). If the demon lord begins its turn with a grabbed creature, that creature takes 8 piercing damage as it crushes and rends the creature apart in its iron grip.

Shriek [Close Burst 3, Sonic, 2d6 Sanity]: The fiend can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 4 sonic damage and are immobilized until the end of the fiend's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the demon lord can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 8d8 acid damage. An Agility save reduces damage by half.

Sneaky: As an instant action once per turn, the demon lord can shift half its speed. The demon lord also gains +4 to hit and deals +8 damage to enemies it is flanking.

Song of Ruin: A creature struck by the demon lord hears the Song of Ruin, taking 4 ongoing piercing physical damage. While taking this damage, the demon lord is invisible to the afflicted creature, even if it can normally see invisible creatures. A Wit save negates this effect. When invisible creatures attack, enemies that can't see them don't benefit from their Agility modifier to AC. Invisible creatures also gain +8 Stealth against opponents that can't perceive them, and benefit from concealment (+4 AC) against creatures that perceive them.

Squawking Rage [Close Burst 3]: When the demon lord is damaged, it stomps and squeals angrily. As an instant action in response to taking hit point damage, the fiend rocks about, squeals, and squawks. Enemies must make a Might save or fall prone and take 8 piercing physical damage.

Telepathic Anticipation: When the demon lord starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the demon lord's actual size and shape. When the victim makes an attack roll on the demon lord, it rolls twice and takes the worst result. This effect persists until the end of the scene, the demon lord is dead, or until the victim moves to a square not adjacent to the demon lord.

Terrible Weapon: The demon lord carries a cruel weapon. This deals 2d10 base damage and scores a critical hit on 18-20.

Vengeance [Close Burst 3, Psychic]: When the demon lord must make a save against an attack, enemies take 4 piercing psychic damage.

Vile Wounding: When the demon lord damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

DEMONIC CARVING

Level 9 Monstrosity

Challenge Points: 36

Type: Large Demon

Sanity Damage: 3d6

Abilities: Might 20, Agility 12, Wit 14, Charisma 14

Hit Points: 200

Initiative: +3

Armor Class: 23 (+9 Level, +4 Armor, +1 Agi, -1 Size)

Saves: Might +17, Agility +13, Wit +14

Attacks: Slam +14 (Crit 19-20), 2d12+14 + Dark Power

Passive Defenses: Immune to Domination, Energy Soak +18, Fast Healing 9, Physical Soak +3

The demonic carving is a statue possessed by demons. It often serves as a guardian of foul places. A demonic carving is a hideous, warped perversion of the Greek aesthetic—a grand, meticulous sculpture covered in stony barbs soaked in human blood. The statue is unbound by the concept of physics and speaks an alien tongue in a grating voice.

Blood Drench [Chaos]: The demonic carving is covered in blood, and any square the carving leaves becomes infected with corruption. For the rest of the scene, any creature passing through the square or beginning its turn there takes 9 chaos damage.

Dark Might [Chaos]: A creature struck by the demonic carving takes an additional 9 chaos damage and must make a Might save or be knocked prone.

Mutable Form: The demonic carving never provokes opportunity attacks.

STORM WYVERN

Level 9 Monstrosity

Challenge Points: 36

Type: Large Demon

Sanity Damage: 3d6

Abilities: Might 16, Agility 18, Wit 18, Charisma 18

Hit Points: 196

Initiative: +8

Armor Class: 22 (+9 Level, +4 Agility, -1 Size)

Saves: Might +16, Agility +17, Wit +17

Attacks: Claw +12 (Crit 19-20), 2d12+12

Passive Defenses: Energy Soak +18, Fast Healing 9, Physical Soak +3, Flight

Storm wyverns are winged horrors that appear as vulture-headed humanoids with lanky bodies, bat wings, and cruel claws. They regard their prey with sunken, lidless eyes, and are often seen flying in swarms during thunderstorms. They are summoned to visit devastation on entire cities or nations of sinners.

Storm wyverns attack at range, retreating from melee unless cornered. When too many enemies surround them, they scream and then move away to safety, frustrating attempts to pin them down.

Disintegration [Close Burst 1, Fire, 2d6 Sanity]: When the storm wyvern dies, it disintegrates violently. Enemies take 9d6 fire damage (Agility save for half).

Lightning [Lightning, 2d6 Sanity]: As a standard action, the storm wyvern can call a lightning bolt to strike a target. This causes 9d12 lightning damage to the target and all adjacent creatures (Agility for half damage).

Scream [Close Burst 12, Sonic, 2d6 Sanity]: The storm wyvern can scream once per scene as an instant action. Enemies take 9d12 sonic damage, and are crippled until the end of the scene and knocked prone. A Might save halves the damage and negates the crippling and prone effects.

Tyranny [Aura 6, Lightning, 2d6 Sanity]: Enemies that move from their square on their turn take 9 lightning damage. They can take this damage only once per round.

WHITE WOLF**Level 9 Monstrosity****Challenge Points:** 36**Type:** Huge Demon**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 198**Initiative:** +8**Armor Class:** 22 (+9 Level, +4 Agility, Size -2)**Saves:** Might +17, Agility +17, Wit +17**Attacks:** Claws +13 (Crit 19-20), 2d12+13**Passive Defenses:** Cold Soak +18, Energy Soak +9, Physical Soak +5

A huge wolf bears down on unfortunate travelers with a blizzard at its back. Though it appears to be an animal, the white wolf is no natural thing. Freezing wind accosts those who draw its wrath, and soon its beautiful fur is streaked with blood.

Frost Bite [Cold]: Creatures bitten by the white wolf are considered grabbed, but the white wolf can still move freely while they are gripped by polar winds. Affected creatures can spend a move action to make a Wit save to break the effect.

White-Out [Aura 2, Cold]: Creatures not within the area attack it as though they are blind. When the white wolf begins its turn, creatures in the area take 18 cold damage.

HARVEST LORD**Level 9 Eldritch Horror****Challenge Points:** 72**Type:** Large Demon**Sanity Damage:** 30**Abilities:** Might 20, Agility 18, Wit 18, Charisma 14**Hit Points:** 470**Initiative:** +8**Armor Class:** 22 (+9 Level, +4 Agi, -1 Size)**Saves:** Might +16, Agility +15, Wit +15**Attacks:** Claws +14 (Crit 18-20), Claws 2d12+14**Passive Defenses:** Energy Soak +18, Fast Healing 18, Physical Soak +5

Humans once worshiped a god of the harvest before the advent of Christianity, and that so-called god has returned for vengeance. In exchange for a bountiful crop, the harvest lord demands thralls and blood. The harvest lord manipulates and corrupts children to do its bidding, as it finds the vitality and purity of youth offensive.

Few catch sight of the harvest lord and live—it goes unseen unless its followers fail it, forcing it to attack. The harvest lord appears as a great black mass with jagged teeth and burning red eyes—little more can be seen of it, and to look directly at the harvest lord and survey its true features is to invite madness. Its shape is otherwise inconsistent and mutable in the human mind.

Crippling Blows: Creatures struck by the harvest lord are overwhelmed until the end of the harvest lord's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

He Who Walks Among the Rows [Aura 12]: If a disciple of the harvest is in the area, the harvest lord is invisible and can't be crippled.

Purgation [Aura 6, Chaos, 2d6 Sanity]: When the harvest lord starts its turn, enemies must make a Wit save or take 18 chaos damage as the harvest lord wills their deaths.

Teleportation: As a move action, the harvest lord can teleport 12 squares to any point to which it has line of sight. Three times per scene, the harvest lord can use this power as an instant action to dodge a melee attack after hearing the result (unless the attack is a critical hit).

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 9 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 9 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 9 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 9 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 9 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 9 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 9 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 9 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 9 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 9 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 9 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 9 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 9 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 9 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 9 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 9 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 9 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 9 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 9 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

ARCHFIEND**Level 12 Eldritch Horror****Challenge Points:** 80**Type:** Huge Demon**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 16**Hit Points:** 618**Initiative:** +8**Armor Class:** 24 (+12 Level, +4 Agility, -2 Size)**Saves:** Might +19, Agility +19, Wit +19**Attacks:** Claws +16 (Crit 18-20), 2d12+16**Passive Defenses:** Energy Soak +10, Fast Healing 20, Physical Soak +5

Archfiends are ancient and terrible demons whispered of in legend and summoned by only the most learned and power-mad mystics. Deep in their abyssal abodes, the archfiends prepare their legions to march on reality for the final battle.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 10 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 10 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 10 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 10 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 10 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 10 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 10 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 10 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 10 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 10 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 10 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 10 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 10 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 10 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 10 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 10 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 10 fire damage and are blinded until the end of their next turn.

1d20	Dark Phenomena	Effect
18	Self-Mutilation	Victims take 10 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 10 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

MODULAR POWERS

When using an archfiend in a combat scene, choose any **five** powers from the list below.

Action Burst: Until it is at half or fewer hit points, the archfiend can take two standard actions on each of its turns.

Agent of Woe [Aura, Fear]: Creatures within 4 squares of the archfiend take -4 to saves and skills.

Agile: The archfiend gains +2 to speed, AC, and Agility saves.

Baleful Blindness: When the archfiend hits with a melee attack, the victim must make a Wit save. On a failure, it is blinded until the end of the archfiend's next turn.

Baleful Wounding: On a critical hit, the archfiend deals +20 damage.

Blood Madness: When the archfiend reaches 0 hit points, it only dies at the end of its next turn, unless it is utterly destroyed.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the archfiend can slay an adjacent minion. The archfiend regains 5 hit points per level of the minion.

Breath Attack [Close Blast 5]: As a standard action, the archfiend can breathe energy, dealing 8d6 damage of a type chosen at the demon lord's creation. Enemies can make saves to reduce damage by half. In the case of psychic damage, it can be a Wit save.

Cloak of Madness: The archfiend is invisible to psychotic and insane survivors, even if they can normally see invisible creatures.

Corruption [Aura 6]: The area is difficult terrain for enemies. When the archfiend begins its turn, enemies must make a Might save or be crippled until the end of the fiend's next turn.

Cruel Misfortune: When the archfiend rolls a 1 on an attack roll, this is considered a critical hit.

Crushing Blows: The archfiend gains +5 to hit with attacks. When it misses with a melee attack, the archfiend still deals 10 damage.

Death Throes [Close Burst 4, Chaos]: The demon lord has chaos soak +8. When the fiend dies, it explodes, dealing 30 chaos damage. An Agility save reduces damage by half. Creatures reduced to 0 hit points are obliterated.

Demonic Armor: The archfiend has fast healing 10 and physical soak +10. If the archfiend has this ability, it can't also have Fast Healing or Impenetrable.

Disruption: The archfiend has some method of harrying nearby attackers. Adjacent enemies take -2 to attack rolls. This effect can't stack.

Dread [Aura 6, Fear]: Enemies must make a Wit save or be dazed until the end of their turn.

Eldritch Bolt [Lightning]: The archfiend has lightning soak +10. As an instant action once per round, the archfiend can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 20 lightning damage.

Energy Touch: The archfiend's attacks deal an additional 5 damage of an energy type chosen at the archfiend's creation.

Evasive: When an attack misses the archfiend or it makes a successful save against an attack, once per round as an instant action it can teleport up to 10 squares and make a melee attack.

Evil Flames [Aura 6, Fire]: When the archfiend begins its turn, enemies take 6 fire damage.

Exquisite Agony: A creature struck by the archfiend must make a Might save. On a failure, the creature is crippled, and when the archfiend hits the creature again, the archfiend's critical threat range is improved by 1. This lasts until the end of the scene, but doesn't stack.

Fast Healing: The archfiend has fast healing 20. If the archfiend has this ability, it can't also have Demonic Armor or Impenetrable.

Flight: The archfiend has a Fly speed of 10. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Hatred: When the archfiend misses an attack, it gains +4 to hit and damage until the end of the scene. This doesn't stack.

Hellspawn: The archfiend is always accompanied by 6 hellspawn. If any hellspawn dies, the archfiend can respawn it in an adjacent square as an instant action. When the archfiend is reduced to 0 hit points, the hellspawn disappear.

Impenetrable: The archfiend has physical soak +15. If the archfiend has this ability, it can't also have Demonic Armor or Fast Healing.

Invisible: As a standard action, the archfiend can turn invisible. This invisibility ends if the archfiend deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the archfiend kills or reduces anything to 0 hit points, it regains 20 hit points.

Life Drain: On a hit, the archfiend regains 10 hit points.

Menace [Aura 4, Psychic]: When the demon lord begins its turn, enemies take 4 psychic damage.

Mutable Form: The archfiend never provokes opportunity attacks and can shift 5 squares as an instant action once per round.

Mutilate: When the archfiend scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the archfiend deals 5 piercing physical damage.

One Ugly Motherfucker [Close Burst 12, Fire]: If the demon is staggered, it can initiate a massive detonation of its internal organs as a standard action. It is obvious what the demon lord is doing when this begins. At the end of its next turn, the demon explodes in a close burst 12, even if it is already dead. Victims take 10d6 piercing fire damage. A Might save reduces damage by half.

Paralytic Touch: When the archfiend scores a hit, the victim must make a Might save or be overwhelmed until the end of the archfiend's next turn. On a critical hit, the victim is overwhelmed and stunned until the end of the archfiend's next turn.

Poisonous [Poison]: The archfiend has poison soak +10. When the archfiend scores a hit, the victim takes 10 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Ravager: The archfiend can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: As an instant action once per round, the archfiend can attack any creature that misses it with a melee attack.

Rending Grab: Creatures struck by the archfiend are grabbed (Might save to escape). If the archfiend begins its turn with a grabbed creature, that creature takes 8 piercing physical damage as it crushes and rends the creature apart in its iron grip.

Shriek [Close Burst 4, Sonic, 2d6 Sanity]: The fiend can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 5 sonic damage and are immobilized until the end of the archfiend's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the archfiend can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 8d8 acid damage. An Agility save reduces damage by half.

Sneaky: As an instant action once per turn, the archfiend can shift half its speed. The archfiend also gains +4 to hit and deals +8 damage to enemies it is flanking.

Song of Ruin: A creature struck by the archfiend hears the Song of Ruin, taking 5 ongoing piercing physical damage. While taking this damage, the archfiend is invisible to the afflicted creature, even if it can normally see invisible creatures. A Wit save negates this effect.

Squawking Rage: When the archfiend is damaged, it stomps and squeals angrily. As an instant action in response to taking hit point damage, the archfiend violently rocks about, squeals, and squawks. Adjacent enemies must make a Might save or fall prone and take 10 piercing physical damage.

Telepathic Anticipation: When the archfiend starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the archfiend's actual size and shape. When the victim makes an attack roll on the archfiend, it rolls twice and takes the worst result. This effect persists until the end of the scene, the archfiend is dead, or until the victim moves to a square not adjacent to the archfiend.

Terrible Weapon: The archfiend carries a cruel weapon. This deals 2d12 base damage and scores a critical hit on a 17-20.

Vengeance [Close Burst 4, Psychic]: When the archfiend must make a save against an attack, enemies take 5 piercing psychic damage.

Vile Wounding: When the archfiend damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

CRNOBOG

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Demon

Sanity Damage: 30

Abilities: Might 18, Agility 20, Wit 20, Charisma 20

Hit Points: 718

Initiative: +10

Armor Class: 25 (+14 Level, +5 Agi, -4 Size)

Saves: Might +23, Agility +24, Wit +24

Attacks: Claws +17/+17 (Crit 18-20), 2d12+18

Passive Defenses: Chaos Soak +28, Energy Soak +14, Fast Healing 28, Physical Soak +7, Flight

Crnobog, an ancient demon worshiped by Slavic cultists, rules over all darkness and death. He is a colossal winged and horned demon of pure blackness, with spiteful yellow eyes. He looms over mountaintops, surveying his dominion—everything that the sun does not touch. Crnobog has long plotted to enact a ritual that will forever put out the light of the sun and grant him absolute dominion over the world.

Few beings can withstand even looking upon Crnobog, quailing in terror. He has many minions, who exult in his arrival and conduct horrid incantations to summon yet more of his servants.

Doom [Aura 1, Fear, 4d6 Sanity]: When Crnobog begins its turn, enemies are overwhelmed until the end of Crnobog's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Minions: Any creature slain by Crnobog becomes a midnight horror at the beginning of its next turn.

Shockwave [Close Burst 12, Chaos, 4d6 Sanity]: As a standard action, Crnobog can unleash his wrath. Enemies must make a Might save or be knocked prone and take 14 chaos damage. Once per round, if Crnobog succeeds on a save against a power, he can use Shockwave as an instant action.

Smite: A creature hit by both of Crnobog's claw attacks on Crnobog's turn must make a Might save or take 14 piercing physical damage and be knocked prone.

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 14 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 14 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 14 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 14 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 14 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 14 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 14 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 14 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 14 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 14 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 14 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 14 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 14 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 14 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 14 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 14 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 14 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 14 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 14 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

VULNERABILITIES

Sunlight: Crnobog can't be killed by any means to known to mankind, but he disappears when sunlight creeps over the horizon. Those who wish to escape him have a day to hide.

ENTROPIC COLOSSUS

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Demon

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 20, Charisma 20

Hit Points: 720

Initiative: +9

Armor Class: 31 (+14 Level, +7 Armor, +4 Agility, -4 Size)

Saves: Might +24, Agility +23, Wit +24

Attacks: Slam +19 (Crit 18-20), 2d12+19

Passive Defenses: Chaos Soak +28, Energy Soak +14, Regeneration 56

The entropic colossus is a black hole powered by hatred. This black hole forever attempts and fails to gain physical form by drawing matter into itself. It disintegrates all nearby objects and attempts to reshape destroyed material into the form it wishes to take—a terrible horned demon. Its rage and loathing are so great that this gathered matter is perpetually sucked into its core and crushed into nothingness, but so too does it continue to draw in additional matter.

Black Hole [Close Burst 6, Chaos]: When reduced to 0 hit points, the black hole at its center collapses in on itself and causes an explosive shockwave. Enemies take 12d6 piercing chaos damage. An Agility save reduces the damage by half.

Devour Matter [Aura 2, Chaos, 3d6 Sanity]: The area is difficult terrain. When the colossus begins its turn, all creatures in the area are pulled adjacent to it. These creatures must then make a Might save. On a failure, they take 28 piercing chaos damage. On a success, they take only 14 points of chaos damage. Creatures reduced to 0 hit points are obliterated.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Life Beyond Blackness: Even beneath 0 hit points and stripped away of all matter but the hole itself, the colossus must still be destroyed. At this point it must be dealt 12 or more damage by an attack. Otherwise, it continues to regenerate.

Restructure [Chaos]: As a move action, the colossus teleports 12 squares, splitting apart and reforming. Pieces of it blast through everything in its path. Creatures in the path of the teleportation must make an Agility save or take 28 piercing chaos damage and be knocked prone. On a successful save, they take half damage and are not knocked prone.

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 14 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 14 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 14 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 14 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 14 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 14 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 14 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 14 physical damage and are crippled until the end of their next turn.

1d20	Dark Phenomena	Effect
9	Ghosts of the Past	Victims take 14 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 14 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 14 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 14 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 14 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 14 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 14 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 14 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 14 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 7 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 14 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

DENIZENS OF THE DUAT

"The gate has been broken. Chaos spreads. Apophis shall destroy this land."

- *Gods of Egypt* (2016)

The Duat, the Egyptian afterlife, is fraught with danger along every step, as it is meant to judge souls through a series of trials. Though it resembles ancient Egypt, the Duat has many unnatural features, such as iron fortresses, lakes of fire, and strange, unearthly trees. Snake-headed demons, forgotten godlings, and unspeakable beasts roam the lands, and ever does the dragon Apophis seek to devour first Duat, and then the cosmos.

AVATAR OF ANUBIS

Level 10 Standard

Challenge Points: 20

Type: Large Divine

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 116

Initiative: +6

Armor Class: 27 (+10 Level, +3 Agility, +5 Armor, -1 Size)

Saves: Might +16, Agility +16, Wit +16

Attacks: Flail +13, 1d10+13

Passive Defenses: Fast Healing 10, Necrotic Soak +10

Avatars of Anubis are tall, jackal-headed warriors wielding flails. Re-purposed by Apophis, they are now vile agents of darkness. Around them is a powerful aura of death.

MODULAR POWERS

When using an Avatar of Anubis in a combat scene, choose any four powers from the list below.

Black One: The Avatar of Anubis deals +5 necrotic damage on hit.

Chief Lector Priest of the Duat: The Avatar of Anubis and all its allies gain fast healing 5.

He Who Makes the Corpses: Staggered enemies take +5 damage from the Avatar of Anubis.

He Whose Form Is Hidden: The Avatar of Anubis is invisible while it isn't staggered.

He with the Skillful Arms: The Avatar of Anubis and all allies gain +5 to hit.

Jackal Who Is Quick in His Motions: The Avatar of Anubis gains +4 speed, as well as +4 to hit and +4 damage to charge attacks.

Lord of the Knife: The Avatar of Anubis and its allies gain +4 to damage rolls.

Of the Shredding Claws: The Avatar of Anubis and all its allies gain +2 critical threat range.

AVATAR OF SOBEK

Level 10 Standard

Challenge Points: 20

Type: Large Divine

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 116

Initiative: +6

Armor Class: 28 (+10 Level, +4 Agi, +5 Armor, -1 Size)

Saves: Might +16, Agility +16, Wit +16

Attacks: Spear +13, 1d10+13

Passive Defenses: Physical Soak +5

Avatars of Sobek are crocodilian man-things of massive size and strength, dressed in priestly robes and armed with great spears. Befouled by the influence of Apophis, they are now more beastly than ever, ravaging every moving thing they see.

MODULAR POWERS

When using an Avatar of Sobek in a combat scene, choose any four powers from the list below.

Falcon Upon the Battlements: The Avatar of Sobek and all its allies gain +4 initiative and +2 speed.

Great Crocodile: On a hit, the Avatar of Sobek grabs enemies (Might save to escape).

Great of Terror [Fear]: On a hit, the Avatar of Sobek dazes enemies until the end of its next turn. Fearless creatures are immune to this effect.

He Whose Attack Can't Be Repelled: The Avatar of Sobek and all its allies gain +4 to hit.

Lord of Eternity: The Avatar of Sobek gains fast healing 6.

Lord of Magnificence: The Avatar of Sobek gains +5 soak against all forms of damage.

Lord of Strife: The Avatar of Sobek and all its allies gain +2 damage.

Sharp of Teeth: The Avatar of Sobek and all its allies gain +1 critical threat range.

AVATAR OF SET**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Huge Divine**Sanity Damage:** 30**Abilities:** Might 18, Agility 20, Wit 18, Charisma 18**Hit Points:** 618**Initiative:** +9**Armor Class:** 25 (+12 Level, +5 Agility, -2 Size)**Saves:** Might +20, Agility +21, Wit +20**Attacks:** Claws +16 (Crit 18-20), 2d12+16**Passive Defenses:** Fast Healing 12, Physical Soak +12

Avatars of Set are not any recognizable animal, but an enigmatic combination of many. The would-be ruler of the rest of the pantheon, Set and his manifestations refuse to accept the will of other gods, and are cruel, ruthless, and cunning opponents.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

MODULAR POWERS

Choose any **four** powers from the list below.

Before Whom the Sky Trembles [Lightning]: Once per round as an instant action, the Avatar of Set may attack one enemy in a close burst 12, dealing 24 lightning damage.

He Who Grips with Full Malice: The Avatar of Set grabs enemies on a hit. A Might save breaks the grab.

He Who Is Pleased with Cheating: When the Avatar of Set rolls a natural 1, it counts as a 20.

He Who Laps Up the Decayed [Aura 1, Necrotic]: When the Avatar of Set begins its turn, staggered enemies take 24 necrotic damage.

He with Great Magic: The Avatar of Set's save DCs increase by 2.

The Enraged One: The Avatar of Set has no physical soak, but gains a bonus to damage rolls equal to twice the physical soak it would have without this ability.

The Perfect God: While the Avatar of Set is not staggered, it gains two standard actions per round.

The Thief of the Dawn: Enemies who fail a save against the Avatar of Set's powers are blinded until the end of the Avatar's next turn.

SPAWN OF APOPHIS**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Large Demon**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 618**Initiative:** +8**Armor Class:** 31 (+12 Level, Agility +4, +6 Armor, -1 Size)**Saves:** Might +20, Agility +20, Wit +20**Attacks:** Clawblade +16 (18-20 Crit), 2d10+16**Passive Defenses:** Energy Soak +24, Physical Soak +12

The Spawn of Apophis slither out from its scales, maturing into enormous black snakes in seconds. They are enemies of order and peace, pining as their master does to bring the final night. Magma flows from the cracks in their scales.

Attrition [Aura 2, 2d6 Sanity]: When the Avatar of Apophis begins its turn, blind enemies take 24 fire damage.

Chaos and Darkness [3d6 Sanity]: Enemies struck by the Avatar of Apophis must make a Wit save or take 24 chaos damage and be blinded and overwhelmed until the end of the Avatar's next turn. Creatures reduced to 0 hit points are obliterated.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

The Serpent of Rebirth: While staggered, the Avatar of Apophis has fast healing 24.

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 12 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 12 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 12 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 12 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 12 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 12 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 12 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 12 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 12 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 12 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 12 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 12 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 12 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 12 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 12 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 12 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 12 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 12 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 12 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

APOPHIS**Level 14 Eldritch Horror****Challenge Points:** 112**Type:** Colossal Demon**Sanity Damage:** 30**Abilities:** Might 20, Agility 20, Wit 20, Charisma 18**Hit Points:** 720**Initiative:** +10**Armor Class:** 25 (+14 Level, +5 Agi, -4 Size)**Saves:** Might +23, Agility +23, Wit +23**Attacks:** Slam +19 (Crit 18-20), 2d12+19**Passive Defenses:** Energy Soak +14, Lightning Soak +28, Psychic Soak +28, Fast Healing 28

Apophis, the Eater of Souls and Lord of Chaos, was feared by the ancient Egyptians as the chief enemy of Ra. So hated and reviled was Apophis that the dragon still bears millions of scars caused by the sheer force of will from all Egypt burning Apophis in effigy each night to stay its wrath. Apophis is a great red viper, its eyes, maw, and wounds smoking with palpable darkness and despair. The bringer of eternal night, Apophis will not stop until it has devoured all life.

Eater of Souls [Close Blast 10, Psychic, 3d6 Sanity]: As a standard action, Apophis can use a breath weapon. This causes 28 ongoing psychic damage. Creatures can make Might saves to negate the effect (a Might save ends the ongoing damage). Creatures taking this ongoing damage are blind.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

The Lord of Chaos: When Apophis succeeds on a save, it gains +4 chaos damage to attack rolls and effects until the end of its next turn. This stacks.

Terrible Trample [Aura 3]: When Apophis begins its turn, enemies must make an Agility save. On failure, the victim is knocked prone, dealt 28 physical damage, and immobilized until the end of Apophis' next turn.

Thundering Might [Lightning]: Creatures struck by Apophis must make an Agility save or take 28 lightning damage and be overwhelmed until the end of Apophis' next turn.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Swallow: When Apophis scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 24 psychic damage. If they deal at least 71 damage to the inside of Apophis (which still receives soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

DARK PHENOMENA

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 14 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 14 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 14 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 14 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 14 acid damage and lose all sanity and damage soak until the end of their next turn.

1d20	Dark Phenomena	Effect
6	Despair	Victims take 14 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 14 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 14 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 14 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 14 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 14 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 14 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 14 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 14 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 14 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 14 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 14 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 14 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 14 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

DINOSAURS

"Hold on to your butts."

- *Jurassic Park* (1993)

Dinosaurs may be hidden in remote areas, or return by way of dark realm.

SCAVENGER RAPTOR**Level 4 Standard****Challenge Points:** 8**Type:** Small Cryptid**Sanity Damage:** 2d6**Abilities:** Might 10, Agility 16, Wit 10, Charisma 16**Hit Points:** 50**Initiative:** +3**Armor Class:** 20 (+4 Level, +3 Agility, +2 Armor, +1 Size)**Saves:** Might +7, Agility +10, Wit +7**Attacks:** Claws +7, 1d8+4**Passive Defenses:** Physical Soak +1

Life Will Find a Way: When staggered, the scavenger raptor's physical soak doubles, and it can use its venom spray as a standard action once per round.

Venom Spray [Close Blast 2, Poison]: Once per scene as an instant action, the scavenger raptor can spray venom. Enemies must make an Agility save or take 8 poison damage and be blinded and immobilized until the end of the raptor's next turn.

PTEROSAUR

Level 4 Standard

Challenge Points: 8

Type: Small Cryptid

Sanity Damage: 2d6

Abilities: Might 10, Agility 16, Wit 10, Charisma 16

Hit Points: 50

Initiative: +3

Armor Class: 20 (+4 Level, +3 Agility, +2 Armor, +1 Size)

Saves: Might +7, Agility +10, Wit +7

Attacks: Beak +7, 1d8+4

Passive Defenses: Physical Soak +1, Flight

Flyby Attack: As a standard action, the pterosaur can move up to its speed and make its beak attack without provoking an opportunity attack. It can move before and after any attack it makes.

Life Will Find a Way: When staggered, the pterosaur's AC increases by 2, and its physical soak doubles.

GIANT PTEROSAUR

Level 4 Monstrosity

Challenge Points: 16

Type: Medium Cryptid

Sanity Damage: 2d6

Abilities: Might 12, Agility 16, Wit 10, Charisma 16

Hit Points: 92

Initiative: +3

Armor Class: 19 (+4 Level, +3 Agility, +2 Armor)

Saves: Might +8, Agility +10, Wit +7

Attacks: Razor Beak +7 (19-20 Crit), 2d8+5

Passive Defenses: Physical Soak +1, Flight

Flyby Attack: As a standard action, the giant pterosaur can move up to its speed and make its beak attack without provoking an opportunity attack. It can move before and after any attack it makes.

Life Will Find a Way: When staggered, the giant pterosaur's AC increases by 2, and its physical soak doubles.

Razor Beak: On a critical hit, the giant pterosaur deals additional damage equal to twice its victim's physical soak.

MICRORAPTOR SWARM

Level 5 Monstrosity

Challenge Points: 20

Type: Large Cryptid

Sanity Damage: 2d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 118

Initiative: +6

Armor Class: 18 (+6 Level, +3 Agi, -1 Size)

Saves: Might +12, Agility +11, Wit +11

Attacks: Bite +9 (Crit 19-20), 2d10+9

Passive Defenses: Physical Soak +3, Psychic Soak +5

Life Will Find a Way: When staggered, the microraptor swarm's critical threat range increases by 2.

Ravenous [2d6 Sanity]: When the microraptor swarm hits a creature, the swarm regains 10 hit points, and that creature's physical soak is reduced by 1 until the end of the scene.

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the microraptor swarm. The swarm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed and attacks.

ANKYLOSAUR

Level 6 Monstrosity

Challenge Points: 24

Type: Huge Cryptid

Sanity Damage: 2d6

Abilities: Might 20, Agility 16, Wit 16, Charisma 12

Hit Points: 140

Initiative: +6

Armor Class: 20 (+6 Level, +3 Agi, +3 Armor, -2 Size)

Saves: Might +12, Agility +10, Wit +10

Attacks: Horns +11 (Crit 19-20), 2d10+11

Passive Defenses: Physical Soak +3

Armored: Enemies don't gain an attack bonus when flanking the ankylosaur.

Let's Go Clubbing: On a hit with its horns, the ankylosaur can make a second attack with its tail. On a hit, this attack deals 12 physical damage.

Life Will Find a Way: When staggered, the ankylosaur's physical soak doubles and it gains fast healing 6.

Trample [Aura 1]: When the ankylosaur begins its turn, enemies must make an Agility save. On failure, the victim is knocked prone and dealt 12 physical damage.

RAPTOR

Level 6 Monstrosity

Challenge Points: 24

Type: Large Cryptid

Sanity Damage: 2d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 138

Initiative: +6

Armor Class: 18 (+6 Level, +3 Agility, -1 Size)

Saves: Might +13, Agility +12, Wit +12

Attacks: Talons +10 (19-20), 2d10+10

Passive Defenses: Physical Soak +3

Clever Girl: On flank attacks, the raptor deals +4 damage.

Eviscerate: When the raptor begins its turn with a grabbed enemy, it deals 12 piercing physical damage.

Life Will Find a Way: When staggered, the raptor's physical soak doubles and it gains +3 AC.

Pounce: On a hit, enemies must make a Might save. On a failure, the victim is knocked prone, immobilized, and grabbed. Another Might save breaks the grab.

TRICERATOPS**Level 8 Monstrosity****Challenge Points:** 32**Type:** Huge Cryptid**Sanity Damage:** 2d6**Abilities:** Might 18, Agility 18, Wit 18, Charisma 16**Hit Points:** 178**Initiative:** +8**Armor Class:** 24 (+8 Level, +4 Agility, +4 Armor, -2 Size)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Horns +12 (Crit 19-20), 2d10+12**Passive Defenses:** Physical Soak +4**Goring Charge:** On a hit from a charge attack, the triceratops deals +4 damage and also activates a use of its trample ability.**Life Will Find a Way:** When staggered, the triceratops' physical soak doubles and it gains fast healing 8.**Trample [Aura 1]:** When the triceratops begins its turn, enemies must make an Agility save. On failure, the victim is knocked prone and dealt 16 physical damage.**TYRANNO SAUR****Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Colossal Cryptid**Sanity Damage:** 30**Abilities:** Might 20, Agility 18, Wit 18, Charisma 20**Hit Points:** 620**Initiative:** +8**Armor Class:** 28 (+12 Level, +4 Agility, +6 Armor, -4 Size)**Saves:** Might +22, Agility +21, Wit +21**Attacks:** Bite +17 (18-20 Crit), 2d12+17**Passive Defenses:** Physical Soak +12**Eldritch Horror:** Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.**Life Will Find a Way:** When staggered, the tyrannosaur has fast healing 24.**Roar [Close Blast 5, Sonic, Fear]:** Once per scene as an instant action, the tyrannosaur can roar. Victims must make a Wit save or take 24 sonic damage and be overwhelmed until the end of the tyrannosaur's next turn. A successful save deals half damage and negates the overwhelming effect. The tyrannosaur regains this ability when it is staggered, and once more when reduced to 0 hit points. Fearless creatures are crippled, not overwhelmed.**Swallow [4d6 Sanity]:** When the tyrannosaur scores a hit, it swallows opponents of medium or smaller size. Victims are grabbed. On the beginning of their turn, such creatures take bite damage. If they deal at least 62 damage to the inside of the tyrannosaur (which still receives physical soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.**DRAUGR**

"Thorolf lay not quiet. And so it befell in the autumn at Hvamm that one day neither herdsman nor beasts came home; and in the morning men went to seek them, and found the herdsman dead, a little way from Thorolf's howe, and he was all coal-blue, and every bone in him was broken.

He was buried beside Thorolf."

- *Eyrbyggja Saga, Morris & Magnusson translation*

The draugr are restless dead so miserly and evil that their unclean malice binds them to the mortal plane.

BARROW SLAVE**Level 6 Standard****Challenge Points:** 12**Type:** Medium Undead [Ghost]**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 74**Initiative:** +4**Armor Class:** 18 (+6 Level, +2 Agility)**Saves:** Might +12, Agility +12, Wit +12**Attacks:** Claws +8, 1d10+8**Passive Defenses:** Cold Soak +6, Necrotic Soak +6, Physical Soak +6

Barrow slaves are the slain victims of the draugar, condemned to serve it for all eternity.

Curse of Binding: Creatures reduced to 0 hit points become barrow slaves.

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Incorporeal: The ghost can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Grab: Creatures struck by the barrow slave are grabbed (Might save to escape).

DRAUGAR WIGHT**Level 6 Monstrosity****Challenge Points:** 24**Type:** Large Undead [Ghost]**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 16, Wit 16, Charisma 16**Hit Points:** 69**Initiative:** +6**Armor Class:** 18 (+6 Level, +3 Agility, -1 Size)**Saves:** Might +13, Agility +12, Wit +12**Attacks:** Unclean Blade +10 (Crit 19-20), 2d10+10**Passive Defenses:** Cold Soak +6, Necrotic Soak +6, Physical Soak +12

In physical form, a draugr is a blackened and bloated corpse, unwilling to rot away to dust. Once this form is broken, the draugr is still a dangerous spirit that must still be fought. If not quickly destroyed, a ghostly draugr returns to physical form.

Bitter Edge [Cold]: Creatures struck by the draugr must make a Wit save or take 1d10 additional cold damage.

Curse of Binding: Creatures killed by the draugr become barrow slaves at the end of the draugr's turn.

Fell Aura [Aura 1, Necrotic, Poison]: When the draugr begins its turn, enemies must make a Wit save or take 6 necrotic damage and be immobilized until the end of the draugr's next turn.

Incorporeal: The ghost can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Spirit Form: When reduced to 0 hit points, the draugar wight becomes a draugar wraith.

Unbound Step: The draugar can pass through walls and enemy squares without provoking attacks.

Binding: At 0 hit points, the draugar wight becomes a draugar wraith.

DRAUGAR WRAITH

Level 6 Monstrosity

Challenge Points: 24

Type: Large Undead [Ghost]

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 69

Initiative: +6

Armor Class: 18 (+6 Level, +3 Agility, -1 Size)

Saves: Might +13, Agility +12, Wit +12

Attacks: Hateful Claws +10 (Crit 19-20), 2d10+10 Cold

Passive Defenses: Cold Soak +6, Necrotic Soak +6, Physical Soak +12, Fast Healing 12

Deprived of its body, the draugar wraith is just as deadly, its unholy essence radiating like a putrid mist into the world around it.

Curse of Binding: Creatures killed by the draugar become barrow slaves at the end of the draugar's turn.

Death Curse [Close Burst 12]: When reduced to 0 hit points, the wraith pronounces a curse that lasts until the end of the next combat scene. A Wit save negates the curse. Roll 1d10 to determine the curse.

1 - Baleful Blindness: Victims take -2 to attack rolls.

2 - Brittle Bones: Victims' max hit points are reduced by 20.

3 - Damning Darkness: Victims take -4 to Perception and Scavenge.

4 - Fatal Frailty: Victims have no physical soak.

5 - Malicious Malady: Healing effects on victims are half as effective.

6 - Mordant Madness: Victims have no sanity soak.

7 - Pernicious Pain: Victims have no energy soak.

8 - Sluggish Senses: Victims take -10 to initiative and can't use deployment maneuvers.

9 - Vile Vulnerability: Victims take -4 to saves.

10 - Woeful Weakness: Victims take -4 to damage rolls.

Greater Fell Aura [Aura 3, Necrotic]: When the draugar begins its turn, enemies must make a Wit save or take 6 necrotic damage and be immobilized until the end of the draugar's next turn.

Incorporeal: The ghost can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Reconstitute: If the wraith begins its turn at full hit points, it can spend a standard action to transform back into a draugar wight with 12 hit points.

Unbound Step: The draugar does not provoke opportunity attacks.

DREAD HOUNDS

"A hound it was, an enormous coal-black hound, but not such a hound as mortal eyes have ever seen."

- Sir Arthur Conan Doyle, *The Hound of the Baskervilles* (1902)

Dread hounds are cosmic harbingers of woe. They are large, furless canines, reminiscent of wolves, but their eyes look like poached egg, and their teeth are like those of a shark. They have no paws; instead, they move about on clawed, humanoid hands, which they never use to attack.

DREAD HOUND YOUNGLING

Level 1 Minion

Challenge Points: 1

Type: Tiny Alien

Sanity Damage: 3d6

Abilities: Might 12, Agility 16, Wit 12, Charisma 12

Hit Points: 1

Initiative: +4

Armor Class: 16 (+1 Level, +3 Agility, +2 Size)

Saves: Might +3, Agility +5, Wit +3

Attacks: Bite +4, 1d8+2

Passive Defenses: -

Dread hound younglings are used merely as extra sets of eyes for their mother, if she disgorges them at all. While far from harmless, compared to the larger hounds they are nearly defenseless.

Minion: Minions never take damage on a successful save or when an attack misses them.

Phasing [Chaos, 3d6 Sanity]: The dread hound can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks. When it moves through an enemy's square, that enemy takes 1 piercing chaos damage the first time this occurs in a round.

Puppycide [Close Burst 2, Acid, 2d6 Sanity]: As a standard action, the dread progeny can explode, killing itself. Enemies within 2 squares are exposed to bone shrapnel, stomach acid, and the alien fluids inside the progeny's body when this occurs, taking 1d6 acid and 1d6 physical damage. Victims can make an Agility save for half damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

DREAD HOUND PROGENY

Level 2 Standard

Challenge Points: 4

Type: Small Alien

Sanity Damage: 3d6

Abilities: Might 14, Agility 14, Wit 12, Charisma 10

Hit Points: 34

Initiative: +3

Armor Class: 15 (+2 Level, +2 Agility, +1 Size)

Saves: Might +4, Agility +4, Will +3

Attacks: Bite +4, 1d8+4

Passive Defenses: Fast Healing 2, Acid Soak +2

Small dread progenies are the largest of their litter, and lead any scouting efforts undertaken while on the hunt. They possess only a fraction of the strength of their sires, but they can be deadly.

Phasing [Chaos, 3d6 Sanity]: The dread hound can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks. When it moves through an enemy's square, that enemy takes 2 piercing chaos damage the first time this occurs in a round.

Puppycide [Close Burst 4, Acid, 2d6 Sanity]: As a standard action, the dread progeny can explode, killing itself. Enemies are exposed to bone shrapnel, stomach acid, and the alien fluids inside the progeny's body when this occurs, taking 1d10 physical damage and 1d10 acid damage. Victims can make an Agility save for half damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

DREAD HOUND

Level 12 Eldritch Horror

Challenge Points: 96

Type: Large Alien

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 18, Charisma 16

Hit Points: 620

Initiative: +8

Armor Class: 25 (+12 Level, +4 Agility, -1 Size)

Saves: Might +20, Agility +19, Wit +19

Attacks: Bite +17 (Crit 18-20), 2d12+17 + Mark of Dread

Passive Defenses: Fast Healing 24, Physical Soak +6, Soak All Energy +3, Necrotic Soak +12, Acid Soak +12

The dread hound is relentless. The hound uses its progeny to scout for potential threats and victims, and uses them as suicide attackers.

Befouling Breath [Close Blast 6, Necrotic, 2d6 Sanity]: As a standard action, the dread hound can breathe a noxious cloud of filth in a close blast 6. Victims take 12d6 necrotic damage and are overwhelmed until the end of the dread hound's next turn. A successful Might save negates the overwhelming and reduces damage by half.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Explosive Ruin [Acid, 3d6 Sanity]: As a standard action or as an instant action when the dread hound reaches 0 hit points, the dread hound explodes. Every creature in a close burst 6 is exposed to bone shrapnel, stomach acid, and alien fluids, taking 6d10 physical damage and 6d10 acid damage. Victims can make an Agility save for half damage.

Dread Progeny: As an instant action twice per scene, the dread hound can vomit forth one small dread progeny or two tiny progenies. The hound possesses no more than a total of two small progenies or four tiny progenies at any given time. The hound has a psychic link with its progeny allowing it to perceive what they do. The progeny will escape their progenitor's body if it is slain, using the remains of the corpse as sustenance in the meanwhile.

Mark of Dread [Fear]: A victim bitten by a dread hound is marked for death. When any enemy rolls an attack or skill against this creature, it rolls twice and takes the better result. The dread hound can only mark one creature at once. If the dread hound marks a second creature, the first is unmarked. This mark lasts for one day. Fearless creatures are immune to this effect.

Phasing [Chaos, 3d6 Sanity]: The dread hound can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks. When it moves through an enemy's square, that enemy takes 10 piercing chaos damage the first time this occurs in a round.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

DREAM DEMONS

"Whatever you do... Don't fall asleep."

- *A Nightmare on Elm Street (1984)*

Among many other interdimensional creatures and psychic abominations, the Dreamscape is overrun with dream demons—living nightmares conniving to break into reality and destroy it.

NIGHTMARE

Level 8 Minion

Challenge Points: 8

Type: Medium Demon

Sanity Damage: 3d6

Abilities: Might 14, Agility 14, Wit 14, Charisma 12

Hit Points: 1

Initiative: +4

Armor Class: 20 (+8 Level, +2 Agility)

Saves: Might +11, Agility +11, Wit +11

Attacks: Nightmare Claws +10, 1d10+10 Piercing Psychic

Passive Defenses: Immune to Psychic

Nightmares are disguised as doppelgangers of people and creatures that their victims know, appearing differently to each onlooker.

Minion: Minions never take damage on a successful save or when an attack misses them.

Nightmare Claws [Psychic]: The nightmare's claws deal piercing psychic damage. However, victims gain their sanity soak as damage soak against this attack.

Scary [Fear]: Creatures take -4 to attack rolls against the nightmare. Fearless creatures reduce this penalty to -2.

MINOR DREAM DEMON

Level 8 Standard

Challenge Points: 16

Type: Large Demon

Sanity Damage: 4d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 14

Hit Points: 96

Initiative: +6

Armor Class: 20 (+8 Level, +3 Agility, -1 Size)

Saves: Might +13, Agility +13, Wit +13

Attacks: Nightmare Claws +11, 1d10+11 Piercing Psychic

Passive Defenses: Energy Soak +8, Fast Healing 8, Psychic Soak +16

Dream demons are smoky black silhouettes with long, ethereal claws and sneering skulls.

Dreamscape Native: In the Dreamscape, dream demons increase their critical threat range by 1.

Nightmare Claws [Psychic]: The dream demon's nightmare claws deal piercing psychic damage. However, victims gain their sanity soak as damage soak against this attack.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Scary [Fear]: Creatures take -4 to attack rolls against the dream demon. Fearless creatures reduce this penalty to -2.

Summon Nightmares [2d6 Sanity]: As a move action once per round, the dream demon can summon a nightmare in squares within a close burst 6 of itself. These nightmares act after the dream demon's turn. The dream demon can control up to two nightmares simultaneously.

GREATER DREAM DEMON**Level 8 Monstrosity****Challenge Points:** 32**Type:** Huge Demon**Sanity Damage:** 4d6**Abilities:** Might 18, Agility 18, Wit 18, Charisma 16**Hit Points:** 178**Initiative:** +8**Armor Class:** 20 (+8 Level, +4 Agility, -2 Size)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Nightmare Claws +12 (Crit 19-20), 2d10+12 Piercing Psychic**Passive Defenses:** Energy Soak +8, Fast Healing 16, Psychic Soak +16**Dreamscape Native:** In the Dreamscape, dream demons increase their critical threat range by 1.**Nightmare Claws [Psychic]:** The dream demon's nightmare claws deal piercing psychic damage. However, victims gain their sanity soak as damage soak against this attack.**Radiance:** The presence of at least one such monster increases mutant survivors' radiance by 1.**Scary [Fear]:** Creatures take -4 to attack rolls against the dream demon. Fearless creatures reduce this penalty to -2.**Summon Nightmares [2d6 Sanity]:** As a move action once per round, the dream demon can summon a nightmare in squares within a close burst 6 of itself. These nightmares act after the dream demon's turn. The dream demon can control up to three nightmares simultaneously.**Waking Horror [Fear]:** In the presence of a greater dream demon, chances of inhuman and magical anomalies increase by 20% for survivors who are not fearless. When anomalies are triggered, the triggering survivor and its allies take 8 additional psychic damage, provided they are not fearless.**DREAM DEMON LORD****Level 8 Eldritch Horror****Challenge Points:** 64**Type:** Colossal Demon**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 418**Initiative:** +8**Armor Class:** 18 (+8 Level, +4 Agility, -4 Size)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Nightmare Claws +12 (Crit 18-20), 2d10+12 Piercing Psychic**Passive Defenses:** Energy Soak +8, Fast Healing 16, Psychic Soak +16**Dreamscape Native:** In the Dreamscape, dream demons increase their critical threat range by 1.**Eldritch Horror:** Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.**Extreme Radiance:** The presence of at least one such monster increases mutant survivors' radiance by 2.**Nightmare Claws [Psychic]:** The dream demon's nightmare claws deal piercing psychic damage. However, victims gain their sanity soak as damage soak against this attack.**Summon Nightmares [2d6 Sanity]:** As a move action once per round, the dream demon can summon a nightmare in squares within a close burst 6 of itself. These nightmares act after the dream demon's turn. The dream demon can control up to four nightmares simultaneously.**Terrifying [Fear]:** Creatures take -6 to attack rolls against the dream demon lord. Fearless creatures reduce this penalty to -3.**Waking Horror [Fear]:** In the presence of a dream demon lord, chances of inhuman and magical anomalies increase by 25% for survivors who are not fearless. When anomalies are triggered, the triggering survivor and its allies take 8 additional psychic damage, provided they are not fearless.**DARK PHENOMENA**

When an anomaly is triggered, if at least one eldritch horror demon is on the battlefield, it also triggers dark phenomena, which occurs before any other anomaly effects are resolved in the anomaly phase. This occurs in a close burst 12 around the demon. There is no save. This affects only the demon's enemies. Only one dark phenomenon can occur per round.

1d20	Dark Phenomena	Effect
1	Astral Winds	Victims take 8 cold damage and are dazed until the end of their next turn.
2	Black Radiance	Victims take 8 necrotic damage and lose all physical and energy soak until the end of their next turn.
3	Blizzard of Bile	Victims take 8 acid damage and are immobilized until the end of their next turn.
4	Chaos Beacon	Victims take 8 chaos damage and lose the ability to shift or make opportunity attacks until the end of their next turn.
5	Covered in Bile	Victims take 8 acid damage and lose all sanity and damage soak until the end of their next turn.
6	Despair	Victims take 8 chaos damage and -1 sanity soak until the next day.
7	Doom	Victims take 8 chaos damage and re-roll attacks, saves, and skills twice, taking the worst result, until the end of their next turn.
8	Feasting Flies	Victims take 8 physical damage and are crippled until the end of their next turn.
9	Ghosts of the Past	Victims take 8 chaos damage and gain a random insanity until the end of the scene.
10	Hateful Misery	Victims take 8 chaos damage and are immobilized until the end of their next turn.
11	Howling Wind	Victims take 8 sonic damage and treat all terrain as difficult until the end of their next turn.
12	Invisible Claws	Victims take 8 physical damage and are flanked until the end of their next turn.
13	Life Drain	Victims take 8 necrotic damage. The demoniac and its allies regain 6 hit points.
14	Mindless Horror	Victims take 8 chaos damage and are grabbed until the end of their next turn.
15	Necrotic Wasting	Victims take 8 necrotic damage and are crippled until the end of their next turn.
16	Pestilent Vermin	Victims take 8 poison damage and are flanked until the end of their next turn.
17	Searing Pain	Victims take 8 fire damage and are blinded until the end of their next turn.
18	Self-Mutilation	Victims take 8 physical damage and are overwhelmed until the end of their next turn. This is a fear effect.
19	Unclean Splendor	Victims take 8 chaos damage and are dazed until the end of their next turn.
20	Yellow Rot	Victims' maximum hit points are reduced by 10 until the end of the scene. This also adjusts their current hit points by 10.

ELDER THINGS

"It is absolutely necessary, for the peace and safety of mankind, that some of earth's dark, dead corners and unplumbed depths be let alone; lest sleeping abnormalities wake to resurgent life, and blasphemously surviving nightmares squirm and splash out of their black lairs to newer and wider conquests."

- H.P. Lovecraft, *At the Mountains of Madness* (1931)

The elder things are horrible tentacle monsters that spawn swarms of worms to go forth and infest the bodies of their victims to serve as abominable slaves.

SLIME WORM

Level 1 Minion

Challenge Points: 1

Type: Tiny Abomination

Sanity Damage: 2d6

Abilities: Might 10, Agility 16, Wit 12, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 16 (+1 Level, +3 Agi, +2 Size)

Saves: Might +1, Agility +3, Wit +2

Attacks: Bite +4, 1d8+1 + Acid

Passive Defenses: Blind, Immune to Acid

Slime worms are the vile progeny of elder things. Three-foot long eel-like creatures, the worms secrete caustic acid, but are comparatively harmless compared to the elder thing itself or its other servants.

Slime worms don't seek combat without great numbers. In small numbers, they are more likely to slink away to safety, either to infest a corpse and become a slime drone, or to one day mature into a new elder thing.

Acid: A creature hit by a slime worm takes 1 ongoing acid damage. An Agility save negates the damage.

Infest: Slime worms can enter corpses or helpless creatures by the mouth. These unfortunates become slime drones at the beginning of the drone's next turn, consuming the drone in the process.

Minion: Minions never take damage on a successful save or when an attack misses them.

Splash [Close Burst 1, Acid]: When a slime worm dies, it excretes caustic acid, causing 2 acid damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SLIME DRONE

Level 2 Standard

Challenge Points: 4

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 10, Wit 10, Charisma 16

Hit Points: 36

Initiative: +0

Armor Class: 12 (+2 Level)

Saves: Might +8, Agility +5, Wit +5

Attacks: Hurl Vomit +2, 1d8+2 Acid

Slam +5, 1d8+5

Passive Defenses: Acid Soak +2, Fast Healing 2, Psychic Soak +2

Slime drones are corpses and captured victims infested with slime worms. Slime drones are obese and misshapen, their brains devoured by the worms inside them. Slime drones eventually rot to the point that they can't move, so that the stench of pungent, unearthly corpses permeates their lair.

Slime drones in small numbers rarely leave their master's side, fighting to defend the elder thing and any cultists it has accumulated. In larger numbers, they roam beyond the lair, trying to find more corpses and victims to capture.

Acid Vomit [Close Burst 1, Acid, 2d6 Sanity]: Once per round, when struck, the slime drone can vomit acid as an instant action. Victims take 2 acid damage. An Agility save reduces damage by half.

Birthing Splash [Close Burst 1, Acid, 2d6 Sanity]: When a slime drone dies, it excretes caustic acid, causing 4 acid damage and birthing one slime worm.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

ELDER THING

Level 3 Eldritch Horror

Challenge Points: 24

Type: Huge Alien

Sanity Damage: 30

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 168

Initiative: +6

Armor Class: 14 (+3 Level, +3 Agility, -2 Size)

Saves: Might +10, Agility +9, Wit +9

Attacks: Tentacles +7 (Crit 18-20), 2d8+7 + Slime

Passive Defenses: Fast Healing 3, Physical Soak +3, Soak All Energy +3

Elder things are ancient tentacle monsters. They are long stalks of thick, rubbery tentacles, covered in twisted spines and weeping, lizard-like eyes. Elder things consider humans a pestilence that must be purged from the universe. They enthrall weak-willed humans to their service, creating suicide cults to do their bidding and provide host bodies for their worms.

Elder things cover their lairs in their slime, which is inimical to human life and causes even their cultists to grow ill and die. In the elder thing's judgment, these corpses make superior slime drones.

Dominate [Psychic, 2d6 Sanity]: As a standard action, the elder thing can deal an enemy within line of sight 3 ongoing psychic damage. While taking this ongoing damage, the victim is dominated. A Wit save ends the effect.

The elder thing can spend a move action to telepathically command its dominated victim to take a standard action to move or make a melee attack.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Infest [4d6 Sanity]: The elder thing can infest a corpse by inserting tendrils into its mouth and depositing worms as an instant action. These worms take control of the body, transforming the victim into a slime drone.

Slime [Poison]: A creature struck by the elder thing's tentacle slap is slimed until the end of the elder thing's next turn. A slimed creature's nervous system is compromised, causing it to take -2 to saves and +3 damage when it is struck for damage.

Slime Wave [Close Burst 6, Poison, 3d6 Sanity]: As a standard action, the elder thing can spray its slime. Victims must make an Agility save to negate this effect. Slimed creatures take -2 to saves and take +3 damage when they are damaged until the end of the scene.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

EPITHIOIDS

"You gotta be fuckin' kidding."

- *The Thing* (1982)

Epithioids are the grotesque victims-turned-denizens of the Amalgamation. Each is a revolting bundle of the skin and fur of absorbed and combined creatures, moving at impossible angles and speed, striking with terrible force.

TWISTED ONE

Level 5 Standard

Challenge Points: 10

Type: Medium Abomination

Sanity Damage: 4d6

Abilities: Might 10, Agility 16, Wit 14, Charisma 16

Hit Points: 60

Initiative: +5

Armor Class: 18 (+5 Level, +3 Agility)

Saves: Might +8, Agility +11, Wit +10

Attacks: Fleshlump +8 or +4/+4/+4, 1d10+5

Passive Defenses: Fast Healing 10

Twisted ones are the smallest of the epithioids, but are quick and extremely deadly, moving with a grotesque gait. They make strange squawking noises.

Infest [3d6 Sanity]: Each time the epithioid scores a hit, it reduces the enemy's physical soak by 1 until the end of the scene.

Multi-Attack: The twisted one can make three attacks per round, taking -4 to each.

Unstoppable: The epithioid can't be grabbed or immobilized and ignores difficult terrain.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GIBBERING HULK

Level 5 Monstrosity

Challenge Points: 20

Type: Large Abomination

Sanity Damage: 4d6

Abilities: Might 16, Agility 18, Wit 16, Charisma 16

Hit Points: 116

Initiative: Might +11, Agility +12, Wit +11

Armor Class: 18 (+5 Level, +4 Agility, -1 Size)

Saves: Might +11, Agility +12, Wit +11

Attacks: Fleshlump +9 (19-20 Crit), 2d10+8

Passive Defenses: Fast Healing 10

Gibbering hulks are the melded remains of people or animals. They wail hideously and speaking in tongues, spreading madness and pain.

Disgusting [Close Burst 1]: On any round in which the gibbering hulk takes damage, its wounds spew sticky slime, and the area becomes squares difficult terrain for the remainder of the scene. Enemies in the area to the gibbering hulk when this happens are immobilized until the end of its next turn.

Gibbering Howl [Aura 3, Fear]: Enemies take -4 to saves.

Infest [3d6 Sanity]: Each time the epithioid scores a hit, it reduces the enemy's physical soak by 2 until the end of the scene.

Unstoppable: The epithioid can't be grabbed or immobilized and ignores difficult terrain.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FLESH BEHEMOTH

Level 5 Eldritch Horror

Challenge Points: 20

Type: Large Abomination

Sanity Damage: 4d6

Abilities: Might 16, Agility 20, Wit 16, Charisma 16

Hit Points: 266

Initiative: Might +11, Agility +13, Wit +11

Armor Class: 18 (+5 Level, +5 Agility, -2 Size)

Saves: Might +11, Agility +13, Wit +11

Attacks: Fleshlump +10 or +6/+6/+6 (18-20 Crit), 1d10+8

Passive Defenses: Fast Healing 10

Flesh behemoths are the blended remains of dozens or hundreds of living beings, creating a true abomination of the Amalgamation.

Disgusting [Close Burst 1]: On any round in which the flesh behemoth takes damage, its wounds spew sticky slime, and the area becomes squares difficult terrain for the remainder of the scene. Enemies in the area to the flesh behemoth when this happens are immobilized until the end of its next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Gibbering Howl [Aura 3, Fear]: Enemies take -4 to saves.

Infest [3d6 Sanity]: Each time the epithioid scores a hit, it reduces the enemy's physical soak by 3 until the end of the scene.

Multi-Attack: The flesh behemoth can make three attacks per round, taking -4 to each.

Unstoppable: The epithioid can't be grabbed or immobilized and ignores difficult terrain.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FEY

“Sarah, go back to your room. Play with your toys and your costumes. Forget about the baby.”

- *Labyrinth* (1986)

“The Fomorians came to be regarded as the powers of nature in its hostile aspect. They personified blight, winter, darkness, and death, before which men trembled.”

- J.A. MacCulloch, *The Religion of the Ancient Celts* (1911)

The fey are ancient and fallen beings that despise mortals. Cruel and twisted creatures once thought of as myth, they are petty and vile. Their malevolence is in part driven by the bitter knowledge that their realms were once prosperous and peaceful, and that they have only their own iniquity to blame for the fall.

GOBLIN

Level 3 Minion

Challenge Points: 3

Type: Tiny Abomination

Sanity Damage: 3d6

Abilities: Might 10, Agility 20, Wit 10, Charisma 10

Hit Points: 1

Initiative: +5

Armor Class: 21 (+3 Level, +5 Agility, +2 Size, +1 Shield)

Saves: Might +3, Agility +8, Wit +3

Attacks: Dagger +8, 1d8+3

Passive Defenses: -

Goblins are children kidnapped by the fey for their amusement. Before long, when the fey grow bored of their toys, they are transformed into hideous mockeries of young children and armed as vicious warriors. They are agile, shriveled abominations with hateful cat's eyes and needle-sharp teeth.

Minion: Minions never take damage on a successful save or when an attack misses them.

Mischief: Once per round, when a melee attack misses a goblin, it can shift 6 squares. Its attacker must make a Wit save or take some mishap, causing 3 physical damage.

Without Number [Aura 1]: Enemies are flanked. Goblins gain +1 to damage for each additional ally in the area.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GREMLIN

Level 3 Standard

Challenge Points: 6

Type: Small Abomination

Sanity Damage: 3d6

Abilities: Might 10, Agility 20, Wit 10, Charisma 12

Hit Points: 40

Initiative: +5

Armor Class: 20 (+3 Level, +5 Agility, +1 Size, +1 Shield)

Saves: Might +4, Agility +9, Wit +4

Attacks: Dagger +8, 1d8+3 + Poison

Passive Defenses: -

Gremlins are older and stronger goblins, slightly larger and covered in scales.

Mischief: Once per round, when a melee attack misses a gremlin, it can shift 6 squares. Its attacker must make a Wit save or take some mishap, causing 3 physical damage.

Poison: Creatures hit by the gremlin's dagger must make a Might save or take 3 poison damage and be dazed until the end of the gremlin's next turn.

Without Number [Aura 1]: Enemies are flanked. Gremlins gain +1 to damage for each additional ally in the area.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

ASHEN ONE SWARM

Level 3 Monstrosity

Challenge Points: 12

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 10, Agility 20, Wit 16, Charisma 16

Hit Points: 70

Initiative: +8

Armor Class: 18 (+3 Level, +5 Agility)

Saves: Might +6, Agility +11, Wit +9

Attacks: Claws +8, 1d8+3

Passive Defenses: Psychic Soak +3

Ashen ones are the tiniest fey of Fallen Avalon, and the most hostile. They are feared by all who dwell there, let alone intruders. They are minuscule, pallid humanoids with bat wings, traveling in swirling swarms. Anything that falls into their clutches is eaten, leaving only bones.

Mischief: Once per round, when a melee attack misses the swarm, it can shift 6 squares. Its attacker must make a Wit save or take some mishap, causing 6 physical damage.

Ravenous [2d6 Sanity]: When the ashen one swarm hits a creature, the swarm regains 6 hit points, and that creature's physical soak is reduced by 1 until the end of the scene.

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the ashen one swarm. The swarm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed and attacks.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

TROLLKIN**Level 4 Standard****Challenge Points:** 8**Type:** Medium Abomination**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 10, Charisma 12**Hit Points:** 56**Initiative:** +3**Armor Class:** 16 (+3 Level, +3 Agi)**Saves:** Might +8, Agility +8, Wit +5**Attacks:** Claws +7, 1d8+7**Passive Defenses:** Fast Healing 8

Trollkin are the foul offspring of trolls and humans, often created as vile experiments or to pay heinous debts to the troll. The aspects of trolls are dominant in their appearance, as they are mottled, gray, stocky, and fearsomely ugly. They feel no kinship with humans. As they cannot be turned to stone by sunlight nor have other troll weaknesses, they serve where their masters cannot.

From the Ancient Dark: Trollkin reduce damage dealt to them by relics and anomalies by 8 (total of 18 soak from anomalies).

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a trollkin in a combat scene, choose any **two** powers from the list below.

Adaptable: Once per round, when the trollkin takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The trollkin gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit with a melee attack, the trollkin deals +8 damage.

Blood for Blood: For every ally that is killed during the scene, the trollkin gains +1 to damage rolls, to a maximum of +6.

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Brutal: The trollkin treats any weapon damage dice it deals reading 4 or less as a 5. The trollkin's critical threat range improves by 1.

Crushing Blows: The trollkin gains +2 to hit with melee attacks. When it misses with a melee attack, the trollkin still deals 4 damage.

Crushing Grab: On a hit, the trollkin grabs targets. When the trollkin begins its turn with a grabbed creature, it deals it 4 physical damage.

Evasive: When an attack misses the trollkin or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Filth [Necrotic]: A creature hit must make a Might save or contract ongoing 1 necrotic damage until the end of the scene. Each time it is hit again, the ongoing damage increases by 1.

Horde Tactics: The trollkin gains +1 to melee hit and damage for every ally it is adjacent to, to a maximum of +4.

Invisible: As a standard action, the trollkin can turn invisible. This invisibility ends if the trollkin deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the trollkin kills or reduces anything to 0 hit points, it regains 8 hit points.

Shroud [Close Burst 2]: The trollkin can bathe itself in shadow as an instant action once per scene. The area becomes unnaturally dark until the end of the trollkin's next turn. Attacks from outside the darkness from creatures without Night Vision or Omniscience take -2 to hit, as if the trollkin has cover. Within the darkness, enemies are treated as if blind.

Stench [Aura 2, Poison]: When the trollkin begins its turn, enemies must make a Might save or be crippled until the end of the trollkin's next turn.

Vile Wounding: When the trollkin damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

BAOBHAN SITH**Level 4 Eldritch Horror****Challenge Points:** 32**Type:** Medium Abomination**Sanity Damage:** 30**Abilities:** Might 14, Agility 16, Wit 16, Charisma 16**Hit Points:** 214**Initiative:** +6**Armor Class:** 16 (+3 Level +3, +3 Agility)**Saves:** Might +9, Agility +10, Wit +10**Attacks:** Claws +6 (18-20 Crit), 2d8+6**Passive Defenses:** Physical Soak +4, Energy Soak +8

The baobhan sith are beautiful, goat-hoofed women who crave the blood of mortals for sustenance and use in profane spells.

Blood Magic: For every 10 hit points the baobhan sith has lost, the save DCs of its powers increase by 1. For every 10 hit points an enemy is missing, the baobhan sith's powers deal +1 damage on damage rolls.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Hoofed Menace: The baobhan sith ignores difficult terrain.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a baobhan sith in a combat scene, choose any **four** powers from the list below.

Animal Magnetism [Aura 3]: Enemies treat the area as difficult terrain and take -2 to saves.

Banishment: Once per scene as a standard action, the baobhan sith can force an enemy to make a Wit save. On a failure, the victim is removed from play and transported to another plane, where the victim takes 2d6 sanity damage. At the beginning of each of its turns, the victim can make another Wit save to return. On a failure, the victim takes a further 2d6 sanity damage.

Black Invocation [Chaos, 1d6 Sanity]: Once per round, when an enemy fails a save, the baobhan sith causes that enemy to take 4d6 additional chaos damage.

Blasphemy [Close Blast 2, Chaos, 1d6 Sanity]: The baobhan sith spends a standard action. Enemies take 16 chaos damage. A Wit save reduces damage by half.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the baobhan sith can slay an adjacent minion. The baobhan sith regains 8 hit points per level of the minion (to a maximum of 30).

Brimstone Passage [Fire, 1d6 Sanity]: The baobhan sith spends a standard action. The baobhan sith teleports up to 3 squares to any location to which it has line of sight. At either the location from which it teleported or its arrival destination, every adjacent creature takes 16 fire damage.

Cloak of Madness: The baobhan sith is invisible to psychotic and insane survivors, even if they can normally see invisible creatures.

Corruption [Aura 3]: The area is difficult terrain for enemies. When the baobhan sith begins its turn, enemies must make a Might save or be crippled until the end of the baobhan sith's next turn.

Counterspell: Once per round, if the baobhan sith succeeds on a save, it can use one of his abilities as an instant action.

Dark Luck: Once per scene, the baobhan sith may re-roll any d20 roll and add +4.

Domination [Ranged 12]: As a standard action once per scene, the baobhan sith can dominate a creature. The victim gets a Wit save to resist the attack. If it fails, on its turn it must attack the nearest ally in melee. At the end of its turn, it gets another Wit save to resist the effect.

Doom [Ranged 12]: The baobhan sith spends a standard action. A victim within line of sight must make a Wit save, and gets another Wit save when it ends its turn to end the power. While the power is active, it rolls attacks and saves twice, taking the worst result.

Dread Encirclement [Aura 6]: One per round, when an enemy fails a save against one of the baobhan sith's powers, enemies within a close burst 6 are immobilized and unable to make opportunity attacks until the end of the baobhan sith's next turn.

Evasive: When an attack misses the baobhan sith or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Hymn [Ranged 12, Necrotic, 2d6 Sanity]: The baobhan sith spends a standard action. This power targets one enemy. The victim must make a Wit save or take 8 ongoing necrotic damage. While this damage affects the victim, it takes -4 to saves (except saves to end this ongoing damage).

Fortitude: Once per round as an instant action, the baobhan sith cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.

Foul Magic [Aura 3, Chaos]: When the baobhan sith begins its turn, enemies must make a Wit save or take 8 chaos damage and be crippled until the end of the baobhan sith's next turn.

Hungry Blades: The critical threat range of all the baobhan sith's allies improves by 1.

Invisible: As a standard action, the baobhan sith can turn invisible. This invisibility ends if the baobhan sith deals any damage with any ability or uses an ability against which an enemy fails its save.

Major Hex [Close Burst 6]: As a standard action, the baobhan sith curses enemies. Victims must make a Wit save. On a failure, victims are crippled until the end of the scene.

Sacrificial Magic: For every ally of the baobhan sith that dies during the scene, the save DCs of the baobhan sith's powers go up by 1, to a maximum of +4.

Shriek [Close Burst 3, Sonic, 2d6 Sanity]: The baobhan sith can shriek as an instant action once per round. Enemies can make a Wit save. On a failure, victims take 4 sonic damage and are immobilized until the end of the baobhan sith's next turn.

Slathering Vomit [Acid, 2d6 Sanity]: As an instant action once per scene, the baobhan sith can vomit all over itself in response to being grabbed or hit with a melee attack. The attacking creature takes 8d6 acid damage. An Agility save reduces damage by half.

Songbird [Ranged 12, Sonic, 1d6 Sanity]: The baobhan sith spends a standard action. The target takes 2d8+12 sonic damage, and is moved 2 squares. This forced movement does not provoke opportunity attacks. If the movement would place the target on hazardous terrain, it gets an Agility save to stop moving. A Might save reduces damage by half and negates other penalties.

Wail of the Banshee [Close Burst 12, Fear, Sonic, 2d6 Sanity]: As a standard action, the baobhan sith can give a piteous death wail. Enemies within a close burst 12 must make a Wit save or take 4 sonic damage and be crippled until the end of the baobhan sith's next turn.

MULCHKIN SOLDIER

Level 5 Minion

Challenge Points: 5

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 14, Agility 14, Wit 14, Charisma 14

Hit Points: 1

Initiative: +4

Armor Class: 17 (+5 Level, +2 Agility)

Saves: Might +9, Agility +9, Wit +9

Attacks: Tentacle +7, Tentacle 1d10+7

Passive Defenses: -

Mulchkin soldiers are vile homunculi created by fey magic, leaving filth wherever they go. They are humanoids composed of dead leaves and rotten vegetation. They attack using a barbed tentacle hidden inside their bodies or by throwing noxious seed pods.

Death Throes [Close Burst 2, Necrotic]: When a mulchkin soldier dies, it explodes. Enemies in the area take 5 necrotic damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

Pod Bomb [Ranged Burst 1 Within 6, Acid, 2d6 Sanity]: Mulchkin soldiers can throw seed pods. Victims in the area must make an Agility save or take 5d6 acid damage as their skin sloughs off. A successful save negates the damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SWAMP HORROR

Level 5 Monstrosity

Challenge Points: 20

Type: Huge Abomination

Sanity Damage: 4d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 16

Hit Points: 118

Initiative: +7

Armor Class: 17 (+5 Level, +4 Agility, -2 Size)

Saves: Might +12, Agility +12, Wit +11

Attacks: Claws +9 (Crit 19-20), 2d10+9

Passive Defenses: Fast Healing 5, Physical Soak +2, Soak All Energy +1, Necrotic Soak +5

Swamp horrors are lithe, bony creatures with sagging flesh. With their equine heads, they look much like a cross between a humanoid and a sickly horse, but they also have long, raking claws. They are ancient, morose creatures with no love for any living thing, even their brethren. They sometimes strike bargains with mortals, but they are in all things duplicitous.

Call Mulchkin: Once per round as an instant action, the swamp horror can call a mulchkin soldier. This creature arrives at the edge of the map closest to the swamp horror. The swamp horror can have no more than 4 mulchkin soldiers on the field at once.

Devour Ally: As an instant action once per round, the swamp horror can devour a minion within its reach and regain 2 hit points per level of the consumed minion.

Rotting Aura [Aura 2, Necrotic]: When the swamp horror begins its turn, enemies take 5 necrotic damage. For each damaged enemy, the swamp horror regains 1 hit point.



Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FOMORIAN SOLDIER

Level 6 Standard

Challenge Points: 12

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 10

Hit Points: 76

Initiative: +6

Armor Class: 18 (+3 Agility, +6 Level, -1 Size)

Saves: Might +9, Agility +9, Wit +9

Attacks: Halberd +9 or Longbow +9, 1d10+9

Passive Defenses: Physical Soak +2, Energy Soak +6

Fomorians are ancient giants that bedevil mortals as avatars of death, famine, and pestilence. Long ago, they were driven from the mortal realm by great heroes, but have returned to bring havoc one final time.

Fomorians are hateful and jealous of humans, enslaving and devouring them on an industrial scale. The presence of Fomorians also disrupts the essence of ley lines and other sources of sorcerous power.

Fomorian soldiers are the ill-starred offspring of humans and Fomorians. Though the lesser of either forebear, their rage is unquenchable. They wield weapons crudely crafted by slaves, and drag their slaves by chains with them into battle.

Baleful Charge: When at full hit points, Fomorian soldiers can charge 4 additional squares and gain +2 to hit and damage. They may use Brutal Attack as part of this charge.

Brutal Attack: Instead of making one attack as a standard action, a Fomorian can make two attacks at -2. Each attack must have a different target.

Living Blasphemy: In the presence of a Fomorian, chances of inhuman and magical anomalies increase by 10%.

Vile Rage: When staggered, Fomorian soldiers lose their physical soak and gain +2 to damage rolls.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

TROLL

Level 6 Monstrosity

Challenge Points: 24

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 14

Hit Points: 138

Initiative: +7

Armor Class: 19 (+6 Level, +4 Agi, -1 Size)

Saves: Might +12, Agility +12, Wit +11

Attacks: Claws +10 (Crit 19-20), 2d10+10

Passive Defenses: Regeneration 12

Trolls are towering humanoids that seem a degenerate mockery of humanity. Their gray skin is like molten stone, covered in patches of hair. Their eyes are beady, glowing, and miscolored, set above ripping and yellowed canine teeth. Trolls are grim barbarians that hate humans, warm hearths, and laughter. They exist in the fossil record, identified erroneously as *Gigantopithecus* apes, but have otherwise escaped widespread detection until now.

From the Ancient Dark: Trolls reduce damage dealt to them by relics and anomalies by 12 (total of 22 soak against anomalies).

Leaping: The troll can leap 8 squares without provoking an opportunity attack. When it lands, all enemies in a close burst 1 must make an Agility save or take 2d8 damage from the troll's violent landing.

Mighty: When not staggered, the troll gets two standard actions per turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Heroic Strength: Unarmed attacks on a troll, or attacks from a demigod legendary weapon, ignore its regeneration.

Sunlight: Trolls turn to stone in sunlight, but are not permanently killed unless the stone is then destroyed. Otherwise, they return to life the next night.

MODULAR POWERS

When using a troll in a combat scene, choose any **three** powers from the list below.

Adaptable: Once per round, when the troll takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The troll gains +3 to speed, AC, and Agility saves.

Animal Magnetism [Aura 2]: Enemies treat the area as difficult terrain and take -2 to saves.

Baleful Wounding: On a critical hit with a melee attack, the troll deals +12 damage.

Black Invocation [Chaos, 1d6 Sanity]: Once per round, when an enemy fails a save, the troll causes that enemy to take 12 additional chaos damage.

Blood for Blood: For every ally that is killed during the scene, the troll gains +1 to damage rolls, to a maximum of +6.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the troll can slay an adjacent minion. The troll regains 6 hit points per level of the minion (to a maximum of 36).

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Breath Attack [Close Blast 5]: As a standard action, the troll can breathe energy, dealing 12d6 damage of a type chosen at the troll's creation. Enemies can make Agi saves to reduce damage by half. In the case of psychic damage, it can be a Wit save.

Brutal: The troll treats any weapon damage dice it deals reading 4 or less as a 5. The troll's critical threat range improves by 1.

Callous Frigid Chill [Aura 2]: When the troll must make a save, enemies take 6 cold damage.

Charnel Ground [Aura 2, Necrotic]: The area is difficult terrain for enemies. At the beginning of the troll's turn, staggered creatures in this area must make a Wit save or take 12 necrotic damage.

Corruption [Aura 2]: The area is difficult terrain for enemies. When the troll begins its turn, enemies must make a Might save or be crippled until the end of the troll's next turn.

Crushing Blows: The troll gains +3 to hit with melee attacks. When it misses with a melee attack, the troll still deals 12 damage.

Crushing Grab: On a hit, the troll grabs targets. When the troll begins its turn with a grabbed creature, it deals it 7 physical damage.

Disruption [Aura 2]: Enemies take -2 to attack rolls.

Dread [Aura 2, Fear]: Enemies must make a Wit save when they begin their turn in the area or be dazed until the end of their turn.

Evasive: When an attack misses the troll or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Filth [Necrotic]: A creature hit must make a Might save or contract ongoing 1 necrotic damage until the end of the scene. Each time it is hit again, the ongoing damage increases by 1.

Fortitude: Once per round as an instant action, the troll cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.

Foul Magic [Aura 2, Chaos]: When the troll begins its turn, enemies must make a Wit save or take 6 chaos damage and be crippled until the end of the troll's next turn.

Frostheart [Cold, 1d6 Sanity]: When the troll is hit in melee, the attacker must make a Might save or take 6 cold damage.

Horde Tactics: The troll gains +1 to melee hit and damage for every ally it is adjacent to, to a maximum of +4.

Invisible: As a standard action, the troll can turn invisible. This invisibility ends if the troll deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the troll kills or reduces anything to 0 hit points, it regains 30 hit points.

Putrefactor [Close Blast 3, Poison, 3d6 Sanity]: As an instant action once per round, the troll can spray sticky vomit. All affected terrain becomes difficult terrain for the remainder of the scene. Enemies who begin their turn in the vomit take 6 poison damage.

Rotting Aura [Aura 2, Necrotic]: When the troll begins its turn, enemies take 6 necrotic damage. For each damaged enemy, the troll regains 1 hit point.

Shroud [Close Burst 2]: The troll can bathe itself in shadow as an instant action once per scene. The area becomes unnaturally dark until the end of the troll's next turn. Attacks from outside the darkness from creatures without Night Vision or Omniscience take -2 to hit, as if the troll has cover. Within the darkness, enemies are treated as if blind.

Slobber [Aura 2, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Stench [Aura 2, Poison]: When the troll begins its turn, enemies must make a Might save or be crippled until the end of the troll's next turn.

Vile Wounding: When the troll damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

CHARNEL PRINCE

Level 8 Monstrosity

Challenge Points: 32

Type: Huge Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 16

Hit Points: 178

Initiative: +8

Armor Class: 20 (+4 Agility, +8 Level, -2 Size)

Saves: Might +15, Agility +15, Wit +15

Attacks: Scythe +12 or Longbow +12 (19-20 Crit), 2d10+12

Passive Defenses: Physical Soak +4, Necrotic Soak +8

Charnel princes are living abattoirs, reeking of spilt gore and filth. They are grotesquely obese, and blood runs down their chin from their fresh feed. They count themselves among the Fomorian nobility, though little about them is kingly.

Brutal Attack: Instead of making one attack as a standard action, a Fomorian can make two attacks at -2. Each attack must have a different target.

Charnel Ground [Aura 2, Necrotic]: The area is difficult terrain for enemies. At the beginning of the charnel prince's turn, staggered creatures in this area must make a Wit save or take 16 necrotic damage.

Deathly Grace: While not staggered or suffering from a condition, the charnel prince's physical soak improves to +8.

Living Blasphemy: In the presence of a Fomorian, chances of inhuman and magical anomalies increase by 10%.

Vile Rage: When staggered, a charnel prince loses its physical soak and gains +4 to damage rolls.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

PESTILENT PRINCE

Level 8 Monstrosity

Challenge Points: 32

Type: Huge Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 16

Hit Points: 178

Initiative: +8

Armor Class: 20 (+4 Agility, +8 Level, -2 Size)

Saves: Might +15, Agility +15, Wit +15

Attacks: Flail +12 or Longbow +12 (Crit 19-20), 2d10+12

Passive Defenses: Physical Soak +4, Poison Soak +8

Pestilent princes are lithe Fomorians covered in crusted scabs and sores amid tufts of blotched, fury hair. A cloud of venomous flies attends their every step.

Brutal Attack: Instead of making one attack as a standard action, a Fomorian can make two attacks at -2. Each attack must have a different target.

Living Blasphemy: In the presence of a Fomorian, chances of inhuman and magical anomalies increase by 10%.

Putrefactor [Close Blast 3, Poison, 3d6 Sanity]: As an instant action once per round, the pestilent prince can spray sticky vomit. All affected terrain becomes difficult terrain for the remainder of the scene. Enemies who begin their turn in the vomit take 4 poison damage.

Toxic Step: When a pestilent prince shifts, enemies adjacent to it at any point on that shift take 8 poison damage.

Vile Rage: When staggered, a pestilent prince loses its physical soak and gains +4 to damage rolls.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

WINTRY PRINCE**Level 8 Monstrosity****Challenge Points:** 32**Type:** Huge Abomination**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 18, Wit 18, Charisma 16**Hit Points:** 178**Initiative:** +8**Armor Class:** 20 (+4 Agility, +8 Level, -2 Size)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Great Club +12 or Longbow +12 (Crit 19-20), 2d10+12**Passive Defenses:** Physical Soak +4, Cold Soak +8

Wintry princes are muscular Fomorians with blackened, frostbitten flesh that has hardened into a calcified husk like that of a long dead and frozen corpse.

Brutal Attack: Instead of making one attack as a standard action, a Fomorian can make two attacks at -2. Each attack must have a different target.

Frostheart [Cold, 1d6 Sanity]: When a wintry prince is hit in melee, the attacker must make a Might save or take 8 cold damage.

Callous Frigid Chill [Aura Burst 2]: When the wintry prince must make a save, enemies take 8 cold damage.

Living Blasphemy: In the presence of a Fomorian, chances of inhuman and magical anomalies increase by 10%.

Vile Rage: When staggered, a charnel prince loses its physical soak and gains +4 to damage rolls.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

TROLLMOTHER**Level 8 Eldritch Horror****Challenge Points:** 64**Type:** Huge Abomination**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 16**Hit Points:** 418**Initiative:** +8**Armor Class:** 20 (+8 Level, +4 Agi, -2 Size)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Claws +12 (18-20 Crit), 2d10+12 + Smite**Passive Defenses:** Regeneration 32

Trollmothers are the matriarchs of the troll race, far larger than their children. They have wild, scraggly tufts of hair, but appear more human than other trolls. A trollmother confronts mortals and challenges them to some seemingly impossible task. They enjoy riddle contests, allowing mortals to wager their lives against safe passage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

From the Ancient Dark: Trollmothers reduce damage dealt to them by relics and anomalies by 16 (total of 26 versus anomalies).

Leaping: The trollmother can leap 8 squares without provoking an opportunity attack. When it lands, all enemies in a close burst 2 must make an Agility save or take 4d10 damage from the troll's violent landing.

Mighty: When not staggered, the trollmother gets two standard actions per turn.

Smite: When the trollmother scores a critical, the victim must make a Might save or be stunned until the end of its next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VULNERABILITIES

Heroic Strength: Unarmed attacks on a troll, or attacks from a demigod legendary weapon, ignore its regeneration.

Sunlight: Trolls turn to stone in sunlight, but are not permanently killed unless the stone is then destroyed. Otherwise, they return to life the next night.

MODULAR POWERS

When using a trollmother in a combat scene, choose any **four** powers from the list below.

Adaptable: Once per round, when the trollmother takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The trollmother gains +4 to speed, AC, and Agility saves.

Animal Magnetism [Aura 3]: Enemies treat the area as difficult terrain and take -2 to saves.

Baleful Wounding: On a critical hit with a melee attack, the trollmother deals +12 damage.

Black Invocation [Chaos, 1d6 Sanity]: Once per round, when an enemy fails a save, the trollmother causes that enemy to take 16 additional chaos damage.

Blood for Blood: For every ally that is killed during the scene, the trollmother gains +1 to damage rolls, to a maximum of +8.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the trollmother can slay an adjacent minion. The trollmother regains 8 hit points per level of the minion (to a maximum of 64).

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Breath Attack [Close Blast 5]: As a standard action, the trollmother can breathe energy, dealing 16d6 damage of a type chosen at the trollmother's creation. Enemies can make Agi saves to reduce damage by half. In the case of psychic damage, it can be a Wit save.

Brutal: The trollmother treats any weapon damage dice it deals reading 4 or less as a 5. The trollmother's critical threat range improves by 1.

Callous Frigid Chill [Aura 3]: When the trollmother must make a save, enemies take 8 cold damage.

Charnel Ground [Aura 3, Necrotic]: The area is difficult terrain for enemies. At the beginning of the trollmother's turn, staggered creatures in this area must make a Wit save or take 16 necrotic damage.

Corruption [Aura 3]: The area is difficult terrain for enemies. When the trollmother begins its turn, enemies must make a Might save or be crippled until the end of the trollmother's next turn.

Crushing Blows: The trollmother gains +4 to hit with melee attacks. When it misses with a melee attack, the trollmother still deals 8 damage.

Crushing Grab: On a hit, the trollmother grabs targets. When the trollmother begins its turn with a grabbed creature, it deals 16 physical damage.

Disruption [Aura 3]: Enemies take -2 to attack rolls.

Dread [Aura 3, Fear]: Enemies must make a Wit save when they begin their turn in the area or be dazed until the end of their turn.

Evasive: When an attack misses the trollmother or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Filth [Necrotic]: A creature hit must make a Might save or contract ongoing 2 necrotic damage until the end of the scene. Each time it is hit again, the ongoing damage increases by 2.

Fortitude: Once per round as an instant action, the trollmother cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.

Foul Magic [Aura 3, Chaos]: When the trollmother begins its turn, enemies must make a Wit save or take 8 chaos damage and be crippled until the end of the trollmother's next turn.

Frostheart [Cold, 1d6 Sanity]: When the trollmother is hit in melee, the attacker must make a Might save or take 8 cold damage.

Horde Tactics: The trollmother gains +1 to melee hit and damage for every ally it is adjacent to, to a maximum of +4.

Invisible: As a standard action, the trollmother can turn invisible. This invisibility ends if the trollmother deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the trollmother kills or reduces anything to 0 hit points, it regains 40 hit points.

Putrefactor [Close Blast 3, Poison, 3d6 Sanity]: As an instant action once per round, the trollmother can spray sticky vomit. All affected terrain becomes difficult terrain for the remainder of the scene. Enemies who begin their turn in the vomit take 8 poison damage.

Rotting Aura [Aura 3, Necrotic]: When the trollmother begins its turn, enemies take 8 necrotic damage. For each damaged enemy, the trollmother regains 2 hit points.

Shroud [Close Burst 3]: The trollmother can bathe itself in shadow as an instant action once per scene. The area becomes unnaturally dark until the end of the trollmother's next turn. Attacks from outside the darkness from creatures without Night Vision or Omniscience take -2 to hit, as if the trollmother has cover. Within the darkness, enemies are treated as if blind.

Slobber [Aura 3, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Stench [Aura 3, Poison]: When the trollmother begins its turn, enemies must make a Might save or be crippled until the end of the trollmother's next turn.

Vile Wounding: When the trollmother damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

FOMORIAN KING

Level 12 Eldritch Horror

Challenge Points: 96

Type: Colossal Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 18, Charisma 20

Hit Points: 620

Initiative: +8

Armor Class: 22 (+12 Level, +4 Agility, -4 Size)

Saves: Might +22, Agility +21, Wit +21

Attacks: Greatsword +17 (Crit 18-20), 2d12+17

Passive Defenses: Physical Soak +6, Soak All Energy +12

The Fomorian king is a graceful and beautiful fiend dressed in inhuman fineries, the worthy scion of ancient forebears who once clashed with heroes of legend.

Brutal Attack: Instead of making one attack as a standard action, the Fomorian King can make two attacks. Each attack must have a different target.

Charnel Ground [Aura 3, Necrotic]: The area is difficult terrain. At the beginning of the Fomorian King's turn, staggered creatures must make a Wit save or take 24 necrotic damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Frostheart [Cold, 1d6 Sanity]: When the Fomorian King is hit in melee, the attacker must make a Might save or take 12 cold damage.

Putrefactor [Close Blast 4, Poison, 2d6 Sanity]: As an instant action once per round, the Fomorian King can spray sticky vomit. All affected terrain becomes difficult terrain for the remainder of the scene. Enemies who begin their turn in the vomit take 5 poison damage.

Vile Rage: When staggered, the Fomorian King loses its physical soak and gains +6 to damage rolls.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FOUL FIENDS OF FAD FELEN

"Woe, destruction, ruin, and decay; the worst is death, and death will have his day."

- William Shakespeare, *Richard II* (1595)

The hideous god Fad Felen is attended by an army of plague-ridden horrors, bound to its deathly will at the center of the legendary traveling Bleak Bog.

FESTERFLEA

Level 8 Minion

Challenge Points: 8

Type: Small Cryptid

Sanity Damage: 3d6

Abilities: Might 16, Agility 18, Wit 10, Charisma 12

Hit Points: 1

Initiative: +4

Armor Class: 27 (+8 Level, +4 Agi, +4 Armor, +1 Size)

Saves: Might +12, Agility +13, Wit +11

Attacks: Bite +12, 1d10+11 + Plague-Ridden + Pounce

Passive Defenses: -

Festerfleas are enormous and hideous bloodsuckers.

Festering [Close Burst 3, Necrotic 4d6 Sanity]: When the festerflea dies, thousands of larva escape its body in a cloud. Enemies take 8 necrotic damage and must make an Agility save or be blinded until the end of their next turn.

Minion: Minions never take damage on a successful save or when an attack misses them.

Plague-Ridden: Enemies struck by the festerflea must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Pounce: On a hit, enemies must make a Might save. On a failure, the victim is knocked prone, immobilized, and grabbed. Another Might save breaks the grab.

FESTERFLEA QUEEN

Level 8 Standard
Challenge Points: 16
Type: Small Cryptid
Sanity Damage: 3d6
Abilities: Might 16, Agility 18, Wit 10, Charisma 14
Hit Points: 96
Initiative: +4
Armor Class: 26 (+8 Level, +4 Agi, +4 Armor)
Saves: Might +13, Agility +14, Wit +10
Attacks: Bite +12, 1d10+11 + Plague-Ridden
Passive Defenses: Necrotic Soak +8, Physical Soak +2

Festerflea queens summon swarms of offspring to their side.

Festering [4d6 Sanity]: When the festerflea queen dies, thousands of flea larva escape from its body in a cloud. Enemies take 16 necrotic damage, with no save, and must make an Agility save (DC 23) or be blinded until the end of their next turn.

Plague-Ridden: Enemies struck by the queen must make a Might save (DC 23) or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Pounce: On a hit, enemies must make a Might save (DC 23). On a failure, the victim is knocked prone, immobilized, and grabbed. Another Might save breaks the grab.

Without Number [Aura]: As a free action when a combat scene begins, the queen can summon two festerfleas that act immediately after her in initiative anywhere in an aura burst 12. She can repeat this as a standard action, and can use it as a free action again when she is staggered. She can command no more than eight festerfleas at once.

LOST LEGIONNAIRE

Level 8 Standard
Challenge Points: 16
Type: Medium Undead [Ghost]
Sanity Damage: 4d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 16
Hit Points: 96
Initiative: +3
Armor Class: 25 (+8 Level, +4 Armor, +3 Agi)
Saves: Might +14, Agility +14, Wit +11
Attacks: Fellblade +11, 1d10+11 + Plague-Ridden
Passive Defenses: Fast Healing 8, Necrotic Soak +8, Physical Soak +8

Lost legionnaires are the remains of armored knights, foul spirits who died of plague in doomed campaigns. The legionnaires move and fight even when dismembered, their ruined bodies floating unnaturally. Beneath their slimy armor is only nothingness.

Incorporeal: The ghost can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Pestilence [Aura 6, Necrotic, 3d6 Sanity]: Enemies' fast healing and regeneration don't work, and other healing is half as effective. Crippled and overwhelmed enemies take a further -2.

Plague-Ridden: Enemies struck by the legionnaire must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Unstoppable Force: The legionnaire can't be grabbed, immobilized, slowed, or knocked prone.

ROTMONGER

Level 8 Monstrosity
Challenge Points: 32
Type: Huge Abomination
Sanity Damage: 4d6
Abilities: Might 18, Agility 18, Wit 16, Charisma 18
Hit Points: 178
Initiative: +7
Armor Class: 24 (+8 Level, +4 Armor, +4 Agi, -2 Size)
Saves: Might +16, Agility +16, Wit +15
Attacks: Slam +12, 2d10+12 + Plague-Ridden (19-20 Crit)
Passive Defenses: Fast Healing 16, Necrotic Soak +8, Physical Soak +4

The rotmonger is one of the trees of the Garden of Eden. Corrupted during the tempting of the first humans, it remained after paradise was scoured, becoming a twisted progenitor of the first blights and plagues. The rotmongers now serve the will of the vile demigod Fad Felen.

Bearing Fruit: When the rotmonger hits an enemy, that enemy and all enemies adjacent to it take 8 necrotic damage.

Garden of Deathly Delights [Aura 6, Necrotic, 3d6 Sanity]: All terrain is difficult, and enemies take 2 cumulative necrotic damage for each square they moved while inside the area at the end of their turn.

Plague-Ridden: Enemies struck by the rotmonger must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FAD FELEN

Level 8 Eldritch Horror
Challenge Points: 64
Type: Huge Abomination
Sanity Damage: 30
Abilities: Might 18, Agility 18, Wit 16, Charisma 18
Hit Points: 418
Initiative: +7
Armor Class: 20 (+8 Level, +4 Agi, -2 Size)
Saves: Might +16, Agility +16, Wit +15
Attacks: Slam +12, 2d10+12 Necrotic + Plague-Ridden (18-20, +2d10 Crit)
Passive Defenses: Fast Healing 16, Necrotic Soak +8, Physical Soak +4

Fad Felen is a jaundiced, dragon-like creature of yellow mottled skin. Its head is humanoid, covered with stringy hair and regarding foes with starlight eyes over a leering grin.

Fad Felen is an ancient entity responsible for much of the world's plagues, which it devises with the help of its rotmonger caretakers at the center of the corrupted Garden of Eden, the so-called Bleak Bog.

Death Omen [Aura 6, Fear, 4d6 Sanity]: When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Life Drain: When Fad Felen scores a hit, it regains 8 hit points.

Pestilent Majesty: All enemies take -4 to Might saves.

Plague-Ridden: Enemies struck by Fad Felen must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FOULSTONE HORRORS

"A messenger from realms whose existence stuns the brain and numbs us with the gulfs that it throws open before our frenzied eyes."

- *Color Out of Space* (2019)

Foulstone creatures are infected with an otherworldly substance that has corrupted and enslaved them to an alien will.

FOULSTONE INITIATE

Level 7 Minion

Challenge Points: 7

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 14, Wit 14, Charisma 14

Hit Points: 1

Initiative: +4

Armor Class: 19 (+7 Level, +2 Agility)

Saves: Might +12, Agility +11, Wit +11

Attacks: Machete +10, 1d10+10

Passive Defenses: -

Initiates are humans recently corrupted by foulstone. They are sickly, skeletal creatures who do only the foulstone's will, attacking mindlessly. Their internal organs glow from the Behemoth's influence.

Death Throes [Close Burst 1, Chaos]: When an initiate dies, its corpse explodes into sparkling vapor. Enemies take 7 ongoing piercing chaos damage. A Might save negates the damage. The vapor also remains in the area in a burst 1 until the end of the scene. Creatures who start their turns in the area or move through it must make a Might save or take 7 piercing chaos damage. Creatures can only take this damage once per round. Foulstone creatures are immune to these effects.

Minion: Minions never take damage on a successful save or when an attack misses them.

FOULSTONE PARIAH

Level 7 Standard

Challenge Points: 14

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 14, Wit 14, Charisma 14

Hit Points: 86

Initiative: +4

Armor Class: 19 (+7 Level, +2 Agility)

Saves: Might +12, Agility +11, Wit +11

Attacks: Lead Pipe +10, 1d10+10

Passive Defenses: Physical Soak +2

Pariahs are bloated with the influence of foulstone. They radiate green energy wherever they go, spreading corruption. Pariahs don't like to share their "gift" with lessers, and allow initiates to attack first, absorbing the brunt of the casualties.

Death Throes [Close Burst 1, Chaos]: When a pariah dies, its corpse explodes into sparkling vapor. Enemies take 7 ongoing piercing chaos damage. A Might save negates the damage. The vapor also remains in the area in a burst 1 until the end of the scene; creatures who start their turns in the area or move through it must make a Might save or take 7 piercing chaos damage. Creatures can only take this damage once per round. Foulstone creatures are immune to these effects.

Foulstone Cloud [Aura 1, Chaos, 2d6 Sanity]: When the pariah begins its turn, enemies must make a Wit save or take 7 piercing chaos damage and be crippled until the end of the pariah's next turn. Creatures reduced to 0 hit points by the pariah become initiates.

FOULSTONE SORCERER

Level 7 Monstrosity

Challenge Points: 28

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 14, Agility 16, Wit 18, Charisma 18

Hit Points: 154

Initiative: +7

Armor Class: 20 (+7 Level, +3 Agility)

Saves: Might +13, Agility +14, Wit +15

Attacks: Foulstone Stave +10 (19-20 Crit), 2d10+9 + Befouling

Passive Defenses: Fast Healing 7, Physical Soak +2, Soak All Energy +1, Chaos Soak +7

Foulstone sorcerers are withered husks, toothless wretches wizened with age before their time. They are so withered that their gender is unidentifiable. They carry staves topped with their master's essence, the source of their power. Sorcerers have little control over the energies inside their staves, wading blindly into battle and trusting their master's guidance.

Befouling [Chaos, 2d6 Sanity]: Creatures hit by the sorcerer must make a Wit save or take an additional 7 piercing chaos damage and be crippled until the end of the sorcerer's next turn.

Foulstone Magicka: When the sorcerer makes a stave attack, it activates a random spell whether it hits or misses. Roll 1d4:

- **1: Foulstone Needles [Close Burst 2]:** Enemies must make an Agility save or be blinded and deafened until the end of the sorcerer's next turn.
- **2: Foulstone Chaos [Chaos]:** The sorcerer attacks the closest ally or enemy (choosing if several are equidistant) with a ray of chaos. Enemies struck by the attack take 7 chaos damage and are stunned until the end of the sorcerer's next turn (a Might save negates all effects). Allies who are struck take 7 chaos damage but can then make an attack as an instant action.
- **3: Foulstone Curse [Fear]:** The nearest enemy must make a Wit save. On a failure, it takes -4 to saves and attack rolls until the end of the sorcerer's next turn. Fearless creatures are immune to this effect.
- **4: Foulstone Encirclement [Close Burst 6]:** Enemies are immobilized and unable to make opportunity attacks until the end of the sorcerer's next turn.

Flourish: Once per round as an instant action in response to being missed by an attack or succeeding on a save, the sorcerer can make a stave attack, triggering Foulstone Magicka.

FOULSTONE BEHEMOTH**Level 7 Eldritch Horror****Challenge Points:** 56**Type:** Huge Alien**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 368**Initiative:** +8**Armor Class:** 23 (+7 Level, +4 Armor, +4 Agility, -2 Size)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Smash +11 (18-20 Crit), 2d10+11**Passive Defenses:** Fast Healing 14, Physical Soak +4, Soak All Energy +4

The foulstone behemoth is an ambulatory block of living stone. The stone is a translucent, crystalline substance that glows with energy and appears filled with a galaxy of tiny moving particles. The behemoth is a fugitive from the Fecund Nether, where it was imprisoned for millennia. In that realm, it had no physical form. The behemoth's physical substance consumes the bodies and souls of mortals and replaces their loss with its essence. These mortals serve the behemoth and spread its influence.

Awesome Presence [Aura 6, Fear, 3d6 Sanity]: When the behemoth begins its turn, enemies must make a Wit save or lose a stunt and be stunned until the end of the behemoth's next turn.

Corruption: Creatures reduced to 0 hit points by the behemoth become foulstone initiates.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Godlike: When not staggered, the behemoth gets two standard actions on each turn.

Irradiate [Close Burst 6, Chaos, 3d6 Sanity]: As an instant action once per round, the behemoth causes itself to partially disintegrate. The behemoth loses 7 hit points and attacks all enemies in a close burst 6. Creatures in the area can avoid contamination by making a Might save. On a failure, victims take 7 piercing chaos damage, are pulled 1 square toward the behemoth, and are overwhelmed until the end of the behemoth's next turn.

VULNERABILITIES

Lightning and Necrotic Damage: When the behemoth takes lightning or necrotic damage, it takes +4 damage and loses its armor bonus to AC and physical soak until the end of its next turn.

FUNGALS

"I keep wondering if he's still in there. Trapped inside his own body, with no control."

- *The Last Days on Mars* (2013)

Fungals are former humans, infested with a sinister fungal infection. The fungus clouds and controls their minds, leaving them with their wits, but driving them to spread the infection.

While the hosts are still recognizably human, the infection is difficult to detect and root out. Over days, however, the fungus transforms human hosts into fungiform monsters. Once this phase of infection begins among a populace, resistance is already depleted by treachery, and the fungals overwhelm their last victims with a pitiless onslaught.

As the infection advances through the host's system, they turn from noticeably inhuman creatures with fungal blooms erupting from their orifices and wounds, into enormous, unrecognizable amalgamations of flesh and fungi.

MOIST ONE**Level 1 Minion****Challenge Points:** 1**Type:** Medium Abomination**Sanity Damage:** 1d6**Abilities:** Might 14, Agility 14, Wit 12, Charisma 12**Hit Points:** 1**Initiative:** +3**Armor Class:** 13 (+1 Level, +2 Agility)**Saves:** Might +4, Agility +4, Wit +3**Attacks:** Claws or Gun +3, 1d8+3**Passive Defenses:** Immune to Poison

Moist ones are recently infected humans who don't exhibit severe symptoms of fungal infection; they perspire profusely, but can masquerade as normal humans. The perspiration is a fungal excretion that signals their enslavement. Moist ones attempt to spread the infection to other humans and lure the strongest resistance into ambushes.

Grab: Creatures hit by the moist one are grabbed (Might save to escape).

Infection: Creatures reduced to 0 hit points by fungals become moist ones at the end of their next turn.

Minion: Minions never take damage on a successful save or when an attack misses them.

Spores [Close Burst 2, Poison, 2d6 Sanity]: When the moist one is killed, enemies must make a Might save or take 2 poison damage and become dazed during their next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FUNGAL ZOMBIE

Level 1 Standard
Challenge Points: 2
Type: Medium Abomination
Sanity Damage: 2d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 10
Hit Points: 26
Initiative: +3
Armor Class: 14 (+1 Level, +3 Agility)
Saves: Might +4, Agility +4, Wit +1
Attacks: Claws +4, 1d8+4
Passive Defenses: Immune to Blinding, Physical Soak +1, Poison Soak +1

Fungal zombies are fungal host bodies that suffered biological death. In death, the fungal infection takes over the nervous system completely, creating a mindless and clumsy warrior form to act as a shock trooper.

Grab: Creatures hit by the fungal are grabbed (Might save to escape).

Infection: Creatures reduced to 0 hit points by fungi become moist ones at the end of their next turn.

Spores [Close Burst 2, Poison, 2d6 Sanity]: The first time each round the fungal is damaged, enemies must make a Might save or take 1 poison damage and become dazed during their next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FUNGAL HORROR

Level 1 Monstrosity
Challenge Points: 4
Type: Large Abomination
Sanity Damage: 3d6
Abilities: Might 16, Agility 16, Wit 16, Charisma 14
Hit Points: 36
Initiative: +5
Armor Class: 13 (+1 Level, +3 Agility, -1 Size)
Saves: Might +6, Agility +6, Wit +6
Attacks: Claws +4 (19-20 Crit), 2d8+4
Passive Defenses: Immune to Blinding, Physical Soak +1, Poison Soak +1

Fungal horrors are advanced fungiforms that have grown protective fungal growths, causing them to become larger than any human.

Grab: Creatures hit by the fungal are grabbed (Might save to escape). Grabbed creatures can't save against the fungal's spore breath.

Infection: Creatures reduced to 0 hit points by fungi become moist ones at the end of their next turn.

Spores [Close Burst 2, Poison, 2d6 Sanity]: The first time each round the fungal is damaged, enemies must make a Might save or take 2 poison damage and become dazed during their next turn.

Spore Breath [Close Blast 3, Poison, 2d6 Sanity]: As a standard action once per round, the fungal can breathe a blast of spores. Victims take 1d8+2 poison damage and are dazed until the end of the fungal's next turn. A successful Might save reduces the damage by half and negates the dazing effect.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

FUNGAL LEVIATHAN

Level 3 Eldritch Horror
Challenge Points: 24
Type: Huge Abomination
Sanity Damage: 30
Abilities: Might 18, Agility 16, Wit 16, Charisma 16
Hit Points: 168
Initiative: +6
Armor Class: 14 (+3 Level, +3 Agility, -2 Size)
Saves: Might +9, Agility +9, Wit +9
Attacks: Claws +7 (18-20 Crit), 2d8+7
Passive Defenses: Poison Soak +3

The most advanced fungiform is the fungal leviathan, a bulbous, multi-appended atrocity that spreads destruction and infection in its wake.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Grab: Creatures hit by the fungal are grabbed (Might save to escape). Grabbed creatures can't save against the fungal's spore breath.

Infection: Creatures reduced to 0 hit points by leviathans become moist ones at the end of their next turn.

Spores [Close Burst 2, Poison, 2d6 Sanity]: The first time each round the fungal is damaged, enemies must make a Might save or take 6 poison damage and become dazed until the end of the fungal's next turn.

Spore Breath [Close Blast 3, Poison, 2d6 Sanity]: As a standard action once per round, the fungal can breathe a blast of spores. Victims take 1d8+3 poison damage and become dazed during their next turn. A successful Might save reduces the damage by half and negates the dazing effect.

Trample [Aura 1]: When the fungal begins its turn, enemies must make Agility saves. On failure, victims are knocked prone and dealt 6 physical damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GHOSTS

“Here we go, the world is spinning. When it stops, it's just beginning. Sun comes up, we laugh and we cry. Sun goes down, we all die.”

- *The Ring* (2002)

Ghosts are returned spirits that wander on unfinished business, or haunt locations because they were too evil to truly die. The varieties of ghost are beyond count, and their numbers are only growing. Few are easily dispatched.

UTBURD

Level 1 Monstrosity

Challenge Points: 4

Type: Tiny Undead [Ghost]

Sanity Damage: 3d6

Abilities: Might 10, Agility 18, Wit 10, Charisma 18

Hit Points: 30

Initiative: +4

Armor Class: 18 (+1 Level, +4 Agi, +2 Size)

Saves: Might +5, Agility +9, Wit +5

Attacks: Bite +5 (Crit 19-20), 2d8+1 Cold + Chill Touch

Passive Defenses: Soak All Energy +1, Flight, Physical Soak +2

Utburds are the vengeful spirits of abandoned infants. Once named, an infant has a soul; and once abandoned by its parents and left to die, that soul is set adrift, unable to leave the mortal plane. An utburd appears as a small, pale infant, with a twisted, murderous grimace. Utburds appear at random, stalking victims for some time with their powers and menacing their travel by setting traps in their way.

Chill Touch [Cold, Fear]: A victim that is hit by or touches an utburd takes 2 cold damage (Wit save negates) and is crippled until the end of the utburd’s next turn.

Cursed Death: A victim reduced to 0 hit points becomes a new utburd—an echo of the original. The original utburd, if reduced to 0 hit points, reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Incorporeal: The utburd can’t be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

BEFOULED

Level 4 Standard

Challenge Points: 8

Type: Small Undead [Ghost]

Sanity Damage: 4d6

Abilities: Might 10, Agility 16, Wit 12, Charisma 12

Hit Points: 50

Initiative: +5

Armor Class: 18 (+4 Level, +3 Agi, +1 Size)

Saves: Might +5, Agility +8, Wit +6

Attacks: Claws +7, 1d8+4 + Corruption

Passive Defenses: Physical Soak +8, Necrotic Soak +4

Befouled are undead made of animated oil. They often appear as small children, but can take any small form they choose. They tend to congregate around playgrounds and homes, guided by memories. They leave oily footprints wherever they go. The befouled are powered by the lost souls of murdered innocents. Befouled tend not to attack unless they are directly disturbed, but because they take under the delusion that they are living creatures, they often interact with victims before remembering their state and lashing out in hatred.

Atomic Touch [Necrotic, 2d6 Sanity]: Anyone struck by a befouled or that touches one takes 4 nuclear damage and is irradiated. Creatures reduced to 0 hit points become befouled at the end of their next turn.

Fiery Doom [Aura 1, Nuclear, 2d6 Sanity]: A befouled that takes any fire or lightning damage no longer has fast healing until the end of the scene, but when the befouled begins its turn, adjacent enemies take 8 nuclear damage and are irradiated.

Cursed Death: A victim reduced to 0 hit points becomes a new befouled—an echo of the original. The original befouled, if reduced to 0 hit points, reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Incorporeal: The befouled can’t be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

MIDNIGHT HORROR

Level 4 Standard

Challenge Points: 8

Type: Medium Undead [Ghost]

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 12

Hit Points: 56

Initiative: +3

Armor Class: 17 (+4 Level, +3 Agi)

Saves: Might +8, Agility +8, Wit +5

Attacks: Ebon Blade +7, 1d8+7 + Clutch of Death

Passive Defenses: Necrotic Soak +4, Physical Soak +4

Midnight horrors are ethereal skeleton warriors who glow with moonlight, screaming in baleful harmony as they fall upon the living. They claw their way out of their graves when powerful evil draws them to service, and hundreds accompany the demon lord Crnobog.

Clutch of Death [Necrotic, 2d6 Sanity]: A creature struck by a midnight horror takes 4 ongoing necrotic damage. Creatures taking this ongoing damage lose all soak. A Wit save negates this effect.

Cursed Death: A victim reduced to 0 hit points becomes a new midnight horror—an echo of the original. The original midnight horror, if reduced to 0 hit points, reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Incorporeal: The ghost can’t be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Necrotic Return [Necrotic, 3d6 Sanity]: When the midnight horror is reduced to 0 hit points, a hole opens in reality to take it back to its hellish domain. Adjacent creatures must make a Wit save or take 8 necrotic damage and be crippled until the end of their next turn.

VULNERABILITIES

Daylight: When daylight arrives, midnight horrors are forced back into the underworld. Creatures adjacent to them are subject to Necrotic Return.

BLACK DREAD**Level 4 Monstrosity****Challenge Points: 16****Type:** Large Undead [Ghost]**Sanity Damage:** 4d6**Abilities:** Might 14, Agility 18, Wit 12, Charisma 18**Hit Points:** 94**Initiative:** +5**Armor Class:** 17 (+4 Level, +4 Agility, -1 Size)**Saves:** Might +10, Agility +12, Wit +9**Attacks:** Bite +8 (Crit 19-20), 2d8+6 + Necrotic Fangs**Passive Defenses:** Fast Healing 4, Necrotic Soak +4, Physical Soak +8

Black dreads are evil spirits made up of a fanged black skull and snake-like spinal cord. A terrible black smog issues from their mouths, surrounding them. They whisper hateful thoughts to creatures drawn into their domains.

Black dreads dwell in accursed places, venturing out only to hunt down mortals that somehow escaped them.

Cursed Death: A victim reduced to 0 hit points becomes a zombie of its own level. If reduced to 0 hit points, the black dread reconstitutes on the following night unless its corpse is destroyed, magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Deadly Essence [Aura 1, Necrotic, 2d6 Sanity]: When the black dread begins its turn, enemies take 4 piercing necrotic damage and make a Wit save. On a failure, they are immobilized and knocked prone until the end of the black dread's next turn.

Fangs [Necrotic, 3d6 Sanity]: Anyone bitten by the black dread takes 8 ongoing necrotic damage. While taking this ongoing damage, creatures are immobilized. A Might save negates this effect.

Incorporeal: The befooled can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

REAPER**Level 4 Monstrosity****Challenge Points: 12****Type:** Medium Undead [Ghost]**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 16, Wit 12, Charisma 16**Hit Points:** 98**Initiative:** +4**Armor Class:** 18 (+4 Level, +3 Agility, +1 Armor)**Saves:** Might +11, Agility +10, Wit +8**Attacks:** Touch or Blast +8 (Crit 19-20), 2d8+8 + Dreadful Power**Passive Defenses:** Immune to Domination, Fast Healing 4, Physical Soak +8, Psychic Soak +4

Reapers are skeletal beings commanded by dark powers. Their bodies ripple with glowing, unearthly energy, their skulls twisted into impossible visages of hate. Only the wrath of a godly power can command a reaper; necromancers who dare to summon such undead suffer a grievous fate.

In life, reapers were unspeakably vile and faithless, and their evil now permeates eternity. Wherever reapers pass, the world is filled with a deathly chill and foul rot.

A reaper can't be permanently destroyed, though it can be reasoned with by those willing to further its divine mission.

Agent of Woe [Aura 2, Fear, 1d6 Sanity]: When the reaper begins its turn, enemies must make a Wit save. On a failure, they are crippled until the end of the scene.

Cursed Death: A victim reduced to 0 hit points becomes a midnight horror. If reduced to 0 hit points, the reaper reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Drain Soul [Close Burst 2, Psychic, 3d6 Sanity]: As an instant action once per round, the reaper can devour the souls of other creatures by uttering sickening blasphemies. Victims take 8 psychic damage, lose all damage and sanity soak, and the reaper regains 4 hit points. A Wit save negates all effects.

Dreadful Power [Psychic, 2d6 Sanity]: Creatures struck by a reaper's touch or blast attacks must make a Wit save. On a failure, the victim takes 8 psychic damage.

Incorporeal: The befooled can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

APPARITION**Level 6 Minion****Challenge Points: 6****Type:** Medium Undead [Ghost]**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 1**Initiative:** +4**Armor Class:** 18 (+6 Level, +2 Agility)**Saves:** Might +10, Agility +10, Wit +10**Attacks:** Touch +8, 1d10+8**Passive Defenses:** Immune to Cold, Immune to Necrotic, Flight

Apparitions are lesser ghosts that, while still dangerous, have a more tenuous connection to the physical realm than other spirits.

Cursed Death: A victim reduced to 0 hit points becomes a new apparition—an echo of the original. The original apparition, if reduced to 0 hit points, reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Incorporeal: The apparition can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Minion: Minions never take damage on a successful save or when an attack misses them.

MODULAR POWERS

When using an apparition in a combat scene, choose any **two** powers from the list below.

Evasive: When an attack misses the apparition or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Freezing Touch [Cold, 3d6 Sanity]: The apparition's attacks deal an additional 3 cold damage, freezing its victim's lifeblood.

Horrid Wasting [Necrotic, 3d6 Sanity]: The apparition's attacks deal an additional 3 necrotic damage, causing their victims' flesh to wither and rot.

Invisible: As a standard action, the apparition can turn invisible. This invisibility ends if the apparition deals any damage with any ability or uses an ability against which an enemy fails its save.

Paralytic Touch: When the apparition scores a hit, the victim must make a Might save or be immobilized until the end of the apparition's next turn. On a critical hit, the victim is stunned until the end of the apparition's next turn, with no save.

Psychic Horror [Fear, Psychic]: When the apparition scores a hit, it inflicts 3 ongoing psychic damage. A Wit save at the end of the victim's turn can end this damage. While the damage is ongoing, the victim has no sanity soak, physical soak, or energy soak.

PSYCHIC STIGMA**Level 6 Standard****Challenge Points: 12****Type:** Medium Undead [Ghost]**Sanity Damage:** 4d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 74**Initiative:** +4**Armor Class:** 18 (+2 Agility, +6 Level)**Saves:** Might +10, Agility +10, Wit +10**Attacks:** Claws +8, 1d10+8 + Psychic Wasting**Passive Defenses:** Immune to Domination, Physical Soak +6, Psychic Soak +6, Flight

A psychic stigma appears as a floating, pitch-black ball of tentacles. It is a manifestation of the collective fear that creatures felt before dying terrible deaths, echoing their pain and torment. It attempts to invoke this suffering in living creatures before visiting the ultimate sensation, death, upon them.

A psychic stigma is not truly sentient, but a being of elemental malice. Its approach is sometimes presaged by delusions in its intended victims.

Cursed Death: The psychic stigma, if reduced to 0 hit points, reconstitutes on the following night unless it is magically banished to another realm.

Incorporeal: The ghost can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

Psychic Wasting [Fear, Psychic]: Creatures hit by the psychic stigma lose 5 sanity, which is not subject to sanity soak. They must also make a Wit save. On a failure, the victim takes a further 6 psychic damage.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Scream [Fear, Psychic]: As an instant action once per turn, the psychic stigma can scream. Creatures in a close burst 3 must make Wit saves or take 6 psychic damage and be blinded until the end of the nightmare's next turn.

Waking Nightmare [Aura 6, Fear]: The psychic stigma invades the minds of its victims and is attracted to broken psyches. Psychotic or insane survivors are crippled, even if they are normally immune to the crippled condition.

GHOST**Level 6 Standard****Challenge Points: 12****Type:** Medium Undead [Ghost]**Sanity Damage:** 4d6**Abilities:** Might 14, Agility 14, Wit 14, Charisma 14**Hit Points:** 74**Initiative:** +4**Armor Class:** 18 (+6 Level, +2 Agility)**Saves:** Might +10, Agility +10, Wit +10**Attacks:** Touch +8, 1d10+8**Passive Defenses:** Flight, Physical Soak +6

Cursed Death: A victim reduced to 0 hit points becomes a new ghost—an echo of the original. The original ghost, if reduced to 0 hit points, reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Incorporeal: The ghost can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

MODULAR POWERS

When using a ghost in a combat scene, choose any **two** powers from the list below. Different ghosts may have different powers, but it's easier to track their abilities in combat if there are no more than two unique types of ghosts in a single combat scene.

Agent of Woe [Aura 2, Fear]: Enemies take -4 to saves and skills.

Apparitions: two apparitions always accompany the ghost. If either apparition dies, the ghost can respawn it in an adjacent square as an instant action. When the ghost is reduced to 0 hit points, the apparitions disappear.

Chill Wind of Death [Cold, Necrotic, 2d6 Sanity]: The ghost can shift 6 squares as a move action. When it does so, one enemy it moves adjacent to during the movement must make a Might save or take 6 cold or necrotic damage (ghost's choice).

Death Omen [Aura 2, Fear, 4d6 Sanity]: When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.

Dread Glare [Fear, 2d6 Sanity]: As an instant action once per round, the ghost pierces a victim's soul with its lifeless eyes. The enemy must make a Wit save or be dazed until the end of the ghost's next turn.

Evasive: When an attack misses the ghost or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Freezing Touch [Cold]: The ghost's attacks deal an additional 6 cold damage, freezing its victim's lifeblood.

Horrid Wasting [Necrotic, 3d6 Sanity]: The ghost's attacks deal an additional 6 necrotic damage, causing their victims' flesh to wither and rot.

Invisible: As a standard action, the ghost can turn invisible. This invisibility ends if the ghost deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Cold [Aura 2, Cold]: When the ghost begins its turn, enemies take 3 cold damage.

Life Drain: On a hit, the ghost regains 6 hit points.

Menace [Aura 2, Psychic]: When the ghost begins its turn, enemies take 3 psychic damage.

Paralytic Touch: When the ghost scores a hit, the victim must make a Might save or be immobilized until the end of the ghost's next turn. On a critical hit, the victim is stunned until the end of the ghost's next turn, with no save.

Persistent: The ghost has fast healing 6. The ghost can't have both Persistent and Unkillable.

Psychic Horror [Fear, Psychic]: When the ghost scores a hit, it inflicts 6 ongoing psychic damage. A Wit save at the end of the victim's turn can end this damage. While the damage is ongoing, the victim has no sanity soak, physical soak, or energy soak.

Reaper's Tally: The ghost gains +2 to hit. When it misses with a melee attack, the ghost still deals 6 damage.

Spawn Apparition [3d6 Sanity]: If the ghost reduces an enemy to 0 hit points, an apparition immediately appears above the victim's body under the ghost's control. Until that apparition is reduced to 0 hit points, the victim can't be resurrected.

Undeniable: Damage the ghost deals gains the piercing property. Creatures immune to the energy type the ghost can deal still take half damage.

Unkillable: The ghost has regeneration 3, and reconstitutes somewhere the moment it has 1 hit point. However, it haunts a specific place that it can never leave. The ghost can't have both Persistent and Unkillable.

Wail of the Banshee [Close Burst 12, Fear, Sonic, 2d6 Sanity]: As a standard action, the ghost can give a piteous death wail. Enemies must make a Wit save or take 3 sonic damage and be crippled until the end of the ghost's next turn.

WRAITH**Level 8 Monstrosity****Challenge Points:** 32**Type:** Medium Undead [Ghost]**Sanity Damage:** 4d6**Abilities:** Might 16, Agility 16, Wit 16, Charisma 18**Hit Points:** 176**Initiative:** +6**Armor Class:** 21 (+8 Level, +3 Agility)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Touch +11 (Crit 19-20), 2d10+11**Passive Defenses:** Soak All Energy +2, Physical Soak +16, Flight

Wraiths are a more powerful and malevolent form of ghost. Malignant evil follows in their wake.

Cursed Death: A victim reduced to 0 hit points becomes a new wraith—an echo of the original. The original wraith, if reduced to 0 hit points, reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Incorporeal: The wraith can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

MODULAR POWERS

When using a wraith in a combat scene, choose any **three** powers from the list below.

Agent of Woe [Aura 3, Fear]: Creatures within 3 squares of the wraith take -4 to saves and skills.

Apparitions: Four apparitions always accompany the wraith. If any apparition dies, the wraith can respawn it in an adjacent square as an instant action. When the wraith is reduced to 0 hit points, the apparitions disappear.

Chill Wind of Death [Cold, Necrotic, 2d6 Sanity]: The wraith can shift 6 squares as a move action. When it does so, one enemy it moves adjacent to during the movement must make a Might save or take 16 cold or necrotic damage (wraith's choice).

Death Omen [Aura 3, Fear, 4d6 Sanity]: When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.

Dread Glare [Fear, 2d6 Sanity]: As an instant action once per round, the wraith can pierce a victim's soul with its lifeless eyes. An enemy must make a Wit save or be dazed until the end of the wraith's next turn.

Evasive: When an attack misses the wraith or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Freezing Touch [Cold]: The wraith's attacks deal an additional 8 cold damage, freezing its victim's lifeblood.

Horrid Wasting [Necrotic, 3d6 Sanity]: The wraith's attacks deal an additional 8 necrotic damage, causing their victims' flesh to wither and rot.

Invisible: As a standard action, the wraith can turn invisible. This invisibility ends if the wraith deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Cold [Aura 3, Cold]: When the wraith begins its turn, enemies take 4 cold damage.

Life Drain: On a hit, the wraith regains 8 hit points.

Menace [Aura 3, Psychic]: When the wraith begins its turn, enemies take 4 psychic damage.

Paralytic Touch: When the wraith scores a hit, the victim must make a Might save or be immobilized until the end of the wraith's next turn. On a critical hit, the victim is stunned until the end of the wraith's next turn.

Persistent: The wraith has fast healing 8. The wraith can't have both Persistent and Unkillable.

Psychic Horror [Fear, Psychic]: When the wraith scores a hit, it inflicts 8 ongoing psychic damage. A Wit save at the end of the victim's turn can end this damage. While the damage is ongoing, the victim has no sanity soak, physical soak, or energy soak.

Reaper's Tally: The wraith gains +2 to hit. When it misses with a melee attack, the wraith still deals 8 damage.

Spawn Apparition [3d6 Sanity]: If the wraith reduces an enemy to 0 hit points, an apparition immediately appears above the victim's body under the wraith's control. Until that apparition is reduced to 0 hit points, the victim can't be resurrected.

Undeniable: Damage the wraith deals gains the piercing property. Creatures immune to any energy type the wraith can deal still take half damage.

Unkillable: The wraith has regeneration 4, and reconstitutes somewhere the moment it has 1 hit point. However, it haunts a specific place that it can never leave. The wraith can't have both Persistent and Unkillable.

Wail of the Banshee [Close Burst 12, Fear, Sonic, 2d6 Sanity]: As a standard action, the wraith can give a piteous death wail. Enemies must make a Wit save or take 8 sonic damage and be crippled until the end of the wraith's next turn.

PHANTOM**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Medium Undead [Ghost]**Sanity Damage:** 30**Abilities:** Might 16, Agility 18, Wit 16, Charisma 18**Hit Points:** 616**Initiative:** +7**Armor Class:** 26 (+12 Level, +4 Agility)**Saves:** Might +19, Agility +20, Wit +19**Attacks:** Touch +15, 2d12+14**Passive Defenses:** Energy Soak +6, Physical Soak +24, Flight

Phantoms are the most powerful and evil ghosts, the very memory of their lives filling those who knew them with dread.

Cursed Death: A victim reduced to 0 hit points becomes a new phantom—an echo of the original. The original phantom, if reduced to 0 hit points, reconstitutes on the following night unless its corpse is destroyed, it is magically banished to another realm, or it is exorcised with the use of a memento important to it in life.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Incorporeal: The phantom can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks.

MODULAR POWERS

When using a phantom in a combat scene, choose any **four** powers from the list below.

Agent of Woe [Aura 4, Fear]: Enemies take -4 to saves and skills.

Apparitions: Six apparitions always accompany the phantom. If any apparition dies, the phantom can respawn it in an adjacent square as an instant action. When the phantom is reduced to 0 hit points, the apparitions disappear.

Chill Wind of Death [Cold, Necrotic, 2d6 Sanity]: The phantom can shift 6 squares as a move action. When it does so, one enemy it moves adjacent to during the movement must make a Might save or take 24 cold or necrotic damage (phantom's choice).

Death Omen [Aura 4, Fear, 4d6 Sanity]: When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.

Dread Presence [Close Burst 6, Fear, 2d6 Sanity]: As an instant action once per round, the phantom can pierce its victims' souls with its mere presence. All enemies must make a Wit save or be crippled until the end of the scene.

Evasive: When an attack misses the phantom or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Freezing Touch [Cold]: The phantom's attacks deal an additional 12 cold damage, freezing its victim's lifeblood.

Horrid Wasting [Necrotic, 3d6 Sanity]: The phantom's attacks deal an additional 12 necrotic damage, causing their victims' flesh to wither and rot.

Invisible: As a standard action, the phantom can turn invisible. This invisibility ends if the phantom deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Cold [Aura 4, Cold]: When the phantom begins its turn, enemies take 6 cold damage.

Life Drain: On a hit, the phantom regains 12 hit points.

Menace [Aura 4, Psychic]: When the phantom begins its turn, enemies take 6 psychic damage.

Paralytic Touch: When the phantom scores a hit, the victim must make a Might save or be overwhelmed until the end of the phantom's next turn. On a critical hit, the victim is overwhelmed and stunned until the end of the phantom's next turn.

Persistent: The phantom has fast healing 12. The phantom can't have both Persistent and Unkillable.

Psychic Horror [Fear, Psychic]: When the phantom scores a hit, it inflicts 12 ongoing psychic damage. A Wit save at the end of the victim's turn can end this damage. While the damage is ongoing, the victim has no sanity soak, physical soak, or energy soak.

Reaper's Tally: The phantom gains +2 to hit. When it misses with a melee attack, the phantom still deals 12 damage.

Spawn Apparition [3d6 Sanity]: If the phantom reduces an enemy to 0 hit points, an apparition immediately appears above the victim's body under the phantom's control. Until that apparition is reduced to 0 hit points, the victim can't be resurrected.

Undeniable: Damage the phantom deals gains the piercing property. Creatures immune to any energy type the phantom can deal still take half damage.

Unkillable: The phantom has regeneration 6, and reconstitutes somewhere the moment it has 1 hit point. However, it haunts a specific place that it can never leave. The phantom can't have both Persistent and Unkillable.

Wail of the Banshee [Close Burst 12, Fear, Sonic, 2d6 Sanity]: As a standard action, the phantom can give a piteous death wail. Enemies must make a Wit save or take 12 sonic damage and be overwhelmed until the end of the phantom's next turn.

GHOULS

"One night when the moon was full, I saw it, cursed be the eyes that see, the ears that hear. Feeding in the churchyard... Gnawing. Gnawing. We chased it away, but for the one we drove away, twelve did return, and danced around the village banks to mark the place. Even as I write, I can hear the howls."

- *Monster Club* (1981)

Deep within the bowels of forgotten caverns, crypts, and sewers, a creeping foulness festers. The ghouls hunt under cover of darkness, dragging their victims into the abyss to spread despair and pain. Travelers reported missing return weeks later to menace and taunt former comrades and family, while others go mad on their own, wailing in the night, before returning as ghouls. No human soul endures inside these vile creatures.

By some manner of dark curse, punishment, or evil influence, ghouls can only devour raw carrion, gnaw on dry corpses, and pluck worms from the dirt of open graves. No natural creature could live on the filth that ghouls lust for, for ghouls stew in a loathsome perversion of life and death. Their sickly, emaciated, and graying flesh conceals unnatural strength, and their filth spreads pernicious necrosis. Their cold, milky eyes regard victims with inhuman malice. In a mockery of human dignity, ghouls wear the moldering funerary clothes of defiled corpses, rank with ageless mildew. They only speak sickening riddles and cruel jibes, for they have an unnatural knowledge of their victims' shame and regret.

GHOUL THRALL

Level 2 Minion

Challenge Points: 2

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 1

Initiative: +3

Armor Class: 15 (+2 Level, +3 Agi)

Saves: Might +5, Agility +5, Wit +2

Attacks: Claws +5, 1d8+5 + Filthy Strike

Passive Defenses: Necrotic Immunity

Thralls are newly transformed ghouls, cursed with the memory of what it was like to have a soul. They attack in vast numbers.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth and under the fingernails of the ghoul. When it hits an enemy with a melee attack, the victim must make a Might save or take +2 necrotic damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

FELL VERMIN

Level 2 Standard

Challenge Points: 4

Type: Medium Cryptid

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 36

Initiative: +3

Armor Class: 15 (+2 Level, +3 Agi)

Saves: Might +5, Agility +5, Wit +2

Attacks: Claws +5, 1d8+5 + Filthy Strike

Passive Defenses: Necrotic Soak +2

The presence of a ghoul colony is presaged by the arrival of ashen, mottled rats as large as adult humans. Infested with eldritch malevolence, the fell vermin may play some role in the corruption that creates more ghouls.

Dust to Dust [Close Burst 1, Necrotic]: At 0 hit points, the vermin collapses into moldering ashes. Enemies must make an Agility save or take 2 necrotic damage.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth of the vermin. When it hits an enemy with a melee attack, the victim must make a Might save or take 1 necrotic damage.

Pestilent Breath [Close Blast 3, Necrotic, 2d6 Sanity]: Once per scene, the vermin can breathe a blast of pestilence. Enemies in the area take 4 necrotic damage. A Might save reduces damage by half.

CARRION EATER

Level 2 Standard
Challenge Points: 4
Type: Medium Abomination
Sanity Damage: 2d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 10
Hit Points: 36
Initiative: +3
Armor Class: 15 (+2 Level, +3 Agi)
Saves: Might +5, Agility +5, Wit +2
Attacks: Claws +5, 1d8+5 + Filthy Strike
Passive Defenses: Necrotic Soak +2

Carrion eaters have lived in vile squalor for months or years. Their corruption is so great that only beetles, worms, and dust bleed from their wounds.

Black Retch [Close Blast 2, Necrotic, 2d6 Sanity]: As a standard action once per scene, the ghoul vomits. Allies in the area regain 4 hit points, and enemies must make a Might save or take 4 necrotic damage and be dazed until the end of the ghoul's next turn.

Dust to Dust [Close Burst 1, Necrotic]: At 0 hit points, the ghoul collapses into moldering ashes. Enemies must make an Agility save or take 4 necrotic damage.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth and under the fingernails of the ghoul. When it hits an enemy with a melee attack, the victim must make a Might save or take 2 necrotic damage.

DESOLATION HOUND

Level 2 Standard
Challenge Points: 4
Type: Medium Abomination
Sanity Damage: 2d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 10
Hit Points: 36
Initiative: +3
Armor Class: 15 (+2 Level, +3 Agi)
Saves: Might +5, Agility +5, Wit +2
Attacks: Bite +5, 1d8+5 + Filthy Strike
Passive Defenses: Necrotic Soak +2

Wild dogs attracted to the boneyards of ghouls are corrupted into their service, becoming emaciated, grotesque parodies of animals.

Baying of Desolation [Close Burst 2, Fear, 1d6 Sanity]: Once per scene as an instant action, the hound can make an unnatural, hoarse bark that sounds like a creature in its death throes. Enemies must make a Wit save or be dazed until the end of the hound's next turn.

Dust to Dust [Close Burst 1, Necrotic]: At 0 hit points, the hound collapses into moldering ashes. Enemies must make an Agility save or take 4 necrotic damage.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth of the hound. When it hits an enemy with a melee attack, the victim must make a Might save or take 2 necrotic damage.

Grab: Creatures bitten by the hound are grabbed (Might save to escape).

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VERMINBLIGHT

Level 2 Monstrosity
Challenge Points: 8
Type: Large Cryptid
Sanity Damage: 3d6
Abilities: Might 16, Agility 16, Wit 16, Charisma 12
Hit Points: 56
Initiative: +6
Armor Class: 14 (+2 Level, +3 Agi, -1 Size)
Saves: Might +6, Agility +6, Wit +6
Attacks: Claws +5 (19-20 Crit), 2d8+5 + Filthy Strike
Passive Defenses: Necrotic Soak +2

A verminblight is a swarm of ghoul vermin that moves like a plague through the enemy.

Dust to Dust [Close Burst 2, Necrotic]: At 0 hit points, the verminblight collapses into moldering ashes. Enemies must make an Agility save or take 4 necrotic damage.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth of the verminblight. When it hits an enemy with a melee attack, the victim must make a Might save or take 2 necrotic damage.

Pestilent Breath [Close Blast 4, Necrotic, 2d6 Sanity]: Once per scene, the verminblight can breathe a blast of pestilence. Enemies in the area take 8 necrotic damage. A Might save reduces damage by half.

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the verminblight. The verminblight can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed.

ACCURSED SPAWN

Level 3 Minion
Challenge Points: 3
Type: Small Abomination
Sanity Damage: 2d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 10
Hit Points: 1
Initiative: +3
Armor Class: 17 (+3 Level, +3 Agi, +1 Size)
Saves: Might +6, Agility +6, Wit +3
Attacks: Claws +6, 1d8+6 + Filthy Strike
Passive Defenses: Necrotic Immunity

The most sickening ghouls are those who were taken as children and transformed into haunting perversions of youthful innocence.

Cruel Jibe [Fear, 1d6 Sanity]: Once per round as an instant action, the spawn can taunt an enemy with its secret shame while within line of sight. The victim must make a Wit save or be dazed until the end of the spawn's next turn.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth and under the fingernails of the spawn. When it hits an enemy with a melee attack, the victim must make a Might save or take 3 necrotic damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

CESSPOOL ANCIENT**Level 3 Eldritch Horror****Challenge Points:** 24**Type:** Medium Abomination**Sanity Damage:** 30**Abilities:** Might 16, Agility 16, Wit 14, Charisma 16**Hit Points:** 166**Initiative:** +5**Armor Class:** 16 (+3 Level, +3 Agi)**Saves:** Might +9, Agility +9, Wit +8**Attacks:** Claws +6 (Crit 18-20), 2d8+6 + Filthy Strike**Passive Defenses:** Necrotic Soak +3

Cesspool ancients are elder ghouls who have existed for decades or centuries, and now reek of decay.

Black Retch [Close Blast 3, Necrotic, 2d6 Sanity]: As an instant action once per scene, the ancient vomits. Allies in the area regain 8 hit points, and enemies must make a Might save or take 12 necrotic damage and be dazed until the end of the ghoul's next turn.

Cesspool [Aura Burst 2]: A staggered ancient exudes necrotic filth in all directions. At the beginning of its turn, the ancient forces enemies to make a Might save or take 6 necrotic damage and be crippled until the end of the ancient's next turn.

Dust to Dust [Close Burst 3, Necrotic]: At 0 hit points, the ancient collapses into moldering ashes. Creatures must make an Agility save or take 12 necrotic damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth and under the fingernails of the ancient. When it hits an enemy with a melee attack, the victim must make a Might save or take 6 necrotic damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GINGIVALS

"In its belly, you will find a new definition of pain and suffering as you are slowly digested over a thousand years."

- *Star Wars, Episode VI: Return of the Jedi* (1983)

Gingivals are aliens from the Maw. They are multi-legged beings covered in calcified armor, concealing slimy tissue. The Maw is a world of calcium deposits, pulsating tissue, and other organic structures, forming a living planet with its own biological processes. The Maw feeds itself by attacking planets, depositing gingivals as a ravenous invasion. When all life is devoured to the last, the gingivals return to the Maw, which feeds off their fecal matter.

CALCIFATOR**Level 3 Standard****Challenge Points:** 6**Type:** Large Alien**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 12**Hit Points:** 46**Initiative:** +4**Armor Class:** 17 (+3 Level, +3 Agi, +2 Armor, -1 Size)**Saves:** Might +7, Agility +7, Wit +5**Attacks:** Bite +6, 1d8+6 + Pummel**Passive Defenses:** Physical Soak +1

Calcifactors are armored in thick calcium deposits, making them an effective vanguard. Beneath their armor is a gummy, quadrupedal body. The armor has multiple mouth-like structures that exude a thick saliva.

Acrid Vomit [Close Blast 3, Acid, 2d6 Sanity]: As an instant action once per scene, the calcifactor can vomit. Enemies in the area must make a Might save or take 6 acid damage and be crippled until the end of the calcifactor's next turn. The calcifactor regains this ability when it is staggered.

Pummel: Creatures hit by the calcifactor must make a Might save or be knocked prone.

Slobber [Aura 2, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Unstable Biology [Aura 1, Acid]: If the calcifactor takes acid or necrotic damage, it takes double damage, but enemies take 3 acid damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

HUNGERER**Level 3 Monstrosity****Challenge Points:** 12**Type:** Huge Alien**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 14**Hit Points:** 76**Initiative:** +4**Armor Class:** 16 (+3 Level, +3 Agi, +2 Armor, -2 Size)**Saves:** Might +8, Agility +8, Wit +6**Attacks:** Bite +6 (19-20 Crit), 2d8+6 + Lick**Passive Defenses:** Fast Healing 6

Hungerers are bulging collections of abscesses and clacking teeth. They move on tongue-like appendages, crushing and devouring anything they find.

Acrid Vomit [Close Blast 4, Acid, 2d6 Sanity]: As an instant action once per scene, the hungerer vomits. Enemies must make a Might save or take 12 acid damage and be crippled until the end of the hungerer's next turn. The hungerer regains this ability when it is staggered.

Lick [2d6 Sanity]: Creatures struck are grabbed (Might save to escape).

Slobber [Aura 3, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Swallow: When the hungerer scores a critical hit, it swallows enemies of medium or smaller size. Victims are grabbed. On the beginning of their turn, such creatures take 6 acid damage. If they deal at least 7 damage to the inside of the hungerer, they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Unstable Biology [Aura 2, Acid]: If the hungerer takes acid or necrotic damage, it takes double damage, but enemies take 6 acid damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

RICTUS WORM

Level 3 Eldritch Horror

Challenge Points: 24

Type: Colossal Alien

Sanity Damage: 30

Abilities: Might 16, Agility 16, Wit 12, Charisma 16

Hit Points: 166

Initiative: +4

Armor Class: 14 (+3 Level, +3 Agi, +2 Armor, -4 Size)

Saves: Might +9, Agility +9, Wit +7

Attacks: Bite +6 (18-20 Crit), 2d8+6 + 3 Acid

Passive Defenses: Fast Healing 6, Physical Soak +3

Rictus worms are slithering creatures that look like tubular tongues ending in a series of jagged teeth on either end. They coil and strike with great speed.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Lick [2d6 Sanity]: Creatures struck are grabbed (Might save to escape).

Putrid Vomit [Close Blast 5, Acid, 2d6 Sanity]: As an instant action once per round, the rictus worm vomits. Enemies in the area must make a Might save or take 6 acid damage and be overwhelmed until the end of the rictus worm's next turn.

Slobber [Aura 4, 2d6 Sanity]: The area is difficult terrain for enemies. Creatures knocked prone in the slobber must make a Might save to stand up, or they lose the action they used in the attempt.

Swallow: When the rictus worm scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 6 acid damage. If they deal at least 16 damage to the inside of the rictus worm, they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Unstable Biology [Aura 3, Acid]: If the rictus worm takes acid or necrotic damage, it takes double damage, but enemies take 6 acid damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

INTESTINAL ENVOY

Level 5 Minion

Challenge Points: 5

Type: Medium Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 12, Wit 16, Charisma 12

Hit Points: 1

Initiative: +4

Armor Class: 16 (+5 Level, +1 Agi)

Saves: Might +9, Agility +7, Wit +9

Attacks: Slam +8, Slam 1d10+8

Passive Defenses: Immunity to Acid, Immune to Domination

Intestinal envoys are creatures that communed with intestinal ambassadors. Their bodies are covered in swollen growths, making them hideously bloated, and they perspire noxious filth from every orifice. Envoys are incapable of communicating with other creatures. When they attempt to relate their epiphany at learning of the ambassadors' advanced society, they vomit pungent slime and lose control of their bowels. Intestinal envoys are in various stages of becoming new intestinal ambassadors, joining an advanced civilization of consciousness.

Intestinal envoys find new life for intestinal ambassadors to interface with, holding them down by force. Because the intestinal envoy's consciousness is part of a vast communal psyche, they consider their physical bodies to be only momentary vessels, a last relic of their former lives to be left behind, and think nothing of dying.

Grab: Creatures struck are grabbed (Might save to escape).

Minion: Minions never take damage on a successful save or when an attack misses them.

Toxic Demise [Close Burst 1, Acid, 3d6 Sanity]: An envoy reduced to 0 hit points evacuates its flesh, withering into an emaciated husk as its internal organs, excrement, and remaining body fluids drain out of the cavity where its pelvis used to be. Enemies take 5 acid damage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

INTESTINAL AMBASSADOR

Level 5 Monstrosity

Challenge Points: 20

Type: Large Alien

Sanity Damage: 4d6

Abilities: Might 20, Agility 18, Wit 14, Charisma 14

Hit Points: 120

Initiative: +6

Armor Class: 18 (+5 Level, +4 Agi, -1 Size)

Saves: Might +12, Agility +11, Wit +9

Attacks: Slam +10 (Crit 19-20), 2d10+10 + Meld

Passive Defenses: Immune to Domination, Fast Healing 5, Physical Soak +2, Soak All Energy +1

Intestinal ambassadors are slug-like masses of flesh and coiled intestine, filled with detritus and swollen masses—its organs and food are indistinguishable. Ambassadors communicate by passing fluids and gases in specific patterns—but the nuances are lost on other creatures. This does not stop the ambassadors from attempting to establish contact with life they find. The ambassadors are benevolent in the sense that they are only trying to communicate by melding with others, but they don't comprehend pain, death, or individuality.

Intestinal ambassadors search for creatures to inject with their essence in the hope of melding. Violence doesn't discourage them, as they are an immortal communal intelligence.

Greeting Goo [Ranged 12, Acid]: The ambassador can spray targets up to 12 squares away with slime as a move action. Creatures in the way of this line of spray can make Agility saves. On a failure, victims take 10 acid damage and are knocked prone.

Meld [4d6 Sanity]: A living creature struck by the intestinal ambassador takes 10 ongoing physical damage as it feels itself becoming one with the ambassador's alien consciousness. Creatures taking this damage are crippled. A Wit save negates this effect. A creature reduced to 0 hit points is dominated by the ambassador and becomes an intestinal envoy.

Toxic Innards [Close Burst 3, Poison]: If the ambassador is wounded, as an instant action it expels toxic gases. Enemies must make a Might save or take 10 acid damage, and be immobilized and crippled until the end of the ambassador's next turn.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

VULNERABILITIES

Lightning: Ambassadors stop regenerating for the remainder of the scene if they take lightning damage.

GOLEMS

"Power bringeth destruction; beware, lest it be unleashed."

- *It! (1967)*

A golem is a blasphemous abomination, an attempt at artificial life, neither alive nor dead. It is more unholy even than the undead, for a golem has never known true life and the concept of the soul is alien to its cold, unknowable cunning.

EIDOLON

Level 6 Eldritch Horror

Challenge Points: 40

Type: Large Abomination

Sanity Damage: 30

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 318

Initiative: +6

Armor Class: 21 (+6 Level, +3 Agi, +3 Armor, -1 Size)

Saves: Might +13, Agility +12, Wit +12

Attacks: Slam +10 (Crit 18-20), 2d10+10

Passive Defenses: Fast Healing 12, Physical Soak +6, Soak All Energy +3

Eidolons are foul constructs crafted by debased cultists. They are made in the shape of a man, but their forms are warped by the madness of their creators and the twisted and dark deity the eidolon is intended to placate. If this god sees that its minions do its bidding and degrade themselves before it, it will grant the eidolon a hideous false life that can only be sustained by blood. The eidolon moves with an unnatural gait, as if it can't understand human movement, and from deep within its inner recesses it hurls terrible curses.

Crush the Unbelievers [Aura 12]: When an enemy takes a critical hit or is reduced to 0 hit points, the eidolon regenerates 18 hit points.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Forces of Chaos [Aura 12, Lightning]: Ancient and terrible curses spew forth from the eidolon, challenging any to match the primacy of its god. When an enemy activates a power, they take 12 lightning damage. A Wit save reduces this damage by half.

Idolatry [Aura 12]: The eidolon feeds on worship and despises unbelievers, using the power of the souls it has corrupted as a weapon. The eidolon's allies receive physical soak +3, and the eidolon's enemies take -3 physical soak.



Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

CYANIDE GOLEM

Level 7 Standard

Challenge Points: 14

Type: Medium Abomination [Idol]

Sanity Damage: 2d6

Abilities: Might 16, Agility 14, Wit 14, Charisma 14

Hit Points: 86

Initiative: +4

Armor Class: 19 (+7 Level, +2 Agility)

Saves: Might +12, Agility +11, Wit +11

Attacks: Claw +10, 1d10+10 + Cyanide

Passive Defenses: Physical Soak +2, Acid Soak +7, Poison Soak +7, Psychic Soak +7

The cyanide golem is a construct fashioned by wicked alchemists, madmen, and evil powers to destroy all living things. They are created in a mockery of the humanoid form, pressed out of some secret factory of vile alchemy. Semi-living creatures, they are a bizarre fusion of flesh and earth, with reptilian eyes. Small white spikes of pure cyanide protrude from their bodies. Cyanide golems can't speak and don't have mouths, but make warbling sounds that might be confused for speech.

Cyanide [Poison]: Creatures struck by the golem must make a Might save. On a failure, victims take 7 poison damage and lose 1 stunt.

Heart Stopper [Close Burst 3, Poison, 2d6 Sanity]: Once per scene as a standard action, the golem can radiate poison. Enemies must make a Might save. On a failed save, victims take 7d6 poison damage and take -4 to Might saves until the end of the golem's next turn. A successful save results in half damage and no penalty.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Reactive Body [Close Burst 4, Acid]: When the cyanide golem takes acid, fire, lightning, or poison damage, its body reacts to create volatile and deadly compounds. This reaction occurs even if the golem soaks all the damage. Once per round, as an instant action in response to this damage, the golem spills noxious gas. Enemies take 7 acid damage and must make a Might save. On a failure, the victim falls prone and is blinded until the end of the golem's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GASOLINE GOLEM**Level 7 Monstrosity****Challenge Points:** 28**Type:** Large Abomination [Idol]**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 18, Wit 16, Charisma 18**Hit Points:** 156**Initiative:** +7**Armor Class:** 20 (+7 Level, +4 Agility, -1 Size)**Saves:** Might +14, Agility +15, Wit +14**Attacks:** Slam +11 (Crit 19-20), 2d10+10 + Piercing Critical**Passive Defenses:** Blind, Soak All Energy +2, Psychic Soak +7

Gasoline golems are beings of petrol oil and forbidden magic. Shaped in the form of women, their 12-foot tall liquid bodies shine gold. They have no facial features. Due to their physiology, they can't grip some surfaces; they don't open doors, but simply flow through the cracks in liquid form.

The golems require a human soul to be destroyed in their creation, resulting in a lurking insanity from the echo of this loss. This manifests as a vain and unconscious desire to appear human once more. Many hoard trinkets or attempt to wear clothing, absorbing or destroying what they find. Their creators find them headstrong, and often abandon them. However, their psychotic behavior makes them susceptible to manipulation by their masters or other creatures.

Combustible [Aura 2, Fire]: When the gasoline golem is exposed to lightning or fire damage, it ignites (despite taking no damage). From this point onward the golem takes 7 piercing fire damage at the beginning of each of its turn. In addition, enemies within a close take 7 fire damage and creatures hit by the gasoline golem's slam attack take 7 ongoing fire damage (a Agility save negates this ongoing damage).

Compress Corpse: As an instant action once per round, the golem processes a nearby corpse into fuel. The corpse is annihilated, and the golem regains 14 hit points.

Flowing: The gasoline golem doesn't provoke opportunity attacks by moving, and can move through enemies' squares if it doesn't end its movement in those squares. It can move at full speed through any physical obstacle if there is any physical space to move through.

Piercing Critical: The gasoline golem's critical hits deal piercing physical damage.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SILENT SEEKER**Level 9 Standard****Challenge Points:** 18**Type:** Medium Abomination [Idol]**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 16, Charisma 12**Hit Points:** 106**Initiative:** +6**Armor Class:** 22 (+9 Level, +3 Agi)**Saves:** Might +13, Agility +13, Wit +13**Attacks:** Slam +12, 1d12+12**Passive Defenses:** -

The silent seeker travels as a formless, unseen entity, an almost undetectable assassin. However, it can suddenly take physical shape by reforming the matter around it into a humanoid shape of hard plates and cutting edges. Stone, flesh, and

metal alike are rearranged in a split second to kill its victim. This leaves a horrific scene when the seeker kills the victim with weapons formed from its own flesh and blood.

Invisible: The silent seeker is invisible until it attacks, at which point it forms a body to fight with. Creatures in the area take 9 piercing physical damage. While visible, the seeker has +9 soak against all damage.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

CLAYTHING**Level 9 Monstrosity****Challenge Points:** 36**Type:** Large Abomination [Idol]**Sanity Damage:** 4d6**Abilities:** Might 20, Agility 16, Wit 16, Charisma 16**Hit Points:** 200**Initiative:** +6**Armor Class:** 26 (+9 Level, +5 Armor, +3 Agi, -1 Size)**Saves:** Might +17, Agility +15, Wit +15**Attacks:** Slam +14, 2d12+14 (19-20 Crit)**Passive Defenses:** Fire Soak +18, Physical Soak +18

Claythings are stout, faceless, and mouthless golems made from fired clay. They are fashioned to be malleable yet difficult to destroy.

Claypool: When the claything takes energy damage from anything except fire, it liquefies, and until the end of its next turn loses its physical soak and armor AC bonus, can't grab or be grabbed, and gains regeneration 18.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Shrinking: When the claything is staggered, it shrinks to medium size. It takes -2 to damage and Might saves, but gains +4 to AC and Agility saves.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

RAVENLORD**Level 9 Monstrosity****Challenge Points:** 72**Type:** Huge Abomination [Idol]**Sanity Damage:** 30**Abilities:** Might 20, Agility 16, Wit 16, Charisma 16**Hit Points:** 470**Initiative:** +6**Armor Class:** 25 (+9 Level, +5 Armor, +3 Agi, -2 Size)**Saves:** Might +17, Agility +15, Wit +15**Attacks:** Talons +14 (18-20 Crit), 2d12+14**Passive Defenses:** Energy Soak +18, Physical Soak +18

The ravenlord is a lead gargoyle in the shape of a vicious bird of prey with folded wings. It moves in fluid, quiet, and unnatural motion.

Immovable: The ravenlord can't be knocked prone or immobilized. It reduces penalties from crippling and overwhelming effects by 2.

Killing Symmetry: While the ravenlord is not staggered, it doesn't draw opportunity attacks, ignores difficult terrain, and cripples enemies until the end of its next turn on a hit.

Murdertalons: The ravenlord's attacks ignore 10 physical soak and deal +10 damage to creatures that have less than 5 physical soak.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GRAY GORILLAS

“Ugly gorillas. Ugly. Go away.”

- Congo (1995)

Gray gorillas are horrific cousins to normal gorillas. While all gorillas are dangerous, gray gorillas are bloodthirsty, cruel, and grotesque carnivores. They are sickly and wizened, stained with the blood of countless victims. They decorate the boundaries of their territory with the remains of their kills.

Gray gorillas use foliage or other cover to sneak up on prey. They also attack from unexpected angles, especially above, and will attempt to cut off escape routes.

GRAY GORILLA SCION

Level 7 Minion

Challenge Points: 7

Type: Small Cryptid

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 10

Hit Points: 1

Initiative: +5

Armor Class: 21 (+7 Level, +3 Agi, +1 Size)

Saves: Might +10, Agility +10, Wit +9

Attacks: Claws +10, 1d10+10

Passive Defenses: -

Gray gorilla scions are younger and smaller gray gorillas.

Hammering Blows: Creatures struck by the gray gorilla must make a Might save or be knocked prone.

Mangling Strike: Prone creatures struck by a gray gorilla take +7 damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

GRAY GORILLA

Level 8 Standard

Challenge Points: 16

Type: Medium Cryptid

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 10

Hit Points: 96

Initiative: +6

Armor Class: 21 (+8 Level, +3 Agi)

Saves: Might +11, Agility +11, Wit +11

Attacks: Claws +11, 1d10+11

Passive Defenses: Physical Soak +2

Hammering Blows: Creatures struck by the gray gorilla must make a Might save or be knocked prone.

Mangling Strike: Prone creatures struck by a gray gorilla take +8 damage.

Unstoppable Charge: When gray gorillas charge, they don't provoke opportunity attacks. If they charge 6 or more squares, they deal +4 damage.

GRAY GORILLA SILVERBACK

Level 9 Monstrosity

Challenge Points: 36

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 16

Hit Points: 198

Initiative: +8

Armor Class: 22 (+9 Level, +4 Agi, -1 Size)

Saves: Might +16, Agility +16, Wit +16

Attacks: Claws +13 (Crit 19-20), 2d12+13

Passive Defenses: Fast Healing 9, Physical Soak +3, Soak All Energy +2

Gray gorilla silverbacks are leaders of their troops. Silverbacks behave as their lesser charges, but direct their minions to attack first in order to create an opening by which to use their superior strength.

Hammering Blows: Creatures struck by the gray gorilla must make a Might save or be knocked prone.

Mangling Strike: Prone creatures struck by a gray gorilla take +18 damage.

Scream [Close Burst 12]: Once per round, the silverback can scream as an instant action. Allies can immediately shift 5 squares and regain 5 hit points if they are staggered. If multiple silverbacks or ancients are present, this ability can only be used once per round.

Unstoppable Charge: When gray gorillas charge, they don't provoke opportunity attacks. If they charge 6 or more squares, they deal +10 damage.

GRAY GORILLA ANCIENT**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Huge Cryptid**Sanity Damage:** 30**Abilities:** Might 20, Agility 18, Wit 18, Charisma 18**Hit Points:** 620**Initiative:** +8**Armor Class:** 24 (+12 Level, +4 Agi, -2 Size)**Saves:** Might +21, Agility +20, Wit +20**Attacks:** Claws +17 (Crit 18-20), 2d12+17**Passive Defenses:** Fast Healing 24, Physical Soak +6, Soak All Energy +3

Gray gorilla ancients are the most terrible of their breed, the air putrefying at the repellent smell of the gore on their fur.

Bloody Countenance [Aura 6, 3d6 Sanity]: When the gray gorilla ancient begins its turn, enemies must make a Wit save or be overwhelmed until the end of the ancient's next turn.**Eldritch Horror:** Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.**Hammering Blows:** Creatures struck by the ancient must make a Might save or be knocked prone.**Mangling Strike:** Prone creatures struck by the ancient take +24 damage.**Scream [Close Burst 12]:** Once per round, the ancient can scream as an instant action. Allies can immediately shift 6 squares and regain 6 hit points if they are staggered. If multiple silverbacks or ancients are present, this ability can only be used once per round.**Unstoppable Charge:** When gray gorilla ancients charge, they don't provoke opportunity attacks. If they charge 6 or more squares, they deal +12 damage.**HAGS**

“Fair is foul and foul is fair; hover through the fog and filthy air.”

- William Shakespeare, *The Tragedy of Macbeth* (1606)

Hags are ancient witches that pledged their souls to dark entities in exchange for dreadful magic. They are impossibly wizened.

CRONE**Level 6 Standard****Challenge Points:** 12**Type:** Medium Depraved**Sanity Damage:** 3d6**Abilities:** Might 12, Agility 12, Wit 16, Charisma 16**Hit Points:** 72**Initiative:** +4**Armor Class:** 17 (+6 Level, +1 Agi)**Saves:** Might +10, Agility +10, Wit +12**Attacks:** Staff +7, 1d10+7 + Drain Life**Passive Defenses:** Physical Soak +2, Lightning Soak +6, Flight**Curse:** As a standard action, the crone curses a foe she can see. A Wit save resists the curse. On a failure, the victim rolls all attack rolls, skills, and saves twice, taking the lower result. The crone can only maintain a single curse at once. If she curses another victim while a curse is active, the first curse is lifted. Otherwise, the curse lasts until the end of the scene.**Demon Summoning [2d6 Sanity]:** As an instant action, the crone can summon one of the following demons of her choice:

Chaos Demon, Corruption Demon, Hatred Demon, Madness Demon, or Ruin Demon. The crone can only have one summoned demon at once. If it dies, she can summon another as an instant action. If the crone dies, the demon makes good on the crone's contract and leaves with her corpse.

Drain Life: When the crone scores a hit with her staff, she regains 6 hit points.**Dread Lightning [Ranged Burst 1, Lightning, 3d6 Sanity]:** The crone can shoot a burst of electricity to any area within line of sight as a standard action once per scene. Victims take 6d6 lightning damage and are crippled until the end of their next turn. A successful Agility save reduces damage by half and negates the crippling effect.**HARRIDAN****Level 8 Monstrosity****Challenge Points:** 32**Type:** Medium Depraved**Sanity Damage:** 4d6**Abilities:** Might 14, Agility 16, Wit 18, Charisma 18**Hit Points:** 174**Initiative:** +7**Armor Class:** 21 (+8 Level, +3 Agi)**Saves:** Might +14, Agility +15, Wit +16**Attacks:** Staff +10 (Crit 19-20), 2d10+10 + Drain Life**Passive Defenses:** Fast Healing 8, Physical Soak +2, Soak All Energy +1, Lightning Soak +8, Flight

Harridans are hags of great standing in the armies of darkness.

Counterspell: The harridan rolls twice on saves. Once per round, if she succeeds on both saves, she can use Greater Dread Lightning as an instant action. The harridan can use this ability even if she has expended her normal use of dread lightning.**Harridan Curse:** As a standard action, the harridan can curse a foe she can see. A Wit save resists the curse. On a failure, the victim rolls all attack rolls, skills, and saves twice, taking the lower result. In addition, all healing on the victim is half as effective. The harridan can only maintain two curses at once. If she curses a third victim while two curses are active, the first curse is lifted. Otherwise, the curse lasts until the end of the scene.**Harridan Demon Summoning [2d6 Sanity]:** As an instant action, the harridan can summon two of the following demons of her choice: Chaos Demon, Corruption Demon, Hatred Demon, Madness Demon, Ruin Demon. The harridan can only have two summoned demons at once. If one or both die, she can summon more as an instant action until she has two again. If the harridan dies, the demons make good on her contract and leave with her corpse.**Drain Life:** When the harridan scores a hit with her staff, she regains 16 hit points.**Greater Dread Lightning [Ranged Burst 2, Lightning, 3d6 Sanity]:** The harridan can shoot a burst of electricity to any area within line of sight as a standard action once per scene. Victims take 8d6 lightning damage and are crippled until the end of their next turn. A successful Agility save reduces damage by half and negates the crippling effect.

TERMAGANT**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Medium Depraved**Sanity Damage:** 30**Abilities:** Might 16, Agility 18, Wit 18, Charisma 18**Hit Points:** 616**Initiative:** +8**Armor Class:** 26 (+12 Level, +4 Agi)**Saves:** Might +19, Agility +20, Wit +20**Attacks:** Staff +16 (Crit 18-20), 2d12+15 + Drain Life**Passive Defenses:** Fast Healing 24, Physical Soak +6, Soak All Energy +3, Lightning Soak +12, Flight

Termagants are the handmaidens of the dark powers. They appear beautiful until they are wounded, revealing demonic, wizened bodies.

Counterspell: The termagant rolls twice on saves. Once per round, if she succeeds on both saves, she can use Ultimate Dread Lightning as an instant action. The termagant can use this ability even if she has expended her normal use of dread lightning.

Drain Life: When the termagant scores a hit with her staff, she regains 20 hit points. The victim must make a Wit save or be stunned until the end of its next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Termagant Curse: As an instant action once per round, the termagant can curse a foe she can see. A Wit save resists the curse. On a failure, the victim rolls all attack rolls, skills, and saves twice, taking the lower result. In addition, all healing on the victim is half as effective. The termagant can only maintain three curses at once. If she curses a fourth victim while three curses are active, the first curse is lifted. Otherwise, the curse lasts until the end of the scene.

Termagant Demon Summoning [2d6 Sanity]: As an instant action, the termagant can summon three of the following demons of her choice: Chaos Demon, Corruption Demon, Hatred Demon, Madness Demon, Ruin Demon. The termagant can only have three summoned demons at once. If one or all die, she can summon more as an instant action until she has three again. If the crone dies, the demons make good on the crone's contract and leave with her corpse.

Ultimate Dread Lightning [Ranged Burst 3, Lightning, 3d6 Sanity]: The termagant can shoot a burst of electricity to any area within line of sight as a standard action once per scene. Victims take 10d6 lightning damage and are overwhelmed until the end of their next turn. A successful Agility save reduces damage by half and negates the crippling effect.

HOUNDS OF TINDALOS

"They are lean and athirst! The Hounds of Tindalos! They are horrors of the soul, and yet—they are real. I saw them for a ghastly moment. For a moment I stood on the other side. I stood on the pale gray shores beyond time and space. In an awful light that was not light, in a silence that shrieked, I saw them."

- Frank Belknap Long, *The Hounds of Tindalos* (1929)

Hounds of Tindalos are skeletal, dog-like creatures with blue blood. They hunt prey through space and time. They are usually unable to perceive our reality due to its linear flow of time, but time travel or powerful summoning spells can accidentally break this barrier.

NONLINEAR HOUND**Level 3 Minion****Challenge Points:** 3**Type:** Medium Alien**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 10**Hit Points:** 1**Initiative:** +4**Armor Class:** 16 (+3 Level, +3 Agility)**Saves:** Might +6, Agility +6, Wit +4**Attacks:** Tendrils +6, 1d8+6**Passive Defenses:** -

Nonlinear hounds are potential future hounds of Tindalos, created when the hound of Tindalos in the present uses the Mark of Tindalos.

Chronoportation: When the hound of Tindalos moves, it teleports. It does not draw opportunity attacks.

Minion: Minions never take damage on a successful save or when an attack misses them.

Non-Euclidean Geometry [Aura 6]: The hound's nonlinear presence in time means it can harry attackers from every angle before manifesting its present self. Creatures in the area are flanked and treat all squares as difficult terrain.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

HOUND OF TINDALOS**Level 3 Eldritch Horror****Challenge Points:** 24**Type:** Medium Alien**Sanity Damage:** 30**Abilities:** Might 16, Agility 16, Wit 16, Charisma 14**Hit Points:** 166**Initiative:** +6**Armor Class:** 16 (+3 Level, +3 Agility)**Saves:** Might +8, Agility +8, Wit +8**Attacks:** Tendrils +6, 2d8+6**Passive Defenses:** Fast Healing 6

Chronoportation: When the hound of Tindalos moves, it teleports. It does not draw opportunity attacks.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Festering Chaos [Chaos]: A creature hit must make a Wit save or contract ongoing 1 chaos damage until the end of the scene. Each time it is bitten again, the ongoing damage increases by 1.

Mark of Tindalos [4d6 Sanity]: When the hound fails a save or misses an attack, as a free action, it sends a potential future self into the past to attack an enemy in a close burst 12. A nonlinear hound appears adjacent to the target, acting at the end of the hound's turn. On a hit, the nonlinear hound disappears, and the original hound can choose to teleport to its square as an instant action. On a miss, the nonlinear hound of Tindalos remains. The minion remains until it is destroyed or it scores a hit.

Multitudes: The hound of Tindalos is only killed when it has 0 or less hit points and has no nonlinear hounds remaining.

Non-Euclidean Geometry [Aura 6]: The hound's nonlinear presence in time means it can harry attackers from every angle before manifesting its present self. Creatures in the area are flanked and treat all squares as difficult terrain.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

INSECTOID CRYPTIDS

“Have pity on them all, for it is we who are the real monsters.”

- Bernard Heuvelmans, *On the Track of Unknown Animals* (1955)

Armies of horrific insects multiply throughout the wasteland, devouring human and monster alike in their spread.

GIANT WORM

Level 2 Minion

Challenge Points: 2

Type: Medium Cryptid

Sanity Damage: 3d6

Abilities: Might 16, Agility 12, Wit 12, Charisma 12

Hit Points: 1

Initiative: +2

Armor Class: 12 (+1 Agility, +1 Armor)

Saves: Might +6, Agility +4, Wit +4

Attacks: Bite +5, 1d8+5

Passive Defenses: -

Giant worms appear in huge numbers, dragging down victims with their strength and slowly digesting them alive.

Grab: Creatures struck by the giant worm are grabbed (Might save to escape). A grabbed creature takes 2 acid damage at the beginning of the giant worm's turn.

Minion: Minions never take damage on a successful save or when an attack misses them.

GIANT ANT

Level 3 Standard

Challenge Points: 6

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 12

Hit Points: 46

Initiative: +3

Armor Class: 17 (+3 Level, +3 Agi, +2 Armor, -1 Size)

Saves: Might +7, Agility +7, Wit +5

Attacks: Mandibles +6, 1d8+6 + Grab

Passive Defenses: Physical Soak +1, Acid Soak +3

Where there is one giant ant there will soon be a hundred, and experienced survivors learn that they are among the most dangerous enemies.

Acid Spray [Acid, 2d6 Sanity]: Once per scene the giant ant can spray acid in a close blast 3 as a standard action. Enemies take 6 acid damage. An Agility save blocks the damage.

Burrow: The giant ant receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Pheromone Alert: When a giant ant dies, there is a 25% chance that another giant ant burrows from the earth at the edge of the battlefield, acting on the previous ant's initiative.

Grab: Creatures struck by the giant ant are grabbed (Might save to escape). A grabbed creature takes 3 acid damage at the beginning of the giant ant's turn.

GIANT COCKROACH

Level 4 Standard

Challenge Points: 8

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 12, Charisma 12

Hit Points: 54

Initiative: +4

Armor Class: 18 (+4 Level, +3 Agi, +2 Armor, -1 Size)

Saves: Might +7, Agility +8, Wit +6

Attacks: Bite +7, 1d8+6

Passive Defenses: Physical Soak +2

The giant cockroach grows as long as a horse and is ten times as hungry.

Noxious Pheromones [Close Burst 2, Poison, 2d6 Sanity]: Cockroach internals *stink*. When a cockroach is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 4 poison damage and be crippled until the end of the cockroach's next turn. Invisible enemies of the cockroach in the area immediately become visible.

Ravenous [2d6 Sanity]: When the cockroach hits a creature, it regains 4 hit points, and that creature's physical soak is reduced by 1 until the end of the scene.

Skitter: When a melee attack misses the cockroach, it gains +2 AC until the end of its next turn and may shift 8 squares as an instant action.

GIANT DRAGONFLY

Level 4 Standard

Challenge Points: 8

Type: Large Cryptid

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 12, Charisma 12

Hit Points: 54

Initiative: +4

Armor Class: 18 (+4 Level, +3 Agi, +2 Armor, -1 Size)

Saves: Might +7, Agility +8, Wit +6

Attacks: Bite +7, 1d8+6

Passive Defenses: Physical Soak +2

The giant dragonfly is a vicious and agile predator that can dazzle victims with its strange wings.

Compound Eyes: The giant dragonfly can't be flanked.

Dazzle [Aura 2]: When the dragonfly begins its turn, enemies must make a Wit save or be dazed until the end of the dragonfly's next turn.

Flyby Attack: As a standard action, the dragonfly can move up to its speed and make its bite attack without provoking an opportunity attack. It can move before and after any attacks it makes.

COCKROACH SWARM

Level 4 Monstrosity
Challenge Points: 16
Type: Large Cryptid
Sanity Damage: 3d6
Abilities: Might 16, Agility 16, Wit 16, Charisma 16
Hit Points: 96
Initiative: +6
Armor Class: 18 (+4 Level, +3 Agi, +2 Armor, -1 Size)
Saves: Might +10, Agility +10, Wit +10
Attacks: Bite +7 (Crit 19-20), 2d8+7
Passive Defenses: Physical Soak +2

Larger cockroaches are a fearsome menace, devouring entire villages of people one by one.

Noxious Pheromones [Close Burst 2, 2d6 Sanity, Poison]: Cockroach internals stink. When a cockroach is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 8 poison damage and be crippled until the end of the cockroach's next turn. Invisible enemies of the cockroach in the area immediately become visible.

Ravenous [2d6 Sanity]: When the cockroach swarm hits a creature, the swarm regains 8 hit points, and that creature's physical soak is reduced by 1 until the end of the scene.

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the cockroach swarm. The swarm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed and attacks.

GIANT MANTIS

Level 5 Monstrosity
Challenge Points: 20
Type: Large Cryptid
Sanity Damage: 3d6
Abilities: Might 16, Agility 18, Wit 16, Charisma 16
Hit Points: 116
Initiative: +7
Armor Class: 21 (+5 Level, +3 Agi, +4 Armor, -1 Size)
Saves: Might +11, Agility +12, Wit +11
Attacks: Bite +8 (Crit 17-20), 2d10+8
Passive Defenses: Physical Soak +2

The giant mantis is among the most feared of all cryptids—when it is even seen. Most of their work is seen after they have moved on, chewing the flesh off decapitated skeletons. The mantis has camouflage perfectly adapted to the apocalypse, and appears in any conceivable color.

Praying: The mantis has superb camouflage and always begins combat invisible. If it scores a critical hit, it again becomes invisible.

Preying: Once per round, when a melee attack misses the mantis, it can make a melee attack on the attacker as an instant action.

BLADE BAT SWARM

Level 4 Standard
Challenge Points: 8
Type: Large Cryptid [Swarm]
Sanity Damage: 2d6
Abilities: Might 18, Agility 16, Wit 18, Charisma 10
Hit Points: 58
Initiative: +7
Armor Class: 16 (+4 Level, +3 Agility, -1 Size)
Saves: Might +8, Agility +7, Wit +8
Attacks: Swarm +8, 1d8+8 + Flesh Rip
Passive Defenses: Flight

Blade bats are carnivorous insects with a unique physiology. From a distance, they appear to be normal bats; but they have one wing that is pointed in the opposite direction of the other. When flying, this causes the blade bat to spin at high velocity. The insect then uses its wings to slice open flesh, lapping off the resulting blood-soaked wing for sustenance.

Blade bats ravage the countryside, overwhelming and tearing apart any living creatures too weak to drive them off. Blade bats can be called forth by special whistles, meaning they can be used as a weapon by creatures familiar with them.

Flesh Rip: Anyone hit by the swarm takes 4 ongoing physical damage as multiple blade bats harry it. Creatures taking this ongoing damage have their speed reduced by 4. An Agility save negates the effect.

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the blade bat swarm. The blade bat swarm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed.

VULNERABILITIES

Rain: Blade bats can't fly well in rain or heavy wind. They move at half speed and are crippled in such conditions.

WATERBEAR

Level 5 Eldritch Horror
Challenge Points: 40
Type: Huge Cryptid
Sanity Damage: 30
Abilities: Might 18, Agility 14, Wit 18, Cha 18
Hit Points: 268
Initiative: +6
Armor Class: 15 (+5 Level, +2 Agi, -2 Size)
Saves: Might +13, Agility +11, Wit +13
Attacks: Bite +9 (Crit 18-20), 2d10+9 + Moisture Drain
Passive Defenses: Blind, Immune to Cold/Fire/Poison/Radiation, Fast Healing 10, Physical Soak +3, Soak All Energy +2, Swim

Waterbears are segmented cryptids with eight legs. They resemble both a caterpillar and a hairless mole with feelers extending from patchwork parts of their bodies. A waterbear's head is simply a tubular mouth—they have no eyes and their head is little more than a protruding lump. They usually stay in aquatic or wet environments but can survive anywhere. Waterbears are not malevolent, but absorb any nutritious organic matter they encounter and can't be repelled except by force. Waterbears make disturbing sucking and clicking sounds with their mouths.

Waterbears' evolution has rendered them slow and plodding, but impervious to most damage. Waterbears can survive crushing depths, the void of space, and both extreme cold and heat. They ignore radiation and poison, and even in a state of clinical death they regenerate in stasis. There is no known way to kill a waterbear outside of stealing its soul or similarly extreme methods.

Adapting Defense: Each time the waterbear is hit during a scene by a physical attack, its physical soak improves by +1 until the end of the scene. Likewise, each time it is hit with energy damage, its energy soak improves by +1 until the end of the scene.

Burrow: The waterbear receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Feelers [Aura 1, Poison, 2d6 Sanity]: When the waterbear begins its turn, it uses its feelers to inflict venom. All enemies get an Agility save. Victims take 5 piercing poison damage and are overwhelmed until the end of the waterbear's next turn. A successful save negates all effects.

Moisture Drain [2d6 Sanity]: Creatures hit by the waterbear's bite take 10 ongoing necrotic damage (Might negates). When creatures take this necrotic damage, the waterbear regains 5 hit points.

Pudgy: Physical weapons get stuck in the waterbear. Creatures that hit the waterbear must make an Agility save or their weapon becomes trapped in the waterbear's body. An Athletics check made as a move action can remove the weapon. Survivors that attack with an unarmed attack (such as a strike, bite, or claw) must make an Agility save or become grabbed by the waterbear. The waterbear continues to move freely no matter how many creatures it is grabbing.

Radiation Immunity: Waterbears are immune to nuclear damage and can't be irradiated.

ASSASSIN BUG

Level 8 Minion

Challenge Points: 8

Type: Small Cryptid

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 12

Hit Points: 1

Initiative: +4

Armor Class: 26 (+8 Level, +4 Armor, +3 Agi, +1 Size)

Saves: Might +12, Agility +12, Wit +10

Attacks: Bite +11, 1d10+11 + 4 Poison

Passive Defenses: -

Assassin bugs are beetle-like creatures the size of hunting dogs. They are named after their poison and their fondness for wearing the skin of desiccated prey as a protective measure and camouflage. Assassin bugs have a powerful rostrum at the end of their faces, suggestive of both a beak and a claw. They use their rostrums to drain the insides out of still-living prey.

Assassin bugs like to hide in debris or piles of corpses. They wait until their prey is adjacent or in charging range.

Corpse Armor [Fear]: Assassin bugs use their saliva to attach the desiccated skins of slain prey to their bodies. They begin combat invisible to survivors with a Perception bonus of less than +20, revealing themselves only when they begin moving. Survivors that see an assassin bug in combat for the first time must make a Wit save or be crippled as an ongoing condition (Wit negates) by the horrific display. Fearless creatures are immune to this effect.

Furthermore, the assassin bug's corpse armor gives it +4 AC.

Minion: Minions never take damage on a successful save or when an attack misses them.

Venom [Necrotic, Poison]: Creatures hit by an assassin bug take 4 poison damage and ongoing 8 necrotic damage (Might negates) as the assassin bug's venom liquefies their bodies from the inside out. Creatures that are both crippled by the assassin bug's corpse armor and suffering ongoing damage are dazed and immobilized.

IRON MINDS

"I know what you're thinking right now, of all the ways you'd like to kill me. But that would require out-thinking me. And no one, nothing is smarter than the Krang!"

- *Teenage Mutant Ninja Turtles: Out of the Shadows* (2016)

Beneath the Black Desolation's charred surface, the planet's denizens are disembodied cybernetic brains known as iron minds. An iron mind is a ball of dark blue, sickly brain matter mounted onto a spider-like prosthesis that allows it to move around and manipulate its environment. The brain matter rolls and pulsates in its shell, sparking from the circuitry. These modifications have also enhanced the iron mind's psychic abilities.

Iron minds were not always such pitiable horrors. Each endeavors to rebuild its former life from its broken memories and consciousness, creating bizarre, physically impossible architecture and art that reveals the shattered psyche of each iron mind.

Creatures that find themselves beneath the Black Desolation are woven into the iron minds' designs by force, killed or disabled before being converted into mechabominations, skeletrons, or the basis for strange new idols.

IRON MIND TORMENTOR

Level 9 Standard

Challenge Points: 18

Type: Medium Alien

Sanity Damage: 4d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 12

Hit Points: 106

Initiative: +6

Armor Class: 22 (+9 Level, +3 Agi)

Saves: Might +13, Agility +13, Wit +13

Attacks: Talons +12, 1d12+12

Passive Defenses: Physical Soak +3, Psychic Soak +9

Tormentors are the lowest of the iron minds, and busy themselves as taskmasters for the cyborgs their superiors create.

Tormentors are clever, but insanity prevents them from making much sense when they communicate.

Along Came a Spider: As part of any attack, the tormentor can shift 3 squares.

Tormentor: As a standard action ranged attack, the tormentor can cause an enemy 9 ongoing psychic damage. While taking this ongoing damage, the victim's damage soak is reduced by 5. A Wit save ends this effect.

Force Projection [Aura 3, Psychic]: The area is difficult terrain for enemies, and enemies take -2 to attack rolls.

Misery by Design: An iron mind's insanity is telepathic. Enemies in the presence of an iron mind take -2 to sanity soak and Wit saves.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

IRON MIND SERVITOR**Level 9 Monstrosity****Challenge Points:** 36**Type:** Large Alien**Sanity Damage:** 4d6**Abilities:** Might 16, Agility 16, Wit 16, Charisma 18**Hit Points:** 196**Initiative:** +6**Armor Class:** 21 (+9 Level, +3 Agi, -1 Size)**Saves:** Might +16, Agility +16, Wit +16**Attacks:** Laser Tentacles +12, 2d12+12 Psychic (19-20 Crit)**Passive Defenses:** Physical Soak +5, Psychic Soak +9

Servitors tend to the needs of the superlator and have grown enough in intellect to design new cyborgs and debased idols for the superlator to approve or dismiss according to its whims. As a reward for their loyalty, they are granted some of the superlator's superior technology.

Along Came a Spider: As part of any attack, the servitor can shift 4 squares.**Force Projection [Aura 6, Psychic]:** The area is difficult terrain for enemies, and enemies in the area take -3 to attack rolls.**Laser Tentacles [Aura 3, Psychic]:** When the servitor starts its turn, enemies take 9 psychic damage.**Misery by Design:** An iron mind's insanity is telepathic. Enemies in the presence of an iron mind take -2 to sanity soak and Wit saves.**Radiance:** The presence of at least one such monster increases mutant survivors' radiance by 1.**Weird:** Increase sanity die damage by one step in the presence of at least one alien.**IRON MIND SUPERLATOR****Level 9 Eldritch Horror****Challenge Points:** 72**Type:** Huge Alien**Sanity Damage:** 30**Abilities:** Might 16, Agility 16, Wit 16, Charisma 18**Hit Points:** 466**Initiative:** +6**Armor Class:** 20 (+9 Level, +3 Agi, -2 Size)**Saves:** Might +16, Agility +16, Wit +16**Attacks:** Laser Tentacles +12 (19-20 Crit), 2d12+12 Psychic

Talons +12 (19-20 Crit), 2d12+12

Passive Defenses: Physical Soak +9, Psychic Soak +9, Flight

Each superlator believes itself the unrivaled master of its planet, but they are so consumed with meandering self-reflection that they don't remember or care that there are others like them. Each superlator is an encased in a crab-like mechanical suit, much like that of a tormentor, but far bulkier and sturdier.

Along Came a Spider: As part of any attack, the superlator can shift 6 squares.**Bicameral Mind:** The superlator can make both a laser tentacle melee attack and a talon melee attack on the same turn if it targets two different enemies.**Eldritch Horror:** Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.**Force Projection [Aura 12, Psychic]:** The area is difficult terrain for enemies, and enemies take -4 to attack rolls.**Laser Tentacles [Aura 3, Psychic]:** When the superlator starts its turn, enemies take 9 psychic damage.**Misery by Design:** An iron mind's insanity is telepathic. Enemies in the presence of an iron mind take -2 to sanity soak and Wit saves.**Radiance:** The presence of at least one such monster increases mutant survivors' radiance by 1.**Weird:** Increase sanity die damage by one step in the presence of at least one alien.**LINDWURMS****"Unclean beast! Get thee down! Be thou consumed by the fires that made thee!"**- *Dragonslayer* (1981)

Lindwurms are a form of dragon, but not the majestic beasts of high fantasy; none can fly. They are grotesque, foul, and hungry godlings of primordial chaos, with the power to rival titans or gods. Each lindwurm is the elemental embodiment of some great negative energy or calamity.

In elder days, each lindwurm was entombed beneath the Earth or the void itself by godly decree and the strength of many heroes.

In their exile, the lindwurms did not sleep. Their psychic emanations attracted generations of depraved human followers, whom they crossbred with their own offspring, creating a race of horrors to do their secret work. These agents of terror perpetrated countless atrocities under the direction of their forebears.

Now the lindwurms' plans have come to fruition and they are loosed upon the world once more. They have no need for subtlety now. A lindwurm's breath is channeled from the earliest nightmare, its presence the final plague. Its claws rend at the foundations of the earth, cracking it open with every step.

WURMSPAWN**Level 10 Standard****Challenge Points:** 20**Type:** Large Abomination**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 14, Charisma 16**Hit Points:** 116**Initiative:** +5**Armor Class:** 27 (+10 Level, +5 Armor, +3 Agility, -1 Size)**Saves:** Might +16, Agility +16, Wit +15**Attacks:** Claws +13, 1d12+13**Passive Defenses:** Chaos Soak +10, Energy Soak +3, Physical Soak +3

Wurmspawn are humanoids birthed from the mating of a greatwurm and a human. They are horned, hairless, blackened, and misshapen creatures who burn with eldritch energy and chaos-tainted blood. As third-generation abominations, wurmspawn used magic to disguise themselves as humans, but now that their masters are free, their powers of concealment have weakened, and they can only conceal themselves under heavy robes. Even this is spoiled when they use their powers, channeling chaotic energy from all around them.

Chaos Birthright [Close Blast 4, Chaos, 2d6 Sanity]: As a standard action, the wurmspawn can attack enemies with chaos magic. Enemies take 2d12 chaos damage. A Wit save reduces damage by half. Enemies reduced to 0 hit points are obliterated.

Eldritch Blasphemy: In the presence of a wurmspawn, chances of inhuman and magical anomalies increase by 10%. The wurmspawn's blood reaching open air exacerbates this. In the presence of a staggered wurmspawn, this increases to 20%.

Food for the Immortals: Lindwurms may devour adjacent wurmspawn as an instant action, regaining 5 hit points for every 10 the wurmspawn had remaining and gaining +3 to all forms of soak until the end of the lindwurm's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

GREATWURM**Level 10 Monstrosity****Challenge Points: 20****Type:** Huge Abomination**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 218**Initiative:** +8**Armor Class:** 27 (+10 Level, +5 Armor, +4 Agility, -2 Size)**Saves:** Might +18, Agility +18, Wit +18**Attacks:** Claws +14 (19-20 Crit), 2d12+14**Passive Defenses:** Fire Soak +10, Energy Soak +5, Fast Healing 5, Physical Soak +5

Greatwurms are the offspring of the elder lindwurms, and are enormous, leathery beasts that resemble giant horned monitor lizards. As the classical dragons, they breathe and exude terrible fire.

They are beasts, and lack the ancient wisdom of their progenitors, possessing only a low animal cunning.

Fiery Blood [Aura 3, Fire]: While staggered, when the greatwurm begins its turn, enemies take 10 fire damage.

Fire Breath [Close Blast 8, Fire, 3d6 Sanity]: As a standard action, the greatwurm can breathe fire. This causes 10 ongoing fire damage. Creatures can make Might saves to negate the effect (a Might save ends the ongoing damage). Creatures taking this ongoing damage have no soak.

Swallow: When the greatwurm scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 20 fire damage. If they deal at least 21 damage to the inside of the greatwurm (which still receives soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Trample: When the greatwurm begins its turn, every adjacent enemy must make an Agility save. On failure, the victim is knocked prone and dealt 20 physical damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

NIDHOGGR**Level 14 Eldritch Horror****Challenge Points: 112****Type:** Colossal Abomination**Sanity Damage:** 30**Abilities:** Might 22, Agility 20, Wit 18, Charisma 18**Hit Points:** 722**Initiative:** +9**Armor Class:** 32 (+14 Level, +5 Agi, +7 Armor, -4 Size)**Saves:** Might +24, Agility +23, Wit +22**Attacks:** Slam +20 (Crit 18-20), 2d12+20 + Malice Striker**Passive Defenses:** Necrotic Soak +14, Physical Soak +14, Sonic Soak +14

Nidhoggr has spent countless eons gnawing at the roots of Yggdrasil to trigger Ragnarok. Nidhoggr is the physical embodiment of dishonor, and from its open, drooling maw fall the chewed corpses of murderers, adulterers, and oath-breakers, fed to it in a vain effort to appease its wrath.

Nidhoggr is a bloated and cadaverous lizard, its scales the color of moldering corpses, its massive body covered in gangrene and exuding primeval filth.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Malice Striker: Creatures struck by Nidhoggr must make a Might save or the damage becomes piercing and the victim is overwhelmed until the end of Nidhoggr's next turn.

Swallow: When Nidhoggr scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 28 necrotic damage. If they deal at least 72 damage to the inside of Nidhoggr (which still receives soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Terrible Trample [Aura 3]: When Nidhoggr begins its turn, enemies must make an Agility save. On failure, the victim is knocked prone, dealt 28 physical damage, and immobilized until the end of Nidhoggr's next turn.

Withering Breath [Close Blast 10, Necrotic, 3d6 Sanity]: As a standard action, Nidhoggr can use a breath weapon. This causes 28 ongoing necrotic damage. Creatures can make Might saves to negate the effect (a Might save ends the ongoing damage). Creatures taking this ongoing damage reduce any healing, fast healing, or regeneration they receive by 14.

Would You Know Yet More? [Close Burst 6, Fear, 3d6 Sanity]: Once per scene, Nidhoggr can roar blasphemies as an instant action. Victims must make a Wit save. On a failure, they take 28 sonic damage and are dazed until the end of Nidhoggr's next turn; on a success, 14. Nidhoggr regains this ability when an anomaly or cosmic disturbance occurs.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

TIAMAT**Level 15 Eldritch Horror****Challenge Points: 120****Type:** Colossal Abomination**Sanity Damage:** 30**Abilities:** Might 20, Agility 20, Wit 20, Charisma 20**Hit Points:** 770**Initiative:** +10**Armor Class:** 26 (+15 Level, +5 Agi, -4 Size)**Saves:** Might +25, Agility +25, Wit +25**Attacks:** Slam +20 (Crit 18-20), 2d12+20

Passive Defenses: Chaos Soak +15, Cold Soak +15, Fast Healing 30, Physical Soak +8, Poison Soak +15, Soak All Energy +4, Flight

Tiamat, mother of dragons and scourge of Babylonia, was born from a primordial sea of salt, where she birthed a thousand misbegotten offspring in the swirling chaos of early creation. These creatures, dragons and worse, forever pay her fealty.

Tiamat is a beautiful and enormous black worm, most adhering to the shape of the classical western dragons, but deprived of her wings by godly decree. If she regains them, she will make good on her vow to destroy the sky.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

The Glistening One [Cold]: Creatures hit by Tiamat must make a Might save or take an additional 30 cold damage and be dazed until the end of Tiamat's next turn.

Poisonblood [Close Burst 3, Poison]: Once per round, when Tiamat takes damage, as an instant action she can force all creatures to make a Might save. On a failure, they take 30 poison damage.

Primordial Breath [Close Blast 10, Chaos, 3d6 Sanity]: As a standard action, Tiamat can use a breath weapon. This causes 30 ongoing chaos damage. Creatures can make Might saves to negate the effect (a Might save ends the ongoing damage). Creatures taking this ongoing damage lose all energy soak.

Swallow: When Tiamat scores a critical hit, she swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 24 chaos damage. If they deal at least 76 damage to the inside of

Tiamat (which still receives soak), they can escape, or they can pry their way out of her mouth with a Might save against grabbing.

Terrible Trample [Aura 3]: When Tiamat begins its turn, enemies must make an Agility save. On failure, the victim is knocked prone, dealt 30 physical damage, and immobilized until the end of Tiamat's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VRITRA

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 22, Wit 18, Charisma 18

Hit Points: 720

Initiative: +10

Armor Class: 26 (+14 Level, +6 Agi, -4 Size)

Saves: Might +23, Agility +24, Wit +22

Attacks: Slam +16/+16/+16 (Crit 18-20), 2d12+19

Passive Defenses: Fast Healing 14, Physical Soak +14

Vritra, the embodiment of famine, draught, and war, is a three-headed, fur-covered godling that devours armies. It is legendary for its schemes to tyrannize and destroy ancient India.

Asura's Might: When Vritra scores a hit, victims must make a Might save or be crippled and immobilized until the end of Vritra's next turn.

Desolator Drought [Aura 6, Necrotic]: When Vritra begins its turn, enemies must make a Might save or take 28 piercing necrotic damage. For each creature that fails its save, Vritra regains 7 hit points.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

The Enveloper [Close Blast 10]: As a standard action, Vritra can use its three heads to attack all enemies in the area. This causes 7d12 physical damage and triggers Asura's Might on a failed save. Creatures can make Agility saves to negate this damage.

Swallow: When Vritra scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 24 physical damage. If they deal at least 71 damage to the inside of Vritra (which still receives soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MARTIANS

"All green of skin. Eight-hundred centuries ago, their bodily fluids include the birth of half-breeds. For the fundamental truth self-determination of the cosmos, for dark is the suede that mows like a harvest."

- *Mars Attacks! (1996)*

The many creatures of Mars have their own differences with each other, but most either despise humans, view them as food, or both.

INSECTOID BARBARIAN

Level 7 Standard

Challenge Points: 14

Type: Large Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 14

Hit Points: 86

Initiative: +4

Armor Class: 23 (+7 Level, +3 Agility, +4 Armor, -1 Size)

Saves: Might +12, Agility +11, Wit +11

Attacks: Axes +10 or +8/+8 or +6/+6/+6, 1d10+10

Passive Defenses: Acid Soak +7, Soak All +4

Insectoid barbarians are four-armed monsters with bug-like features, but musculature like a gorilla. They make undulating screeching noises as they wade into battle.

Black Spittle [Close Burst 1, Acid, 2d6 Sanity]: Once per round as a free action, when the barbarian is hit, it sprays black spittle from its wounds. Enemies treat the area as difficult terrain for the rest of the scene. Enemies that begin their turn in the area take 7 acid damage.

Counterstrike: Once per round as an instant action, when a melee attack misses the barbarian, it can make a single attack against one creature in range.

Four Arms: The barbarian can make one, two, or three attacks at different attack bonuses.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

GRAY ONE

Level 7 Monstrosity

Challenge Points: 28

Type: Small Alien

Sanity Damage: 3d6

Abilities: Might 10, Agility 18, Wit 18, Charisma 18

Hit Points: 150

Initiative: +8

Armor Class: 22 (+7 Level, +4 Agility, +1 Size)

Saves: Might +11, Agility +15, Wit +15

Attacks: -

Passive Defenses: Chaos Soak +7, Psychic Soak +7

Gray ones are the dominant lifeform on Mars, arrogant, aloof, narcissistic, cruel, and completely dependent on their technology for survival. They are small, diminutive humanoids with large black eyes and gray, rubbery skin. Few wear clothes, but they have no gender.

Q36 Space Modulator [Ranged Burst 1 within 12, Chaos, 3d6 Sanity]: As a standard action, the gray one can fire its space modulator. Creatures in the area take 2d10+11 chaos damage. An Agility save reduces damage by half. Creatures killed by this attack are obliterated.

Telekinetic Crush [Psychic, 3d6 Sanity]: As a standard action once per scene, the gray one crushes the body of an enemy within line of sight. The victim takes $4d10+22$ psychic damage and is knocked prone and dazed until the end of the gray one's next turn. A Might save reduces damage by half and negates both conditions.

Telekinetic Hold [Psychic, 3d6 Sanity]: As an instant action once per round, the gray one can deal an enemy 14 psychic damage, immobilize them, and render them incapable of making opportunity attacks. A Wit save negates all damage and conditions.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

DEATHWALKER

Level 7 Eldritch Horror

Challenge Points: 56

Type: Colossal Alien

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 368

Initiative: +8

Armor Class: 26 (+7 Level, +4 Agility, +4 Armor, +1 Size)

Saves: Might +15, Agility +15, Wit +15

Attacks: Death Ray +11 (18-20 Crit), 2d10+11 Chaos

Claws +11 or +8/+8 (18-20 Crit), 2d10+11

Passive Defenses: Chaos Soak +7, Energy Soak +4, Fasting Healing 7, Physical Soak +7, Psychic Soak +7

When intruders can't be manipulated into seeing reason, the gray ones unleash the deathwalkers. Designed for one day conquering Earth when built in great enough numbers, a handful of these colossal metal constructs suffice to annihilate anything on Mars.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Grab: On a hit, the deathwalker grabs enemies. A Might save breaks the grab. When the deathwalker begins its turn with a grabbed enemy, that enemy takes 14 physical damage.

Q36 Space Cannon [Ranged Burst 2 within 12, Chaos, 3d6 Sanity]: As a standard action, the deathwalker can fire its cannon. Creatures in the area take 2d10+11 chaos damage. An Agility save reduces damage by half. Creatures killed by this attack are obliterated.

Shields: Nothing can reduce the deathwalker's physical soak or energy soak. The soak values increase by 4 when the deathwalker is staggered.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

MECHABOMINATIONS

"German doctors and engineers have worked out how to return their fallen to the front lines."

- *Sucker Punch* (2011)

Mechabominations are the result of experiments to create cybernetic and hydraulic zombies. Part zombie and part surgically-welded robot, they are of limited intelligence, but possess obscene strength and vicious weaponry.

DRILLGOUL

Level 2 Minion

Challenge Points: 2

Type: Medium Undead

Sanity Damage: 3d6

Abilities: Might 16, Agility 10, Wit 10, Charisma 16

Hit Points: 1

Initiative: +0

Armor Class: 14 (+2 Level, +2 Armor)

Saves: Might +8, Agility +5, Wit +5

Attacks: Drill +5, 1d8+5 + Grab

Assault Rifle +2, 1d8+2

Passive Defenses: -

Drillghouls make effective use of power drills embedded in their arms.

Grab [2d6 Sanity]: On a hit, the drillghoul grabs enemies, skewering them with its drills. Grabbed enemies are always crippled, and have no physical soak. A Might save breaks the grab.

Explosive Death [Close Burst 1, Lightning]: When the drillghoul dies, it explodes, dealing 4 lightning damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

WELDED GRUNT

Level 2 Standard

Challenge Points: 4

Type: Medium Undead

Sanity Damage: 3d6

Abilities: Might 16, Agility 10, Wit 10, Charisma 16

Hit Points: 36

Initiative: +0

Armor Class: 14 (+2 Level, +2 Armor)

Saves: Might +8, Agility +5, Wit +5

Attacks: Welded Fists +5, 1d8+5

Assault Rifle +2, 1d8+2

Passive Defenses: Physical Soak +2, Lightning Soak +2

The welded grunt is the backbone of the mechabomination army. Using piston-powered fists, the grunts hit like a truck.

Explosive Death [Close Burst 2, Lightning]: When the welded grunt dies, it explodes, dealing 1d8+5 lightning damage. A Might save reduces this damage by half.

Gruesome: This undead horror reduces all piercing damage dealt to it by 2.

Knockdown: Creatures hit by a welded grunt are knocked prone.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Unstable: When the welded grunt is staggered, it can make two standard actions per round, but loses 2 hit points at the end of its turn.

FLESHMETAL COLOSSUS

Level 2 Monstrosity

Challenge Points: 8

Type: Large Undead

Sanity Damage: 3d6

Abilities: Might 16, Agility 12, Wit 16, Charisma 16

Hit Points: 56

Initiative: +4

Armor Class: 14 (+2 Level, +1 Agility, +2 Armor, -1 Size)

Saves: Might +8, Agility +6, Wit +8

Attacks: Welded Fists +5 (19-20 Crit), 2d8+5 + Flatten

Assault Rifle +3 (19-20 Crit), 2d8+3

Passive Defenses: Fire Soak +2, Physical Soak +2, Lightning Soak +2

The fleshmetal colossus is a heavily modified and armored mechabomination, designed to break through enemy fortifications and draw fire. The body used to house the modifications has been injected with chemicals to further increase its size and strength.

Explosive Death [Close Burst 3, Lightning]: When the colossus dies, it explodes, dealing 2d8+5 lightning damage. A Might save reduces this damage by half.

Flamethrower [Close Blast 3, Fire]: As a standard action, the colossus can fire a flamethrower in a close blast 3, dealing 1d8+5 fire damage. An Agility save reduces damage by half.

Flatten [2d6 Sanity]: On a hit, the colossus grabs enemies and knocks them prone, skewering them with its drills. Grabbed enemies are always crippled, and have no physical soak. A Might save breaks the grab.

Gruesome: This undead horror reduces all piercing damage dealt to it by 2.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Unstable: When the colossus is staggered, it can make two standard actions per round, but loses 4 hit points at the end of its turn.

SUPERSOLDIER TROOPER

Level 3 Standard

Challenge Points: 6

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 10

Hit Points: 46

Initiative: +4

Armor Class: 18 (+3 Level, +3 Agi, +2 Armor)

Saves: Might +6, Agility +6, Wit +4

Attacks: Armblade +6, 1d8+6

Assault Rifle +6, 1d8+6

Passive Defenses: Fearless, Physical Soak +3

Clandestine programs funded on black budgets resulted in the creation of a secret supersoldier army, the mechabomination perfected. This was to be deployed only as an emergency countermeasure in the event of world disaster. None of the minds

behind the program pretended it was ethical, but intelligence on paranormal phenomena demonstrated that a special force was necessary.

Supersoldiers are clone abominations. Grown from birthing chambers, they are injected with hyper-accelerated growth hormones, subjected to grotesque surgery and amputations, lobotomized, and programmed by hypnotic therapy. Machinery is grafted through the face and into the frontal lobe to create a crude cyborg. A breathing apparatus extends deep down the creature's throat, feeding it oxygen and nutrients. The supersoldier gurgles unintelligibly.

Supersoldiers are aggressive and brutal, but fight with extreme coordination and discipline. They use tactical positioning and other combat strategies. They never tire and have no sense of fear or self-preservation. Every unit of supersoldiers is carrying out long-term combat objectives that may have outlived whoever gave the original order.

Communal Senses: Supersoldiers share communal data and senses. They gain +4 to Wit skills.

Inhuman March: The supersoldier is never considered staggered for the purposes of enemies' effects, and reduces penalties from being crippled or overwhelmed by 1.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

CHASSIS POWERS

When using a supersoldier in a combat scene, choose any **two** chassis powers.

All-Terrain: The supersoldier ignores difficult terrain and can't be knocked prone.

Energy Shield: The supersoldier gains +3 energy soak.

Explosive Death [Close Burst 2, Lightning]: When the supersoldier dies, it explodes, dealing 6 lightning damage.

Fire Suppression: The supersoldier reduces any ongoing damage it is taking by 3.

Laser Weaponry: All melee and ranged attacks by the supersoldier deal piercing fire damage.

Nanotech Armor: The supersoldier has fast healing 6.

Power Sledge: The supersoldier's melee attacks increase their critical threat range by 1, and knock victims prone.

Rangefinder: The supersoldier gains +2 to hit with ranged attacks.

Shield: The supersoldier gains +2 AC and +2 to Agility saves.

Vortex Shield: The supersoldier reduces damage from blast and burst effects by 5.

Unstable: When the supersoldier is staggered, it can make two standard actions per round, but loses 2 hit points at the end of its turn.

MODULAR POWERS

When using a supersoldier in a combat scene, choose any **two** powers from the list below.

Autogun [Aura 6]: When the supersoldier begins its turn, one enemy in range takes 3 physical damage. The supersoldier doesn't use this attack if enemies are threatening attacks of opportunity.

Death Grip: On an armblade hit, the supersoldier grabs an enemy (Might to break). When the supersoldier begins its next turn, it deals 3 piercing physical damage to grabbed creatures.

Disintegrator Cannon [Ranged 12, Burst 4]: Once per scene, the supersoldier can fire a cannon as a standard action that deals 3d8 piercing fire damage. An Agility save reduces damage by half.

Flamethrower [Close Blast 3, Fire]: As a standard action, the supersoldier can shoot a flamethrower. Victims in the area take 6 ongoing fire damage. An Agility save negates the damage.

Micromissile: The supersoldier can make a ranged attack once per scene as a standard action that gains +4 to hit. The attack deals 3d8 physical damage and gains bonus damage equal to triple the target's physical soak.

Missile Pod [Ranged 12, Burst 1]: Once per scene, the supersoldier can fire missiles into three areas within range as a standard action. Enemies within take 2d8+6 fire damage.

Plasma Cannon [Ranged Burst 1 within 12, Chaos]: As a standard action, the supersoldier fires its plasma cannon. This deals 1d6+6 chaos damage. An Agility save reduces damage by half.

Tear Gas [Ranged Burst 4 within 12, Poison]: The supersoldier fires a canister of tear gas as a standard action. This affects a ranged burst 3 area. Creatures that enter or begin their turn in the area must make a Might save or be blinded and crippled until the end of the supersoldier's next turn. The area where the tear gas hits is considered difficult terrain.

SUPERSOLDIER DREADNOUGHT

Level 5 Monstrosity

Challenge Points: 20

Type: Large Depraved

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 14, Charisma 18

Hit Points: 118

Initiative: +5

Armor Class: 21 (+5 Level, +3 Agi, +3 Armor)

Saves: Might +13, Agility +12, Wit +11

Attacks: Armblade +9 (19-20 Crit), 2d10+9

Assault Cannon +8 (19-20 Crit), 2d10+8

Passive Defenses: Fearless, Physical Soak +5

Supersoldier dreadnoughts are encased in heavy hydraulic armor. Inside is a withered body that has barely progressed beyond human infancy, its nervous system connected to the controls. It is nothing more than a biological computer.

Communal Senses: Supersoldiers share communal data and senses. They gain +4 to Wit skills.

Inhuman March: The supersoldier is never considered staggered for the purposes of enemies' effects, and reduces penalties from being crippled or overwhelmed by 1.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Suppression Cannon [Ranged Burst 4 within 12]: As an instant action once per round, the supersoldier can hit an area ranged with heavy munitions from its arm cannon. This attack deals 10 piercing physical damage. Creatures who take this damage and fail a Might save are knocked prone and immobilized until the end of the dreadnought's next turn.

CHASSIS POWERS

When using a supersoldier in a combat scene, choose any **three** chassis powers.

All-Terrain: The supersoldier ignores difficult terrain and can't be knocked prone.

Energy Shield: The supersoldier gains +5 energy soak.

Explosive Death [Close Burst 3, Lightning]: When the supersoldier dies, it explodes, dealing 10 lightning damage.

Fire Suppression: The supersoldier reduces any ongoing damage it is taking by 5.

Laser Weaponry: All melee and ranged attacks by the supersoldier deal piercing fire damage.

Nanotech Armor: The supersoldier has fast healing 10.

Power Sledge: The supersoldier's melee attacks increase their critical threat range by 1, and knock victims prone.

Rangefinder: The supersoldier gains +2 to hit with ranged attacks.

Vortex Shield: The supersoldier reduces damage from blast and burst effects by 5.

Unstable: When the supersoldier is staggered, it can make two standard actions per round, but loses 2 hit points at the end of its turn.

MODULAR POWERS

When using a supersoldier in a combat scene, choose any **three** powers from the list below.

Autogun [Aura 6]: When the supersoldier begins its turn, one enemy in range takes 5 physical damage. The supersoldier doesn't use this attack if enemies are threatening attacks of opportunity.

Death Grip: On an armblade hit, the supersoldier grabs an enemy (Might to break). When the supersoldier begins its next turn, it deals 5 piercing physical damage to grabbed creatures.

Disintegrator Cannon [Ranged 12, Burst 4]: Once per scene, the supersoldier can fire a cannon as a standard action that deals 6d10 piercing fire damage. An Agility save reduces damage by half.

Flamethrower [Close Blast 4, Fire]: As a standard action, the supersoldier can shoot a flamethrower. Victims in the area take 10 ongoing fire damage. An Agility save negates the damage.

Micromissile: The supersoldier can make a ranged attack once per scene as a standard action that gains +4 to hit. The attack deals 6d10 physical damage and gains bonus damage equal to triple the target's physical soak.

Missile Pod [Ranged 12, Burst 2]: Once per scene, the supersoldier can fire missiles into three areas within range as a standard action. Enemies within take 6d8+6 fire damage.

Plasma Cannon [Ranged Burst 2 within 12, Chaos]: As a standard action, the supersoldier fires its plasma cannon. This deals 2d8+10 chaos damage. An Agility save reduces damage by half. Enemies reduced to 0 hit points are obliterated.

Tear Gas [Ranged Burst 5 within 12, Poison]: The supersoldier fires a canister of tear gas as a standard action. This affects a ranged burst 3 area. Creatures that enter or begin their turn in the area must make a Might save or be blinded and crippled until the end of the supersoldier's next turn. The area where the tear gas hits is considered difficult terrain.

ELDRITCH DREADNOUGHT

Level 7 Eldritch Horror

Challenge Points: 6

Type: Huge Alien

Sanity Damage: 3d6

Abilities: Might 20, Agility 16, Wit 16, Charisma 18

Hit Points: 370

Initiative: +6

Armor Class: 24 (+7 Level, +3 Agi, +4 Armor)

Saves: Might +16, Agility +14, Wit +14

Attacks: Armblade +12 (18-20 Crit), 2d10+12

Assault Cannon +10 (19-20 Crit), 2d10+10

Passive Defenses: Fearless, Physical Soak +7

Supersoldier eldritch dreadnoughts are combined with forbidden alien technology to give them otherworldly combat efficiency. The biological material inside is now little more than a ball of wretched, pulsating tentacles.

Communal Senses: Supersoldiers share communal data and senses. They gain +4 to Wit skills.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Inhuman March: The supersoldier is never considered staggered for the purposes of enemies' effects, and reduces penalties from being crippled or overwhelmed by 1.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Suppression Cannon [Ranged Burst 4 within 12]: As an instant action once per round, the supersoldier can hit an area ranged with heavy munitions from its arm cannon. This attack deals 14 piercing physical damage. Creatures who take this damage and fail a Might save are knocked prone and immobilized until the end of the dreadnought's next turn.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

CHASSIS POWERS

When using a supersoldier in a combat scene, choose any **four** chassis powers.

All-Terrain: The supersoldier ignores difficult terrain and can't be knocked prone.

Energy Shield: The supersoldier gains +7 energy soak.

Explosive Death [Close Burst 3, Lightning]: When the supersoldier dies, it explodes, dealing 14 lightning damage.

Fire Suppression: The supersoldier reduces any ongoing damage it is taking by 7.

Laser Weaponry: All melee and ranged attacks by the supersoldier deal piercing fire damage.

Nanotech Armor: The supersoldier has fast healing 14.

Power Sledge: The supersoldier's melee attacks increase their critical threat range by 1, and knock victims prone.

Rangefinder: The supersoldier gains +2 to hit with ranged attacks.

Vortex Shield: The supersoldier reduces damage from blast and burst effects by 7.

Unstable: When the supersoldier is staggered, it can make two standard actions per round, but loses 2 hit points at the end of its turn.

Riftwalker: The dreadnought can teleport up to 10 squares as a move action.

Sharp: Creatures that grab the dreadnought take 7 physical damage, and a further 7 physical damage if they are grabbing the dreadnought when it begins its turn.

MODULAR POWERS

When using a supersoldier in a combat scene, choose any **four** powers from the list below.

Action Burst: Once per scene, the supersoldier can take two standard actions on its turn.

Autogun [Aura 6]: When the supersoldier begins its turn, one enemy in range takes 5 physical damage. The supersoldier doesn't use this attack if enemies are threatening attacks of opportunity.

Bone Cracker: On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Chronoportation: When the supersoldier moves, it teleports. It does not draw opportunity attacks.

Deadlights [Aura 6, Psychic]: When the supersoldier starts its turn, as an instant action, one creature in the area must make a Wit save or take 7 psychic damage and be crippled until the end of the supersoldier's next turn.

Death Grip: On an armlblade hit, the supersoldier grabs an enemy (Might to break). When the supersoldier begins its next turn, it deals 5 piercing physical damage to grabbed creatures.

Disintegrator Cannon [Ranged 12, Burst 5]: Once per scene, the supersoldier can fire a cannon as a standard action that deals 6d10 piercing fire damage. An Agility save reduces damage by half.

Ethereality: The supersoldier can't be grabbed. It can pass through solid objects at will and does not grant opportunity attacks. When the supersoldier is staggered, it gains +2 to saves and damage.

Evasive: When an attack misses the supersoldier or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Festering Filth [Necrotic]: A creature hit must make a Might save or contract ongoing 2 necrotic damage until the end of the scene. Each time it is hit again, the ongoing damage increases by 2.

Flamethrower [Close Blast 5, Fire]: As a standard action, the supersoldier can shoot a flamethrower. Victims in the area take 14 ongoing fire damage. An Agility save negates the damage.

Force Projection [Aura 3, Psychic]: The area is difficult terrain for enemies, and enemies take -2 to attack rolls.

Ichor [Close Burst 1, Acid, 2d6 Sanity]: Once per round as a free action, when the supersoldier is hit, it sprays black spittle from its wounds. Enemies treat the area as difficult terrain for the rest of the scene. Enemies that begin their turn in the area take 7 acid damage.

Micromissile: The supersoldier can make a ranged attack once per scene as a standard action that gains +4 to hit. The attack deals 6d10 physical damage and gains bonus damage equal to triple the target's physical soak.

Missile Pod [Ranged 12, Burst 3]: Once per scene, the supersoldier can fire missiles into three areas within range as a standard action. Enemies within take 6d8+6 fire damage.

Physics Non-Compliant: The supersoldier can't be grabbed, immobilized, or knocked prone. It ignores difficult terrain.

Plasma Cannon [Ranged Burst 3 within 12, Chaos]: As a standard action, the supersoldier fires its plasma cannon. This deals 2d8+10 chaos damage. An Agility save reduces damage by half.

Psychic Reaping [Aura 1, Psychic, 4d6 Sanity]: When the supersoldier begins its turn, enemies must make a Wit save or take 7 psychic damage.

Shriek [Close Burst 12, Sonic, 2d6 Sanity]: As a standard action once per scene, the shrieking supersoldier can let out a hideous shriek. Enemies take 7d6 sonic damage and are crippled until the end of the scene (Might halves damage and negates crippling).

Stench [Aura 3, Poison]: When the supersoldier begins its turn, enemies must make a Might save or be crippled until the end of the supersoldier's next turn.

Tear Gas [Ranged Burst 6 within 12, Poison]: The supersoldier fires a canister of tear gas as a standard action. This affects a ranged burst 3 area. Creatures that enter or begin their turn in the area must make a Might save or be blinded and crippled until the end of the supersoldier's next turn. The area where the tear gas hits is considered difficult terrain.

Telepathic Anticipation: When the supersoldier starts its turn, adjacent enemies must make Wit saves. On a failure, an illusion deludes the victim, masking the supersoldier's actual size and shape. When the victim makes an attack roll on the supersoldier, it rolls twice and takes the worst result. This effect persists until the end of the scene, the supersoldier is dead, or until the victim moves to a square not adjacent to the supersoldier.

Vile Wounding: When the supersoldier damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

MEN IN BLACK

"Human beings are a disease, a cancer of this planet. You're a plague, and we are the cure."

- *The Matrix* (1999)

Men in black are supernatural sentinels charged with maintaining control of whatever dimension they've deployed to. Their methods and motivations are mysterious, but they can appear anytime, anywhere, and have control of human law enforcement.

ASSISTANT

Level 6 Minion

Challenge Points: 6

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 10

Hit Points: 1

Initiative: +5

Armor Class: 19 (+6 Level, +3 Agility)

Saves: Might +9, Agility +9, Wit +8

Attacks: Kung Fu +9, 1d10+9

Passive Defenses: -

Assistants are junior men in black, and can appear in enormous numbers.

Assimilate: Creatures killed by the man in black become new man in black assistants.

Burly Brawl: When the man in black is reduced to 0 hit points, there is a 50% chance that another assistant appears from the nearest edge of the battlefield with its initiative count.

Evasion: When an enemy makes a ranged attack on the man in black, they roll twice and take the worst roll as the result. When the Man in Black makes an Agility save, it rolls twice and takes the best roll as the result.

Minion: Minions never take damage on a successful save or when an attack misses them.

COLLEAGUE

Level 6 Standard

Challenge Points: 12

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 76

Initiative: +6

Armor Class: 19 (+6 Level, +3 Agility)

Saves: Might +12, Agility +12, Wit +12

Attacks: Kung Fu +9, 1d10+9

Passive Defenses:

Colleague-level men in black coordinate operations by teams of assistants.

MODULAR POWERS

When using a colleague in a combat scene, choose any **four** powers from the list below.

Assimilate: Creatures killed by the man in black become new man in black assistants.

Burly Brawl: When the man in black is reduced to 0 hit points, two assistants appear from the nearest edge of the battlefield with its initiative count.

Earpiece: The man in black and all its allies gain +2 to Wit skills and Wit saves. The man in black shares sensory perception with all its allies. Therefore, it can't be blinded or flanked unless all enemies are blinded or flanked, and if one ally detects an enemy, all creatures detect that enemy.

Eldritch Shadow [Aura 1]: When the man in black is staggered, strange shadow-like tentacles emerge from its wounds. When a staggered man in black begins its turn, enemies take 6 chaos damage.

Evasion: When an enemy makes a ranged attack on the man in black, they roll twice and take the worst roll as the result. When the Man in Black makes an Agility save, it rolls twice and takes the best roll as the result.

I Know Kung Fu: When the man in black scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the man in black deals 6 physical damage (instead of normal attack damage). On each further successive hit after the first, this damage is reduced by 1.

Machine Learning: At the beginning of each turn, the man in black gains +1 to AC and attack rolls, to a maximum of +4.

Oppressor: If the man in black must make a Wit save or takes psychic damage, it responds with a mental counter-attack as a free action. Enemies within a close burst 6 take 6 psychic damage.

The Right Man in the Wrong Place: Once per round as a move action, the man in black can teleport up to 12 squares. When it reappears, adjacent enemies take 6 chaos damage.

Straightened Tie: The man in black never counts as staggered for the purpose of enemies' effects, and has fast healing 6 when it would otherwise be staggered.

PARTNER

Level 6 Monstrosity

Challenge Points: 24

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 138

Initiative: +8

Armor Class: 20 (+6 Level, +4 Agility)

Saves: Might +14, Agility +14, Wit +14

Attacks: Kung Fu +10 (19-20 Crit), 2d10+10

Passive Defenses:

MODULAR POWERS

When using a partner in a combat scene, choose any **six** powers from the list below.

Assimilate: Creatures killed by the man in black become new man in black assistants.

Burly Brawl: When the man in black is reduced to 0 hit points, four assistants appear from the nearest edge of the battlefield with its initiative count.

Earpiece: The man in black and all its allies gain +2 to Wit skills and Wit saves. The man in black shares sensory perception with all its allies. Therefore, it can't be blinded or flanked unless all enemies are blinded or flanked, and if one ally detects an enemy, all creatures detect that enemy.

Eldritch Shadow [Aura 1]: When the man in black is staggered, strange shadow-like tentacles emerge from its wounds. When a staggered man in black begins its turn, enemies take 6 chaos damage.

Evasion: When an enemy makes a ranged attack on the man in black, they roll twice and take the worst roll as the result. When the Man in Black makes an Agility save, it rolls twice and takes the best roll as the result.

I Know Kung Fu: When the man in black scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the man in black deals 6 physical damage (instead of normal attack damage). On each further successive hit after the first, this damage is reduced by 1.

Machine Learning: At the beginning of each turn, the man in black gains +1 to AC and attack rolls, to a maximum of +4.

Oppressor: If the man in black must make a Wit save or takes psychic damage, it responds with a mental counter-attack as a free action. Enemies within a close burst 6 take 6 psychic damage.

The Right Man in the Wrong Place: Once per round as a move action, the man in black can teleport up to 12 squares. When it reappears, adjacent enemies take 6 chaos damage.

Straightened Tie: The man in black never counts as staggered for the purpose of enemies' effects, and has fast healing 6 when it would otherwise be staggered.

MISBEGOTTEN

"Cold and wet. But it burns. Sucking the life out of everything. It came down in the rock. It lives in the well. It grew down there. Poisoning everything. Changing everything. Into something like the world it came from. Into what it knows. We all know it's coming, but we can't get away. It's got everything that lives."

- *Color Out of Space* (2019)

The misbegotten were created by deities in a first attempt at life. They were catastrophic failures, driven by hateful urges borne from a fundamental mistake in their creation. They multiplied in an orgy of destruction, killing every being unlike them. In the end, to prevent the destruction of the entire multiverse, the deities abandoned the first version of Earth, sinking it into an extradimensional prison. The apocalypse has opened this prison, allowing the misbegotten to blaspheme reality once more.



MISBEGOTTEN AFTERTHORN

Level 6 Minion

Challenge Points: 6

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 14, Agility 14, Wit 14, Charisma 14

Hit Points: 1

Initiative: +4

Armor Class: 18 (+6 Level, +2 Agi)

Saves: Might +10, Agility +10, Wit +10

Attacks: Claws +8, 1d10+8

Passive Defenses: -

Misbegotten afterbirths spring to life from the puddles of filth left by gigants. They walk with a crippled gait and look like deformed, incomplete fetuses.

Edible: If an afterbirth is within reach of a larger misbegotten, that misbegotten can eat the afterbirth as an instant action, regaining 12 hit points.

Living Blasphemy: In the presence of a misbegotten, chances of inhuman and magical anomalies increase by 10%.

Minion: Minions never take damage on a successful save or when an attack misses them.

Too Ugly to Die: When reduced to 0 hit points, the misbegotten afterbirth makes a Might save. On a success, it snaps its wounded body parts back together and is only permanently overwhelmed. If an overwhelmed afterbirth reaches 0 hit points, it dies.

Vile Stench [Aura 2, Necrotic, 2d6 Sanity]: When the afterbirth starts its turn, enemies must make a Might save or be crippled until the end of the afterbirth's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MISBEGOTTEN MORPHLING

Level 6 Standard

Challenge Points: 12

Type: Large Abomination

Sanity Damage: 4d6

Abilities: Might 16, Agility 14, Wit 14, Charisma 14

Hit Points: 76

Initiative: +4

Armor Class: 17 (+6 Level, +2 Agi, -1 Size)

Saves: Might +11, Agility +10, Wit +10

Attacks: Claws +9, 1d10+9

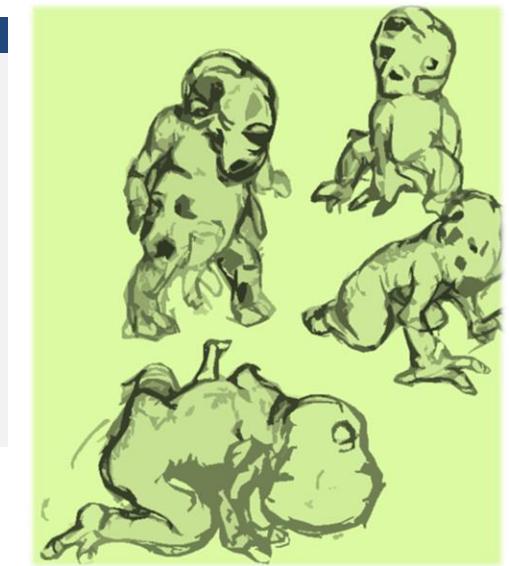
Passive Defenses: Fast Healing 6, Necrotic Soak +6

Misbegotten morphlings are created from multiple "afterbirths," combining into a singular, more powerful creature that will grow into a gigant if left unchecked. Morphlings appear much like afterbirths, but are bigger and have numerous deformed limbs and heads.

Living Blasphemy: In the presence of a misbegotten, chances of inhuman and magical anomalies increase by 10%.

Vile Stench [Aura 2, Necrotic, 2d6 Sanity]: When the morphling starts its turn, enemies must make a Might save or be crippled until the end of the morphling's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.



MISBEGOTTEN GIGANT

Level 8 Eldritch Horror

Challenge Points: 64

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 16, Charisma 18

Hit Points: 418

Initiative: +7

Armor Class: 20 (+8 Level, +4 Agility, -2 Size)

Saves: Might +16, Agility +16, Wit +15

Attacks: Claws +12 (Crit 18-20), 2d10+12

Passive Defenses: Fast Healing 16, Physical Soak +4, Soak All Energy +2, Sonic Soak +8

Misbegotten gigants are enormous semi-humanoid creatures, with bodies suggestive of giant human infants with amphibian and lizard features. They have walleyed faces with frog-like eyes, and their mouths are filled with jagged, razor-sharp teeth. Each gigant is deformed, with crippled gaits that make it seem as though they should be unable to move. The gigants can't defecate normally, sweating waste through their pores and creating a vile stench that marks their passing for weeks. Gigants wail and screech ceaselessly, forever enraged.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Living Blasphemy: In the presence of a misbegotten, chances of inhuman and magical anomalies increase by 10%. However, when an anomaly is triggered, two are rolled, and the director chooses one.

Screech [Close Burst 6, Fear, Sonic, 2d6 Sanity]: The gigant's piteous wail tears reality. As an instant action once per round, it can screech. Enemies take 2d6 sonic damage and must make a Wit save or lose all sanity soak until the end of the scene.

Swallow [4d6 Sanity]: When the giant scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 16 acid damage. If they deal at least 41 damage to the inside of the giant (which still receives energy soak), they can escape, or they can pry their way out of its mouth as a standard action with a Might save against grabbing.

Unsurpassed Stench [Aura 2, Necrotic, 2d6 Sanity]: When the giant starts its turn, enemies must make a Might save or be overwhelmed until the end of the giant's next turn.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MISBEGOTTEN GIGANT CARCASS

Level 12 Eldritch Horror

Challenge Points: 96

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 18, Charisma 18

Hit Points: 620

Initiative: +8

Armor Class: 24 (+12 Level, +4 Agi, -2 Size)

Saves: Might +21, Agility +20, Wit +20

Attacks: Claws +17 (18-20 Crit), 2d12+17

Passive Defenses: Fast Healing 24, Physical Soak +6, Soak All Energy +3

Misbegotten giants are not destroyed when they die; death only makes them worse. Instead of returning to dust, the giant is reanimated by its own hateful will, unbound by natural law. The result is a being so wretched that it tears reality apart simply by its presence. The giant carcass appears as a mummified version of its former self, wisps of black smoke wafting out of cracks in its ashen flesh. Instead of piteously wailing, the creature makes a guttural, unending hiss.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Living Blasphemy: In the presence of a misbegotten, chances of inhuman and magical anomalies increase by 10%.

Swallow [4d6 Sanity]: When the giant carcass scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 24 necrotic damage. If they deal at least 62 damage to the inside of the giant (which still receives soak), they can escape, or they can pry their way out of its mouth as a standard action with a Might save against grabbing.

Terrible Truth: From the giant's mouth come dark truths about the universe. As an instant action once per round, the giant can force to roll a Wit save. On a failure, the victim is ongoing overwhelmed (Wit negates).

Unmaking [Aura 6, Chaos]: When the giant carcass starts its turn, enemies must make a Might save or take 12 piercing chaos damage. Enemies reduced to 0 hit points are obliterated.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MISCELLANEOUS CRYPTIDS

"I don't know, man, I've got nothing to do with it."

"That's not what the MP said in the pharmacy before the spiders came out of his skin."

- *The Mist* (2007)

Many of the legends were true, and the truth is worse than feared.

CHUPACABRA

Level 4 Standard

Challenge Points: 8

Type: Small Cryptid

Sanity Damage: 3d6

Abilities: Might 10, Agility 16, Wit 16, Charisma 10

Hit Points: 50

Initiative: +6

Armor Class: 18 (+4 Level, +3 Agility, +1 Size)

Saves: Might +4, Agility +7, Wit +7

Attacks: Proboscis +7, 1d8+4 + Blood Drain

Ranged Spines +7, 1d8+4

Passive Defenses: +4 Bonus to Wit Skills, Physical Soak +1, Psychic Soak +4

Chupacabras are a species of emaciated dog-like creatures with bony ridges protruding from their spines. Unlike most canines, they can walk on two legs and manipulate objects with opposable thumbs, should they choose—including weapons. In their natural forms, they appear badly malnourished unless they have recently drained a creature of its blood with their proboscis-like mouths. However, chupacabras have telepathic abilities that allow them to masquerade as humans.

Chupacabra scouts use their psychic abilities to lure unwary humans into danger, posing as lost or hurt travelers. They use psychic illusions to deceive others, reading brainwaves and responding by projecting an image of a human from their victims' subconscious. Their subterfuge can be detected if the victims realize that the human looks different from the perspective of each person looking at it.

Proboscis Blood Drain [3d6 Sanity]: Creatures struck by the proboscis take 4 ongoing physical damage and are grabbed. A Might save negates the grab and the blood drain.

Telepathic Anticipation [Aura 1]: Chupacabras can use their psychic abilities to aid them in combat. When the chupacabra starts its turn, enemies must make Wit saves. On a failure, when the victim makes a melee attack roll on the chupacabra, it rolls twice and takes the worst result. This effect persists until the end of the scene or until the chupacabra is dead.

Thought Projection: Chupacabras appear as medium-sized humanoids to onlookers (even though they are small). This illusion is only broken if the victim makes a Wit save in combat when they attack them. Chupacabras gain +2 AC against deluded enemies.

REPTID

Level 5 Minion
Challenge Points: 5
Type: Small Cryptid
Sanity Damage: 2d6
Abilities: Might 14, Agility 16, Wit 14, Charisma 10
Hit Points: 1
Initiative: +5
Armor Class: 19 (+5 Level, +3 Agi, +1 Size)
Saves: Might +7, Agility +8, Wit +7
Attacks: Spines (Melee or Ranged) +8, 1d10+7 + Venom
Passive Defenses: Blind, Immune to Poison, Spider Climb

Reptids are black reptiles with arachnid-like limbs that end in singular, cutting claws. Their heads feature a long, curved beak. Reptids have no eyes, and so rely on acute hearing and tremor-sense to find prey.

Reptids hide in cold, dark areas. They avoid most heat sources, as these are often also sources of light, which deprive them of ambush conditions. Reptids hibernate in nooks and crannies that larger creatures can't access, waking up only to spawn hatchlings or find prey.

Minion: Minions never take damage on a successful save or when an attack misses them.

Spines [Ranged 12]: Reptids can fire their spines up to 12 squares away.

Venom [Poison]: Victims struck by the reptid's spines take ongoing 5 poison damage. Victims taking this ongoing damage are crippled. A Might save negates these effects.

GIANT SNAKE

Level 6 Eldritch Horror
Challenge Points: 48
Type: Huge Cryptid
Sanity Damage: 30
Abilities: Might 18, Agility 18, Wit 16, Charisma 16
Hit Points: 318
Initiative: +7
Armor Class: 22 (+6 Level, +5 Armor, +3 Agility, -2 Size)
Saves: Might +13, Agility +13, Wit +12
Attacks: Bite +10 (18-20), 2d10+10 + Venom
Passive Defenses: Fast Healing 12, Physical Soak +3, Soak All Energy +2

Few creatures are more fearsome and dreaded than the giant snake, an apex predator whose fangs drip with hyperlethal poison, whose scales can deflect bullets.

Constrict: Once per round, when an enemy misses the giant snake on an attack, it can attempt to constrict them (Agility save to resist). Constricted creatures are grabbed and may make a Might save to end this as per a normal grab. When the giant snake starts its turn with a grabbed creature, it deals them 12 physical damage and may make one bite attack on them as an instant action.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Sneaky: The giant snake has superb camouflage and always begins combat invisible.

Venom [Poison]: On a hit, the giant snake's fangs inject venom. Victims are crippled until the end of the scene, and take 12 ongoing poison damage (Might to end).

SEWER ALLIGATOR

Level 7 Monstrosity
Challenge Points: 28
Type: Huge Cryptid
Sanity Damage: 2d6
Abilities: Might 18, Agility 18, Wit 18, Charisma 16
Hit Points: 158
Initiative: +8
Armor Class: 22 (+7 Level, +4 Agi, +3 Armor, -2 Size)
Saves: Might +14, Agility +14, Wit +14
Attacks: Bite +11 (Crit 19-20), 2d10+11 + Grab
Passive Defenses: Physical Soak +4

Sewer alligators are reptilian pets, flushed down the toilet and doomed to become horrid mutant alligators. They are far larger and fouler than any other alligator. The sewer alligator's hide is thick, and exudes a putrid slime that gives away its presence when it travels over land.

Hillbillies sometimes keep sewer alligators as pets and guardians. Sewer alligators respect hillbillies, because they too are rejects from society.

Sewer alligators are ambush predators so skilled that they can suppress their awful stench by slowing down their metabolism and hiding just under the water, sand, or trash.

Ambush: The sewer alligator begins any combat scene invisible. When it moves, creatures it moves or begins adjacent to along its movement get a Perception check. On a success, they see the alligator and its advantage is lost. Otherwise, the alligator gains +4 to hit and damage while striking from invisibility. The alligator becomes visible after scoring a hit.

Grab: Creatures hit by the sewer alligator are grabbed. When the alligator has grabbed a creature, as an instant action once per round it can roll. The victim is knocked prone and takes 14 physical damage. Breaking the grab requires a Might save.

Sewer Stench [Aura 6]: When the sewer alligator begins its turn and is visible, enemies must make a Might save or be crippled until the end of the alligator's next turn.

GIANT BAT

Level 8 Standard
Challenge Points: 16
Type: Large Cryptid
Sanity Damage: 3d6
Abilities: Might 16, Agility 16, Wit 12, Charisma 16
Hit Points: 96
Initiative: +4
Armor Class: 20 (+8 Level, +3 Agi, -1 Size)
Saves: Might +14, Agility +14, Wit +12
Attacks: Bite +11, 1d10+11 + Ripping Wings + Super Rabies
Passive Defenses: Fast Healing 8, Poison Soak +8, Flight

Giant bats are enormous and ferocious predator bats with articulated talons in their wings that they use as weapons. They are creatures of darkness that serve undead lords, terrible sorcerers, and vile abominations.

Dodge: When the giant bat is forced to make an Agility save, it rolls twice, taking the best result, and shifts 4 squares.

Flyby Attack: As a standard action, the giant bat can move up to its speed and make its claw attacks without provoking opportunity attacks. It can move before and after any attacks it makes.

Ripping Wings: When the giant bat scores a hit, its huge wings deal 2d8 damage to any enemies adjacent to its target.

Super Rabies [Poison, 3d6 Sanity]: Enemies hit by a giant bat's bite take 8 ongoing poison damage and lose their sanity soak. While taking this ongoing damage, victims are crippled. The victim's sanity soak does not return until it is medically healed.

VENOMBEAST**Level 8 Standard****Challenge Points:** 16**Type:** Medium Cryptid**Sanity Damage:** 2d6**Abilities:** Might 16, Agility 16, Wit 14, Charisma 10**Hit Points:** 96**Initiative:** +5**Armor Class:** 25 (+8 Level, +4 Armor, +3 Agi)**Saves:** Might +11, Agility +11, Wit +10**Attacks:** Bite +11, 1d10+11 + Venom**Passive Defenses:** Regeneration 8, Poison Soak +8

A venombeast is an aggressive and irritable lizard-like predator. From a distance, its physique suggests it to be a man-sized lizard, but close inspection reveals several major differences. A venombeast has no lower jaw, and its upper jaw constantly drips with a green, steaming poison. A venombeast also has three leathery tails, which it also uses to deliver a poisonous attack. The venombeast's eyes are much like those of a frog, its scaly hide dark brown in color. Venombeasts are ambush predators.

Tail Spray [Close Burst 2, Poison, 2d6 Sanity]: As a standard action, the venombeast can pour a green cloud of bacteria from its tails. The cloud lasts until the end of the scene. Anyone who moves into or begins their turn in the cloud must make a Might save or be blinded until the end of the venombeast's next turn.

Venom [Poison]: Those struck by a venombeast's fangs take 8 ongoing poison damage. A Might save negates the damage.

VULNERABILITIES

Fire: Fire damage blocks the venombeast's regeneration.

MONSTERS OF MICTLAN

"And when it came to pass that night fell, all were frightened and filled with dread... The sun would be destroyed forever; all would be ended; there would evermore be night. Nevermore would the sun come forth. Night would prevail forever, and the demons of darkness would descend to eat men."

- Bernardino de Sahagún, *La Historia General de las Cosas de Nueva España* (c. 1500's)

Mictlan is an underworld of countless bloodthirsty terrors. Soon, as they have four times before, the denizens of Mictlan will rise from their realm and destroy the Earth.

HOUND OF XOLOTL**Level 3 Minion****Challenge Points:** 3**Type:** Medium Divine**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 10**Hit Points:** 1**Initiative:** +4**Armor Class:** 16 (+3 Level, +3 Agility)**Saves:** Might +6, Agility +6, Wit +4**Attacks:** Bite +6, 1d8+6 + Lightning Bolt**Passive Defenses:** Immune to Lightning and Necrotic

Avatars of the Aztec death god, the hounds of Xolotl are calcified skeleton beasts sparking with thunderous energy.

Lightning Bolt: A creature bitten by the hound must make a Wit save or take 3 lightning damage. If the Hound scores a critical hit, the victim and all adjacent allies must also make the save or take the damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

BLADE ELEMENTAL**Level 3 Standard****Challenge Points:** 6**Type:** Medium Divine**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 10**Hit Points:** 46**Initiative:** +4**Armor Class:** 18 (+3 Level, +3 Agility, +2 Armor)**Saves:** Might +6, Agility +6, Wit +4**Attacks:** Blade +4/+4, 1d8+6**Passive Defenses:** Physical Soak +3

Blade elementals are formed out of cutting metal weaponry melded together to form a vaguely humanoid being. They screech and creak with the sound of metal grinding on metal, and there is no part of their body that does not end in a sharp edge. They have no discernible head. Blade elementals are the denizens of the mountain of knives in the outer areas of Mictlan.

Slice and Dice [Aura 1]: When the blade elemental begins its turn, enemies take 3 piercing physical damage.

GREATER BLADE ELEMENTAL**Level 3 Monstrosity****Challenge Points:** 12**Type:** Large Divine**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 16, Charisma 16**Hit Points:** 76**Initiative:** +6**Armor Class:** 18 (+3 Level, +3 Agility, +3 Armor, -1 Size)**Saves:** Might +9, Agility +9, Wit +9**Attacks:** Blade +4/+4 or +2/+2/+2 (19-20 Crit), 2d8+6**Passive Defenses:** Physical Soak +6

Greater blade elementals are the elders of their race, commanding the lessers to battle. They can shred an unprepared mortal in seconds with their whirling strikes.

Slice and Dice [Aura 2]: When the blade elemental begins its turn, enemies take 6 piercing physical damage.

BLADEMONGER**Level 3 Eldritch Horror****Challenge Points:** 10**Type:** Huge Divine**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 18, Wit 16, Charisma 16**Hit Points:** 166**Initiative:** +7**Armor Class:** 18 (+3 Level, +3 Agi, +4 Armor, -2 Size)**Saves:** Might +9, Agility +10, Wit +9**Attacks:** Blades +4/+4 or +2/+2/+2 (18-20 Crit), 2d10+6**Passive Defenses:** Physical Soak +2

Blademongers are the ancient masters of the blade elementals, always first into the breach during apocalyptic wars.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Slice and Dice [Aura 3]: When the blademonger begins its turn, enemies take 6 piercing physical damage.

Shield Wall: A blademonger adjacent to at least one ally gains +2 AC.

Terrible Wounding: A creature struck by at least two sword attacks in the same round takes 6 additional piercing physical damage.

TZITZIMITL

Level 3 Eldritch Horror

Challenge Points: 24

Type: Large Divine

Sanity Damage: 4d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 166

Initiative: +6

Armor Class: 15 (+3 Level, +3 Agility, -1 Size)

Saves: Might +9, Agility +9, Wit +9

Attacks: Claws +6 (Crit 18-20), 2d8+6

Passive Defenses: Fast Healing 2, Physical Soak +3, Energy Soak +6

Tzitzimime are sometimes called star demons, for they are avatars of divine punishment and torment. They are multi-armed, skeletal demigods. They visit plague and pestilence on the unwary, staying their wrath only for those who make sacrifices of blood to appease them. There are but four, and should they ever all meet up on Earth, they will join to make a far greater whole, gathering the armies of Mictlan to them.

Deathwatch: For every 10 hit points an enemy is missing, the tzitzimitl gains +1 to hit them. If the victim is staggered, the tzitzimitl's critical threat range improves by 2.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Emaciating Touch [Necrotic, 4d6 Sanity]: On a hit, victims must make a Might save or take 6 additional necrotic damage.

Hounds of Xolotl [30 Sanity]: Creatures reduced to 0 hit points by the tzitzimitl are transformed into Hounds of Xolotl, acting on the same initiative under the tzitzimitl's control.

Word of Death [Necrotic, 3d6 Sanity]: Once per round as an instant action, the tzitzimitl can cause an enemy 3 necrotic damage. This reduces their fast healing and regeneration by half until the end of the tzitzimitl's next turn.

NAGUAL

Level 6 Monstrosity

Challenge Points: 24

Type: Large Divine

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 138

Initiative: +6

Armor Class: 18 (+6 Level, +3 Agility, -1 Size)

Saves: Might +13, Agility +12, Wit +12

Attacks: Talons +10 (19-20), 2d10+10

Passive Defenses: -

Naguals are part-man, part-panther hybrid angels that guard the river of blood running through Mictlan, feasting on the unprepared.

Cornered Beast: When staggered, the nagual can attack twice per round.

Pounce: On a hit, enemies must make a Might save. On failure, the victim is knocked prone, immobilized, and grabbed. Another Might save breaks the grab.

Rend: When the nagual begins its turn, enemies it has grabbed take 12 piercing physical damage.

Vicious: Prone, immobilized, grabbed, and flanked enemies take +6 damage from the nagual. The nagual gains +6 to hit them.

GREATER HOUND OF XOLOTL

Level 10 Minion

Challenge Points: 10

Type: Large Divine

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 14

Hit Points: 1

Initiative: +6

Armor Class: 22 (+10 Level, +3 Agility, -1 Size)

Saves: Might +15, Agility +15, Wit +15

Attacks: Bite +13, 1d12+13 + Lightning Bolt

Passive Defenses: Immune to Lightning and Necrotic

Larger and fiercer than their cousins, the greater hounds lead packs against their prey.

Lightning Bolt: A creature bitten by the hound must make a Wit save or take 10 lightning damage. If the Hound scores a critical hit, the victim and all adjacent allies must also make the save or take the damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

GREATER TZITZIMITL

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Divine

Sanity Damage: 30

Abilities: Might 18, Agility 20, Wit 20, Charisma 20

Hit Points: 718

Initiative: +10

Armor Class: 25 (+14 Level, +5 Agility, -4 Size)

Saves: Might +23, Agility +24, Wit +24

Attacks: Claws +19 (Crit 18-20), 2d12+18

Passive Defenses: Fast Healing 7, Physical Soak +7, Energy Soak +28

A greater Tzitzimitl is a four-headed, sixteen-armed skeleton demigod, the combined might of the four Tzitzimime.

Deathwatch: For every 10 hit points an enemy is missing, the tzitzimitl gains +1 to hit them. If the victim is staggered, the tzitzimitl's critical threat range improves by 2.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Emaciating Touch [Necrotic, 4d6 Sanity]: On a hit, victims must make a Might save or take 20% of their maximum hit points in necrotic damage.

Hounds of Xolotl [30 Sanity]: Creatures killed by the tzitzimitl are transformed into Greater Hounds of Xolotl.

Word of Death [Necrotic, 3d6 Sanity]: Once per round as an instant action, the tzitzimitl can cause an enemy 14 necrotic damage. This reduces their fast healing and regeneration by half until the end of the tzitzimitl's next turn.

MUMMIES

"Look! The sacred spells which protect the soul in its journey to the underworld have been chipped off the coffin. So Imhotep was sentenced to death not only in this world, but in the next."

- *The Mummy* (1932)

Mummies are the animated remains of once-powerful necromancers, returned to a semblance of life. They use their magic to conceal their true forms, appearing at first in the original splendor they possessed in life. However, as mummies take damage, they are slowly revealed for what they truly are—desiccated husks.

Mummies can come from any number of backgrounds, possessing a wide array of dark powers. However, their first concern is to cling to their mortal pride, protecting themselves at all costs.

PRIEST OF SET

Level 8 Standard

Challenge Points: 16

Type: Medium Undead

Sanity Damage: 4d6

Abilities: Might 16, Agility 14, Wit 18, Charisma 18

Hit Points: 96

Initiative: +6

Armor Class: 20 (+8 Level, +2 Agility)

Saves: Might +15, Agility +14, Wit +16

Attacks: Claws +11 (Crit 19-20), 1d10+11

Passive Defenses: Physical Soak +4

When not staggered, the mummy can masquerade as a mortal human. When its enemies damage it, they notice immediately that the mummy's body is not alive and that there is a dusty corpse-like form beneath a façade of flesh. When the mummy is staggered, it is obvious to anyone that it is a desiccated corpse.

Gruesome: This undead horror reduces all piercing damage dealt to it by 8.

Life Drain: When the mummy deals damage through any effect, it regains half that damage as regenerated hit points. This healing only counts once per damage effect (the mummy does not heal multiple times for each enemy affected by a single attack).

Mummy's Curse: If the mummy is staggered, it can use its curse as an instant action once per round. One victim must make a Might save or be overwhelmed until the end of the mummy's next turn.

Splendor: When not staggered, the mummy commands an unnatural splendor. On any effect against which the mummy can save, it takes half the normal damage. The mummy does not enjoy this benefit against necrotic damage.

MODULAR POWERS

When using a mummy in a combat scene, choose any **three** powers from the list below.

Agent of Woe [Aura 4, Fear]: Enemies take -4 to saves and skills.

Apparitions: Six apparitions always accompany the mummy. If any apparition dies, the mummy can respawn it in an adjacent square as an instant action. When the mummy is reduced to 0 hit points, the apparitions disappear.

Corruption [Aura 4]: The area is difficult terrain for enemies, who are also crippled.

Dread [Aura 4, Fear]: When the mummy begins its turn, enemies must make a Wit save or dazed until the end of their next turn.

Evil Flames [Aura 4, Fire]: When the mummy begins its turn, enemies take 4 fire damage.

Menace [Aura, Psychic]: When the mummy begins its turn, enemies take 4 psychic damage.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the mummy can slay an adjacent minion. The mummy regains 4 hit points per level of the minion.

Chill Wind of Death [Cold, Necrotic, 2d6 Sanity]: The mummy can shift 6 squares as a move action. When it does so, one enemy it moves adjacent to during the movement must make a Might save or take 8 cold or necrotic damage (mummy's choice).

Death Omen [Aura 4, Fear, 4d6 Sanity]: When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.

Exquisite Agony: A creature struck by the mummy must make a Might save. On a failure, the creature is crippled, and when the mummy hits the creature again, the mummy's critical threat range is improved by 1. This lasts until the end of the scene, but doesn't stack.

Hellspawn: The mummy is always accompanied by 6 hellspawn. If any hellspawn dies, the mummy can respawn it in an adjacent square as an instant action. When the mummy is reduced to 0 hit points, the hellspawn disappear.

Horrid Wasting [Necrotic, 3d6 Sanity]: The mummy's attacks deal an additional 1d8 necrotic damage, causing their victims' flesh to wither and rot.

Killing Cold [Aura 4, Cold]: When the mummy begins its turn, enemies take 4 cold damage.

Major Hex [Close Burst 6]: As a standard action, the mummy curses all enemies. Victims must make a Wit save. On a failure, victims are crippled until the end of the scene.

Poisonous [Poison]: The mummy has Poison Soak +8. When the mummy scores a hit, the victim takes 4 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.

Runes of Warding [Psychic]: The mummy gains +3 to saves. If it successfully saves against a supernatural power, the attacking enemy takes 10 piercing psychic damage.

Sacrificial Magic: For every ally of the mummy that dies during the scene, the save DCs of the mummy's powers go up by 1, to a maximum of +4.

Sorcerous Burst [Close Burst 4]: As a standard action, the mummy can energize the air around it with magical energy. This can be of any element, chosen when the mummy is created. In a close burst 3, enemies must make a Might save or take 8 damage of that type of energy. The mummy also gains soak +10 against that type of energy.

Vengeance [Psychic]: When the mummy must make a save against an attack, all enemies within a close burst 4 take 4 piercing psychic damage.

VULNERABILITIES

Necrotic Damage: The mummy's existence is unnatural, willed to life by outside powers. The forces of death and decay can easily dispel it. When taking necrotic damage, the mummy takes an additional 5 damage.

RETURNED PHARAOH**Level 10 Monstrosity****Challenge Points: 40****Type:** Medium Undead**Sanity Damage:** 4d6**Abilities:** Might 18, Agility 14, Wit 18, Charisma 18**Hit Points:** 218**Initiative:** +6**Armor Class:** 22 (+10 Level, +2 Agility)**Saves:** Might +18, Agility +16, Wit +18**Attacks:** Claws +14 (Crit 19-20), 2d12+14**Passive Defenses:** Physical Soak +5

When not staggered, the mummy can easily masquerade as a mortal human. When its enemies damage it, they notice immediately that the mummy's body is not alive and that there is a dusty corpse-like form beneath a façade of flesh. When the mummy is staggered, it is obvious to anyone that it is a desiccated corpse.

Gruesome: This undead horror reduces all piercing damage dealt to it by 10.**Life Drain:** When the mummy deals damage through any effect, it regains half that damage as regenerated hit points. This healing only counts once per damage effect (the mummy does not heal multiple times for each enemy affected by an attack).**Mummy's Curse:** If the mummy is staggered, it can use its curse as an instant action once per round. One victim must make a Might save or be overwhelmed until the end of the mummy's next turn.**Splendor:** When not staggered, the mummy commands an unnatural splendor. On any effect against which the mummy can save, it takes half the normal damage. The mummy does not enjoy this benefit against necrotic damage.**MODULAR POWERS**

When using a mummy in a combat scene, choose any **three** powers from the list below.

Agent of Woe [Aura 6, Fear]: Enemies take -4 to saves and skills.**Apparitions:** Six apparitions always accompany the mummy. If any apparition dies, the mummy can respawn it in an adjacent square as an instant action. When the mummy is reduced to 0 hit points, the apparitions disappear.**Blood Sacrifice [2d6 Sanity]:** Once per round as an instant action, the mummy can slay an adjacent minion. The mummy regains 5 hit points per level of the minion.**Chill Wind of Death [Cold, Necrotic, 2d6 Sanity]:** The mummy can shift 6 squares as a move action. When it does so, one enemy it moves adjacent to during the movement must make a Might save or take 20 cold or necrotic damage (mummy's choice).**Corruption [Aura 6]:** The area is difficult terrain for enemies, who are also crippled.**Death Omen [Aura 6, Fear, 4d6 Sanity]:** When they roll attacks, skills, or saves, enemies roll twice and take the lowest result.**Dread [Aura 6, Fear]:** When the mummy begins its turn, enemies must make a Wit save or dazed until the end of their next turn.**Evil Flames [Aura 6, Fire]:** When the mummy begins its turn, enemies take 4 fire damage.**Exquisite Agony:** A creature struck by the mummy must make a Might save. On a failure, the creature is crippled, and when the mummy hits the creature again, the mummy's critical threat range is improved by 1. This lasts until the end of the scene, but doesn't stack.**Hellspawn:** The mummy is always accompanied by 6 hellspawn. If any hellspawn dies, the mummy can respawn it in an adjacent square as an instant action. When the mummy is reduced to 0 hit points, the hellspawn disappear.**Horrid Wasting [Necrotic, 3d6 Sanity]:** The mummy's attacks deal an additional 10 necrotic damage, causing their victims' flesh to wither and rot.**Killing Cold [Aura 6, Cold]:** When the mummy begins its turn, enemies take 5 cold damage.**Major Hex [Close Burst 6]:** As a standard action, the mummy curses all enemies. Victims must make a Wit save. On a failure, victims are crippled until the end of the scene.**Menace [Aura 6, Psychic]:** When the mummy begins its turn, enemies take 5 psychic damage.**Poisonous [Poison]:** The mummy has Poison Soak +10. When the mummy scores a hit, the victim takes 10 ongoing poison damage. A Might save at the end of the victim's turn negates this ongoing damage.**Runes of Warding [Psychic]:** The mummy gains +3 to saves. If it successfully saves against a supernatural power, the attacking enemy takes 10 piercing psychic damage.**Sacrificial Magic:** For every ally of the mummy that dies during the scene, the save DCs of the mummy's powers go up by 1, to a maximum of +4.**Sorcerous Burst [Close Blast 4]:** As a standard action, the mummy can energize the air around it with magical energy. This can be of any element, chosen when the mummy is created. In a close burst 3, enemies must make a Might save or take 16 damage of that type of energy. The mummy also gains soak +10 against that type of energy.**Vengeance [Psychic]:** When the mummy must make a save against an attack, all enemies within a close burst 4 take 5 piercing psychic damage.**VULNERABILITIES****Necrotic Damage:** The mummy's existence is unnatural, willed to life by outside powers. The forces of death and decay can easily dispel it. When taking necrotic damage, the mummy takes an additional 5 damage.

MUTANT CANNIBALS

“5.4 billion people dead. Crashed and bled out. Dead. Less than one-percent immunity. That left twelve million healthy people. The other five hundred and eighty-eight million turned into your dark seekers, and then they got hungry and they killed and fed on everybody. Everybody! Every single person that you or I has ever known is dead! Dead! There is no god!”

- *I Am Legend* (2007)

Mutant cannibals are inhuman and unnatural abominations, befouled with strange viruses, corrupted genetic material, and a fiendish hunger for the warm flesh of any remaining humans. Arising from dark crevices in the ruins of civilization, they are abhorrent, misshapen, and eager to join the hordes of the damned. They have begun to form perverse and demented civilizations of their own based on human sacrifice to give rise to yet greater abominations, and seek the fleeting attention of dark patrons from beyond the void. They long for human dignity, something they can never attain, and are servile to any warlord who promises them glory.

CANNIBAL-RUNT

Level 2 Minion

Challenge Points: 2

Type: Small Abomination

Sanity Damage: 2d6

Abilities: Might 14, Agility 16, Wit 10, Charisma 12

Hit Points: 1

Initiative: +3

Armor Class: 16 (+2 Level, +3 Agi, +1 Size)

Saves: Might +5, Agility +6, Wit +3

Attacks: Claws +4, 1d8+4

Rifle +4, 1d8+4

Passive Defenses: -

The cannibal-runt is a limping, misshapen reject, too small even to serve as a proper foot soldier, its only real purpose. It is none the less a vicious enemy to the unprepared survivor.

The Forlorn Damned [Fear]: For every living mutant cannibal in a combat scene, their enemies suffer -1 sanity soak. Fearless creatures are immune to this effect.

Minion: Minions never take damage on a successful save or when an attack misses them.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a mutant cannibal in a combat scene, choose any **four** powers from the list below.

Action Burst: Once per scene, the cannibal can take two standard actions on its turn.

Agile: The cannibal gains +2 to speed, AC, and Agility saves.

Animal Magnetism [Aura 2]: Enemies treat the area as difficult terrain and take -2 to saves.

Baleful Wounding: On a critical hit, the cannibal deals +4 damage.

Berserker: The cannibal gains +2 to hit. When it misses with a melee attack, it still deals 2 damage.

Blood for Blood: For every ally that is killed during the scene, the cannibal gains +1 to damage rolls, to a maximum of +4.

Blood Madness: When the cannibal reaches 0 hit points, it only dies at the end of its next turn.

Chosen: If possessed by a dark power (see the **Hazards and Traps** section), the cannibal gains an additional dark boon.

Compound Eyes: The cannibal can't be flanked.

Crab Grab: Creatures struck by the cannibal's pincers are grabbed. A grabbed creature takes pincer damage each round that it remains constricted at the beginning of the cannibal's turn. A Might save breaks the grab.

Dazzle [Aura 2]: When the cannibal begins its turn, enemies must make a Wit save or be dazed until the end of the cannibal's next turn by its strange wings.

Dodge: When the cannibal is forced to make an Agility save, it rolls twice, taking the best result, and shifts 4 squares.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth of the cannibal. When it hits an enemy with a melee attack, the victim must make a Might save or take 2 necrotic damage.

Fleet of Foot: The cannibal gains +3 speed and mobility.

Flyby Attack: As a standard action, the cannibal can move up to its speed and make its bite attack without provoking an opportunity attack. It can move before and after any attacks it makes.

Fortitude: Once per round as an instant action, the cannibal cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.

Hedonist: When the cannibal is crippled, overwhelmed, or taking ongoing damage, its critical threat range with all weapons increases by 2.

Horde Tactics: The cannibal gains +1 to AC, melee attack rolls, and damage for every ally it is adjacent to, to a maximum of +4.

Noxious Pheromones [Close Burst 3, Poison, 2d6 Sanity]: When a cannibal is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 3 poison damage and be crippled until the end of the cannibal's next turn. Invisible enemies of the cannibal in the area immediately become visible.

Reactive Attack: As an instant action once per round, the cannibal can attack any creature that misses it with a melee attack.

Rending: A cannibal that flanks a creature deals piercing physical damage with its attacks.

Sadist: The cannibal's critical threat ranges increase by 2.

Scout: The cannibal never provokes opportunity attacks by moving.

Sneaky: As an instant action once per turn, the cannibal can shift half its speed. The cannibal also gains +2 to hit and deals +2 damage to enemies it is flanking.

Spines [Ranged 12]: The cannibal can fire spines as a ranged attack that deal 1d12+4 damage.

Rabies [Poison, 3d6 Sanity]: Enemies hit by a cannibal take 2 ongoing poison damage and lose their sanity soak. While taking this ongoing damage, victims are crippled. The victim's sanity soak does not return until it is medically healed.

Unkillable: The cannibal gains +1 AC.

Urticating Bristles [Close Burst 1, Poison, 1d6 Sanity]: When the cannibal is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Enemies must make a Might save or take 2 poison damage from severe irritation and grotesque chemical swelling.

Vile Stench [Aura 2, Necrotic, 2d6 Sanity]: When the cannibal starts its turn, enemies must make a Might save or be crippled until the end of the cannibal's next turn.

Vile Wounding: When the cannibal damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The cannibal deals 1d10 base damage and scores a critical hit on 19-20.

CANNIBAL-THING**Level 3 Standard****Challenge Points: 6****Type:** Medium Abomination**Sanity Damage:** 2d6**Abilities:** Might 14, Agility 14, Wit 10, Charisma 16**Hit Points:** 44**Initiative:** +2**Armor Class:** 15 (+3 Level, +2 Agi)**Saves:** Might +8, Agility +8, Wit +6**Attacks:** Claws +6, 1d8+6

Rifle +6, 1d8+6

Passive Defenses: Physical Soak +2

The cannibal-thing is a foul foot soldier working towards the ambitions of an even darker master. The great master will sooner waste thousands of cannibal-things on suicide charges than risk harm to its elite servants against fresh opposition.

Accursed: Mutant cannibals gain half of any attack penalty they are suffering as fast healing.**The New Man:** Mutant cannibals gain +4 to all skills and soak +6 to two types of energy damage.**The Forlorn Damned [Fear]:** For every living mutant cannibal in a combat scene, their enemies suffer -1 sanity soak. Fearless creatures are immune to this effect.**Vile:** Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.**MODULAR POWERS**

When using a mutant cannibal in a combat scene, choose any **four** powers from the list below.

Action Burst: Once per scene, the cannibal can take two standard actions on its turn.**Adaptable:** Once per round, when the cannibal takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.**Agile:** The cannibal gains +2 to speed, AC, and Agility saves.**Animal Magnetism [Aura 2]:** Enemies treat the area as difficult terrain and take -2 to saves.**Baleful Wounding:** On a critical hit, the cannibal deals +6 damage.**Battle-Scarred:** The cannibal gains +2 physical soak.**Berserker:** The cannibal gains +2 to hit. When it misses with a melee attack, it still deals 3 damage.**Black Rage:** When a cannibal is damaged for the first time in combat, it gains +2 to all attack rolls and saves for the rest of the scene.**Black Retch [Close Blast 2, Necrotic, 2d6 Sanity]:** As an instant action once per scene, the cannibal vomits. Allies in the area regain 6 hit points, and enemies must make a Might save or take 6 necrotic damage and be dazed until the end of the cannibal's next turn.**Blood for Blood:** For every ally that is killed during the scene, the cannibal gains +1 to damage rolls, to a maximum of +4.**Blood Madness:** When the cannibal reaches 0 hit points, it only dies at the end of its next turn.**Blood Sacrifice [2d6 Sanity]:** Once per round as an instant action, the cannibal can slay an adjacent minion. The cannibal regains 5 hit points per level of the minion (to a maximum of 15).**Chosen:** If possessed by a dark power (see the **Hazards and Traps** section), the cannibal gains an additional dark boon.**Compound Eyes:** The cannibal can't be flanked.**Crab Grab:** Creatures struck by the cannibal's pincers are grabbed. A grabbed creature takes pincer damage each round that it remains constricted at the beginning of the cannibal's turn. A Might save breaks the grab.**Dazzle [Aura 2]:** When the cannibal begins its turn, enemies must make a Wit save or be dazed until the end of the cannibal's next turn by its strange wings.**Dodge:** When the cannibal is forced to make an Agility save, it rolls twice, taking the best result, and shifts 4 squares.**Everhunter:** The cannibal gains fast healing 3.**Filthy Strike [Necrotic]:** Necrotic filth collects in the mouth of the cannibal. When it hits an enemy with a melee attack, the victim must make a Might save or take 3 necrotic damage.**Fleet of Foot:** The cannibal gains +3 speed and mobility.**Flyby Attack:** As a standard action, the cannibal can move up to its speed and make its bite attack without provoking an opportunity attack. It can move before and after any attacks it makes.**Fortitude:** Once per round as an instant action, the cannibal cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.**Foulhide:** The cannibal reduces all ongoing damage by 2.**Grenade [Ranged Burst 2 within 10, Fire]:** Once per scene, the cannibal can throw an explosive into a square up to 10 squares away as a standard action. This causes 2d8 piercing fire damage. An Agility save negates the damage.**Hedonist:** When the cannibal is crippled, overwhelmed, or taking ongoing damage, its critical threat range with all weapons increases by 2.**Horde Tactics:** The cannibal gains +1 to AC, melee attack rolls, and damage for every ally it is adjacent to, to a maximum of +4.**Killing Rush:** When the cannibal kills or reduces anything to 0 hit points, it regains 6 hit points.**Masochist:** When staggered, the cannibal gains +2 to hit and saves. The cannibal reduces penalties from crippling effects by 1.**Moon-Blessed:** The cannibal gains +2 energy soak and +2 to saves.**Noxious Pheromones [Close Burst 3, Poison, 2d6 Sanity]:** When a cannibal is hit, once per round it emits pheromones.

Enemies in the area must make a Might save or take 3 poison damage and be crippled until the end of the cannibal's next turn. Invisible enemies of the cannibal in the area immediately become visible.

Packmaster: Allies adjacent to the cannibal gain +2 to hit.**Rabies [Poison, 3d6 Sanity]:** Enemies hit by a cannibal take 3 ongoing poison damage and lose their sanity soak. While taking this ongoing damage, victims are crippled. The victim's sanity soak does not return until it is medically healed.**Ravenous [2d6 Sanity]:** When the cannibal hits a creature, it regains 3 hit points, and that creature's damage soak values are reduced by 1 until the end of the scene.**Reactive Attack:** As an instant action once per round, the cannibal can attack any creature that misses it with a melee attack.**Rending:** A cannibal that flanks a creature deals piercing physical damage with its attacks.**Resilient:** When the cannibal fails a save by 5 or less on the die, it gains +3 soak against any damage dealt on the failed save.**Scout:** The cannibal never provokes opportunity attacks by moving.**Sharpened:** The cannibal's critical threat range increases by 2.**Sneaky:** As an instant action once per turn, the cannibal can shift half its speed. The cannibal also gains +2 to hit and deals +3 damage to enemies it is flanking.**Spines [Ranged 12]:** The cannibal can fire spines as a ranged attack that deal 1d12+6 damage.**Unkillable:** The cannibal gains +2 AC.

Urticating Bristles [Close Burst 1, Poison, 1d6 Sanity]: When the cannibal is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Enemies must make a Might save or take 3 poison damage from severe irritation and grotesque chemical swelling.

Vile Stench [Aura 2, Necrotic, 2d6 Sanity]: When the cannibal starts its turn, enemies must make a Might save or be crippled until the end of the cannibal's next turn.

Vile Wounding: When the cannibal damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

War Cry: When a cannibal dies, any allies who see them go down gain +4 to hit until the end of their next turn.

Wounding Blade: The cannibal deals 1d10 base damage and scores a critical hit on 19-20.

CANNIBAL-HORROR

Level 4 Monstrosity

Challenge Points: 16

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 16, Wit 12, Charisma 18

Hit Points: 96

Initiative: +4

Armor Class: 16 (+4 Level, +3 Agi, -1 Size)

Saves: Might +12, Agility +11, Wit +9

Attacks: Claws +8, 2d8+8 (19-20 Crit)

Rifle +7, 2d8+7

Passive Defenses: Physical Soak +4

The cannibal-horror is a monster that gorged on the flesh of too many victims, increasing to a twisted and grotesque size. It serves as an excellent shock trooper.

Accursed: Mutant cannibals gain half of any attack penalty they are suffering as fast healing.

The New Man: Mutant cannibals gain +4 to all skills and soak +8 to two types of energy damage.

The Forlorn Damned [Fear]: For every living mutant cannibal in a combat scene, their enemies suffer -1 sanity soak. Fearless creatures are immune to this effect.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a cannibal-horror in a combat scene, choose any **five** powers from the list below.

Action Burst: Once per scene, the cannibal can take two standard actions on its turn.

Adaptable: Once per round, when the cannibal takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The cannibal gains +2 to speed, AC, and Agility saves.

Animal Magnetism [Aura 2]: Enemies treat the area as difficult terrain and take -2 to saves.

Baleful Wounding: On a critical hit, the cannibal deals +8 damage.

Battle-Scarred: The cannibal gains +2 physical soak.

Berserker: The cannibal gains +2 to hit. When it misses with a melee attack, it still deals 4 damage.

Black Rage: When a cannibal is damaged for the first time in combat, it gains +2 to all attack rolls and saves for the rest of the scene.

Black Retch [Close Blast 2, Necrotic, 2d6 Sanity]: As an instant action once per scene, the cannibal vomits. Allies in the area regain 8 hit points, and enemies must make a Might save or take 8 necrotic damage and be dazed until the end of the cannibal's next turn.

Blood for Blood: For every ally that is killed during the scene, the cannibal gains +1 to damage rolls, to a maximum of +4.

Blood Madness: When the cannibal reaches 0 hit points, it only dies at the end of its next turn.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the cannibal can slay an adjacent minion. The cannibal regains 5 hit points per level of the minion (to a maximum of 20).

Chosen: If possessed by a dark power (see the **Hazards and Traps** section), the cannibal gains an additional dark boon.

Compound Eyes: The cannibal can't be flanked.

Crab Grab: Creatures struck by the cannibal's pincers are grabbed. A grabbed creature takes pincer damage each round that it remains constricted at the beginning of the cannibal's turn. A Might save breaks the grab.

Dazzle [Aura 3]: When the cannibal begins its turn, enemies must make a Wit save or be dazed until the end of the cannibal's next turn by its strange wings.

Dodge: When the cannibal is forced to make an Agility save, it rolls twice, taking the best result, and shifts 4 squares.

Everhunter: The cannibal gains fast healing 8.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth of the cannibal. When it hits an enemy with a melee attack, the victim must make a Might save or take 8 necrotic damage.

Fleet of Foot: The cannibal gains +4 speed and mobility.

Flyby Attack: As a standard action, the cannibal can move up to its speed and make its bite attack without provoking an opportunity attack. It can move before and after any attacks it makes.

Fortitude: Once per round as an instant action, the cannibal cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.

Foulhide: The cannibal reduces all ongoing damage by 4.

Grenade [Ranged Burst 2 within 10, Fire]: Once per scene, the cannibal can throw an explosive into a square up to 10 squares away as a standard action. This causes 2d10 piercing fire damage. An Agility save negates the damage.

Hedonist: When the cannibal is crippled, overwhelmed, or taking ongoing damage, its critical threat range with all weapons increases by 2.

Horde Tactics: The cannibal gains +1 to AC, melee attack rolls, and damage for every ally it is adjacent to, to a maximum of +4.

Killing Rush: When the cannibal kills or reduces anything to 0 hit points, it regains 8 hit points.

Masochist: When staggered, the cannibal gains +2 to hit and saves. The cannibal reduces penalties from crippling effects by 1.

Moon-Blessed: The cannibal gains +4 energy soak and +2 to saves.

Noxious Pheromones [Close Burst 3, Poison, 2d6 Sanity]: When a cannibal is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 8 poison damage and be crippled until the end of the cannibal's next turn. Invisible enemies of the cannibal in the area immediately become visible.

Packmaster: Allies adjacent to the cannibal gain +2 to hit.

Rabies [Poison, 3d6 Sanity]: Enemies hit by a cannibal take 8 ongoing poison damage and lose their sanity soak. While taking this ongoing damage, victims are crippled. The victim's sanity soak does not return until it is medically healed.

Ravenous [2d6 Sanity]: When the cannibal hits a creature, it regains 4 hit points, and that creature's damage soak values are reduced by 1 until the end of the scene.

Reactive Attack: As an instant action once per round, the cannibal can attack any creature that misses it with a melee attack.

Rending: A cannibal that flanks a creature deals piercing physical damage with its attacks.

Resilient: When the cannibal fails a save by 5 or less on the die, it gains +4 soak against any damage dealt on the failed save.

Scout: The cannibal never provokes opportunity attacks by moving.

Sharpened: The cannibal's critical threat range increases by 2.

Sneaky: As an instant action once per turn, the cannibal can shift half its speed. The cannibal also gains +2 to hit and deals +3 damage to enemies it is flanking.

Spines [Ranged 12]: The cannibal can fire spines as a ranged attack that deal 2d12+7 damage.

Unkillable: The cannibal gains +2 AC.

Urticating Bristles [Close Burst 1, Poison, 1d6 Sanity]: When the cannibal is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Enemies must make a Might save or take 8 poison damage from severe irritation and grotesque chemical swelling.

Vile Stench [Aura 2, Necrotic, 2d6 Sanity]: When the cannibal starts its turn, enemies must make a Might save or be crippled until the end of the cannibal's next turn.

Vile Wounding: When the cannibal damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

War Cry: When a cannibal dies, any allies who see them go down gain +4 to hit until the end of their next turn.

Wounding Blade: The cannibal deals 1d10 base damage and scores a critical hit on 18-20.

CANNIBAL-CHIMERA

Level 5 Eldritch Horror

Challenge Points: 16

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 16, Wit 12, Charisma 20

Hit Points: 270

Initiative: +4

Armor Class: 16 (+5 Level, +3 Agi, -2 Size)

Saves: Might +15, Agility +13, Wit +11

Attacks: Claws +10, 2d10+10 (18-20 Crit)

Rifle +8, 2d10+8

Passive Defenses: Physical Soak +5

The cannibal-chimera is a multi-headed abomination, each screeching a different obscenity at its enemies as it charges toward the thickest barricade or other area of a battlefield. This hateful creature crushes absolutely anything in its path.

Accursed: Mutant cannibals gain half of any attack penalty they are suffering as fast healing.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

The Forlorn Damned [Fear]: For every living mutant cannibal in a combat scene, their enemies suffer -1 sanity soak. Fearless creatures are immune to this effect.

The New Man: Mutant cannibals gain +4 to all skills and soak +8 to two types of energy damage.

Thundering Horror [Aura 2]: When the cannibal-chimera begins its turn, all creatures take 5 physical damage. When a creature in the area dies, the cannibal-chimera regains 10 hit points as it eats them.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a cannibal-chimera in a combat scene, choose any **six** powers from the list below.

Action Burst: Once per scene, the cannibal can take two standard actions on its turn.

Adaptable: Once per round, when the cannibal takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The cannibal gains +3 to speed, AC, and Agility saves.

Animal Magnetism [Aura 2]: Enemies treat the area as difficult terrain and take -2 to saves.

Baleful Wounding: On a critical hit, the cannibal deals +10 damage.

Battle-Scarred: The cannibal gains +3 physical soak.

Berserker: The cannibal gains +3 to hit. When it misses with a melee attack, it still deals 5 damage.

Black Rage: When a cannibal is damaged for the first time in combat, it gains +3 to all attack rolls and saves for the rest of the scene.

Black Retch [Close Blast 2, Necrotic, 2d6 Sanity]: As an instant action once per scene, the cannibal vomits. Allies in the area regain 10 hit points, and enemies must make a Might save or take 10 necrotic damage and be dazed until the end of the cannibal's next turn.

Blood for Blood: For every ally that is killed during the scene, the cannibal gains +1 to damage rolls, to a maximum of +4.

Blood Madness: When the cannibal reaches 0 hit points, it only dies at the end of its next turn.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the cannibal can slay an adjacent minion. The cannibal regains 5 hit points per level of the minion (to a maximum of 20).

Chosen: If possessed by a dark power (see the **Hazards and Traps** section), the cannibal gains an additional dark boon.

Compound Eyes: The cannibal can't be flanked.

Crab Grab: Creatures struck by the cannibal's pincers are grabbed. A grabbed creature takes pincer damage each round that it remains constricted at the beginning of the cannibal's turn. A Might save breaks the grab.

Dazzle [Aura 3]: When the cannibal begins its turn, enemies must make a Wit save or be dazed until the end of the cannibal's next turn by its strange wings.

Dodge: When the cannibal is forced to make an Agility save, it rolls twice, taking the best result, and shifts 4 squares.

Everhunter: The cannibal gains fast healing 10.

Filthy Strike [Necrotic]: Necrotic filth collects in the mouth of the cannibal. When it hits an enemy with a melee attack, the victim must make a Might save or take 10 necrotic damage.

Fleet of Foot: The cannibal gains +5 speed and mobility.

Flyby Attack: As a standard action, the cannibal can move up to its speed and make its bite attack without provoking an opportunity attack. It can move before and after any attacks it makes.

Fortitude: Once per round as an instant action, the cannibal cancels a crippled, dazed, immobilized, or ongoing damage effect on itself.

Foulhide: The cannibal reduces all ongoing damage by 5.

Hedonist: When the cannibal is crippled, overwhelmed, or taking ongoing damage, its critical threat range with all weapons increases by 2.

Horde Tactics: The cannibal gains +1 to AC, melee attack rolls, and damage for every ally it is adjacent to, to a maximum of +4.

Masochist: When staggered, the cannibal gains +2 to hit and saves. The cannibal reduces penalties from crippling effects by 1.

Moon-Blessed: The cannibal gains +5 energy soak and +3 to saves.

Noxious Pheromones [Close Burst 3, Poison, 2d6 Sanity]: When a cannibal is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 10 poison damage and be crippled until the end of the cannibal's next turn. Invisible enemies of the cannibal in the area immediately become visible.

Packmaster: Allies adjacent to the cannibal gain +2 to hit.

Rabies [Poison, 3d6 Sanity]: Enemies hit by a cannibal take 10 ongoing poison damage and lose their sanity soak. While taking this ongoing damage, victims are crippled. The victim's sanity soak does not return until it is medically healed.

Ravenous [2d6 Sanity]: When the cannibal hits a creature, it regains 5 hit points, and that creature's damage soak values are reduced by 1 until the end of the scene.

Reactive Attack: As an instant action once per round, the cannibal can attack any creature that misses it with a melee attack.

Rending: A cannibal that flanks a creature deals piercing physical damage with its attacks.

Resilient: When the cannibal fails a save by 5 or less on the die, it gains +5 soak against any damage dealt on the failed save.

Scout: The cannibal never provokes opportunity attacks by moving.

Sharpened: The cannibal's critical threat range increases by 2.

Sneaky: As an instant action once per turn, the cannibal can shift half its speed. The cannibal also gains +3 to hit and deals +3 damage to enemies it is flanking.

Spines [Ranged 12]: The cannibal can fire spines as a ranged attack that deal 2d12+8 damage.

Unkillable: The cannibal gains +3 AC.

Urticating Bristles [Close Burst 1, Poison, 1d6 Sanity]: When the cannibal is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Enemies must make a Might save or take 8 poison damage from severe irritation and grotesque chemical swelling.

Vile Stench [Aura 2, Necrotic, 2d6 Sanity]: When the cannibal starts its turn, enemies must make a Might save or be crippled until the end of the cannibal's next turn.

Vile Wounding: When the cannibal damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

War Cry: When a cannibal dies, any allies who see them go down gain +4 to hit until the end of their next turn.

Wounding Blade: The cannibal deals 1d12 base damage and scores a critical hit on 17-20.

PLAQUE WASPS

"I cannot persuade myself that a beneficent and omnipotent God would have designedly created the Ichneumonidae with the express intention of their feeding within the living bodies of caterpillars."

- Charles Darwin

Plague wasps are winged insect-arachnid hybrids that can use their maggots to create special zombies. Plague wasps appear as round bugs with ten legs and long, scorpion-like stingers.

Plague wasps build nests in areas that humanoids have difficulty getting into. From there, they appear in greater and greater numbers to find prey. Slain or incapacitated victims are taken back to the nest for feeding or puppeteering. The plague wasp uses most of its victims as food for its young, not as puppets, but creates puppets when it has an excess food supply.

PLAQUE WASP

Level 2 Minion

Challenge Points: 2

Type: Tiny Cryptid

Sanity Damage: 2d6

Abilities: Might 10, Agility 16, Wit 12, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 17 (+2 Level, +3 Agi, +2 Size)

Saves: Might +2, Agility +5, Wit +3

Attacks: Stinger +5, 1d8+3 + Venom

Passive Defenses: Immune to Poison, Flight

Minion: Minions never take damage on a successful save or when an attack misses them.

Protective Swarm [Aura 1, Poison, 2d6 Sanity]: All plague wasps are accompanied by a brood of their own young. These hatchlings swarm around the plague wasp, attacking anyone nearby for sustenance. When the plague wasp begins its turn, enemies take 2 poison damage.

Stinger Shot [Ranged 6]: The plague wasp can shoot its stinger at enemies, delivering normal attack damage and venom, up to 6 squares away. Plague wasps have many stingers.

Venom [Poison]: A victim struck by a plague wasp's stinger takes 2 ongoing poison damage. Creatures taking this ongoing damage are crippled. A Might save negates the effect.

Webbing: Plague wasps secrete resin in their hives. A plague wasp lair is difficult terrain.

PLAQUE PUPPET

Level 3 Standard

Challenge Points: 6

Type: Medium Cryptid

Sanity Damage: 2d6

Abilities: Might 16, Agility 12, Wit 16, Charisma 10

Hit Points: 52

Initiative: +4

Armor Class: 14 (+3 Level, +1 Agi)

Saves: Might +6, Agility +4, Wit +6

Attacks: Slam +6, 1d8+6 + Grab

Passive Defenses: Blind, Physical Soak +3

Plague puppets are re-animated humanoid corpses infested by plague wasp larva to be used as nest guardians. Most of their body is hard, organic exoskeleton, making them difficult to destroy.

A plague wasp can infest and control a dead body of at least medium size, planting an immature bug inside its body. This maggot begins growing and excreting enzymes that allow it to control the body from somewhere inside the stomach. The enzyme also transforms the body's flesh into hardened exoskeleton, turning it into a powerful guardian. The process of implantation to maturity takes several hours.

Plague puppets are clumsy, and appear to be made of many jagged, stony spikes.

Plague puppets try to stay within the nest area, lying dormant until intruders are detected. They aren't used for hunting. They have no sense of self-preservation.

Grab: When struck by the plague puppet, victims are grabbed (Might save to escape).

PLAQUE WASP WARRIOR

Level 4 Standard

Challenge Points: 8

Type: Small Cryptid

Sanity Damage: 2d6

Abilities: Might 12, Agility 16, Wit 12, Charisma 12

Hit Points: 52

Initiative: +4

Armor Class: 18 (+4 Level, +3 Agi, +1 Size)

Saves: Might +6, Agility +8, Wit +6

Attacks: Stinger +7, 1d8+5 + Venom

Passive Defenses: Physical Soak +1, Poison Soak +4, Flight

Plague wasp warriors are larger and more dangerous versions of their cousins, bred to hunt out suitable plague wasp puppets.

Eagle-Eyed: This creature gains +4 to Wit skills.

Protective Swarm [Aura 2, Poison, 2d6 Sanity]: All plague wasps are accompanied by a brood of their own young. These hatchlings swarm around the plague wasp, attacking anyone nearby for sustenance. When the plague wasp begins its turn, enemies take 4 poison damage.

Stinger Shot [Ranged 6]: The plague wasp can shoot its stinger at enemies, delivering normal attack damage and venom, up to 6 squares away. Plague wasps have many stingers.

Venom [Poison]: A victim struck by a plague wasp's stinger takes 4 ongoing poison damage. Creatures taking this ongoing damage are crippled. A Might save negates the effect.

Webbing: Plague wasps secrete resin in their hives. A plague wasp lair is difficult terrain.

PLAQUE WASP QUEEN

Level 5 Monstrosity

Challenge Points: 20

Type: Medium Cryptid

Sanity Damage: 3d6

Abilities: Might 18, Agility 10, Wit 18, Charisma 18

Hit Points: 118

Initiative: +4

Armor Class: 15 (+5 Level)

Saves: Might +13, Agility +9, Wit +13

Attacks: Stinger +9 (Crit 19-20), 2d10+9 + Venom

Passive Defenses: Fast Healing 5, Physical Soak +2, Soak All Energy +1, Poison Soak +6

Plague wasp queens are obese, flightless versions of plague wasps, responsible for hatching out countless lesser wasps.

Call Plague Puppets: As an instant action once per scene, the plague wasp queen calls forth 1d4+1 dormant plague puppets from the ground within 6 squares of her. If the plague wasp queen has less than 5 living puppets summoned, she can spend an instant action once per round to call another 1d4+1 plague puppets. The plague puppets disintegrate when their queen dies.

Protective Swarm [Aura 3, Poison, 2d6 Sanity]: All plague wasps are accompanied by a brood of their own young. These hatchlings swarm around the plague wasp, attacking anyone nearby for sustenance. When the plague wasp queen begins its turn, enemies take 10 poison damage.

Venom [Poison]: A victim struck by the plague wasp queen takes 10 ongoing poison damage. Creatures taking this ongoing damage are overwhelmed. A Might save negates the effect.

Webbing: Plague wasps secrete resin in their hives. A plague wasp lair is difficult terrain.

PLASMS

"Dinosaurs ruled our planet for millions of years and yet they died out almost overnight. Why? The evidence suggests that a meteor fell to Earth carrying an alien bacteria."

- *The Blob (1988)*

Plasms are inchoate liquids, clouds, or energy fields of living matter that relentlessly consume and grow. In our dreadful universe, there are countless variants of plasm. Many are almost as indescribable as they are horrible.

FREEZING SLIME

Level 2 Standard

Challenge Points: 4

Type: Medium Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 12, Wit 12, Charisma 12

Hit Points: 36

Initiative: +2

Armor Class: 13 (+2 Level, +1 Agi)

Saves: Might +6, Agility +4, Wit +4

Attacks: Slam +5, 1d8+5 + Freezing Mass + Grab

Passive Defenses: Blind, Immune to Fire, Fast Healing 2, Cold Soak +2, Psychic Soak +2

Freezing slimes are puddles of liquid from another plane of existence that absorb all ambient heat around them. They are attracted to the heat generated by living creatures, absorbing this energy and killing their victims in the process. Freezing slimes are not intelligent, and simply seek out heat sources, smothering them.

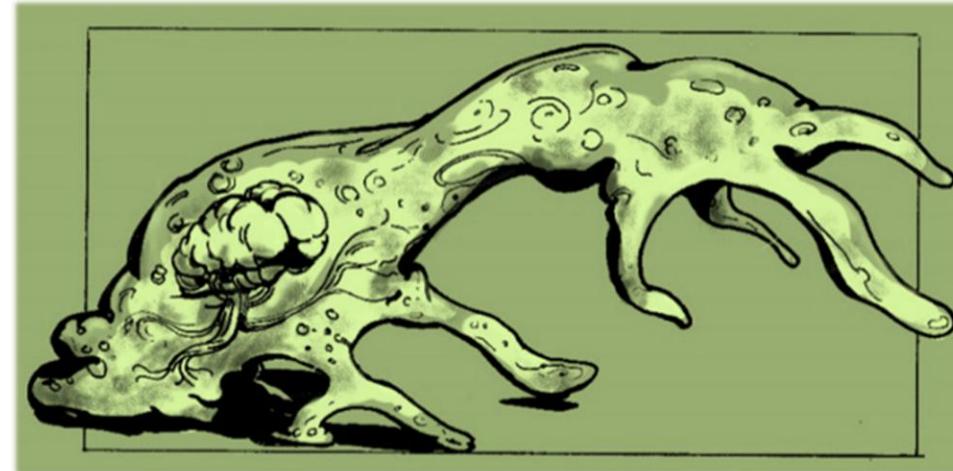
Grab: Creatures struck by the freezing slime are grabbed (Might save to escape). A grabbed creature takes cold damage from freezing mass at the beginning of the slime's turn.

Freezing Mass [Cold, 3d6 Sanity]: Anyone struck by a freezing slime must make a Might save or take an additional 2 cold damage. Each time this damage is dealt (and not completely soaked), the slime regains 2 lost hit points. Creatures grabbed by the slime can't save against this damage.

Healed by Fire: Freezing slimes regain hit points equal to the damage they would take from fire.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

AMOEBA SPAWN**Level 3 Minion****Challenge Points: 3****Type:** Medium Alien**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 14, Wit 12, Charisma 12**Hit Points:** 1**Initiative:** +3**Armor Class:** 15 (+3 Level, +2 Agility)**Saves:** Might +7, Agility +6, Wit +5**Attacks:** Slam +6, 1d8+6 + Acidic Mass**Passive Defenses:** Immune to Acid, Immune to Flanking

Victims of the amoeba of madness are killed by its acid, a biological process that replaces biomass with new amoeba cells. This infestation uses organic matter as fuel to help it multiply. Lifeforms killed by the amoeba fuse together and mutate into mockeries of their former selves, becoming its offspring.

An amoeba spawn is a mass of toxic, semi-solid life that belches and pulsates with unstable organic compounds. These organisms form a collective intelligence, interested only in feeding and multiplying.

Amoeba spawn are clumsy but never give up the attack. They gravitate towards the closest living creature they can perceive or wander aimlessly.

Acidic Mass [Acid, 2d6 Sanity]: Creatures hit by the amoeba spawn take 3 ongoing acid damage. An Agility save negates this damage.

Amoeba Spawn: Any creature reduced to 0 hit points by the amoeba spawn is consumed, converting it into a new amoeba spawn.

Minion: Minions never take damage on a successful save or when an attack misses them.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

PLASM**Level 4 Standard****Challenge Points: 8****Type:** Medium [Unspecified]**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 10**Hit Points:** 56**Initiative:** +4**Armor Class:** 17 (+4 Level, +3 Agility)**Saves:** Might +7, Agility +7, Wit +5**Attacks:** Pseudopod +7, 1d8+7**Passive Defenses:** Immune to Flanking

Devour: When the plasm scores a hit or any enemy takes ongoing damage from it, it gains 4 hit points. This can go above its starting maximum. If the plasm reaches at least 68 hit points, it becomes a greater plasm.

Grab: Creatures struck by the plasm are grabbed (Might save to escape). A grabbed creature takes ongoing damage from the plasm at the beginning of the plasm's turn.

Noxious: Creatures hit by the plasm take 8 ongoing damage of its element.

Swarm: Attacks that affect a single target, rather than an area, deal half damage to the plasm. The plasm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed and automatically take its ongoing damage effect on their turn, with no chance to save. Area attacks deal +5 damage to the plasm.

Origin and Element: Every plasm has an origin and an element.

PLASM ORIGIN

Choose one origin.

Atrociplasm: The atrociplasm was created in a lab through amoral superscience and inevitably unleashed on the world. It is driven by morbid hatred of humanity.

- The atrociplasm's Type is Abomination.
- Mad scientist function rolls take a -4 penalty and anomaly chances increase by 10% in the presence of at least one atrociplasm.
- Atrociplasms soak 10 damage from anomaly effects and don't take penalties from anomalies.
- Creatures without immunity to fear can't soak sanity damage the atrociplasm causes.

Xenoplasm: The plasm is of another, stranger world. It has a keen and insidious intellect.

- The atrociplasm's Type is Alien.
- The xenoplasm can imitate the forms of creatures that it absorbs.
- The presence of at least one xenoplasm increases mutant survivors' radiance by 1.
- Increase sanity die damage by one step in the presence of at least one xenoplasm.

Necroplasm: The plasm is made of reanimated matter, driven by unholy, ravenous hunger.

- The atrociplasm's Type is Undead.
- The necroplasm gains physical soak +4.
- The necroplasm reduces all piercing damage dealt to it by 4.

PLASM ELEMENT

The plasm gains +8 soak to its element.

Acid: Creatures taking the plasm's ongoing damage have their soak values reduced by 5.

Chaos: Creatures taking the plasm's ongoing damage have their save bonuses reduced by 2.

Cold: Creatures taking the plasm's ongoing damage are immobilized.

Fire: Creatures taking the plasm's ongoing damage are blinded.

Lightning: Creatures taking the plasm's ongoing damage are dazed.

Necrotic: Creatures taking the plasm's ongoing damage reduce any healing, fast healing, or regeneration they receive by 10.

Poison: Victims taking the plasm's ongoing damage are crippled.

Psychic: Creatures taking the plasm's ongoing damage can't spend stunts.

Sonic: Creatures taking the plasm's ongoing damage are mute and deafened.

GREATER PLASM**Level 6 Monstrosity****Challenge Points:** 24**Type:** Huge [Unspecified]**Sanity Damage:** 4d6**Abilities:** Might 20, Agility 16, Wit 12, Charisma 10**Hit Points:** 140**Initiative:** +4**Armor Class:** 18 (+6 Level, +3 Agility, -1 Size)**Saves:** Might +11, Agility +9, Wit +7**Attacks:** Pseudopod +11 (19-20 Crit), 2d10+11**Passive Defenses:** Immune to Flanking

Devour: When the plasm scores a hit or any enemy takes ongoing damage from it, it gains 12 hit points. This can go above its starting maximum. If the plasm reaches at least 176 hit points, it becomes a greater plasm.

Grab: Creatures struck by the plasm are grabbed (Might save to escape). A grabbed creature takes ongoing damage from the plasm at the beginning of the plasm's turn.

Noxious: Creatures hit by the plasm take 12 ongoing damage of its element.

Swarm: Attacks that affect a single target, rather than an area, deal half damage to the plasm. The plasm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed and automatically take its ongoing damage effect on their turn, with no chance to save. Area attacks deal +5 damage to the plasm.

Origin and Element: Every plasm has an origin and an element.

PLASM ORIGIN

Choose one origin.

Atrociplasm: The atrociplasm was created in a lab through amoral superscience and inevitably unleashed on the world. It is driven by morbid hatred of humanity.

- The atrociplasm's Type is Abomination.
- Mad scientist function rolls take a -4 penalty and anomaly chances increase by 10% in the presence of at least one atrociplasm.
- Atrociplasms soak 10 damage from anomaly effects and don't take penalties from anomalies.
- Creatures without immunity to fear can't soak sanity damage the atrociplasm causes.

Xenoplasm: The plasm is of another, stranger world. It has a keen and insidious intellect.

- The atrociplasm's Type is Alien.
- The xenoplasm can imitate the forms of creatures that it absorbs.
- The presence of at least one xenoplasm increases mutant survivors' radiance by 1.
- Increase sanity die damage by one step in the presence of at least one xenoplasm.

Necroplasm: The plasm is made of reanimated matter, driven by unholy, ravenous hunger.

- The atrociplasm's Type is Undead.
- The necroplasm gains physical soak +12.
- The necroplasm reduces all piercing damage dealt to it by 6.

PLASM ELEMENT

The plasm gains +12 soak to its element.

Acid: Creatures taking the plasm's ongoing damage have their soak values reduced by 5.

Chaos: Creatures taking the plasm's ongoing damage have their save bonuses reduced by 2.

Cold: Creatures taking the plasm's ongoing damage are immobilized.

Fire: Creatures taking the plasm's ongoing damage are blinded.

Lightning: Creatures taking the plasm's ongoing damage are dazed.

Necrotic: Creatures taking the plasm's ongoing damage reduce any healing, fast healing, or regeneration they receive by 10.

Poison: Victims taking the plasm's ongoing damage are crippled.

Psychic: Creatures taking the plasm's ongoing damage can't spend stunts.

Sonic: Creatures taking the plasm's ongoing damage are mute and deafened.

MEGAPLASM**Level 8 Eldritch Horror****Challenge Points:** 64**Type:** Large [Unspecified]**Sanity Damage:** 30**Abilities:** Might 24, Agility 16, Wit 12, Charisma 10**Hit Points:** 324**Initiative:** +4**Armor Class:** 19 (+8 Level, +3 Agility, -2 Size)**Saves:** Might +15, Agility +11, Wit +8**Attacks:** Pseudopod +15 (18-20 Crit), 2d12+15**Passive Defenses:** Immune to Flanking

Devour: When the plasm scores a hit or any enemy takes ongoing damage from it, it gains 16 hit points. This can go above its starting maximum. If the plasm reaches at least 362 hit points, it gains +4 to AC, saves, attacks, and damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Grab: Creatures struck by the plasm are grabbed (Might save to escape). A grabbed creature takes ongoing damage from the plasm at the beginning of the plasm's turn.

Noxious: Creatures hit by the plasm take 16 ongoing damage of its element.

Swarm: Attacks that affect a single target, rather than an area, deal half damage to the plasm. The plasm can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed and automatically take its ongoing damage effect on their turn, with no chance to save. Area attacks deal +5 damage to the plasm.

Origin and Element: Every plasm has an origin and an element.

PLASM ORIGIN

Choose one origin.

Atrociplasm: The atrociplasm was created in a lab through amoral superscience and inevitably unleashed on the world. It is driven by morbid hatred of humanity.

- The atrociplasm's Type is Abomination.
- Mad scientist function rolls take a -4 penalty and anomaly chances increase by 10% in the presence of at least one atrociplasm.
- Atrociplasms soak 10 damage from anomaly effects and don't take penalties from anomalies.
- Creatures without immunity to fear can't soak sanity damage the atrociplasm causes.

Xenoplasm: The plasm is of another, stranger world. It has a keen and insidious intellect.

- The atrociplasm's Type is Alien.
- The xenoplasm can imitate the forms of creatures that it absorbs.
- The presence of at least one xenoplasm increases mutant survivors' radiance by 1.
- Increase sanity die damage by one step in the presence of at least one xenoplasm.

Necroplasm: The plasm is made of reanimated matter, driven by unholy, ravenous hunger.

- The atrociplasm's Type is Undead.
- The necroplasm gains physical soak +16.
- The necroplasm reduces all piercing damage dealt to it by 8.

PLASM ELEMENT

The plasm gains +16 soak to its element.

Acid: Creatures taking the plasm's ongoing damage have their soak values reduced by 5.

Chaos: Creatures taking the plasm's ongoing damage have their save bonuses reduced by 2.

Cold: Creatures taking the plasm's ongoing damage are immobilized.

Fire: Creatures taking the plasm's ongoing damage are blinded.

Lightning: Creatures taking the plasm's ongoing damage are dazed.

Necrotic: Creatures taking the plasm's ongoing damage reduce any healing, fast healing, or regeneration they receive by 10.

Poison: Victims taking the plasm's ongoing damage are crippled.

Psychic: Creatures taking the plasm's ongoing damage can't spend stunts.

Sonic: Creatures taking the plasm's ongoing damage are mute and deafened.

INVISIBLE OOZE

Level 9 Standard

Challenge Points: 18

Type: Large Alien

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 10

Hit Points: 108

Initiative: +7

Armor Class: 22 (+9 Level, +4 Agility, -1 Size)

Saves: Might +13, Agility +13, Wit +12

Attacks: Slam +13, 1d12+13 + Acid

Passive Defenses: Blind, Can't Be Flanked, Fast Healing 9, Acid Soak +9, Psychic Soak +9

An invisible ooze can't be perceived or heard by normal human senses—it can only be detected when it disturbs its surroundings. The attack of an invisible ooze is terrifying. There are few things more confusing or horrid than to see a companion suddenly freeze in mid-air, as if caught in a net, and then slowly dissolve alive as invisible force devours flesh.

Invisible oozes are intelligent predators that make the best possible use of their invisibility and silence by attacking from behind or when their prey seems vulnerable.

Acidic Mass [Acid, 4d6 Sanity]: Anyone struck by an invisible ooze must make a Might save or take an additional 9 acid damage. Each time this damage is dealt (and not completely soaked), the ooze regains 9 lost hit points. Creatures grabbed by the ooze can't save against this damage.

Grab: Creatures struck by the invisible ooze are grabbed (Might save to escape). A grabbed creature takes acid damage from acidic mass at the beginning of the ooze's turn.

Invisibility: The ooze is constantly invisible.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

AMOEBA OF MADNESS

Level 14 Eldritch Horror

Challenge Points: 112

Type: Colossal Alien

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 20, Charisma 18

Hit Points: 720

Initiative: +10

Armor Class: 25 (+14 Level, +5 Agi, -4 Size)

Saves: Might +23, Agility +23, Wit +23

Attacks: Slam +19 (Crit 18-20), 2d12+19

Passive Defenses: Immune to Flanking, Regeneration 56, Acid Soak +14, Psychic Soak +14

A gigantic jelly creature of horror and destruction, the amoeba of madness is a being birthed from beyond the stars. A mass of thousands of shifting alien organs and fluids encased in a thin, translucent membrane, the amoeba destroys and corrupts the flesh of everything it encounters, consuming and replacing victims with its offspring. Despite its appearance, it is intelligent, cunning, and purposeful.

The amoeba of madness is a communal intelligence that seeks out biomass to increase its size and progeny. It fears fire.

Acidic Mass [Acid, 3d6 Sanity]: Creatures hit by the amoeba of madness take 28 ongoing acid damage. An Agility save negates this damage. Any living creature reduced to 0 hit points by the amoeba of madness is transformed into an amoeba spawn at the end of its next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Fire Vulnerability: Hit points that the amoeba of madness loses to fire damage don't regenerate, healing normally.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

POD THINGS

"Your experiment today is called Pod People. It has nothing to do with pods, it has nothing to do with people. It has everything to do with hurting."

- *Mystery Science Theater 3000* (1991)

Pod things are hideous plant creatures that digest their victims and create misshapen monsters out of their bodies.

POD THING

Level 2 Minion

Challenge Points: 2

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 14, Agility 14, Wit 14, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 13 (+1 Level, +2 Agi)

Saves: Might +4, Agility +4, Wit +4

Attacks: Claws +4, 1d8+4

Passive Defenses: -

Pod things are malformed imitations of humans created by a pod beast. They appear humanoid, but they have underdeveloped, molten skin and no facial features. Pod things are protective of the pod beast.

Minion: Minions never take damage on a successful save or when an attack misses them.

Reactive Charge [Aura 6]: When an enemy moves into the area, it can charge that enemy as an instant action.

Swelling [3d6 Sanity]: If a pod thing succeeds on a save, it swells to hideous size, becoming Large and moving to the closest square it can fit if necessary. Swollen pod things gain +2 to hit, damage, and saves. When swollen pod things die, they deal 4 fire damage to creatures within a close burst 1.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

POD BEAST

Level 4 Standard

Challenge Points: 8

Type: Large Abomination

Sanity Damage: 3d6

Abilities: Might 18, Agility 14, Wit 14, Charisma 10

Hit Points: 58

Initiative: +4

Armor Class: 15 (+4 Level, +2 Agi, -1 Size)

Saves: Might +8, Agility +6, Wit +6

Attacks: Tentacle +8, 1d8+8 + Grab

Passive Defenses: Physical Soak +1

Pod beasts are swollen, shivering plant pods that move on slimy tentacles. When they digest creatures with their acid, they excrete the remains as a fully-functional mockery of those creatures. It's not a perfect copy, but it serves as adequate protection for the pod beast. Pod beasts are vulnerable on their own, and always have as many pod things around them as they can muster. They grab the first enemy to reach them, and use their Squeal ability to direct their underlings to better protect them.

Grab [2d6 Sanity]: Creatures hit by the pod beast's tentacle are grabbed. Anyone grabbed by the pod beast takes 4 acid damage on the beginning of the pod beast's turn. A Might save breaks the grab.

Protective Swarm [Aura 1]: When a pod thing is in the area, the pod beast has fast healing 4. In addition, when the pod beast fails a save, it can spend an instant action to absorb a pod thing in the area, killing it. In exchange, the save counts as a success.

Squealing Cacophony [Aura 12]: Pod things and beasts in the area can shift 5 more squares when they shift.

POD HORROR

Level 6 Monstrosity

Challenge Points: 24

Type: Huge Abomination

Sanity Damage: 4d6

Abilities: Might 20, Agility 16, Wit 16, Charisma 12

Hit Points: 140

Initiative: +6

Armor Class: 17 (+6 Level, +3 Agi, -2 Size)

Saves: Might +12, Agility +10, Wit +10

Attacks: Tentacle +11 (Crit 19-20), 2d10+11 + Grab

Passive Defenses: Fast Healing 6, Physical Soak +2, Soak All Energy +1, Acid Soak +6

Pod horrors are older and larger pod beasts. Their link to their spawn is even stronger than it is with other pod creatures. Pod horrors are vulnerable on their own, and always have as many pod things around them as they can muster. They grab the first enemy to reach them, and use their Squeal ability to direct their underlings to better protect them.

Grab [2d6 Sanity]: Creatures hit by the pod horror's tentacle are grabbed. Anyone grabbed by the pod horror takes 12 acid damage on the beginning of the pod horror's turn. A Might save breaks the grab.

Protective Swarm [Aura 1]: When a pod thing is in the area, the pod horror has fast healing 6 and physical soak +6. In addition, when the pod horror fails a save, it can spend an instant action to absorb a pod beast or pod thing in the area, killing it. In exchange, the save counts as a success and the pod horror regains 12 hit points.

Squealing Cacophony [Aura 12]: Pod things and beasts in the area can shift 5 more squares when they shift.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

RAIDERS

"The fires have spread, the power supply is dwindling, and our food and water are running out fast. At night we can hear the distant cries of pain and anguish. They've begun to feed off each other. It's medieval out there. Ammunition is low. The barricades won't hold out much longer. Our time has run out."

- *Doomsday* (2008)

Raiders are inbred, insane, and depraved maniacs who gather into nomadic clans to survive the apocalypse as murderers and marauders.

FERAL

Level 3 Minion

Challenge Points: 3

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 1

Initiative: +3

Armor Class: 15 (+2 Level, +3 Agi)

Saves: Might +5, Agility +5, Will +2

Attacks: Claws +5, 1d8+5 + Grab

Passive Defenses: -

Ferals are insane human cannibals who have lost all sense of self and become nothing more than murderous beasts. They have no ability to reason beyond animal cunning and are beyond empathy, even for one another. Ferals have forgotten everything that made them human, and it is a mercy to put them down.

Ferals became cannibals for lack of anything else to eat, but now are pack animals who will settle for nothing but human flesh. They will hunt prey over any distance or terrain.

Ferals can perceive insanity in other humans, and may attempt to capture insane humans and torture them until they become ferals as well. Ferals attempt this more aggressively if their numbers are dwindling or they dominate a large swath of territory and establish a lair.

Blood Madness: When a feral reaches 0 hit points, it only dies at the end of its next turn, unless it was utterly destroyed.

Grab: A creature struck by a feral is grabbed (Might save to resist). At the start of its turn, the feral deals knife damage to any enemy it has grabbed.

Minion: Minions never take damage on a successful save or when an attack misses them.

Reactive Attack: As an instant action once per round, the feral can attack any creature that misses it with a melee attack.

RAIDER GRUNT

Level 3 Minion

Challenge Points: 3

Type: Medium Depraved

Sanity Damage: 1d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 16 (+3 Level, +3 Agi)

Saves: Might +6, Agility +6, Wit +4

Attacks: Lead Pipe or Pistol +6, 1d8+6

Passive Defenses: -

Raider grunts tend to be well-armed and experienced, and are nothing if not efficient. They will use any trick they can think of, and are smart enough not to expose themselves to unnecessary risk unless they have no other choice. This can work to their enemies' advantage—if it becomes clear that the raiders will take too many casualties in an attack, and there are greener pastures to be had, the raiders flee.

Grenade [Ranged Burst 2 within 10, Fire]: Once per scene, the raider can throw an explosive into a square up to 10 squares away as a standard action. This causes 3d6 piercing fire damage. An Agility save negates the damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

War Cry: When a raider dies, any raider grunts who see them go down gain +4 to hit until the end of their next turn.

FERAL ALPHA

Level 3 Monstrosity

Challenge Points: 12

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 18, Agility 18, Wit 12, Charisma 12

Hit Points: 58

Initiative: +5

Armor Class: 16 (+2 Level, +4 Agi)

Saves: Might +7, Agility +7, Will +4

Attacks: Claws +6 (Crit 19-20), 2d8+6 + Grab

Passive Defenses: Physical Soak +1

Feral alphas are pack leaders—the strongest and most cunning.

Blood Madness: When a feral alpha reaches 0 hit points, it only dies at the end of its next turn, unless it was reduced to -20 hit points or further.

Grab: A creature struck by a feral alpha is grabbed (Might save to escape). At the start of its turn, the feral deals knife damage to any enemy it has grabbed.

Packmaster [Aura 1]: Enemies are flanked.

Reactive Attack: As an instant action once per round, the feral alpha can attack any creature that misses it with a melee attack.

INBRED

Level 4 Minion
Challenge Points: 4
Type: Medium Depraved
Sanity Damage: 2d6
Abilities: Might 16, Agility 16, Wit 10, Charisma 12
Hit Points: 1
Initiative: +3
Armor Class: 17 (+4 Level, +3 Agi)
Saves: Might +8, Agility +8, Wit +5
Attacks: Nailbat or Rifle +7 (19-20 Crit), 1d8+7
Passive Defenses: -

Inbreds are twisted, sadistic, psychopathic morons. Their genetics are so muddled that they are visibly inhuman. Inbreds love to hold cannibal cookouts and torture prisoners when not hunting down victims. Their only real talents are for cruelty and making traps.

Flanking Crush: Inbreds gain +2 to hit and damage against creatures they are flanking.

Minion: Minions never take damage on a successful save or when an attack misses them.

RAIDER HEADSLINGER

Level 4 Monstrosity
Challenge Points: 12
Type: Medium Depraved
Sanity Damage: 3d6
Abilities: Might 18, Agility 18, Wit 14, Charisma 12
Hit Points: 78
Initiative: +6
Armor Class: 17 (+3 Level, +4 Agi)
Saves: Might +8, Agility +8, Wit +6
Attacks: Machete +7 (Crit 19-20), 2d8+7
Passive Defenses: Fast Healing 3, Physical Soak +1

The headslinger packs severed human heads with explosives and then lobbs them at enemies, bombarding them with exploding skull fragments. Headslingers love inflicting terror and destruction.

Explosive Heads [Ranged Burst 3 within 8, Fire, 2d6 Sanity]: The headslinger throws a severed head as a standard action. This causes 6d6 piercing fire damage. An Agility save negates the damage.

Flanking Crush: Headslingers gain +2 to hit and damage against creatures they are flanking.

War Cry: When an ally dies, any headslingers who see them go down gain +4 to hit until the end of their next turn.

RAIDER JUGGERNAUT

Level 4 Monstrosity
Challenge Points: 12
Type: Medium Depraved
Sanity Damage: 2d6
Abilities: Might 18, Agility 14, Wit 10, Charisma 10
Hit Points: 78
Initiative: +2
Armor Class: 16 (+3 Level, +2 Agi, +1 Armor)
Saves: Might +7, Agility +5, Wit +3
Attacks: Chainsaw +7 (19-20 Crit), 2d8+7
Passive Defenses: Physical Soak +2

Juggernauts are heavily-armored raiders dressed in ramshackle parts, such as a welding mask and both hockey and SWAT gear. Juggernaut armor is dented, pitted, and stained with gore, but still obscures most of the raider's body. They fight as an organized unit and are often held in reserve for the fiercest battles.

Flanking Crush: Juggernauts gain +1 to hit and damage against creatures they are flanking.

Grenade [Ranged Burst 2 within 10, Fire]: Once per scene, the raider can throw an explosive into a square up to 10 squares away as a standard action. This causes 6d6 piercing fire damage. An Agility save negates the damage.

War Cry: When an ally dies, any juggernauts who see them go down gain +4 to hit until the end of their next turn.

INBRED DWARF

Level 5 Minion
Challenge Points: 5
Type: Small Depraved
Sanity Damage: 2d6
Abilities: Might 12, Agility 16, Wit 10, Charisma 16
Hit Points: 1
Initiative: +3
Armor Class: 19 (+5 Level, +3 Agi, +1 Size)
Saves: Might +12, Agility +12, Wit +9
Attacks: Hook +8, 1d10+6 + Pinning
Passive Defenses: -

Inbred dwarves are raiders so inbred that they appear as stunted, twisted creatures of child-like proportions. The best description of the dwarf is an oversized, stillborn baby that talks.

Flanking Crush: Dwarves gain +2 bonus to hit and damage against creatures they are flanking.

Minion: Minions never take damage on a successful save or when an attack misses them.

Pinning: A creature struck by the dwarf's hook must make an Agility save. On a failure, the victim is immobilized until the end of the goblin's next turn.

CHAINSAW LEPER**Level 6 Standard****Challenge Points:** 12**Type:** Medium Depraved**Sanity Damage:** 2d6**Abilities:** Might 16, Agility 16, Wit 10, Charisma 14**Hit Points:** 76**Initiative:** +3**Armor Class:** 19 (+6 Level, +3 Agi)**Saves:** Might +11, Agility +11, Wit +8**Attacks:** Chainsaw +9 (Crit 18-20), 1d10+9**Passive Defenses:** Physical Soak +3

Chainsaw lepers are diseased lunatics who cut apart victims with chainsaws.

Buzzsaw [Aura Burst 1]: When the chainsaw leper starts its turn, all creatures take 6 physical damage. This doesn't stack for multiple chainsaw lepers.

Flanking Crush: Chainsaw lepers gain +2 to hit and damage against creatures they are flanking.

Killing Rush: When the chainsaw leper kills or reduces anything to 0 hit points, it regains 12 hit points.

VULNERABILITIES

Chainsaw: If the chainsaw leper rolls a 1 on an attack roll, its chainsaw stops working and it must spend a standard action reviving it up again. It loses the buzzsaw ability during this time.

RAIDER CHIEFTAIN**Level 6 Standard****Challenge Points:** 12**Type:** Medium Depraved**Sanity Damage:** 2d6**Abilities:** Might 12, Agility 12, Wit 16, Charisma 16**Hit Points:** 72**Initiative:** +4**Armor Class:** 17 (+6 Level, +1 Agi)**Saves:** Might +10, Agility +10, Wit +12**Attacks:** Flaming Brand +7, 1d10+7 + Dinner Bell**Passive Defenses:** Physical Soak +3

Chieftains are the corrupt leaders of large raider clans, and have proven themselves multiple times over, leading through fear.

A Death in the Family: If the chieftain dies, every remaining raider gains +4 to hit, damage, and saves until the end of the scene. This doesn't stack for multiple chieftains.

Dinner Bell: A creature struck by the chieftain's flaming brand takes +4 damage from all raider attacks until the end of the chieftain's next turn.

Old Painless [Ranged Burst 1 within 12]: The chieftain wields a shotgun that can strike a ranged burst 1 up to 12 squares away as a standard action. The shotgun deals 9 piercing physical damage. Victims can make an Agility save to negate the damage.

INBRED OGRE**Level 6 Monstrosity****Challenge Points:** 24**Type:** Large Depraved**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 16, Wit 16, Charisma 16**Hit Points:** 138**Initiative:** +6**Armor Class:** 19 (+6 Level, +4 Agi, -1 Size)**Saves:** Might +13, Agility +12, Wit +12**Attacks:** Rebar Club +10 (Crit 19-20), 2d10+10 + Grab & Pummel**Passive Defenses:** Fast Healing 14

Inbred ogres are enormous, overall-wearing halfwits. They grow larger and taller than normal humans, and are hairless, much like a eunuch.

Flanking Crush: Ogres gain +2 to hit and damage against creatures they are flanking.

Grab & Pummel: An ogre that hits a foe with its rebar club grabs its victim with the other hand and knocks it prone. A Might save on the victim's turn breaks the grab. When the ogre starts its turn with a grabbed victim, it deals it 12 physical damage.

Of Mice and Men: The ogre recovers from any crippling or overwhelming effects at the start of its turn.

ROACHVILES

"This thing is not just some random mutation. It's a highly evolved soldier caste, a formidable killer. It couldn't have developed in a vacuum. It's part of a colony."

- *Mimic* (1997)

Roachviles are half-human, half-cockroach hybrids, but they are far more sinister than even that. Their lineage predates both species. As a species, they made up an empire so ancient that it does not appear in the fossil record. The ancient DNA sequences remained dormant in the human gene pool for hundreds of millions of years after the empire's fall. The human apocalypse has finally set their return into motion, and the genetic code has awoken, allowing the resurgent roachviles to gather into hives.

Roachviles consider cockroaches to be their progeny, and cockroaches play a significant role in their history and designs for the planet's future. However, in the roachvile, the cold calculus of an insect is combined with the intellect of a human, allowing them to experiment on themselves and others, creating new genetically engineered races of servitor insects almost as foul as they are.

SHOCK BUG**Level 3 Minion****Challenge Points:** 3**Type:** Medium Abomination**Sanity Damage:** 3d6**Abilities:** Might 12, Agility 16, Wit 10, Charisma 16**Hit Points:** 1**Initiative:** +3**Armor Class:** 16 (+3 Level, +3 Agi)**Saves:** Might +7, Agility +9, Wit +6**Attacks:** Bite +6, 1d8+4**Passive Defenses:** Immune to Electricity

Shock bugs are anthropomorphic ants created by roachviles as hunters, gatherers, and lab assistants. They search for creatures to kidnap and bring back to their hive so that they can be studied and devoured. The bugs exchange information through pheromones that are imperceptible to humans, so they make no vocalizations at all, even to other types of roachviles.

Electrical Current [Close Burst 1, Lightning]: Once per scene, when a shock bug is struck for damage by a melee attack, it deals 6 lightning damage to all adjacent creatures.

Lightning Bolt [Ranged 20, Lightning, 2d6 Sanity]: As a standard action, a shock can form a lightning bolt out of thin air that appears from above. This bolt deals 1d6+3 lightning damage to an enemy within 20 squares. An Agility save halves the damage. Creatures adjacent to a target that fails its Agility save take 3 lightning damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

Shield [Aura 1, Lightning]: Shock bugs have energy soak +3 for each ally in the area.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SHOCK CRAWLER

Level 3 Minion

Challenge Points: 3

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 12, Wit 10, Charisma 16

Hit Points: 1

Initiative: +1

Armor Class: 14 (+3 Level, +1 Agi)

Saves: Might +9, Agility +7, Wit +6

Attacks: Bite +6, 1d8+6

Passive Defenses: Immune to Electricity

Shock crawlers are used as heavy support in roachvile hunting parties, and they resemble ants more than their shock bug brethren. Localized, miniature storm clouds follow the crawlers wherever they go.

Force Field [Aura 1, Electric]: When an enemy tries to move adjacent to the crawler, it must make an Agility save or take 3 lightning damage and end its move without entering the square. Creatures that can completely soak the lightning damage ignore the force field.

Lightning Storm [Aura 6, Electric]: When the crawler begins its turn, enemies must make an Agility save or take 3 lightning damage.

Minion: Minions never take damage on a successful save or when an attack misses them.

Shield [Aura 1, Lightning]: Shock bugs have energy soak +3 for each ally in the area.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SCREAMING CENTIPEDE

Level 3 Standard

Challenge Points: 6

Type: Medium Abomination

Sanity Damage: 2d6

Abilities: Might 12, Agility 16, Wit 14, Charisma 12

Hit Points: 42

Initiative: +5

Armor Class: 16 (+3 Level, +3 Agi)

Saves: Might +5, Agility +7, Wit +6

Attacks: Slam +6

Damage: Slam 1d8+4 + Urticating Bristles

Passive Defenses: Physical Soak +1, Poison Soak +4, Sonic Soak +4

A stench of rotten milk follows these immense gray centipedes.

Screaming centipedes were originally created by roachviles as hive guardians, but proved uncontrollable, and they have seen fit to let them loose and breed elsewhere.

Screaming [Close Burst 3, Sonic, 2d6 Sanity]: As a standard action once per round, the centipede can screech, dealing 3 sonic damage.

Urticating Bristles [Close Burst 1, Poison, 1d6 Sanity]: When the screaming centipede is damaged, as an instant action once per round it can spray spiny bristles into the air around itself. Enemies must make a Might save or take 3 piercing poison damage from severe irritation and grotesque chemical swelling.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MANROACH

Level 9 Standard

Challenge Points: 18

Type: Medium Abomination

Sanity Damage: 4d6

Abilities: Might 16, Agility 16, Wit 14, Charisma 14

Hit Points: 106

Initiative: +5

Armor Class: 27 (+9 Level, +3 Agi, +5 Armor)

Saves: Might +14, Agility +14, Wit +13

Attacks: Bite +12, 1d12+12

Passive Defenses: Acid Soak +9, Physical Soak +3, Poison Soak +9

Manroaches are half-roach, half-man crossbreeds created by more sophisticated roachviles as slaves to perform drudgery. They are hatched from broods or created in a laboratory as punishment for prisoners.

Acid Spray [Close Blast 3, Acid, 2d6 Sanity]: Manroaches can attack creatures in a close blast 3 with acid spray. This deals 2d12 acid damage. An Agility save reduces damage by half.

Noxious Pheromones [Close Burst 3, Poison, 2d6 Sanity]: Cockroach internals *stink*. When a manroach is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 9 poison damage and be crippled until the end of the manroach's next turn. Invisible enemies of the manroach in the area immediately become visible.

Ravenous [2d6 Sanity]: When the manroach hits a creature, it regains 9 hit points, and that creature's physical soak is reduced by 2 until the end of the scene.

Resilient: When the manroach fails a save by 5 or less on the die, it gains +5 soak against any damage dealt on the failed save.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

ROACHVILLE NOBLE

Level 9 Monstrosity

Challenge Points: 36

Type: Large Abomination

Sanity Damage: 4d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 198

Initiative: +8

Armor Class: 27 (+9 Level, +4 Agi, +5 Armor, -1 Size)

Saves: Might +17, Agility +17, Wit +17

Attacks: Bite +13, 2d12+13 (19-20 Crit)

Passive Defenses: Physical Soak +9, Poison Soak +9, Flight

The roachvile noble is the zenith of roachvile genetic experimentation to create the ultimate warrior caste for the king-queen that can command legions of abominations. It is far more cockroach than human, though it can walk as a man in a mocking memory of what it once was.

Noxious Pheromones [Close Burst 4, Poison, 2d6 Sanity]: Cockroach internals stink. When a noble is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 9 poison damage and be crippled until the end of the noble's next turn. Invisible enemies of the noble in the area immediately become visible.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a roachvile noble in a combat scene, choose any **four** powers from the list below.

Acid Spray [Close Blast 4, Acid, 2d6 Sanity]: The noble gains +9 acid soak. The noble can attack creatures in a close blast 3 with acid spray. This deals 18 acid damage. An Agility save reduces damage by half.

Compound Eyes: The noble can't be flanked.

Dazzle [Aura 6]: When the noble begins its turn, enemies must make a Wit save or be dazed until the end of the noble's next turn by its strange wings.

Flyby Attack: As a standard action, the noble can move up to its speed and make its bite attack without provoking an opportunity attack. It can move before and after any attacks it makes.

Force Field [Aura 1, Lightning]: The noble gains +6 lightning soak. When an enemy tries to move adjacent to the noble, it must make an Agility save or take 9 lightning damage and end its move without entering the square. Creatures that can completely soak the lightning damage ignore the force field.

Lightning Storm [Aura 6, Lightning]: The noble gains +3 lightning soak. When the noble begins its turn, enemies must make an Agility save or take 9 lightning damage.

Praying: The noble has superb camouflage and always begins combat invisible. If it scores a critical hit, it again becomes invisible.

Preying: Once per round, when a melee attack misses the noble, it can make a melee attack on the attacker as an instant action.

Protective Swarm [Aura 3, Poison, 2d6 Sanity]: The noble gains +3 poison soak. The noble is accompanied by a brood of its young. When the noble begins its turn, enemies take 5 poison damage.

Ravenous [2d6 Sanity]: When the noble hits a creature, it regains 9 hit points, and that creature's physical soak is reduced by 2 until the end of the scene.

Resilient: When the noble fails a save by 5 or less on the die, it gains +5 soak against any damage dealt on the failed save.

Shield [Aura 6]: Shock bugs have energy soak +2 for each ally in the area.

Venom [Poison]: The noble gains +6 poison soak. A victim struck by the noble's bite takes 9 ongoing poison damage.

Creatures taking this ongoing damage are crippled. A Might save negates the effect.

Webbing: The noble secretes resin in its hive. Its lair is difficult terrain.

ROACHVILLE KING-QUEEN

Level 9 Eldritch Horror

Challenge Points: 72

Type: Huge Abomination

Sanity Damage: 30

Abilities: Might 20, Agility 18, Wit 18, Charisma 18

Hit Points: 470

Initiative: +8

Armor Class: 26 (+9 Level, +4 Agi, +5 Armor, -2 Size)

Saves: Might +18, Agility +17, Wit +17

Attacks: Bite +13, 2d12+13 (18-20 Crit)

Passive Defenses: Physical Soak +9, Poison Soak +9, Flight

The king-queen is a hermaphroditic cockroach godling that produces its own young, encoding in each of them their life's purpose. Within the king-queen is the ever-evolving promise of a hundred million more years of dominion.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Noxious Pheromones [Close Burst 6, Poison, 2d6 Sanity]: When a king-queen is hit, once per round it emits pheromones. Enemies in the area must make a Might save or take 9 poison damage and be crippled until the end of the noble's next turn. Invisible enemies in the area become visible.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a king-queen in a combat scene, choose any **five** powers from the list below.

Acid Spray [Close Blast 4, Acid, 2d6 Sanity]: The king-queen gains +9 acid soak. The king-queen can attack creatures with acid spray. This deals 18 acid damage. An Agility save reduces damage by half.

Adaptable: Once per round, when the king-queen takes damage, it gains a stacking +1 bonus to soak against that type of damage until the end of the scene.

Agile: The king-queen gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit with a melee attack, the king-queen deals +18 damage.

Blood for Blood: For every ally that is killed during the scene, the king-queen gains +1 to damage rolls, to a maximum of +4.

Blood Madness: When the king-queen reaches 0 hit points, it only dies at the end of its next turn.

Compound Eyes: The king-queen can't be flanked.

Dazzle [Aura 6]: When the king-queen begins its turn, enemies must make a Wit save or be dazed until the end of the king-queen's next turn by its strange wings.

Disruption [Aura 2]: Enemies take -2 to attack rolls.

Fast Healing: The king-queen has fast healing 18.

Flyby Attack: As a standard action, the king-queen can move up to its speed and make its bite attack without provoking an opportunity attack. It can move before and after any attacks it makes.

Force Field [Aura 1, Lightning]: The king-queen gains +6 lightning soak. When an enemy tries to move adjacent to the king-queen, it must make an Agility save or take 9 lightning damage and end its move without entering the square. Creatures that can completely soak the lightning damage ignore the force field.

Formation Tactics: The king-queen gains +1 AC for every ally it is adjacent to, to a maximum of +4.

Godly: Until it is staggered, the king-queen can take two standard actions on each of its turns.

Horde Tactics: The king-queen gains +1 to melee hit and damage for every ally it is adjacent to, to a maximum of +4.

Killing Rush: When the king-queen kills or reduces anything to 0 hit points, it regains 18 hit points.

Lightning Storm [Aura 6, Lightning]: The king-queen gains +3 lightning soak. When the king-queen begins its turn, enemies must make an Agility save or take 9 lightning damage.

Praying: The king-queen has superb camouflage and always begins combat invisible. If it scores a critical hit, it again becomes invisible.

Preying: Once per round, when a melee attack misses the king-queen, it can make a melee attack on the attacker as an instant action.

Protective Swarm [Aura 3, Poison, 2d6 Sanity]: The king-queen gains +3 poison soak. The king-queen is accompanied by a brood of its young. When the king-queen begins its turn, enemies take 5 poison damage.

Ravenous [2d6 Sanity]: When the king-queen hits a creature, it regains 9 hit points, and that creature's physical soak is reduced by 2 until the end of the scene.

Resilient: When the king-queen fails a save by 5 or less on the die, it gains +5 soak against any damage dealt on the failed save.

Shield [Aura 6]: The king-queen has energy soak +2 for each ally in the area.

Venom [Poison]: The king-queen gains +6 poison soak. A victim struck by the king-queen's bite takes 9 ongoing poison damage. Creatures taking this ongoing damage are crippled. A Might save negates the effect.

Webbing: The king-queen secretes resin in its hive. Its lair is difficult terrain.

SANDWORMS

"Must be a million of them!"

"Nope, just one."

- *Tremors* (1990)

Sandworms cross back and forth over the Shriveling Dust, feeding on millions of insects and the carrion left by the planet's deadly winds and the victims of skinlings. They are most interested in fresh prey, and listen for the tell-tale vibrations. They attack by instinct one at a time, in order of proximity to the prey, so that their sense of vibration is not confused.

SHRIEKING GNASHER

Level 8 Monstrosity

Challenge Points: 32

Type: Huge Alien

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 16

Hit Points: 178

Initiative: +8

Armor Class: 20 (+8 Level, +4 Agility, -2 Size)

Saves: Might +15, Agility +15, Wit +15

Attacks: Bite +12 (19-20 Crit), 2d10+12

Passive Defenses: Acid Soak +8, Fire Soak +8, Physical Soak +4

Shrieking gnashers are hatchling sandworms, still more than enormous enough to devour most prey in a single gulp of their shark-toothed mouth.

Burrowing: When rolling initiative, the shrieking gnasher begins no closer than 6 squares away from any enemy. When it is not adjacent to enemies, the shrieking gnasher has superior cover. The shrieking gnasher receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

As a standard action, the shrieking gnasher can shift 10 squares and gain +8 physical soak until the end of its next turn.

Earthquake [Close Burst 12]: As a move action, the shrieking gnasher causes all enemies to be knocked prone and immobilized until the end of the shrieking gnasher's turn. An Agility save negates this.

Swallow [4d6 Sanity]: When the shrieking gnasher scores a critical hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 16 acid damage. If they deal at least 17 damage to the inside of the gnasher (which still receives physical soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SANDWORM

Level 12 Eldritch Horror

Challenge Points: 96

Type: Colossal Alien

Sanity Damage: 30

Abilities: Might 20, Agility 20, Wit 18, Charisma 18

Hit Points: 620

Initiative: +9

Armor Class: 23 (+12 Level, +5 Agility, -4 Size)

Saves: Might +21, Agility +21, Wit +20

Attacks: Bite +17 (18-20 Crit), 2d12+17

Passive Defenses: Acid Soak +10, Fire Soak +10, Physical Soak +5

Sandworms are enormous invertebrate aliens that exist to eat anything they encounter.

Burrowing: When rolling initiative, the sandworm begins no closer than 6 squares away from any enemy. When it is not adjacent to enemies, the sandworm has superior cover. The sandworm receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

As a standard action, the sandworm can shift 14 squares and gain +10 physical soak until the end of its next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Earthquake [Close Burst 12]: As a move action, the sandworm causes all enemies to be dealt 10 physical damage, become knocked prone, and immobilized until the end of the sandworm's turn. An Agility save negates this.

Swallow [4d6 Sanity]: When the sandworm scores a hit, it swallows opponents of medium or smaller size. Victims are considered grabbed. On the beginning of their turn, such creatures take 16 acid damage. If they deal at least 52 damage to the inside of the worm (which still receives physical soak), they can escape, or they can pry their way out of its mouth with a Might save against grabbing.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SCRIMSHANDERS

"When in the course of eons they had abolished sickness and insanity, crime, and all injustice, they turned, still in high benevolence, upwards towards space. Then, having reached the heights, this all-but-divine race perished in a single night, and nothing was preserved above ground."

- *Forbidden Planet* (1956)

The Infinite Twilight's depths are home to foul creatures known as scrimshanders, alien practitioners of masochistic self-mutilation at the command of their dark deity.

BONE CHEWER

Level 4 Minion

Challenge Points: 4

Type: Small Alien

Sanity Damage: 3d6

Abilities: Might 10, Agility 16, Wit 16, Charisma 10

Hit Points: 1

Initiative: +6

Armor Class: 18 (+4 Level, +3 Agility, +1 Size)

Saves: Might +4, Agility +7, Wit +7

Attacks: Bite +7, 1d8+4 + Flesh Strip

Passive Defenses: -

Bone chewers are beasts that survive by sucking the marrow out from the bones of dying creatures that fall from their cloudy sky. They are seven-eyed hounds with slimy black fur and six legs, two of which are finger-like claws that extend out from their chest. Their fur changes color and pattern to match their surroundings, and the creatures are extremely stealthy. Bone chewers have developed mimicry to confuse predators. They often whisper the words of the last creatures they devoured.

Bone chewers rely on stealth, because the creatures on their homeworld are too deadly to face in the open. On Earth, they hunt in areas rich with natural cover, such as forests, junkyards, and fallen buildings.

Scrimshanders have learned to tame bone chewers, and use them as hounds to hunt victims.

Camouflage: Bone chewers gain +2 Stealth.

Flesh Strip [2d6 Sanity]: A creature hit by a bone chewer takes 4 ongoing physical damage from the terrible ripping wound. While taking this ongoing damage, creatures are crippled. A Might save negates the effect.

Minion: Minions never take damage on a successful save or when an attack misses them.

Sneaky Pounce: As a standard action, the bone chewer can leap 6 squares in any direction and make an attack without provoking an opportunity attack. They can make this attack at any point along their path of movement if they pass adjacent to an enemy. At the end of the movement, all enemies must make a Perception check. If all enemies fail, the bone chewer is treated as invisible until the next time it attacks thanks to its camouflage.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SCRIMSHANDER SOLDIER

Level 4 Standard

Challenge Points: 8

Type: Medium Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 12

Hit Points: 56

Initiative: +3

Armor Class: 19 (+4 Level, +3 Agility, +2 Armor)

Saves: Might +8, Agility +8, Wit +5

Attacks: Sickle Talon +7, 1d8+7

Passive Defenses: Physical Soak +4

Scrimshanders are wiry blue vulture-faced aliens who have a special artifice with ivory, able to craft weapons, armor, and fortifications from bone, which the Infinite Twilight is replete with.

Scrimshanders practice extreme self-mutilation, weaving the ivory they craft into their own bodies. The more ivory built into the flesh of the scrimshander, the greater its station among its race.

Ecstasy of Agony: When staggered, the scrimshander loses its physical soak, but gains +1d8 to damage.

Masochism: When damaged, the scrimshander gains +2 to hit and damage for every 5 hit points it loses from the attack or effect until the end of its next turn. If multiple attacks or effects trigger this effect, the effects don't stack, but the scrimshander takes the bonus from the highest damage dealt.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

PINIONED HORROR

Level 4 Monstrosity

Challenge Points: 16

Type: Medium Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 16

Hit Points: 96

Initiative: +4

Armor Class: 19 (+4 Level, +3 Agility, +2 Armor)

Saves: Might +10, Agility +10, Wit +8

Attacks: Sickle Talon +7 (19-20 Crit), 2d8+7

Passive Defenses: Physical Soak +6

Pinioned horrors are experienced lieutenants of the scrimshanders, and have replaced their limbs with ivory prosthetics.

Bone Cracker: The pinioned horror is an expert torturer and knows how to make bone break in just the right way. On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Ecstasy of Agony: When staggered, the scrimshander loses its physical soak, but gains +1d8 to damage.

Masochism: When damaged, the scrimshander gains +2 to hit and damage for every 5 hit points it loses from the attack or effect until the end of its next turn. If multiple attacks or effects trigger this effect, the effects don't stack, but the scrimshander takes the bonus from the highest damage dealt.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

DREAD SLAYER

Level 4 Eldritch Horror

Challenge Points: 32

Type: Medium Alien

Sanity Damage: 30

Abilities: Might 16, Agility 16, Wit 12, Charisma 16

Hit Points: 216

Initiative: +4

Armor Class: 19 (+4 Level, +3 Agility, +2 Armor)

Saves: Might +10, Agility +10, Wit +8

Attacks: Sickle Talon +7 (18-20 Crit), 2d8+7

Passive Defenses: Physical Soak +8

Dread slayers are scrimshanders that have transcended and become one with their craft. Their head and limbs are completely replaced with bone armor, and the rest of their organic body moves like a puppet on strings.

Bone Cracker: The dread slayer is an expert torturer and knows how to make bone break in just the right way. On a hit, victims must make an Agility save or be crippled and treat all terrain as difficult until the end of the scene.

Butchery: When enemies hit 0 hit points, the dread slayer removes their skull and spine with a swift stroke.

Ecstasy of Agony: When staggered, the scrimshander loses its physical soak, but gains +2d8 to damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Masochism: When damaged, the scrimshander gains +2 to hit and damage for every 5 hit points it loses from the attack or effect until the end of its next turn. If multiple attacks or effects trigger this effect, the effects don't stack, but the scrimshander takes the bonus from the highest damage dealt.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

TERROR BIRD

Level 5 Monstrosity

Challenge Points: 20

Type: Huge Alien

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 18, Charisma 14

Hit Points: 118

Initiative: +8

Armor Class: 17 (+5 Level, +4 Agi, -2 Size)

Saves: Might +11, Agility +11, Wit +11

Attacks: Claws +5/+5 (Crit 19-20), 2d10+9

Passive Defenses: Fast Healing 5, Physical Soak +2, Soak All Energy +1, Sonic Soak +5, Flight

Terror birds dwell in the clouds of the Infinite Twilight. They are long-legged, black-feathered, yellow-eyed raptor birds constantly on the hunt for flesh. Anything they slay is eaten in mid-air, the remains dumped like garbage.

The earthly denizens of the Twilight learn to never show their faces above ground for more than a moment, lest they attract these creatures' attentions. However, the twilight demigods can command these creatures as mounts.



Though the terror birds have eyes, they are blind, and use echolocation to see. They make a near-constant, shrill screaming noise that can be heard from miles away, and fly at heights far above normal ranges for birds. Terror birds attack relentlessly, exterminating any living thing in their territory. They begin with their annihilating screech and then make hit-and-run attacks.

Annihilating Screech [Close Blast 6, Sonic, 3d6 Sanity]: As a standard action once per scene, the terror bird can create a powerful blast of sonic force. Anything in the area takes 10d6 sonic damage and is crippled until the end of the scene. A Might save reduces damage by half and prevents crippling.

Eagle-Eyed: The terror bird gains +4 bonus to Wit skills.

Flyby Attack: As a standard action, the terror bird can move up to its speed and make its claw attacks without provoking an opportunity attack. It can move before and after any attacks it makes.

Throw: A creature that is struck by both of the terror bird's claw attacks must make a Might save. On a failure, the victim is thrown 5 squares away and takes 10 piercing physical damage, landing prone.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

TWILIGHT DEMIGOD

Level 5 Eldritch Horror

Challenge Points: 40

Type: Medium Alien

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 266

Initiative: +6

Armor Class: 21 (+5 Level, +3 Agi, +3 Armor)

Saves: Might +11, Agility +11, Wit +11

Attacks: Bone Spear (Ranged) or Razorclaw (Melee) +8 (18-20 Crit), 2d10+8

Passive Defenses: Physical Soak +5

Twilight demigods are immortal reptile-like avatars of the scrimshanders' dark god. They are completely made from bone, their movements accompanied by a tell-tale whistling noise and nothing more.

Defensive Razors: As an instant action when struck by a melee attack, the twilight demigod can make a razorclaw attack.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Eviscerate: When the twilight demigod hits an immobilized creature, it deals +5 damage and all the damage it deals is piercing.

The Lord of Bones: The Twilight Demigod's physical soak can't be reduced. When it scores a critical hit, it deals +10 damage.

Ripping Strikes: When an enemy is struck with a bone spear or razorclaw, it must make an Agility save or be immobilized. This immobilization lasts until the victim makes a successful save at the beginning of its turn.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SHINOBI

"You fool! You can't stop me! I am the ninja! No one, nothing can stop me!"

- *Ninja III: The Domination* (1984)

Shinobi are peerless and pitiless Japanese assassins and spies with killing powers that cross into the supernatural. They operate in mysterious black-clad clans, answerable to no authority or morality, taking contracts to slay any target of their employer's choosing, so long as they are paid a price worthy of their skills.

The shinobi recognize that the element of surprise and the cover of darkness are their two most important advantages, and achieve them with mystical skills. They attack from every direction, and disappear as quickly as they appear. In battle they are brutal and merciless, splattering and dismembering foes with gruesome precision. A small group of shinobi can slaughter armies in moments.

SHINOBI ASSASSIN

Level 5 Standard

Challenge Points: 10

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 14, Agility 16, Wit 14, Charisma 12

Hit Points: 64

Initiative: +5

Armor Class: 21 (+5 Level, +3 Agility, +3 Armor)

Saves: Might +8, Agility +9, Wit +8

Attacks: Shinobi Blade +7 (19-20 Crit), 1d10+7 + Poison

Passive Defenses: -

Assassins only recently completed their training, indoctrination, and shadow rituals to transform themselves into dark killers.

From Darkness: Shinobi begin combat off the battle map. On their first turn, they must force an enemy to make a Perception check. On a success, the shinobi teleports to a square no closer than 6 squares from the target. On a failure, the shinobi teleports to an adjacent square. On a critical hit, the shinobi can disappear from the battlefield again until the beginning of its next turn, on which it may use From Darkness again.

Fugu Venom: Creatures hit by the shinobi's blade or shuriken must make a Might save. On a failure, they are crippled and immobilized until the end of the shinobi's next turn.

Shuriken: When an attack misses the shinobi, as an instant action it can shift and inflict 5 piercing physical damage to one enemy within a close burst 6. This also triggers Fugu Venom.

SHINOBI ELITE

Level 5 Monstrosity

Challenge Points: 20

Type: Medium Depraved

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 116

Initiative: +6

Armor Class: 21 (+5 Level, +3 Agility, +3 Armor)

Saves: Might +11, Agility +11, Wit +11

Attacks: Shinobi Blade +8 (18-20 Crit), 2d10+7 + Poison

Passive Defenses: Energy Soak +5

Shinobi elite are accomplished shinobi who have learned to exploit openings in their opponents' defenses with ultra-lethal precision.

From Darkness: Shinobi begin combat off the battle map. On their first turn, they must force an enemy to make a Perception check. On a success, the shinobi teleports to a square no closer than 6 squares from the target. On a failure, the shinobi teleports to an adjacent square. On a critical hit, the shinobi can disappear from the battlefield again until the beginning of its next turn, on which it may use From Darkness again.

Fugu Venom: Creatures hit by the elite's blade or shuriken must make a Might save. On a failure, they are crippled and immobilized until the end of the elite's next turn.

Shuriken: When an attack misses the elite, as an instant action it can shift and inflict 10 piercing physical damage to one enemy within a close burst 6. This also triggers Fugu Venom.

Theatricality and Deception: When the elite succeeds on a save, it gains double its energy soak against any damage dealt by the effect and may make an additional blade attack on its next turn. This stacks. It can't make these extra attacks on enemies with night vision or omniscience.

SHINOBI GRAND MASTER

Level 5 Eldritch Horror

Challenge Points: 20

Type: Medium Undead

Sanity Damage: 30

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 266

Initiative: +6

Armor Class: 21 (+5 Level, +3 Agility, +3 Armor)

Saves: Might +11, Agility +11, Wit +11

Attacks: Shinobi Blade +8 (17-20 Crit), 2d10+7 + Poison

Passive Defenses: Energy Soak +5

Shinobi grand masters have undergone a ritual to stop their hearts and turn their flesh and blood to a fine black silt, the better to move undetected in darkness. It is said they can't truly be killed.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

From Utter Darkness: Shinobi begin combat off the battle map. On their first turn, they must force an enemy to make a Perception check. On a success, the shinobi teleports to a square no closer than 6 squares from the target. On a failure, the shinobi teleports to an adjacent square and makes a free attack. On a critical hit, the shinobi disappears again until the beginning of its next turn, on which it may use From Darkness again.

Gruesome: This undead horror reduces all piercing damage dealt to it by 5.

Master Fugu Venom: Creatures hit by the grand master's blade or shuriken must make a Might save. On a failure, they are blinded, crippled, and immobilized until the end of the shinobi's next turn.

Shuriken: When an attack misses the grand master, as an instant action it can shift and inflict 10 piercing physical damage to one enemy within a close burst 6. This also triggers Master Fugu Venom.

Theatricality and Deception: When the grand master succeeds on a save, it gains double its energy soak against any damage dealt by the effect and may make an additional blade attack on its next turn. This stacks. It can't make these extra attacks on enemies with night vision or omniscience.

SKELETON WARRIORS

"I got a bone to pick with you."

- *Army of Darkness* (1992)

Skeleton warriors swore to serve the dark powers in ages long past, sealing their pact with vile deeds before going to unmarked and secret tombs as scorned villains. Because they have lingered on as crumbling bones for hundreds or thousands of years, they are as insane as they are evil. Long have they awaited this dark hour.

RISEN SKELETON

Level 3 Minion

Challenge Points: 3

Type: Medium Undead

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 12

Hit Points: 1

Initiative: +3

Armor Class: 16 (+3 Level, +3 Agility)

Saves: Might +7, Agility +7, Wit +4

Attacks: Sword +6, 1d8+6

Bow +6, 1d8+6

Passive Defenses: -

Risen skeletons are decrepit re-animated bones, grave dust given hideous shape and speed. They were evil creatures in life, condemned as slaves to darkness in death.

Inexorable Advance: The skeleton warrior's existence is wholly unnatural, and it resists the call to the grave. The skeleton warrior can't be crippled, immobilized, or moved from its square, and never suffers penalties to speed.

Minion: Minions never take damage on a successful save or when an attack misses them.

Slave to Darkness: In the presence of a graven idol, the skeleton is quickened, gaining +2 to hit, saves, and damage.

LEGION

Choose two legion qualities.

Cesspit Legionary: The skeleton oozes with living slime, the remains of its corrupted marrow. On a hit, it deals +3 poison damage. Victims must make a Might save or be crippled until the end of the skeleton's next turn.

Condemned Legionary: The skeleton burns with the fires of Hell itself. On a hit, the skeleton deals +3 fire damage.

Desolating Legionary: The skeleton is pungent with necrotic filth and unnatural bacteria. On a hit, the skeleton deals +3 necrotic damage.

Dreadnought Legionary: The skeleton is as well-armored as the day it died, its shield emblazoned with blasphemies. The skeleton gains +2 shield AC. The skeleton can't be knocked prone. The skeleton loses the use of its bow.

Frozen Legionary: A fell wind issues from the skeleton's empty maw. On a hit, the skeleton deals +3 cold damage. The skeleton can't be dazed or stunned.

Witch Legionary: The skeleton's bones are inscribed with foul, glowing runes. On a hit, the skeleton deals +4 chaos damage. The skeleton gains +2 to all save DCs and saves.

MODULAR POWERS

When using a skeleton in a combat scene, choose any **two** powers from the list below.

Agent of Woe [Aura 2, Fear]: Enemies take -4 to saves and skills.

Agile: The skeleton gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the skeleton inflicts +6 damage.

Berserker: The skeleton gains +2 to hit with attacks. When it misses with a melee attack, the skeleton still deals 3 damage.

Corruption [Aura 1]: The area is difficult terrain for enemies, who are also crippled.

Death Throes [Close Burst 1]: When the skeleton dies, it explodes, dealing 6 chaos damage.

Dread [Aura 1, Fear]: When the skeleton begins its turn, enemies must make a Wit save or be dazed until the end of the skeleton's next turn.

Hordes of Cain: When flanking, the skeleton deals +2 damage.

Pestilence [Aura 6, Necrotic, 3d6 Sanity]: Enemies' fast healing and regeneration don't work, and other healing is half as effective. Crippled and overwhelmed enemies take a further -2.

Plague-Ridden: Enemies struck by the skeleton must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Unholy Blade [Chaos]: The skeleton has chaos soak +4. When the skeleton scores a hit with its blade, the victim must make a Wit save. On a failure, the victim takes 10 chaos damage.

Vile Wounding: When the skeleton damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The skeleton's blade deals 1d10 base damage and scores a critical hit on a 19 or 20.

SKELETON WARRIOR

Level 4 Standard

Challenge Points: 8

Type: Medium Undead

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 12

Hit Points: 56

Initiative: +3

Armor Class: 19 (+4 Level, +3 Agility, +2 Armor)

Saves: Might +8, Agility +8, Wit +5

Attacks: Sword +7, 1d8+7

Bow +7, 1d8+7

Passive Defenses: -

Skeleton warriors are well-equipped with their ancient implements of war, and are skilled and vile soldiers.

Dark Knight: When possessed by a dark power, the skeleton gains one additional boon. In the presence of a graven idol, the skeleton is quickened, gaining +2 to hit, saves, and damage.

Gruesome: This undead horror reduces all piercing damage dealt to it by 4.

Inexorable Advance: The skeleton warrior's existence is wholly unnatural, and it resists the call to the grave. The skeleton warrior can't be crippled, immobilized, or moved from its square, and never suffers penalties to speed.

LEGION

Choose two legion qualities.

Cesspit Legionary: The skeleton warrior oozes with living slime, the remains of its corrupted marrow. On a hit, the skeleton warrior deals +2 poison damage. Victims must make a Might save or be crippled until the end of the skeleton warrior's next turn. The skeleton warrior gains poison soak +8.

Condemned Legionary: The skeleton warrior burns with the fires of Hell itself. On a hit, the skeleton warrior deals +2 fire damage. The skeleton warrior gains fire soak +4 and reduces all ongoing damage by 2.

Desolating Legionary: The skeleton warrior is pungent with necrotic filth and unnatural bacteria. On a hit, the skeleton warrior deals +2 necrotic damage. The skeleton warrior gains necrotic soak +4.

Dreadnought Legionary: The skeleton warrior is as well-armored as the day it died, its shield emblazoned with blasphemies. The skeleton warrior gains +2 shield AC and 20 hit points. The skeleton warrior can't be knocked prone and gains physical soak +4. The skeleton warrior loses the use of its bow.

Frozen Legionary: A fell wind issues from the skeleton warrior's empty maw. On a hit, the skeleton warrior deals +2 cold damage. The skeleton warrior can't be dazed or stunned, and gains cold soak +4.

Revenant Legionary: Laced with cracks from the many times it has fallen, nothing will stop the skeleton warrior from carrying out its mission. The skeleton warrior gains fast healing 8. The skeleton warrior gains necrotic soak +4.

Witch Legionary: The skeleton warrior's bones are inscribed with foul, glowing runes. On a hit, the skeleton warrior deals +2 chaos damage. The skeleton warrior gains +2 to all save DCs and saves. The skeleton warrior gains chaos soak +4.

MODULAR POWERS

When using a skeleton warrior in a combat scene, choose any **two** powers from the list below.

Agent of Woe [Aura 2, Fear]: Enemies take -4 to saves and skills.

Agile: The skeleton warrior gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the skeleton warrior inflicts +8 damage.

Berserker: The skeleton warrior gains +2 to hit with attacks. When it misses with a melee attack, the skeleton warrior still deals 4 damage.

Corruption [Aura 1]: The area is difficult terrain for enemies, who are also crippled.

Death Throes [Close Burst 1]: The skeleton warrior has chaos soak +4. When it dies, it explodes, dealing 8 chaos damage.

Dread [Aura 1, Fear]: When the skeleton warrior begins its turn, enemies must make a Wit save or be dazed until the end of the skeleton warrior's next turn.

Hordes of Cain: When flanking, the skeleton warrior deals +2 damage.

Pestilence [Aura 6, Necrotic, 3d6 Sanity]: Enemies' fast healing and regeneration don't work, and other healing is half as effective. Crippled and overwhelmed enemies take a further -2.

Plague-Ridden: Enemies struck by the skeleton warrior must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Runes of Warding [Psychic]: The skeleton warrior gains +2 to saves. If it successfully saves against a supernatural power, the attacking enemy takes 4 piercing psychic damage.

Unholy Blade [Chaos]: The skeleton warrior has chaos soak +4. When the skeleton warrior scores a hit with its blade, the victim must make a Wit save. On a failure, the victim takes 10 chaos damage.

Vile Wounding: When the skeleton warrior damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The skeleton warrior's blade deals 1d10 base damage and scores a critical hit on a 19 or 20.

SKELETON CAPTAIN

Level 5 Monstrosity

Challenge Points: 20

Type: Medium Undead

Sanity Damage: 2d6

Abilities: Might 18, Agility 18, Wit 12, Charisma 16

Hit Points: 118

Initiative: +5

Armor Class: 22 (+5 Level, +4 Agility, +3 Armor)

Saves: Might +13, Agility +13, Wit +10

Attacks: Sword +9, 2d10+9 (Crit 19-20)

Bow +9, 2d10+9

Passive Defenses: -

Skeleton captains command companies of lesser undead soldiers, having served as knights and champions for the dark powers in life.

Dark Knight: When possessed by a dark power, the skeleton gains one additional boon. In the presence of a graven idol, the skeleton is quickened, gaining +2 to hit, saves, and damage.

Gruesome: This undead horror reduces all piercing damage dealt to it by 5.

Inexorable Advance: The skeleton captain's existence is wholly unnatural, and it resists the call to the grave. The skeleton captain can't be crippled, immobilized, or moved from its square, and never suffers penalties to speed.

LEGION

Choose two legion qualities.

Cesspit Legionary: The skeleton captain oozes with living slime, the remains of its corrupted marrow. On a hit, the skeleton captain deals +5 poison damage. Victims must make a Might save or be crippled until the end of the skeleton captain's next turn. The skeleton captain gains poison soak +10.

Condemned Legionary: The skeleton captain burns with the fires of Hell itself. On a hit, the skeleton captain deals +5 fire damage. The skeleton captain gains fire soak +6 and reduces all ongoing damage by 3.

Desolating Legionary: The skeleton captain is pungent with necrotic filth and unnatural bacteria. On a hit, the skeleton captain deals +5 necrotic damage. The skeleton captain gains necrotic soak +5.

Dreadnought Legionary: The skeleton captain is as well-armored as the day it died, its shield emblazoned with blasphemies. The skeleton captain gains +3 shield AC and 25 hit points. The skeleton captain can't be knocked prone and gains physical soak +5. The skeleton captain loses the use of its bow.

Frozen Legionary: A fell wind issues from the skeleton captain's empty maw. On a hit, the skeleton captain deals +5 cold damage. The skeleton captain can't be dazed or stunned, and gains cold soak +10.

Revenant Legionary: Laced with cracks from the many times it has fallen, nothing will stop the skeleton captain from carrying out its mission. The skeleton captain gains fast healing 10. The skeleton captain gains necrotic soak +5.

Witch Legionary: The skeleton captain's bones are inscribed with foul, glowing runes. On a hit, the skeleton captain deals +5 chaos damage. The skeleton captain gains +3 to all save DCs and saves. The skeleton captain gains chaos soak +5.

MODULAR POWERS

When using a skeleton captain in a combat scene, choose any **two** powers from the list below.

Action Burst: Once per scene, the skeleton captain can take two standard actions on its turn.

Agent of Woe [Aura 2, Fear]: Enemies take -4 to saves and skills.

Agile: The skeleton captain gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the skeleton captain inflicts +10 damage.

Berserker: The skeleton captain gains +2 to hit with attacks. When it misses with a melee attack, the skeleton captain still deals 5 damage.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the skeleton captain can slay an adjacent minion. The skeleton captain regains 5 hit points per level of the minion (to a maximum of 25).

Corruption [Aura 2]: The area is difficult terrain for enemies, who are also crippled.

Darkness and Decay [Aura 2, Fear, Necrotic, 3d6 Sanity]: When the skeleton captain begins its turn, it whispers heinous and relentless blasphemies. Victims must make a Wit save or take 12 necrotic damage and be blinded until the end of the skeleton captain's next turn.

Death Throes [Close Burst 2]: The skeleton captain has chaos soak +5. When it dies, it explodes, dealing 10 chaos damage.

Dread [Aura 1, Fear]: When the skeleton captain begins its turn, enemies must make a Wit save or be dazed until the end of the skeleton captain's next turn.

Eldritch Bolt [Lightning]: The skeleton captain has lightning soak +5. As an instant action once per round, the skeleton captain can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 10 lightning damage.

Evil Flames [Aura 2, Fire]: When the mummy begins its turn, enemies take 3 fire damage.

Hordes of Cain: When flanking, the skeleton captain deals +3 damage.

Killing Cold [Aura 2, Cold]: When the skeleton captain begins its turn, enemies take 3 cold damage.

Pestilence [Aura 6, Necrotic, 3d6 Sanity]: Enemies' fast healing and regeneration don't work, and other healing is half as effective. Crippled and overwhelmed enemies take a further -2.

Plague-Ridden: Enemies struck by the skeleton captain must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Runes of Warding [Psychic]: The skeleton captain gains +2 to saves. If it successfully saves against a supernatural power, the attacking enemy takes 5 piercing psychic damage.

Sorcerous Burst [Close Burst 2]: As a standard action, the skeleton captain can energize the air around it with magical energy. This can be of any element. Enemies must make a Might save or take 10 damage of that type of energy. The skeleton captain also gains soak +5 against that type of energy.

Unholy Blade [Chaos]: The skeleton captain has chaos soak +5. When the skeleton captain scores a hit with its blade, the victim must make a Wit save. On a failure, the victim takes 10 chaos damage.

Vile Wounding: When the skeleton captain damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The skeleton captain's blade deals 2d12 base damage and scores a critical hit on a 18 or 20.

SKELETON KING

Level 6 Eldritch Horror

Challenge Points: 48

Type: Large Undead

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 12, Charisma 16

Hit Points: 318

Initiative: +5

Armor Class: 22 (+6 Level, +4 Agility, +3 Armor, -1 Size)

Saves: Might +13, Agility +13, Wit +10

Attacks: Sword +10, 2d10+10 (Crit 18-20)

Bow +10, 2d10+10

Passive Defenses: -

Skeleton kings are swollen with evil magic, recognized by their masters for their conquests in life. They return now to lead their armies once more into the final battle.

Dark Knight: When possessed by a dark power, the skeleton gains one additional boon. In the presence of a graven idol, the skeleton is quickened, gaining +2 to hit, saves, and damage.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Eternal Discipline [Aura 1]: Allies in the area gain +2 AC and +3 physical soak.

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Inexorable Advance: The skeleton warrior's existence is wholly unnatural, and it resists the call to the grave. The skeleton warrior can't be crippled, immobilized, or moved from its square, and never suffers penalties to speed.

LEGION

Choose two legion qualities.

Cesspit Legionary: The skeleton king oozes with living slime, the remains of its corrupted marrow. On a hit, the skeleton king deals +6 poison damage. Victims must make a Might save or be crippled until the end of the skeleton king's next turn. The skeleton king gains poison soak +12.

Condemned Legionary: The skeleton king burns with the fires of Hell itself. On a hit, the skeleton king deals +6 fire damage. The skeleton king gains fire soak +6 and reduces all ongoing damage by 3.

Desolating Legionary: The skeleton king is pungent with necrotic filth and unnatural bacteria. On a hit, the skeleton king deals +6 necrotic damage. The skeleton king can't be crippled. The skeleton king gains necrotic soak +6.

Dreadnought Legionary: The skeleton king is as well-armored as the day it died, its shield emblazoned with blasphemies. The skeleton king gains +3 shield AC and 60 hit points. The skeleton king can't be knocked prone and gains physical soak +6. The skeleton king loses the use of its bow.

Frozen Legionary: A fell wind issues from the skeleton king's empty maw. On a hit, the skeleton king deals +6 cold damage. The skeleton king can't be dazed or stunned, and gains cold soak +12.

Revenant Legionary: Laced with cracks from the many times it has fallen, nothing will stop the skeleton king from carrying out its mission. The skeleton king gains fast healing 12. The skeleton king gains necrotic soak +6.

Witch Legionary: The skeleton king's bones are inscribed with foul, glowing runes. On a hit, the skeleton king deals +6 chaos damage. The skeleton king gains +3 to all save DCs and saves. The skeleton king gains chaos soak +6.

MODULAR POWERS

When using a skeleton king in a combat scene, choose any **four** powers from the list below.

Action Burst: Once per scene, the skeleton king can take two standard actions on its turn.

Agent of Woe [Aura 2, Fear]: Enemies take -4 to saves and skills.

Agile: The skeleton king gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the skeleton king inflicts +12 damage.

Berserker: The skeleton king gains +2 to hit with attacks. When it misses with a melee attack, the skeleton king still deals 6 damage.

Blood Sacrifice [2d6 Sanity]: Once per round as an instant action, the skeleton king can slay an adjacent minion. The skeleton king regains 5 hit points per level of the minion (to a maximum of 30).

Corruption [Aura 3]: The area is difficult terrain for enemies, who are also crippled.

Darkness and Decay [Aura 3, Fear, Necrotic, 3d6 Sanity]: When the skeleton king begins its turn, it whispers heinous and relentless blasphemies. Victims must make a Wit save or take 12 necrotic damage and be blinded until the end of the skeleton king's next turn.

Death Throes [Close Burst 3]: The skeleton king has chaos soak +6. When it dies, it explodes in a close burst 3, dealing 12 chaos damage.

Dread [Aura 1, Fear]: When the skeleton king begins its turn, enemies must make a Wit save or be dazed until the end of the skeleton king's next turn.

Eldritch Bolt [Lightning]: The skeleton king has lightning soak +6. As an instant action once per round, the skeleton king can force an enemy within 6 squares to make an Agility save. On a failure, the victim takes 12 lightning damage.

Evil Flames [Aura 3, Fire]: When the mummy begins its turn, enemies take 3 fire damage.

Hordes of Cain: When flanking, the skeleton king deals +3 damage.

Killing Cold [Aura 3, Cold]: When the skeleton king begins its turn, enemies take 3 cold damage.

Pestilence [Aura 6, Necrotic, 3d6 Sanity]: Enemies' fast healing and regeneration don't work, and other healing is half as effective. Crippled and overwhelmed enemies take a further -2.

Plague-Ridden: Enemies struck by the skeleton king must make a Might save or become plague-ridden until the end of the scene. They become crippled and take double the normal crippled penalty to all movement speeds.

Runes of Warding [Psychic]: The skeleton king gains +2 to saves. If it successfully saves against a supernatural power, the attacking enemy takes 6 piercing psychic damage.

Sorcerous Burst [Close Burst 2]: As a standard action, the skeleton king can energize the air around it with magical energy. This can be of any element. Enemies must make a Might save or take 12 damage of that type of energy. The skeleton king also gains soak +6 against that type of energy.

Unholy Blade [Chaos]: The skeleton king has chaos soak +6. When the skeleton king scores a hit with its blade, the victim must make a Wit save. On a failure, the victim takes 12 chaos damage.

Vile Wounding: When the skeleton king damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wounding Blade: The skeleton king's blade deals 2d12 base damage and scores a critical hit on a 17 or 20.

SKELETRONS

"Your clothes. Give them to me. Now."

- *The Terminator* (1984)

Skeletrons are mass-produced robot soldiers made from almost indestructible alloys.

SKELETRON SERIES I

Level 6 Standard

Challenge Points: 12

Type: Medium Abomination [Idol]

Sanity Damage: 2d6

Abilities: Might 16, Agility 10, Wit 16, Charisma 14

Hit Points: 76

Initiative: +3

Armor Class: 19 (+6 Level, +3 Armor)

Saves: Might +11, Agility +8, Wit +11

Attacks: Claws +9, 1d10+9

Passive Defenses: Physical Soak +6, Energy Soak +3

The Skeletron Series I is a robot skeleton with extreme strength and durability. Those programmed as infiltrators may have artificial human skin and tissue.

Death Grip: On a claw hit, the skeletron grabs an enemy (Might to break). When the skeletron begins its next turn, it deals 6 piercing physical damage to grabbed creatures.

Plasma Cannon [Ranged Burst 1 within 12, Chaos]: As a standard action, the skeletron fires its plasma cannon. This deals 6d6 chaos damage. An Agility save reduces damage by half. Enemies reduced to 0 hit points are obliterated.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SKELETRON SERIES II

Level 6 Monstrosity

Challenge Points: 24

Type: Medium Abomination [Idol]

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 136

Initiative: +6

Armor Class: 19 (+6 Level, +3 Agility)

Saves: Might +12, Agility +12, Wit +12

Attacks: Weapon Morph +9 (19-20 Crit), 2d10+9

Passive Defenses: Regeneration 6

The Series II Skeletron, far more advanced than the Series I, is a cloud of networked nanites that take the shape of a human. They can mimic their humanoid victims.

Amorphous: The skeletron can't be flanked, and all its movements are shifts.

Doppelganger: As a standard action, the skeletron can impersonate any humanoid. If it's damaged, it returns to its default form.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Reconstitute: As a standard action, the skeletron can regenerate 12 hit points, even if it is at 0 hit points or below. At -68 hit points, the Series II is destroyed.

Acid, Cold, Fire Vulnerability: When the skeletron takes acid, cold, or fire damage, it can't regenerate until the end of its next turn. If it takes this damage while at 0 hit points or below, it's destroyed.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SKELETRON SERIES III

Level 6 Eldritch Horror

Challenge Points: 48

Type: Medium Abomination [Idol]

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 318

Initiative: +8

Armor Class: 22 (+6 Level, +3 Agility, +3 Armor)

Saves: Might +14, Agility +14, Wit +14

Attacks: Weapon Morph +10 (18-20 Crit), 2d10+10

Passive Defenses: Energy Soak +3, Physical Soak +6, Regeneration 12

The Series III is a metal skeleton covered with networked nanites that simulate human flesh.

Amorphous: The skeletron can't be flanked, and all its movements are shifts.

Death Grip: On a claw hit, the skeletron grabs an enemy (Might to break). When the skeletron begins its next turn, it deals 12 piercing physical damage to grabbed creatures.

Doppelganger: As a standard action, the skeletron can impersonate any humanoid. If it's damaged, it returns to its default form.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Plasma Cannon [Ranged Burst 2 within 12, Chaos]: As a standard action, the skeletron fires its plasma cannon. This deals 6d12 chaos damage. An Agility save reduces damage by half.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Reconstitute: As a standard action, the skeletron can regenerate 24 hit points, even if it is at 0 hit points or below. At -60 hit points, the skeletron is destroyed.

Acid, Cold, Fire Vulnerability: When the skeletron takes acid, cold, or fire damage, it can't regenerate until the end of its next turn. If it takes this damage while at 0 hit points or below, it's destroyed.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SZYGG

"Why do you hate us?"

- *Prometheus* (2012)

The Szygg are silicon-based life that resemble mineral deposits, brilliant in color and immense in size. They feed on intergalactic radiation to sustain their immortality. When moving, they are shimmering worms of interlocking plates. The Szygg desire control over all dimensions of existence. Near the beginning of this universe, they almost achieved this, only to be overthrown and hunted nearly to extinction. This defeat informs every decision they make.

The Szygg count the eons and take the long view. They have no regard for carbon-based life except as tools, in much the same way humans regard insects, but know that such creatures are easily manipulated. The Szygg re-direct the development of civilizations through Faustian bargains. The Szygg offer technology and power that makes these civilizations dependent on them or destroys them from within. The Szygg have accumulated client and slave races that they are building into a new empire. The Szygg use these creatures as their armies and secret agents.

SZYGGITE AUTOMATON

Level 10 Minion

Challenge Points: 10

Type: Medium Alien [Idol]

Sanity Damage: 4d6

Abilities: Might 14, Agility 16, Wit 14, Charisma 16

Hit Points: 1

Initiative: +5

Armor Class: 22 (+10 Level, +3 Agi)

Saves: Might +15, Agility +16, Wit +15

Attacks: Slam +13, 1d12+12

Passive Defenses: Immune to Psychic/Radiation

The Szygg prefer willing collaborators, but have other means of control. A Szyggite automaton is a human replica remade from silicon. It is created when a Szygg psychically absorbs a creature's brain. The automaton exchanges information with the Szygg homeworld as it infiltrates the populations of distant planets.

An automaton is easily detected by any physical or radiological examination, so they avoid these situations. Only their exterior is perfect mimicry; their internals are colorful silicate fibers, revealed when they are damaged.

Automatons rely on programming derived from the brains of the people they replaced. In combat situations, they lose all pretense of empathy and rely on remote commands to assassinate whatever target the Szygg deem the greatest threat to their plans.

Minion: Minions never take damage on a successful save or when an attack misses them.

Profane [Fear]: This monster is the grotesque creation of an inhuman mind. Survivors in the presence of at least one profane monster reduce their stunt die by one step. Fearless creatures ignore this penalty.

Psychic Dampener: The Szygg Automaton is immune to psychic damage, and its allies gain +2 energy soak for every living automaton in their presence.

Reconfigure: An automaton can transform itself to resemble a variety of replaced humans. As a move action, it changes shape. This also allows it to break grabs and immobilization effects.

Sturdy [2d6 Sanity]: When an automaton is reduced to 0 hit points, it can make a Might save. If it succeeds, it doesn't die, but is permanently dazed and takes a cumulative -4 to Might saves until it can repair itself at length. When the automaton truly dies, its internals overflow from its body, causing it to become blocking terrain.

Radiation Immunity: Automatons are immune to nuclear damage and can't be irradiated.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SZYGGSPAWN**Level 10 Standard****Challenge Points:** 20**Type:** Large Alien**Sanity Damage:** 4d6**Abilities:** Might 16, Agility 16, Wit 16, Charisma 14**Hit Points:** 116**Initiative:** +6**Armor Class:** 27 (+10 Level, +5 Armor, +3 Agi, -1 Size)**Saves:** Might +15, Agility +15, Wit +15**Attacks:** Slam +13, 1d12+13**Passive Defenses:** Psychic Soak +10, Physical Soak +3, Radiation Immunity

A szygspawn is cross-bred with Szygg and other species in laboratories deep within Szyggorf. This is done to impersonate Szygg client races and direct the actions of large groups of automatons.

The Szyggspawn can fold itself into a medium-sized form, but expands into a segmented mineral-worm creature with dozens of dazzlingly colorful and asymmetrical claw formations when threatened. It has no visible eyes or mouth in this form, but speaks through reverberations issuing from the center of its body.

Unlike automatons, Szyggspawn have sentience and are resentful of their interbred state, hoping to be transformed into full Szygg when their missions are complete. If they fail, the Szygg will disassemble them for parts, letting them live on forever as inanimate tools in their laboratories.

Crushing Grab: On a hit, the Szyggspawn grabs targets (Might save to break). When the Szyggspawn begins its turn with a grabbed creature, it deals it 10 physical damage.

Omniscient: The Szyggspawn has Omniscience 12.

Psychic Dampener: The Szyggspawn's allies gain +2 energy soak for every living Szyggspawn in their presence. When the Szyggspawn takes psychic damage, it regains any damage it blocks as hit points.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Radiation Immunity: Szyggspawn are immune to nuclear damage and can't be irradiated.

Reconfigure: A Szyggspawn can transform itself to resemble a variety of replaced humans, though it has a harder time doing this than an automaton. As a standard action, it changes shape. This also allows it to break grabs and immobilization effects.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SZYGG**Level 10 Monstrosity****Challenge Points:** 40**Type:** Huge Alien**Sanity Damage:** 4d6**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 218**Initiative:** +8**Armor Class:** 27 (+10 Level, +5 Armor, +4 Agi, -2 Size)**Saves:** Might +18, Agility +18, Wit +18**Attacks:** Slam +14, 2d12+14 (19-20 Crit)**Passive Defenses:** Acid Soak +10, Psychic Soak +10, Physical Soak +5, Radiation Immunity

A true Szygg is a segmented worm-rock that moves through no visible means of locomotion, swinging each segment around in ways that are physically impossible. This strange motion hints at the Szygg's powerful psychic abilities.

Though projecting friendliness, and if that fails, arrogance, in truth the Szygg is a careful schemer, and does not engage foes unless conditions are precisely to its liking. Otherwise, it burrows deep into Szyggorf to escape.

Omniscient: The Szygg has Omniscience 12.

Brine Excretion [Close Blast 6, Acid, 4d6 Sanity]: Once per scene, the Szygg excretes noxious brine as a standard action. Enemies in this area take 40 acid damage. An Agility save reduces damage by half.

Burrow: The szyg receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Physics Non-Compliant: The Szygg can't be grabbed, immobilized, or knocked prone. It ignores difficult terrain.

Psychic Dampener: The Szygg's allies gain +2 energy soak for every living Szygg in their presence. When the Szygg takes psychic damage, it regains any damage it blocks as hit points.

Psychic Reaping [Aura 1, Psychic, 4d6 Sanity]: When the Szygg begins its turn, enemies take 10 psychic damage.

Radiance: The presence of at least one such monster increases mutant survivors' radiance by 1.

Radiation Immunity: Szygg are immune to nuclear damage and can't be irradiated.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

SZYGG DIDACT**Level 12 Eldritch Horror****Challenge Points:** 96**Type:** Colossal Alien**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 20**Hit Points:** 618**Initiative:** +8**Armor Class:** 30 (+12 Level, +6 Armor, +4 Agi, -2 Size)**Saves:** Might +21, Agility +21, Wit +21**Attacks:** Slam +16, 2d12+16 (18-20 Crit)**Passive Defenses:** Acid Soak +12, Energy Soak +6, Psychic Soak +12, Physical Soak +12, Radiation Immunity

The Szygg didacts were present at the beginning of the universe, waging a losing war against all creation. Since that failure, these ageless horrors have directed their energy toward subverting the multiverse to their will.

Brine Excretion [Close Blast 12, Acid, 4d6 Sanity]: Once per scene, the didact excretes noxious brine in a close blast 12 as a standard action. Enemies in this area take 48 acid damage. An Agility save reduces damage by half. The didact regains this ability when it is staggered.

Burrow: The szyg didact receives +10 soak from damage against opportunity attacks, ignores difficult and blocking terrain when moving, and can't be knocked prone.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Energy Dampener: The didact's allies gain +6 energy soak. When the didact takes any energy damage, it regains any damage it blocks as hit points.

Extreme Radiance: The presence of at least one such monster increases mutant survivors' radiance by 2.

Misdirect Teleportation [Aura 12]: When enemies around the didact attempt to teleport, the didact can bring them to a square of its choice in the area instead of where they were going.

Physics Non-Compliant: The didact can't be grabbed, immobilized, or knocked prone. It ignores difficult terrain.

Psychic Reaping [Aura 2, Psychic, 4d6 Sanity]: When the Szygg begins its turn, adjacent enemies take 12 psychic damage.

Radiation Immunity: Szygg didacts are immune to nuclear damage and can't be irradiated.

Weird: Increase sanity die damage by one step in the presence of at least one alien.

VAMPIRES

"What a plague you are."

- *Thirty Days of Night* (2007)

Vampires are vile undead horrors that feed on mortals and often masquerade as humans, concealing their true forms until it is too late.

VAMPIRE SPAWN

Level 8 Standard

Challenge Points: 16

Type: Medium Undead

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 14, Charisma 14

Hit Points: 94

Initiative: +5

Armor Class: 21 (+8 Level, +3 Agility)

Saves: Might +12, Agility +13, Wit +12

Attacks: Claws +11, 1d10+10

Passive Defenses: Regeneration 8

Vampire spawn were only recently transformed (at least by human standards of time) and are less potent than their elders.

Grab: A vampire can grab a dazed victim on a successful hit if it wants. When the vampire starts its turn with a grabbed victim, the victim takes 4 piercing necrotic damage and the vampire regains 8 hit points as it drains the victim's blood. A Might save breaks the grab.

Gruesome: This undead horror reduces all piercing damage dealt to it by 8.

Vampire Claws: When the vampire scores a hit, its target must make a Might save or be dazed until the end of the vampire's next turn. If the vampire hits a dazed target, it devours its flesh and blood, dealing +4 damage and regaining 8 hit points.

True Form: Vampires maintain a human guise, most often that of their former living selves. When a vampire is staggered, its true, accursed form is revealed. If the vampire regains hit points so that it is not staggered, it returns to its false form. There are several variants:

- **Bugs [Aura 2]:** The vampire is a mass of insects and vermin. It gains the swarm property (taking only 1 damage from any physical attack), but takes double damage from electricity and fire. When the vampire begins its turn, adjacent enemies must make an Agility save or take 8 piercing necrotic damage from the biting bugs. The vampire can't use its grab or vampire claws.
- **Bat Thing:** The vampire is a repulsive humanoid-bat creature. It gains a Fly speed of 8 and +5 to saves.
- **Fanged Skeleton:** The vampire's body is hollow, occupied only by its animated skeleton. It gains physical soak +8.
- **Warped Horror:** The vampire is a misshapen, lumpy horror, mutated and melted. It deals +4 acid damage with each hit, gains acid soak +8, and explodes when killed in a close burst 1, dealing 4d6 acid damage (Agility for half damage).
- **Wizened Corpse:** The vampire is a desiccated corpse. It gains physical soak +5 and deals +5 necrotic damage with each hit.

VULNERABILITIES

Sunlight: In their true form, vampires take 10 piercing fire damage at the beginning of their turn and can't regenerate if they are exposed to sunlight. If they reach 0 hit points while in sunlight, they disintegrate forever.

VAMPIRE ELDER

Level 10 Monstrosity

Challenge Points: 40

Type: Medium Undead

Sanity Damage: 3d6

Abilities: Might 18, Agility 18, Wit 16, Charisma 16

Hit Points: 218

Initiative: +7

Armor Class: 24 (+10 Level, +4 Agility)

Saves: Might +17, Agility +17, Wit +16

Attacks: Claws +14 (Crit 19-20), 2d12+14

Passive Defenses: Regeneration 10, Physical Soak +3, Soak All Energy +2

Vampire elders are hundreds of years old, and command a great deal more power than freshly-created vampires.

Grab: A vampire can grab a dazed victim on a successful hit if it wants. When the vampire starts its turn with a grabbed victim, the victim takes 5 piercing necrotic damage and the vampire regains 10 hit points as it drains the victim's blood. A Might save breaks the grab.

Gruesome: This undead horror reduces all piercing damage dealt to it by 10.

Vampire Claws: When the vampire scores a hit, its target must make a Might save or be dazed until the end of the vampire's next turn. If the vampire hits a dazed target, it devours its flesh and blood, dealing +5 damage and regaining 10 hit points.

True Form: Vampires maintain a human guise, most often that of their former living selves. When a vampire is staggered, its true, accursed form is revealed. If the vampire regains hit points so that it is not staggered, it returns to its false form. There are several variants:

- **Bugs [Aura 2]:** The vampire is a mass of insects and vermin. It gains the swarm property (taking only 1 damage from any physical attack), but takes double damage from electricity and fire. When the vampire begins its turn, adjacent enemies must make an Agility save or take 10 piercing necrotic damage from the biting bugs. The vampire can't use its grab or vampire claws.
- **Bat Thing:** The vampire is a repulsive humanoid-bat creature. It gains a Fly speed of 8 and +5 to saves.
- **Fanged Skeleton:** The vampire's body is hollow, occupied only by its animated skeleton. It gains physical soak +10.
- **Warped Horror:** The vampire is a misshapen, lumpy horror, mutated and melted. It deals +5 acid damage with each hit, gains acid soak +10, and explodes when killed in a close burst 1, dealing 4d6 acid damage (Agility for half damage).
- **Wizened Corpse:** The vampire is a desiccated corpse. It gains physical soak +5 and deals +5 necrotic damage with each hit.

MODULAR POWERS

When using a vampire elder in a combat scene, choose any **four** powers from the list below.

Action Burst: Once per scene, the vampire can take two standard actions on its turn.

Agile: The vampire gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the vampire deals +20 damage.

Create Vampire Spawn: If the vampire reduces an enemy to 0 hit points, the creature becomes a vampire spawn under its creator's control at the beginning of its next turn.

Dread [Aura 3, Fear]: When the vampire begins its turn, enemies must make a Wit save or be dazed until the end of their next turn.

Dread Glare [Fear, 2d6 Sanity]: As an instant action once per round, the vampire can pierce a victim's soul with its lifeless eyes. An enemy must make a Wit save or be dazed until the vampire's next turn.

Evasive: When an attack misses the vampire or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Flight: The vampire has a Fly speed of 8. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Freezing Touch [Cold]: The vampire's attacks deal an additional 5 cold damage, freezing its victim's lifeblood.

Horrid Wasting [Necrotic, 3d6 Sanity]: The vampire's attacks deal an additional 5 necrotic damage, causing their victims' flesh to wither and rot.

Invisible: As a standard action, the vampire can turn invisible. This invisibility ends if the vampire deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the vampire kills or reduces anything to 0 hit points, it regains 20 hit points.

Mutilate: When the vampire scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the vampire deals 5 piercing physical damage.

Reactive Attack: As an instant action once per round, the vampire can attack any creature that misses it with a melee attack.

Reaper's Tally: The vampire gains +2 to hit with attacks. When it misses with a melee attack, the vampire still deals 10 damage.

Sneaky: As an instant action once per turn, the vampire can shift half its speed. The vampire never provokes opportunity attacks by moving. The vampire also gains +5 to hit and deals +10 damage to enemies it is flanking.

Terrible Wounding: The vampire's attacks are cruel. Its attacks deal 2d8 base damage and score a critical hit on a 19 or 20.

Undeniable: Damage the vampire deals gains the piercing property. Creatures immune to any energy type the vampire can deal still take half damage.

Vile Wounding: When the vampire damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wail of the Banshee [Close Burst 12, Fear, Sonic, 2d6 Sanity]: As a standard action, the vampire can give a piteous death wail. Enemies must make a Wit save or take 20 sonic damage and be crippled until the end of the vampire's next turn.

VULNERABILITIES

Desecration: If a vampire at 0 hit points or less is decapitated and a stake run through its heart (in fact, any solid object will do), it turns to dust.

Sunlight: In their true form, vampires take 10 piercing fire damage at the beginning of their turn and can't regenerate if they are exposed to sunlight. If they reach 0 hit points while in sunlight, they disintegrate forever.

VAMPIRE LORD

Level 12 Eldritch Horror

Challenge Points: 96

Type: Medium Undead

Sanity Damage: 30

Abilities: Might 18, Agility 18, Wit 18, Charisma 18

Hit Points: 618

Initiative: +8

Armor Class: 26 (+12 Level, +4 Agility)

Saves: Might +20, Agility +20, Wit +20

Attacks: Claws +16 (Crit 18-20), 2d12+16

Passive Defenses: Fast Healing 24, Physical Soak +6, Soak All Energy +3

Vampire lords are thousands of years old, and some lived at the dawn of human civilization.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Grab: A vampire can grab a dazed victim on a successful hit if it wants. When the vampire starts its turn with a grabbed victim, the victim takes 6 piercing necrotic damage and the vampire regains 12 hit points as it drains the victim's blood. A Might save breaks the grab.

Gruesome: This undead horror reduces all piercing damage dealt to it by 12.

Immortal Majesty: Vampire lords can't be knocked prone, subjected to forced movement, or have their soak values reduced in any way.

Vampire Claws: When the vampire scores a hit, its target must make a Might save or be dazed until the end of the vampire's next turn. If the vampire hits a dazed target, it devours its flesh and blood, dealing +6 damage and regaining 12 hit points.

True Form: Vampires maintain a human guise, most often that of their formerly living selves. When a vampire is staggered, its true, accursed form is revealed. If the vampire regains hit points so that it is not staggered, it returns to its false form. There are several variants:

- **Bugs [Aura 3]:** The vampire is a mass of insects and vermin. It gains the swarm property (taking only 1 damage from any physical attack), but takes double damage from electricity and fire. When the vampire begins its turn, adjacent enemies must make an Agility save or take 10 piercing necrotic damage from the biting bugs. The vampire can't use its grab or vampire claws.
- **Bat Thing:** The vampire is a repulsive humanoid-bat creature. It gains a Fly speed of 8 and +6 bonus to saves.
- **Fanged Skeleton:** The vampire's body is hollow, occupied only by its animated skeleton. It gains physical soak +12.
- **Warped Horror:** The vampire is a misshapen, lumpy horror, mutated and melted. It deals +5 acid damage with each hit, gains acid soak +10, and explodes when killed in a close burst 1, dealing 4d6 acid damage (Agility for half damage).
- **Wizened Corpse:** The vampire is a desiccated corpse. It gains physical soak +6 and deals +6 necrotic damage with each hit.

MODULAR POWERS

When using a vampire lord in a combat scene, choose any **five** powers from the list below.

Action Burst: Once per scene, the vampire can take two standard actions on its turn.

Agile: The vampire gains +2 to speed, AC, and Agility saves.

Baleful Wounding: On a critical hit, the vampire deals +24 damage.

Create Vampire Spawn: If the vampire reduces an enemy to 0 hit points, the creature becomes a vampire spawn under its creator's control at the beginning of its next turn.

Dread [Aura 4, Fear]: When the vampire begins its turn, enemies must make a Wit save or be dazed until the end of their next turn.

Dread Glare [Fear, 2d6 Sanity]: As an instant action once per round, the vampire can pierce a victim's soul with its lifeless eyes. An enemy must make a Wit save or be dazed until the vampire's next turn.

Evasive: When an attack misses the vampire or it makes a successful save against an attack, once per round as an instant action it can teleport up to 6 squares and make a melee attack.

Flight: The vampire has a Fly speed of 8. When moving, it can attack any enemy along its path of movement without taking opportunity attacks.

Freezing Touch [Cold]: The vampire's attacks deal an additional 5 cold damage, freezing its victim's lifeblood.

Horrid Wasting [Necrotic, 3d6 Sanity]: The vampire's attacks deal an additional 5 necrotic damage, causing their victims' flesh to wither and rot.

Invisible: As a standard action, the vampire can turn invisible. This invisibility ends if the vampire deals any damage with any ability or uses an ability against which an enemy fails its save.

Killing Rush: When the vampire kills or reduces anything to 0 hit points, it regains 24 hit points.

Mutilate: When the vampire scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the vampire deals 6 piercing physical damage.

Reactive Attack: As an instant action once per round, the vampire can attack any creature that misses it with a melee attack.

Reaper's Tally: The vampire gains +2 to hit with attacks. When it misses with a melee attack, the vampire still deals 12 damage.

Sneaky: As an instant action once per turn, the vampire can shift half its speed. The vampire never provokes opportunity attacks by moving. The vampire also gains +6 to hit and deals +12 damage to enemies it is flanking.

Terrible Wounding: The vampire's attacks are cruel. Its attacks deal 2d8 base damage and score a critical hit on a 17-20.

Undeniable: Damage the vampire deals gains the piercing property. Creatures immune to any energy type the vampire can deal still take half damage.

Vile Wounding: When the vampire damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, he must make a Might save. On a failure, the healing is only half as effective (round down).

Wail of the Banshee [Close Burst 12, Fear, Sonic, 2d6 Sanity]: As a standard action, the vampire can give a piteous death wail. Enemies within a close burst 12 must make a Wit save or take 20 sonic damage and be crippled until the end of the vampire's next turn.

VULNERABILITIES

Desecration: If a vampire at 0 hit points or less is decapitated and a stake run through its heart (in fact, any solid object will do), it turns to dust.

Sunlight: In their true form, vampires take 10 piercing fire damage at the beginning of their turn and can't regenerate if they are exposed to sunlight. If they reach 0 hit points while in sunlight, they disintegrate forever.

WEREWOLVES

“You see, you meddling little shit!”

- *Silver Bullet* (1985)

Werewolves are cursed to become half-human, half-wolf monsters. This power is a corruption of the flesh and soul that manifests their truest nature.

WEREBOUND WOLF

Level 10 Minion

Challenge Points: 10

Type: Medium Cryptid

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 12

Hit Points: 1

Initiative: +6

Armor Class: 23 (+10 Level, +3 Agi)

Saves: Might +14, Agility +14, Wit +14

Attacks: Bite +13, 1d12+13

Passive Defenses: -

Werebound wolves regard werewolves as leaders of their pack. This alliance corrupts the wolves into slavering horrors that kill for sport and cruelty.

Blood Moon: When an anomaly is triggered, slain werebound wolves come back to life (though the effects of the anomaly may still harm them).

Minion: Minions never take damage on a successful save or when an attack misses them.

Pack Tactics [Aura 1]: The werebound wolf gains +1 to hit and damage for every ally in the area.

Thrill of the Hunt: When an ally scores a hit, the werebound wolf gains +1 to hit and damage until the end of the scene.

WEREWOLF

Level 10 Standard

Challenge Points: 20

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 16, Charisma 12

Hit Points: 116

Initiative: +6

Armor Class: 23 (+10 Level, +3 Agi)

Saves: Might +14, Agility +14, Wit +14

Attacks: Bite +13, 1d12+13

Passive Defenses: Fast Healing 10

Malnourished, weak, or freshly-turned werewolves are still vicious monsters with razor-sharp teeth and talons, rendered nearly unkillable from their curse.

Werewolves can walk the earth as men, but their barbarism and hatred for the weak makes it difficult to conceal their affliction.

Blood Moon: When an anomaly is triggered, werewolves gain +1 to all of their passive modular power bonuses.

Pack Tactics [Aura 1]: The werewolf gains +1 to hit and damage for every ally in the area.

Werewolf Curse: The few creatures reduced to 0 hit points by werewolves and not killed become mindless werewolves themselves at the end of the scene.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using a werewolf in a combat scene, choose any **three** powers from the list below.

Battle-Scarred: The werewolf gains +3 physical soak.

Everhunter: The werewolf gains fast healing 3.

Fleet of Foot: The werewolf gains +6 speed and can shift 3 more squares.

Foulhide: The werewolf reduces all ongoing damage by 3.

Hungry: The werewolf gains +3 to hit.

Moon-Blessed: The werewolf gains +3 energy soak and +3 to saves.

Ravenous: The werewolf gains +3 to melee damage.

Sharpened: The werewolf's critical threat range increases by 2.

Thrill of the Hunt: When an ally scores a hit, the werewolf gains +1 to hit and damage until the end of the scene.

Unkillable: The werewolf gains +3 AC.

WEREWOLF ALPHA

Level 10 Monstrosity
Challenge Points: 40
Type: Large Abomination
Sanity Damage: 4d6
Abilities: Might 18, Agility 18, Wit 18, Charisma 16
Hit Points: 218
Initiative: +8
Armor Class: 23 (+10 Level, +4 Agi, -1 Size)
Saves: Might +17, Agility +17, Wit +17
Attacks: Bite +14 (19-20 Crit), 2d12+14
Passive Defenses: Fast Healing 20

Werewolf alphas are experienced killers who can transform into much larger and more powerful beasts than their lesser cousins.

Blood Moon: When an anomaly occurs, alphas gain +2 to all of their passive modular power bonuses.

Pack Tactics [Aura 1]: The alpha gains +2 to hit and damage for every ally in the area.

Werewolf Curse: The few creatures reduced to 0 hit points by werewolves and not killed become mindless werewolves themselves at the end of the scene.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using an alpha in a combat scene, choose any **four** powers from the list below.

Battle-Scarred: The alpha gains +4 physical soak.

Everhunter: The alpha gains fast healing 4.

Fleet of Foot: The alpha gains +8 speed and can shift 4 more squares.

Foulhide: The alpha reduces all ongoing damage by 4.

Hungry: The alpha gains +4 to hit.

Moon-Blessed: The alpha gains +4 energy soak and +4 to saves.

Ravenous: The alpha gains +4 to melee damage.

Sharpened: The alpha's critical threat range increases by 3.

Thrill of the Hunt: When an ally scores a hit, the alpha gains +2 to hit and damage until the end of the scene.

Unkillable: The alpha gains +4 AC.

WEREWOLF ABOMINATION

Level 12 Eldritch Horror
Challenge Points: 96
Type: Huge Abomination
Sanity Damage: 30
Abilities: Might 20, Agility 18, Wit 18, Charisma 18
Hit Points: 620
Initiative: +8
Armor Class: 24 (+12 Level, +4 Agi, -2 Size)
Saves: Might +21, Agility +20, Wit +20
Attacks: Bite +17 (18-20 Crit), 2d12+17
Passive Defenses: Fast Healing 48

Werewolf abominations are lumbering beasts who no longer transform back into humans, if they ever were such creatures. They often have six or more limbs and unusual, misshapen muscular mass, resembling no natural creature.

Blood Moon: When an anomaly occurs, werewolf abominations gain +2 to all of their passive modular power bonuses.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Pack Tactics [Aura 1]: The abomination gains +1 to hit and damage for every ally in the area.

Werewolf Curse: The few creatures reduced to 0 hit points by werewolves and not killed become mindless werewolves themselves at the end of the scene.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

MODULAR POWERS

When using an abomination in a combat scene, choose any **five** powers from the list below.

Battle-Scarred: The abomination gains +6 physical soak.

Everhunter: The abomination gains fast healing 6.

Fleet of Foot: The abomination gains +12 speed and can shift 6 more squares.

Foulhide: The abomination reduces all ongoing damage by 6.

Hungry: The abomination gains +6 to hit.

Moon-Blessed: The abomination gains +6 energy soak and +6 to saves.

Ravenous: The abomination gains +6 to melee damage.

Sharpened: The abomination's critical threat range increases by 4.

Thrill of the Hunt: When an ally scores a hit, the abomination gains +3 to hit and damage until the end of the scene.

Unkillable: The abomination gains +6 AC.

ZOMBIES

"How do you think your God will judge you? Well, friends, now we know. When there is no more room in Hell, the dead will walk the Earth."

- *Dawn of the Dead* (2004)

Zombies are bloodthirsty, near-mindless cannibals, neither living nor dead. They are infectious, spreading their curse and growing in number until they overwhelm humanity. There are many variations of zombies, some the result of magical curses or grotesque scientific experiments, such as by stitching corpses together and binding demons into dead flesh. Zombies also come in many forms—animals, adult humans, escaped test lab monkeys, children, hounds, and even large beasts. Nothing is invulnerable to their corruption.

ZOMBIE POLYP

Level 1 Minion

Challenge Points: 1

Type: Tiny Undead [Zombie]

Sanity Damage: 3d6

Abilities: Might 10, Agility 16, Wit 12, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 16 (+1 Level, +3 Agi, +2 Size)

Saves: Might +1, Agility +4, Wit +2

Attacks: Sucker +4, 1d8+1 + Contagion

Passive Defenses: Blind, Immune to Necrotic/Poison

Some zombies—often severely injured ones—degenerate into groups of small, living polyps. These polyps are disgusting, starfish-like parasites made up of once-human tissue. Polyps instinctively search and look for dark and cold areas, shying away from warm areas. Once the polyp detects prey, it leaps on it, trying to latch onto flesh with its sucker and infect a host.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then.

Leap: As part of a standard action, the polyp can leap 2 squares and make a sucker attack without provoking an opportunity attack.

Minion: Minions never take damage on a successful save or when an attack misses them.

Stacking: Multiple polyps can occupy the same square together.

MANGLED FRESH ZOMBIE

Level 2 Minion

Challenge Points: 2

Type: Medium Undead [Zombie]

Sanity Damage: 3d6

Abilities: Might 14, Agility 10, Wit 10, Charisma 10

Hit Points: 1

Initiative: +0

Armor Class: 12 (+2 Level)

Saves: Might +4, Agility +2, Wit +2

Attacks: Claws +4, 1d8+4

Passive Defenses: -

A mangled fresh zombie is a recently turned undead cannibal that was also badly wounded before or after it died. Mangled zombies are half-eaten or missing limbs.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Gruesome: This undead horror reduces all piercing damage dealt to it by 3.

Minion: Minions never take damage on a successful save or when an attack misses them.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

MODULAR POWERS

When using a mangled fresh zombie in a combat scene, choose any **two** powers from the list below.

Armored: The zombie gains +1 AC.

Black Slurry [Close Burst 1, Necrotic, 3d6 Sanity]: When the zombie takes damage, enemies take 2 necrotic damage as its rotting insides and sharp bone fragments burst apart on them.

Dread Laughter [Aura 3, Fear]: The zombie constantly rattles with a cutting, rasping laughter. Enemies are crippled. Creatures immune to fear ignore this effect.

Essence of Blackness [Aura 1, Cold, 3d6 Sanity]: Supernatural cold emanates from the still-moving corpse. Enemies that take damage receive an additional 2 cold damage. When the zombie hits them, they also take 1 cold damage.

Fast: The zombie gains a horrible superhuman speed in death. The zombie gains +4 speed and +2 mobility.

Reactive Attack: The zombie is agile and vicious. As an instant action, the zombie can attack any creature that misses it with a melee attack.

Reconfiguring [3d6 Sanity]: The zombie's magical nature makes it even more resilient. When the zombie is staggered, as a move action once per scene it can straighten bent limbs, seal wounds closed, and contort broken joints. The zombie regains 10 hit points and ends all conditions imposed on it.

Rending Blows: The zombie is cruel, and delivers blows to maximize pain. Creatures hit by the zombie take 2 ongoing physical damage. Creatures taking this damage take +1 damage from all other sources of damage. A Might save ends the ongoing damage.

Repulsive [Fear]: The zombie is horrid to behold, a leering, evil face behind mutilated flesh. When attacking the zombie in melee, creatures roll twice for each attack roll and take the worst result. Fearless creatures are immune to this effect.

Shambler: The zombie is slow, but has a terrible strength. Anyone struck by the zombie is grabbed (Might save to escape), but the zombie takes -2 speed and -1 mobility.

Small: The zombie is of Small size. The zombie gains +2 AC, but -2 to damage rolls.

Violent Reconstitution: Roll 1d100 when the zombie is reduced to 0 hit points.

- **1-50%:** The zombie dies normally.
- **51-75%:** The zombie explodes, dealing 2d6 necrotic damage to all adjacent enemies.
- **76-100%:** The zombie rearranges destroyed flesh to make a new whole, returning to life with 1 hit point.

Warp Slather [Chaos, 4d6 Sanity]: Creatures struck by the zombie take 2 ongoing chaos damage from the same foul unguent that turned the zombie. Creatures suffering this ongoing damage have their attack rolls and movement speed reduced by 4. An Agility save negates the effect.

Worming: The zombie is filled with horrible graveworms. A creature that begins its turn grabbed by a worming zombie takes 2 ongoing necrotic damage. This damage can't be saved against until the zombie is no longer grappling the creature. A creature reduced to 0 hit points is infested by a worm and becomes a new zombie. A Might save negates the ongoing damage.

FRESH ZOMBIE**Level 2 Standard****Challenge Points: 4****Type:** Medium Undead [Zombie]**Sanity Damage:** 3d6**Abilities:** Might 16, Agility 16, Wit 10, Charisma 10**Hit Points:** 36**Initiative:** +3**Armor Class:** 15 (+3 Agility, +2 Level)**Saves:** Might +5, Agility +5, Wit +2**Attacks:** Claws +5, 1d8+5**Passive Defenses:** -

A fresh zombie is a recently turned undead cannibal.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Gruesome: This undead horror reduces all piercing damage dealt to it by 2.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

MODULAR POWERSWhen using a fresh zombie in a combat scene, choose any **three** powers from the list below.**Armored:** The zombie gains +1 AC.

Black Slurry [Close Burst 1, Necrotic, 3d6 Sanity]: When the zombie takes damage, enemies take 2 necrotic damage as its rotting insides and sharp bone fragments burst apart on them.

Bloated: The zombie's flesh is bloated with moisture and rotten gases. The zombie gains physical soak +2, but takes -2 speed and -1 mobility.

Cursed: The zombie is a magical creature that spreads doom. A creature hit by the zombie must make a Wit save or take -1 to damage rolls until the end of the scene.

Demonic [Chaos]: The zombie was created by the will of a demon, and can charge itself with evil energy, dealing 2 additional chaos damage on a melee attack. They are also able to generate a death ray that deals 1d8+5 chaos damage at range to creatures within 12 squares.

Devourer [4d6 Sanity]: The zombie's hunger is ravenous, and it feasts on slain victims where they stand. A creature reduced to 0 hit points while grabbed by the zombie has its blood and intestines sucked out, killing it and turning it into a zombie. The zombie regains 10 hit points.

Dread Laughter [Aura 3, Fear]: The zombie constantly rattles with a cutting, rasping laughter. Enemies are crippled. Creatures immune to fear ignore this effect.

Essence of Blackness [Aura 1, Cold, 3d6 Sanity]: Supernatural cold emanates from the still-moving corpse. Enemies that take damage receive an additional 2 cold damage. When the zombie hits them, they also take 1 cold damage.

Fast: The zombie gains a horrible superhuman speed in death. The zombie gains +4 speed and +2 mobility.

Flayed: The process of creating the zombie ripped its skin off, or other zombies feasted on its skin before it was turned. The zombie can't be crippled or overwhelmed. When it would be crippled or overwhelmed by an effect, it instead gains +2 to all the penalized statistics.

Icy Grip [Ice, 2d6 Sanity]: Everywhere the zombie goes, more lurk under the earth around it. As an instant action once per round, the zombie can force an enemy within 6 squares to make a Might save. On a failure, icy claws rise from the ground, immobilizing the attacker until the end of the zombie's next turn and dealing 2 cold damage.

Large: The zombie is of Large size. The zombie gains +2 to damage rolls, but -2 to AC.

Maggot-Ridden [Aura 1, Necrotic, 4d6 Sanity]: When the zombie begins its turn, enemies take 2 physical damage and take -1 to hit and damage until the end of the zombie's next turn.

Mutilator: The zombie is consumed with violent rage, and batters victims, leaving crushed remains. When the zombie scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the zombie deals only 2 piercing physical damage.

Radioactive [Aura 1, Nuclear]: The zombie is the product of a nuclear accident, or was exposed to an irradiated area. The zombie is immune to irradiation. When the zombie begins its turn, enemies take 2 nuclear damage and are irradiated. Any square that the zombie makes an attack on a creature in becomes radioactive for the duration of the scene. Any creature that passes through the square or begins or ends its turn there takes 2 nuclear damage and is irradiated.

Reactive Attack: The zombie is agile and vicious. As an instant action, the zombie can attack any creature that misses it with a melee attack.

Reconfiguring [3d6 Sanity]: The zombie's magical nature makes it even more resilient. When the zombie is staggered, as a move action once per scene it can straighten bent limbs, seal wounds closed, and contort broken joints. The zombie regains 10 hit points and ends all conditions imposed on it.

Rending Blows: The zombie is cruel, and delivers blows to maximize pain. Creatures hit by the zombie take 2 ongoing physical damage. Creatures taking this damage take +1 damage from all other sources of damage. A Might save ends the ongoing damage.

Repulsive [Fear]: The zombie is horrid to behold, a leering, evil face behind mutilated flesh. When attacking the zombie in melee, creatures roll twice for each attack roll and take the worst result. Fearless creatures are immune to this effect.

Screamer [Close Burst 2, Sonic]: Once per scene, the zombie screeches as an instant action. Enemies take 4 sonic damage (Might negates). This summons 1d4 mangled fresh zombies. The zombie can do this again if it is staggered.

Sewn Back Together Wrong: The zombie was created from mismatched pieces of corpses and bound together sloppily. The zombie takes -2 speed and -1 mobility, but gains +1 to saves and reduces critical damage by 4.

Shambler: The zombie is slow, but has a terrible strength. Anyone struck by the zombie is grabbed (Might save to escape), but the zombie takes -2 speed and -1 mobility.

Shroud of Flies [Aura 2]: The zombie is followed by a cloud of accursed, biting flies. When the zombie begins its turn, enemies must make an Agility save or be immobilized and crippled until the beginning of the zombie's next turn. Creatures that fail their save are also unable to make opportunity attacks against the zombie.

Small: The zombie is of Small size. The zombie gains +2 AC, but -2 to damage rolls.

Unkillable: A magical curse prevents the zombie from ever completely dying—severed parts continue squirming until they are disintegrated. It has 10 more hit points and fast healing 2.

Unnatural Flesh: The zombie's skin is dry and hardened, or the zombie is a wooden automaton filled with torn flesh. It has energy soak +2.

Vermin Swarm: Can only be taken if the zombie is also Large. Attacks that affect a single target, rather than an area, deal half damage to the zombie. The zombie can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed. Area attacks deal +5 damage to the zombie.

Violent Reconstitution: Roll 1d100 when the zombie is reduced to 0 hit points.

- **1-50%:** The zombie dies normally.

- **51-75%:** The zombie explodes, dealing 2d8 necrotic damage to all adjacent enemies.

▪ **76-100%:** The zombie rearranges destroyed flesh to make a new whole, returning to life with 10 hit points.

Virulent [Aura 1, Necrotic]: When the zombie begins its turn, enemies take 2 necrotic damage.

Vomitous [Close Blast 2, Necrotic]: Once per scene, the zombie can vomit necrotic filth. Victims take 4d6 necrotic damage (Agility save for half) and are crippled until the end of the scene. As an instant action once per scene, the zombie can vomit on itself in response to being grabbed or hit in melee. The attacking creature takes 4d6 necrotic damage. An Agility save reduces damage by half.

Warp Slather [Chaos, 4d6 Sanity]: Creatures struck by the zombie take 2 ongoing chaos damage from the same foul unguent that turned the zombie. Creatures suffering this ongoing damage have their attack rolls and movement speed reduced by 4. An Agility save negates the effect.

Worming: The zombie is filled with horrible graveworms. A creature that begins its turn grabbed by a worming zombie takes 2 ongoing necrotic damage. This damage can't be saved against until the zombie is no longer grappling the creature. A creature reduced to 0 hit points is infested by a worm and becomes a new zombie. A Might save negates the ongoing damage.

RANCID ZOMBIE

Level 4 Standard

Challenge Points: 8

Type: Medium Undead [Zombie]

Sanity Damage: 3d6

Abilities: Might 16, Agility 16, Wit 12, Charisma 10

Hit Points: 56

Initiative: +4

Armor Class: 17 (+3 Agility, +4 Level)

Saves: Might +7, Agility +7, Wit +6

Attacks: Claws +7, 1d8+7

Passive Defenses: -

Zombies grow in unholy strength as they wander the Earth listlessly, rotting but never wasting away. A rancid zombie has wandered for weeks or months, or was created through more evil magic.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Gruesome: This undead horror reduces all piercing damage dealt to it by 4.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise somehow disintegrate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

MODULAR POWERS

When using a rancid zombie in a combat scene, choose any **five** powers from the list below.

Armored: The zombie gains +2 AC.

Black Slurry [Close Burst 1, Necrotic, 3d6 Sanity]: When the zombie takes damage, enemies take 4 necrotic damage as its rotting insides and sharp bone fragments burst apart on them.

Bloated: The zombie's flesh is bloated with moisture and rotten gases. The zombie gains physical soak +4, but takes -2 speed and -1 mobility.

Cursed: The zombie is a magical creature that spreads doom. A creature hit by the zombie must make a Wit save or take -1 to damage rolls until the end of the scene.

Demonic [Chaos]: The zombie was created by the will of a demon, and can charge itself with evil energy, dealing 4 additional chaos damage on a melee attack. They are also able to generate a death ray that deals 1d8+7 chaos damage at range to creatures within 12 squares.

Devourer [4d6 Sanity]: The zombie's hunger is ravenous, and it feasts on slain victims where they stand. A creature reduced to 0 hit points while grabbed by the zombie has its blood and intestines sucked out, killing it and turning it into a zombie. The zombie regains 20 hit points.

Dread Laughter [Aura 3, Fear]: The zombie constantly rattles with a cutting, rasping laughter. Enemies are crippled. Creatures immune to fear ignore this effect.

Essence of Blackness [Aura 1, Cold, 3d6 Sanity]: Supernatural cold emanates from the still-moving corpse. Enemies that take damage receive an additional 4 cold damage. When the zombie hits them, they also take 2 cold damage.

Fast: The zombie gains a horrible superhuman speed in death. The zombie gains +4 speed and +2 mobility.

Flayed: The process of creating the zombie ripped its skin off, or other zombies feasted on its skin before it was turned. The zombie can't be crippled or overwhelmed. When it would be crippled or overwhelmed by an effect, it instead gains +2 to all the penalized statistics.

Icy Grip [Ice, 2d6 Sanity]: Everywhere the zombie goes, more lurk under the earth around it. As an instant action once per round, the zombie can force an enemy within 6 squares to make a Might save. On a failure, icy claws rise from the ground, immobilizing the attacker until the end of the zombie's next turn and dealing 4 cold damage.

Large: The zombie is of Large size. The zombie gains +2 to damage rolls, but -2 to AC.

Maggot-Ridden [Aura 1, Necrotic, 4d6 Sanity]: When the zombie begins its turn, enemies take 4 physical damage and take -2 to hit and damage until the end of the zombie's next turn.

Mutilator: The zombie is consumed with violent rage, and batters victims, leaving crushed remains. When the zombie scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the zombie deals only 4 piercing physical damage.

Radioactive [Aura 1, Nuclear]: The zombie is the product of a nuclear accident, or was exposed to an irradiated area. The zombie is immune to irradiation. When the zombie begins its turn, enemies take 4 nuclear damage and are irradiated. Any square that the zombie makes an attack on a creature in becomes radioactive for the duration of the scene. Any creature that passes through the square or begins or ends its turn there takes 4 nuclear damage and is irradiated.

Reactive Attack: The zombie is agile and vicious. As an instant action, the zombie can attack any creature that misses it with a melee attack.

Reconfiguring [3d6 Sanity]: The zombie's magical nature makes it even more resilient. When the zombie is staggered, as a move action once per scene it can straighten bent limbs, seal wounds closed, and contort broken joints. The zombie regains 20 hit points and ends all conditions imposed on it.

Rending Blows: The zombie is cruel, and delivers blows to maximize pain. Creatures hit by the zombie take 4 ongoing physical damage. Creatures taking this damage take +2 damage from all other sources of damage. A Might save ends the ongoing damage.

Repulsive [Fear]: The zombie is horrid to behold, a leering, evil face behind mutilated flesh. When attacking the zombie in melee, creatures roll twice for each attack roll and take the worst result. Fearless creatures are immune to this effect.

Screamer [Close Burst 2, Sonic]: Once per scene, the zombie screeches as an instant action. Enemies take 4 sonic damage (Might negates). This summons 1d4 mangled fresh zombies. The zombie can do this again if it is staggered.

Sewn Back Together Wrong: The zombie was created from mismatched pieces of corpses and bound together sloppily. The zombie takes -2 speed and -1 mobility, but gains +2 to saves and reduces critical damage by 8.

Shambler: The zombie is slow, but has a terrible strength. Anyone struck by the zombie is grabbed (Might save to escape), but the zombie takes -2 speed and -1 mobility.

Shroud of Flies [Aura 2]: The zombie is followed by a cloud of accursed, biting flies. When the zombie begins its turn, enemies must make an Agility save or be immobilized and crippled until the beginning of the zombie's next turn. Creatures that fail their save are also unable to make opportunity attacks against the zombie.

Small: The zombie is of Small size. The zombie gains +2 AC, but -2 to damage rolls.

Unkillable: A magical curse prevents the zombie from ever completely dying—severed parts continue squirming until they are disintegrated. It has 20 more hit points and fast healing 4.

Unnatural Flesh: The zombie's skin is dry and hardened, or the zombie is a wooden automaton filled with torn flesh. It has energy soak +4.

Vermin Swarm: Can only be taken if the zombie is also Large. Attacks that affect a single target, rather than an area, deal half damage to the zombie. The zombie can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed. Area attacks deal +5 damage to the zombie.

Violent Reconstitution: Roll 1d100 when the zombie is reduced to 0 hit points.

- **1-50%:** The zombie dies normally.
- **51-75%:** The zombie explodes, dealing 4d8 necrotic damage to all adjacent enemies.
- **76-100%:** The zombie rearranges destroyed flesh to make a new whole, returning to life with 20 hit points.

Virulent [Aura 1, Necrotic]: When the zombie begins its turn, enemies take 2 necrotic damage.

Vomitous [Close Blast 2, Necrotic]: Once per scene, the zombie can vomit necrotic filth. Victims take 8d6 necrotic damage (Agility save for half) and are crippled until the end of the scene. As an instant action once per scene, the zombie can vomit on itself in response to being grabbed or hit in melee. The attacking creature takes 8d6 necrotic damage. An Agility save reduces damage by half.

Warp Slather [Chaos, 4d6 Sanity]: Creatures struck by the zombie take 4 ongoing chaos damage from the same foul unguent that turned the zombie. Creatures suffering this ongoing damage have their attack rolls and movement speed reduced by 4. An Agility save negates the effect.

Worming: The zombie is filled with horrible graveworms. A creature that begins its turn grabbed by a worming zombie takes 4 ongoing necrotic damage. This damage can't be saved against until the zombie is no longer grappling the creature. A creature reduced to 0 hit points is infested by a worm and becomes a new zombie. A Might save negates the ongoing damage.

MANGLED RANCID ZOMBIE

Level 4 Minion

Challenge Points: 2

Type: Medium Undead [Zombie]

Sanity Damage: 3d6

Abilities: Might 14, Agility 10, Wit 10, Charisma 10

Hit Points: 1

Initiative: +0

Armor Class: 12 (+2 Level)

Saves: Might +4, Agility +2, Wit +2

Attacks: Claws +4, 1d8+4

Passive Defenses: -

Zombies grow in unholy strength as they wander the Earth listlessly, rotting but never wasting away. A rancid zombie has wandered for weeks or months, or was created through more evil magic. A mangled rancid zombie was also badly wounded before or after it died, half-eaten or missing limbs.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Minion: Minions never take damage on a successful save or when an attack misses them.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise somehow disintegrate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

MODULAR POWERS

When using a mangled rancid zombie in a combat scene, choose any **four** powers from the list below.

Armored: The zombie gains +2 AC.

Black Slurry [Close Burst 1, Necrotic, 3d6 Sanity]: When the zombie takes damage, enemies take 4 necrotic damage as its rotting insides and sharp bone fragments burst apart on them.

Dread Laughter [Aura 3, Fear]: The zombie constantly rattles with a cutting, rasping laughter. Enemies are crippled. Creatures immune to fear ignore this effect.

Essence of Blackness [Aura 1, Cold, 3d6 Sanity]: Supernatural cold emanates from the still-moving corpse. Enemies that take damage receive an additional 2 cold damage. When the zombie hits them, they also take 4 cold damage.

Fast: The zombie gains a horrible superhuman speed in death. The zombie gains +4 speed and +2 mobility.

Reactive Attack: The zombie is agile and vicious. As an instant action, the zombie can attack any creature that misses it with a melee attack.

Reconfiguring [3d6 Sanity]: The zombie's magical nature makes it even more resilient. When the zombie is staggered, as a move action once per scene it can straighten bent limbs, seal wounds closed, and contort broken joints. The zombie regains 10 hit points and ends all conditions imposed on it.

Rending Blows: The zombie is cruel, and delivers blows to maximize pain. Creatures hit by the zombie take 4 ongoing physical damage. Creatures taking this damage take +2 damage from all other sources of damage. A Might save ends the ongoing damage.

Repulsive [Fear]: The zombie is horrid to behold, a leering, evil face behind mutilated flesh. When attacking the zombie in melee, creatures roll twice for each attack roll and take the worst result. Fearless creatures are immune to this effect.

Shambler: The zombie is slow, but has a terrible strength. Anyone struck by the zombie is grabbed (Might save to escape), but the zombie takes -2 speed and -1 mobility.

Small: The zombie is of Small size. The zombie gains +2 AC, but -2 to damage rolls.

Violent Reconstitution: Roll 1d100 when the zombie is reduced to 0 hit points.

- **1-50%:** The zombie dies normally.
- **51-75%:** The zombie explodes, dealing 2d6 necrotic damage to all adjacent enemies.
- **76-100%:** The zombie rearranges destroyed flesh to make a new whole, returning to life with 20 hit points.

Warp Slather [Chaos, 4d6 Sanity]: Creatures struck by the zombie take 4 ongoing chaos damage from the same foul unguent that turned the zombie. Creatures suffering this ongoing damage have their attack rolls and movement speed reduced by 4. An Agility save negates the effect.

Worming: The zombie is filled with horrible graveworms. A creature that begins its turn grabbed by a worming zombie takes 4 ongoing necrotic damage. This damage can't be saved against until the zombie is no longer grappling the creature. A creature reduced to 0 hit points is infested by a worm and becomes a new zombie. A Might save negates the ongoing damage.

ANCIENT ZOMBIE**Level 6 Standard****Challenge Points: 12****Type:** Medium Undead [Zombie]**Sanity Damage:** 4d6**Abilities:** Might 16, Agility 16, Wit 14, Charisma 10**Hit Points:** 76**Initiative:** +5**Armor Class:** 19 (+3 Agility, +6 Level)**Saves:** Might +9, Agility +9, Wit +8**Attacks:** Claws +7, 1d10+9**Passive Defenses:** -

Ancient zombies joined the ranks of the living dead years, decades, or even centuries ago. The foul will that propels them forward is unknowable, for their flesh is now little more than an ashen mockery of the human form.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

MODULAR POWERS

When using an ancient zombie in a combat scene, choose any **six** powers from the list below.

Action Burst: Once per scene, the zombie can take two standard actions on its turn.

Armored: The zombie gains +3 AC.

Baleful Wounding: On a critical hit, the zombie deals +12 damage.

Black Slurry [Close Burst 1, Necrotic, 3d6 Sanity]: When the zombie takes damage, enemies take 6 necrotic damage as its rotting insides and sharp bone fragments burst apart on them.

Bloated: The zombie's flesh is bloated with moisture and rotten gases. The zombie gains physical soak +6, but takes -2 speed and -1 mobility.

Crushing Blows: The zombie gains +4 to hit with attacks. When it misses with a melee attack, the zombie still deals 8 damage.

Cursed: The zombie is a magical creature that spreads doom. A creature hit by the zombie must make a Wit save or take -1 to damage rolls until the end of the scene.

Demonic [Chaos]: The zombie was created by the will of a demon, and can charge itself with evil energy, dealing 6 additional chaos damage on a melee attack. They are also able to generate a death ray that deals 1d10+9 chaos damage at range to creatures within 12 squares.

Devourer [4d6 Sanity]: The zombie's hunger is ravenous, and it feasts on slain victims where they stand. A creature reduced to 0 hit points while grabbed by the zombie has its blood and intestines sucked out, killing it and turning it into a zombie. The zombie regains 20 hit points.

Dread Laughter [Aura 3, Fear]: The zombie constantly rattles with a cutting, rasping laughter. Enemies are crippled. Creatures immune to fear ignore this effect.

Essence of Blackness [Aura 1, Cold, 3d6 Sanity]: Supernatural cold emanates from the still-moving corpse. Enemies that take damage receive an additional 3 cold damage. When the zombie hits them, they also take 6 cold damage.

Fast: The zombie gains a horrible superhuman speed in death. The zombie gains +4 speed and +2 mobility.

Flayed: The process of creating the zombie ripped its skin off, or other zombies feasted on its skin before it was turned. The zombie can't be crippled or overwhelmed. When it would be crippled or overwhelmed by an effect, it instead gains +2 to all the penalized statistics.

Hated: When the zombie misses an attack, it gains +2 to hit and damage until the end of the scene. This stacks up to +4.

Icy Grip [Ice, 2d6 Sanity]: Everywhere the zombie goes, more lurk under the earth around it. As an instant action once per round, the zombie can force an enemy within 6 squares to make a Might save. On a failure, icy claws rise from the ground, immobilizing the attacker until the end of the zombie's next turn and dealing 6 cold damage.

Large: The zombie is of Large size. The zombie gains +2 to damage rolls, but -2 to AC.

Maggot-Ridden [Aura 1, Necrotic, 4d6 Sanity]: When the zombie begins its turn, enemies take 6 physical damage and take -3 to hit and damage until the end of the zombie's next turn.

Mutilator: The zombie is consumed with violent rage, and batters victims, leaving crushed remains. When the zombie scores a hit on its turn, it can continue making attack rolls until it misses. For each further successful hit, the zombie deals only 4 piercing physical damage.

Radioactive [Aura 1, Nuclear]: The zombie is the product of a nuclear accident, or was exposed to an irradiated area. The zombie is immune to irradiation. When the zombie begins its turn, enemies take 6 nuclear damage and are irradiated. Any square that the zombie makes an attack on a creature in becomes radioactive for the duration of the scene. Any creature that passes through the square or begins or ends its turn there takes 4 nuclear damage and is irradiated.

Ravager: The zombie can make two melee attacks as a single standard action by taking -2 to both attacks.

Reactive Attack: The zombie is agile and vicious. As an instant action, the zombie can attack any creature that misses it with a melee attack.

Reconfiguring [3d6 Sanity]: The zombie's magical nature makes it even more resilient. When the zombie is staggered, as a move action once per scene it can straighten bent limbs, seal wounds closed, and contort broken joints. The zombie regains 30 hit points and ends all conditions imposed on it.

Rending Blows: The zombie is cruel, and delivers blows to maximize pain. Creatures hit by the zombie take 6 ongoing physical damage. Creatures taking this damage take +3 damage from all other sources of damage. A Might save ends the ongoing damage.

Repulsive [Fear]: The zombie is horrid to behold, a leering, evil face behind mutilated flesh. When attacking the zombie in melee, creatures roll twice for each attack roll and take the worst result. Fearless creatures are immune to this effect.

Screamer [Close Burst 2, Sonic]: Once per scene, the zombie screeches as an instant action. Enemies take 6 sonic damage (Might negates). This summons 1d6 mangled ancient zombies. The zombie can do this again if it is staggered.

Sewn Back Together Wrong: The zombie was created from mismatched pieces of corpses and bound together sloppily. The zombie takes -2 speed and -1 mobility, but gains +3 to saves and reduces critical damage by 12.

Shambler: The zombie is slow, but has a terrible strength. Anyone struck by the zombie is grabbed (Might save to escape), but the zombie takes -2 speed and -1 mobility.

Shroud of Flies [Aura 2]: The zombie is followed by a cloud of accursed, biting flies. When the zombie begins its turn, enemies must make an Agility save or be immobilized and crippled until the beginning of the zombie's next turn. Creatures that fail their save are also unable to make opportunity attacks against the zombie.

Small: The zombie is of Small size. The zombie gains +2 AC, but -2 to damage rolls.

Sneaky: As an instant action once per turn, the zombie can shift half its speed. The zombie also gains +3 to hit and deals +4 damage to enemies it is flanking.

Unkillable: A magical curse prevents the zombie from ever completely dying—severed parts continue squirming until they are obliterated. It has 30 more hit points and fast healing 6.

Unnatural Flesh: The zombie's skin is dry and hardened, or the zombie is a wooden automaton filled with torn flesh. It has energy soak +6.

Vermin Swarm: Can only be taken if the zombie is also Large. Attacks that affect a single target, rather than an area, deal half damage to the zombie. The zombie can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed. Area attacks deal +5 damage to the zombie.

Vile Wounding: When the zombie damages an enemy with any attack, the victim has a difficult time healing. Until the end of the scene, when an effect would heal the victim, they must make a Might save. On a failure, the healing is only half as effective (round down).

Violent Reconstitution: Roll 1d100 when the zombie is reduced to 0 hit points.

- **1-50%:** The zombie dies normally.
- **51-75%:** The zombie explodes, dealing 4d8 necrotic damage to all adjacent enemies.
- **76-100%:** The zombie rearranges destroyed flesh to make a new whole, returning to life with 20 hit points.

Virulent [Aura 1, Necrotic]: When the zombie begins its turn, enemies take 6 necrotic damage.

Vomitous [Close Blast 2, Necrotic]: Once per scene, the zombie can vomit necrotic filth. Victims take 8d6 necrotic damage (Agility save for half) and are crippled until the end of the scene. As an instant action once per scene, the zombie can vomit on itself in response to being grabbed or hit in melee. The attacking creature takes 8d6 necrotic damage. An Agility save reduces damage by half.

Warp Slather [Chaos, 4d6 Sanity]: Creatures struck by the zombie take 4 ongoing chaos damage from the same foul unguent that turned the zombie. Creatures suffering this ongoing damage have their attack rolls and movement speed reduced by 4. An Agility save negates the effect.

Worming: The zombie is filled with horrible graveworms. A creature that begins its turn grabbed by a worming zombie takes 4 ongoing necrotic damage. This damage can't be saved against until the zombie is no longer grappling the creature. A creature reduced to 0 hit points is infested by a worm and becomes a new zombie. A Might save negates the ongoing damage.

BLACKENED COLOSSUS

Level 6 Monstrosity

Challenge Points: 24

Type: Large Undead [Zombie]

Sanity Damage: 4d6

Abilities: Might 18, Agility 16, Wit 16, Charisma 16

Hit Points: 138

Initiative: +6

Armor Class: 18 (+6 Level, +3 Agility, -1 Size)

Saves: Might +12, Agility +12, Wit +12

Attacks: Claws +10 (19-20 Crit), 2d10+10

Passive Defenses: Chaos Soak +6, Fast Healing 12, Fire Soak +6

The blackened colossus is a hideously warped and stretched radioactive zombie, far larger than any human. Its radiation burns have crisped its skin into a smoking char.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Contamination [Nuclear]: Creatures hit by the colossus must make a Might save. On a failure, they take 2d6 nuclear damage, are irradiated, and can't soak energy damage until the end of the colossus' next turn.

Grab: Creatures struck by the colossus are grabbed (Might save to escape).

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Meltdown [Close Burst 3, Nuclear, 2d6 Sanity]: When the colossus is staggered, as an instant action once per round, it deals 12 nuclear damage to enemies and irradiated.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

COSMIC CORPSE

Level 6 Eldritch Horror

Challenge Points: 24

Type: Medium Undead [Zombie]

Sanity Damage: 30

Abilities: Might 16, Agility 16, Wit 16, Charisma 16

Hit Points: 316

Initiative: +6

Armor Class: 18 (+6 Level, +3 Agility, -1 Size)

Saves: Might +12, Agility +12, Wit +12

Attacks: Claws +9 (18-20 Crit), 2d10+9

Passive Defenses: Fast Healing 12, Physical Soak +3, Chaos Soak +6, Fire Soak +6, Soak All Energy +2

The cosmic corpse is a radiation zombie that has become a being of pure energy, making it highly resistant to attack—but no more intelligent than any other zombie.

Automatic Meltdown [Aura 6, Nuclear, 2d6 Sanity]: As an instant action once per round, the cosmic corpse deals 12 nuclear damage to all enemies, irradiating them.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Contamination [Nuclear]: Creatures hit by the cosmic corpse must make a Might save. On a failure, they take 3d6 nuclear damage, and can't soak energy damage until the end of the cosmic corpse's next turn.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Ethereal: The cosmic corpse can pass through obstacles as if they weren't there, though it can't end its turn inside an obstacle.

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

RAT KING**Level 6 Eldritch Horror****Challenge Points:** 48**Type:** Colossal Undead [Zombie]**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 318**Initiative:** +8**Armor Class:** 16 (+6 Level, +4 Agility, -4 Size)**Saves:** Might +14, Agility +14, Wit +14**Attacks:** Swarm +10 (Crit 18-20), 2d10+10**Passive Defenses:** Fast Healing 12, Physical Soak +3, Soak All Energy +2, Necrotic Soak +6

The rat king is a mass of thousands of undead rats mashed together by the tail with their saliva, vomit, and excrement. The rat king crawls relentlessly, devouring anything it catches as the sound of thousands of rats croaking and crawling makes a hideous cacophony. The rat king's very presence suppresses all life.

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then. However, when a survivor is hit by a zombie, it is marked. From then on, if the survivor ever dies, it returns as a zombie hostile to all other creatures.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

Swarm Qualities: Attacks that affect a single target, rather than an area, deal half damage to the rat king. The rat king can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed.

Swarming Horror [Aura 6, Necrotic, 3d6 Sanity]: When the rat king begins its turn, enemies must make a Might save. On a failure, they take 6 necrotic damage and take -2 to hit and damage until the beginning of their next turn. Enemies that begin their turn adjacent or in the swarm must make a Wit save or be overwhelmed until the end of their turn.

VULNERABILITIES

Fire: The rat king will not encircle a creature wielding fire or enter burning terrain, and is overwhelmed until the end of its next turn when it takes fire damage.

TREE OF THE DAMNED**Level 6 Eldritch Horror****Challenge Points:** 48**Type:** Colossal Undead [Zombie]**Sanity Damage:** 30**Abilities:** Might 18, Agility 18, Wit 18, Charisma 18**Hit Points:** 318**Initiative:** +8**Armor Class:** 16 (+6 Level, +4 Agi, -4 Size)**Saves:** Might +14, Agility +14, Wit +14**Attacks:** Slap +10 (Crit 18-20), 2d10+10**Passive Defenses:** Fast Healing 12, Physical Soak +3, Soak All Energy +2, Necrotic Soak +6, Sonic Soak +6

The tree of the damned is composed of hundreds of wailing, mutilated corpses. It is the work of foolish sorcerers who joined its roots after creating it. It is a thing so evil that it overwhelms reality. The tree has a never-ending supply of zombies that drop from its branches to drag victims to it. The tree itself can barely move, relying on magical defenses to destroy threats.

Death Rattle [Aura 6, Necrotic, 3d6 Sanity]: When the tree of the damned begins its turn, enemies must make a Wit save or take 12 necrotic damage. Creatures reduced to 0 hit points become zombie screamers.

Devour [Chaos, 3d6 Sanity]: As an instant action once per turn, the tree of the damned can draw its branches out and attempt to devour a living creature within 6 squares. This creature takes 12 ongoing chaos damage. While taking this damage, the creature is immobilized. A Wit save negates these effects.

Eldritch Horror: Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.

Gruesome: This undead horror reduces all piercing damage dealt to it by 6.

Screech [Close Burst 12, Sonic, 3d6 Sanity]: Once per round, as an instant action when it takes damage, the tree can screech. Enemies must make a Might save or take 6 sonic damage.

Zombies: The tree of the damned always has at least eight zombie screamers serving it. If zombies die such that it has less than eight, it can spawn one zombie on its turn as a move action. Creatures killed by the tree of the damned immediately become zombie screamers.

KILLCROW**Level 10 Standard****Challenge Points:** 20**Type:** Large Undead [Zombie]**Sanity Damage:** 4d6**Abilities:** Might 16, Agility 20, Wit 10, Charisma 14**Hit Points:** 116**Initiative:** +5**Armor Class:** 24 (+10 Level, +5 Agility, -1 Size)**Saves:** Might +15, Agility +18, Wit +13**Attacks:** Talons +15, 1d12+13 + Rending Blows**Passive Defenses:** Physical Soak +10

Killcrows are animated scarecrows with razor-sharp talons. Evil laughter follows in their wake. Experienced killers, they wear the bloody skins of their victims in a hideous mockery of their origins as scarecrows.

Dread Laughter [Aura, Fear]: Enemies within 6 squares of the killcrow are crippled. Fearless creatures ignore this ability.

Rending Blows: The killcrow gains +4 to hit with attacks. Creatures hit by the killcrow take 10 ongoing damage. Creatures taking this ongoing damage take +5 damage from all other sources of damage. A Might save (DC 25) ends the ongoing damage. When the killcrow misses, it still deals 10 physical damage.

Skin Armor: While the killcrow is not staggered, it has +10 soak against all forms of energy.

HAZARDS AND TRAPS

"Happy Hunger Games! And may the odds be ever in your favor."

- Suzanne Collins, *The Hunger Games* (2008)

DARK POWERS

"Beware my wrath."

- *Fallen* (1998)

Apocalyptic cults sworn to dark powers grow in number and strength with each passing night. The strange gods, cosmic horrors, and primeval demons these wretches worship were banished from reality at the beginning of time, and can't take physical form... Yet. However, as each dark power grows in strength, so too does its ability to manipulate reality from beyond time and space.

Directors can use the dark power mechanic to enable a greater cosmic villain to aid its minions while risking nothing to itself, creating a sense that palpable evil corrupts reality even before it can truly manifest itself. It's not necessary to use the dark power in every scene where its servants are concerned, but by its presence, the dark power will make clear when the survivors are dealing with its most important servants or secrets.

A dark power is a formless presence that, while unable to take shape, can still pierce the veil with its insidious will. It operates under different rules than monsters, as it is not technically a monster at all.

USING A DARK POWER IN A COMBAT SCENE

The dark power begins battle by possessing an allied monster on the battlefield, making the monster more powerful. It doesn't take its own actions or have hit points of its own.

This could mean the dark power completely controls the monster or lives symbiotically within it. While the dark power's presence could be subtle outside of combat, in battle its influence is obvious, as malevolent energy, visible to both the naked eye and psychic senses, surrounds its chosen minion, and the minion's body warps to suit the dark power's will.

When a possessed creature dies, the dark power is driven away for one round before it can possess another monster at the beginning of the subsequent round. If a possessed monster dies on the first round, the dark power is not present on the second round, but re-emerges on the third if another monster is available.

The dark power can switch bodies during a scene even if its original body is alive, but it again spends a full round out of combat if it does so.

MONSTER EFFECTS

Challenge Points: Increase the challenge point value of the highest-level creature in the monster group by 50%.

Damage: The monster's physical attacks gain an additional damage die.

Passive Defenses: The monster's soak values improve by 2, and its fast healing and regeneration improve by 4. It doesn't gain any passive defenses it doesn't already have.

DARK BOONS

The dark power grants its possessed monster three dark boons. Dark boons don't work while the monster is dead and the dark power has not possessed another creature. Dark boons can also be suppressed until the end of the monster's next turn if the monster fails a save.

Between the Shadows [Aura 6]: The monster has superior cover (+5 AC) while it has any allied monsters in the area.

Creatures with omniscience ignore this effect.

Blood-Soaked [Aura 6]: The monster's allies gain +1 to damage rolls for each that is staggered, including the possessed monster. This doesn't stack if a creature is both staggered and taking ongoing damage.

Blubbering Madness: Enemies take a penalty to skills equal to their sanity soak.

Chaosbringer: All chances of anomaly increase by 10%, where applicable. Once per scene per player, the dark power can force the player to re-roll the anomaly.

Dread Majesty: The monster increases in size by one category (if possible) and gains +2 to damage and soak values, but -1 to AC.

Escalating Vileness: When enemies fail saves against the monster's abilities, they take -1 to saves until the end of the scene.

Foolish Mortals: Enemies who fail saves against the monster are crippled until the end of their next turn, and if already crippled, are overwhelmed.

From Nightmare: The monster's damage rolls ignore physical soak, but survivors gain their sanity soak against this damage.

Horror: The monster gains +1 to damage and save DCs for every enemy at 0 sanity.

Loathsome: When enemies fail saves against the monster's abilities, they take -1 to all soak, including sanity, until the end of the scene.

Quickenning: The monster remains alive until the end of its next turn after being reduced to 0 hit points.

Otherworldly Whispers: When enemies at 0 sanity would take sanity damage in the monster's presence, they instead take 2 piercing chaos damage for every die of sanity damage they would otherwise take, to a maximum of 10 per round. A sanity loss of 30 points indicates 10 piercing chaos damage.

Rancid Reanimation: When the monster dies, its allies in a close burst 6 regain 2 hit points per level of the monster.

Tentacles [Aura 6]: The area is difficult terrain for enemies. Enemies grabbed by the monster take their sanity soak as a penalty to break grabs against the monster if they have any sanity remaining.

Terror [Aura 6]: Enemies have no sanity soak. When adjacent enemies reach 0 sanity, they roll twice on the psychotic break table and take the result of the director's choice.

This Body Is Nothing: The monster can't save against ongoing damage, but gains +2 to hit, damage, saves, save DCs, soak, and fast healing while taking ongoing damage.

This Is My Doing: When an anomaly occurs, the monster regains 10 hit points.

This Is My Hour [2d6 Sanity]: When the monster successfully makes a save, the attacker forcing it to make a save is overwhelmed until the end of the attacker's next turn.

Undeniable: The monster gains +1 to damage rolls for every -1 to attack rolls or saves it is suffering.

You Can't Defeat Me: When an enemy uses a retcon, the monster and any creatures the dark power possesses during that scene gain a stacking +2 bonus to damage and physical soak.

GRAVEN IDOLS

"Some believe the old sanctuary still exists somewhere, trapped inside this evil edifice. Its primeval inhabitants were a murderous race of creatures whose vile existence contaminated time itself, afflicting history with their sadistic wickedness."

- *In the Mouth of Madness* (1995)

"They seemed to be carved out of huge blocks of stone, immovable, and yet they were aware: some dreadful spirit of evil vigilance abode in them. They knew an enemy. Visible or invisible, none could pass unheeded. They would forbid his entry, or his escape."

- J.R.R. Tolkien, *The Lord of the Rings: Return of the King* (1955)

Graven idols are altars, totems, sculptures, and other objects of foul worship made by otherworldly craft. Cultists supplicate themselves to these abominable symbols of doom at the behest of their masters, and vile monsters in turn draw strength from them.

Graven idols have an unholy and alien presence about them, and are always horrific in appearance, seeming somehow alive moving when that should be impossible. They may be carved in alien geometry or be created from sacrificed corpses. They show signs of unnatural life, such as dripping blood or writhing tentacles. Some are simply ominous, demonic statues.

GRAVEN IDOL RULES

Inanimate Object: Graven idols don't move on the physical plane. They don't receive initiative or actions. They fail Agility saves.

Challenge Points (CPs): Graven idols have a challenge point rating to be factored into combat scenes.

Graven Aura [Aura 12]: A graven idol has an aura effect around it. Its powers affect creatures in this aura.

Saves: Graven idols get Might and Wit saves. They can't make Agility saves.

Soak: Graven idols have soak against physical and all energy damage.

Powers: A graven idol has powers according to its level and type. These are effects created in the range of its aura.

Sanity Soak Penalty: Survivors inside the graven aura take a penalty to sanity soak by the graven idol's type (minor or major) and level.

Dark Power Possession: Dark powers can possess a graven idol, but don't receive actions while they do so.

Unique: No more than one graven idol can be active in a scene.

MINOR GRAVEN IDOLS BY LEVEL

Level	CPs	Size	HP	AC	Saves	Soak	Fast Healing	Powers	Sanity
1	2	Medium	20	8	+7	+1	-	2	-1
2	4	Medium	30	9	+8	+1	-	2	-1
3	6	Medium	40	10	+10	+2	-	2	-2
4	8	Medium	50	11	+11	+2	-	3	-2
5	10	Large	60	12	+13	+3	-	3	-3
6	12	Large	70	13	+14	+3	-	3	-3
7	14	Large	80	14	+16	+4	-	4	-4
8	16	Large	90	15	+17	+4	-	4	-4
9	18	Huge	100	16	+19	+5	-	4	-5
10	20	Huge	110	17	+20	+5	5	5	-5

MAJOR GRAVEN IDOLS BY LEVEL

Level	CPs	Size	HP	AC	Saves	Soak	Fast Healing	Powers	Sanity
1	4	Large	30	8	+9	+1	-	3	-1
2	8	Large	50	9	+10	+2	-	3	-1
3	12	Large	70	10	+12	+3	-	3	-2
4	16	Large	90	11	+13	+4	-	4	-2
5	20	Huge	110	12	+15	+5	-	4	-3
6	24	Huge	130	13	+16	+6	-	4	-3
7	28	Huge	150	14	+18	+7	-	5	-4
8	32	Huge	170	15	+19	+8	-	5	-4
9	36	Colossal	190	16	+21	+9	-	5	-5
10	40	Colossal	210	17	+22	+10	5	6	-5

12	48	Colossal	250	19	+25	+12	6	6	-6
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GRAVEN IDOL POWERS

Bewitched: Enemies in the aura take -2 to saves, and on a failed save take 5 chaos damage.

Black Blood: Once per round, when the graven idol is damaged, a monster in the aura regains 5 hit points.

Blood-Dimmed Tide: Monsters in the aura ignore penalties to their soak and gain +2 to damage rolls.

Cauldron: During the anomaly phase, if there is no other anomaly, the graven idol spawns a zombie minion of its level in an open square in the graven aura. It can spawn a maximum number of zombies equal to its level.

Dimensional Shift: The aura has the same properties as a dark realm. Accursed anomalies can occur within the area and monsters get a bonus to damage while inside the aura.

Dread [Fear]: Enemies take -2 to saves and all damage soak inside the aura. Fearless creatures are immune to this effect.

Fecundity: Monsters inside the aura receive half the graven idol's level in fast healing so long as the idol itself is not staggered.

Oppression: Enemies treat the aura as difficult terrain. If they fail a save while in the aura, they are immobilized until the end of their next turn.

Panopticon: Enemies inside the aura are flanked. Invisible or hidden enemies entering the aura, or who attempt to turn invisible or hide using Stealth while in the aura, must make a Wit save. On a failure, they are revealed.

Punishment: Enemies take a further -1 when they take penalties to any roll.

Unhallow: All powers used by enemies in the aura take a +10% chance of anomaly, even if they are not powers with a chance of anomaly. Powers that don't ordinarily trigger anomalies trigger magical anomalies in this case.

Wrath: Enemies beginning their turn in the aura must make an Agility save or take 5 chaos damage.

Zeal: The idol gains +1 physical soak for every monster in its aura.

TRAPS

"I want to play a game. Here's what happens if you lose."

- *Saw (2004)*

Battlefields are treacherous even before monsters get involved. Some squares on a battlefield are trapped.

TRAP RULES

LEVELS

Traps have levels just as survivors and monsters do.

DETECTION

Detecting traps involves a Perception check made as a move action. Survivors can detect traps or hidden hazardous terrain in a close burst range equal to their Wit bonus +1, minimum 1 (DC 15 + the trap's level).

When survivors identify a trapped square, mark it with an X so that it's clear to everyone where the trap is.

Monsters know where traps are and avoid them.

DEACTIVATION

Assuming there is a way to deactivate a trap that the survivors know of and there is any risk to doing so, survivors can make Craft checks as a standard action (+ level). If they fail by 5 or more, they take damage from the trap and can save if there is a save available.

As a director, let players think of ways to "short-circuit" traps that involve critical thinking, rather than abstract skill rolls.

TRAP MECHANISMS

You are encouraged to describe how traps work in whatever way seems appropriate to the setting. For example, traps might be activated through:

- Tiles on the floor that activate traps in the tile or nearby by a mechanical process when they are pressed down by the weight of footfalls.
- Tripwires that activate a contiguous set of trapped squares all at once.
- Infrared lasers that activate countermeasures when they are tripped.
- Tiles that simply give way to traps beneath them.

TRAPS AS HAZARDS

Sometimes traps are not so much traps as they are a terrain feature. In this case, they are usually not concealed, and there may be 5 more squares of traps.

PREPARING TRAPS

For best results as a director, pre-plan scenes that will include traps so that you don't have to think of where the squares are on the fly.

READING A TRAP DESCRIPTION

Class: Traps are rated at three classes—minor, dangerous, and lethal. Each successive version is a stronger version of the previous that costs more challenge points.

Challenge Points (CPs): Traps cost challenge points to include in a scene according to their level and lethality.

Squares: Traps are active on a number of squares on the battlefield according to their lethality. The number of squares is balanced assuming a battlefield of at least 100 squares. Increase or decrease the number of trapped tiles by 10% for every approximate difference of 10 squares.

Trigger: What causes the trap to go off.

Duration: After a trap goes off, it may be permanently fired or continue being a hazard for the duration of the scene.

Save: The save to negate the trap's effect. The DC is $15 + \text{trap level}$.

Damage: The trap's damage when the victim fails the save. There is no damage on a successful save.

After: Additional effects inflicted on a failed save.

ACIDIC TILES

	I	II	III
Description	Creatures that step on the trapped square find that it sinks slightly before steaming acid bubbles up from the floor. Or, acid drips from the ceiling.		
CPs	1/Level	2/Level	3/Level
Squares	10	15	20
Trigger	Enter a trapped square.		
Duration	Scene		
Save	Agi		
Damage	1 + Level Acid	5 + Level Acid	10 + Level Acid
After	On a failed save, victims have -5 damage soak until the end of their next turn.		

BEAR TRAP

	I	II	III
Description	An iron trap that cracks limbs.		
CPs	1/Level	2/Level	3/Level
Squares	5	10	15
Trigger	Enter a trapped square.		
Duration	One Shot		
Save	Agi		
Damage	1d6 + Level + Physical	2d6 + Level + Physical	3d6 + Level Physical
After	Victims are immobilized until the end of their next turn.		

BURNING TILES

	I	II	III
Description	A jet of flame comes out of a grate in the floor, ceiling, or wall.		
CPs	1/Level	2/Level	3/Level
Squares	10	15	20
Trigger	Enter a trapped square.		
Duration	Scene		
Save	Agi		
Damage	1 + Level Fire	5 + Level Fire	10 + Level Fire
After	Victims take 5 ongoing fire damage (Agi save ends).		

CAVE-IN

	I	II	III
Description	Rocks, bricks, or stalactites fall on the victims.		
CPs	1/Level	2/Level	3/Level
Squares	5	10	15
Trigger	Enter a trapped square.		
Duration	One Shot		

Save	Agi
Damage	1d6 + Level Physical 2d6 + Level Physical 3d6 + Level Physical
After	Victims are knocked prone until the end of their next turn.

ELECTRIFIED TILES

I	II	III
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Description	The floor is electrified to the touch.		
CPs	1/Level	2/Level	3/Level
Squares	10	15	20
Trigger	Enter a trapped square.		
Duration	Scene		
Save	Agi		
Damage	1 + Level Lightning	5 + Level Lightning	10 + Level Lightning
After	Victims are dazed until the end of their next turn.		

FROZEN TILES

I			
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Description	Though it doesn't look like it, these tiles are slippery to the touch and treacherous.		
CPs	1/Level		
Squares	10		
Trigger	Enter or leave a trapped square.		
Duration	Scene		
Save	Agi		
Damage	5 Physical		
After	Victims are knocked prone.		

LASER TRAP

I	II	III
---	----	-----

Description	A net of lasers shoots out of the floor, ceiling, or wall.		
CPs	1/Level	2/Level	3/Level
Squares	5	10	15
Trigger	Enter a trapped square.		
Duration	One Shot		
Save	Agi		
Damage	1d6 + Level Piercing Fire	2d6 + Level Piercing Fire	3d6 + Level Piercing Fire
After	-		

MINED TILES

III

Description	A bouncing mine is planted in the area.		
CPs	3/Level		

Squares	10
Trigger	Enter a trapped square.
Duration	One Shot
Save	Agi
Damage	3d6 + Level Physical in Close Burst 2
After	Victims are stunned until the end of their next turn.

SPIKED PIT TRAP

III

Description	The floor gives way to a spiked pit, with each pit covered in poison.		
CPs	3/Level		
Squares	15		
Trigger	Enter a trapped square.		
Duration	Scene		
Save	Agi		
Damage	1d6 + Level Physical + 10 Poison		
After	Victims must climb out of a 10-foot pit with Athletics.		

POISON DART TRAP

I	II	III
---	----	-----

Description	Darts shoot out of the wall.		
CPs	1/Level	2/Level	3/Level
Squares	5	10	15
Trigger	Enter a trapped square.		
Duration	Scene		
Save	Agi		
Damage	1 + Level Poison	5 + Level Poison	10 + Level Poison
After	Victims are crippled until the end of their next turn.		

POISON GAS TRAP

III

Description	Poison gas erupts out of a grate in the floor or from pellets deposited from a chute.
CPs	3/Level
Squares	15
Trigger	Enter a trapped square.
Duration	One Shot
Save	Might
Damage	3d6 + Level Poison
After	Victims are overwhelmed until the end of their next turn.

SCYTHING BLADE

I II III

Description	A swinging blade or axe emerges from the floor or ceiling.		
CPs	1/Level	2/Level	3/Level
Squares	10	10	10
Trigger	Enter a trapped square.		
Duration	Scene		
Save	Might		
Damage	1d8 + Level Physical	2d8 + Level Physical	3d8 + Level Physical
After	-		

MALADIES

"Childs, we're goin' out to give Blair the test. If he tries to make it back here and we're not with him... Burn him."

- *The Thing* (1982)

Maladies are diseases, plagues, malefic mutations, curses, and afflictions of the spirit and soul that can infect survivors and plague entire communities. Maladies are not merely biological sicknesses. Every alien, demon, or walking corpse of the apocalypse might spread lasting, horrific phenomena.

Some monsters have the Malady ability, listing a random or specific malady that they can infect survivors with. When a combat scene with a possibility of malady ends, the director determines what malady they want to use, and survivors roll saves against it based on how they fared in the battle:

Survivor State	Save DC
Full Hit Points	15
Injured During Scene	20
Staggered During Scene	25
Fell to 0 HP During Scene	30

Success: The survivor resists the malady.

Failure: The survivor develops Stage I of the malady.

MALADY SYMPTOMS

"Itchy. Tasty."

- *Resident Evil* (1996)

Survivors who have stage I of a malady make a save after every long rest (DC 25) to resist the symptoms worsening. If they fail, the stage increases.

Survivors that decline to the Morbidity stage die from their malady, if they're lucky. Most become monsters. The descriptions do not specify what type of monster, to give the director a chance to use what they want or to create something unique.

TREATING MALADIES

- A survivor that makes a malady save and defeats the DC by 10 or more reduces their stage by 1. At 0, they are cured.
- Survivors in a dominion gain a +1 bonus to saves against maladies for each tier of the dominion.
- Dominions also have other possible resources that can help resist maladies.
- A survivor trained in the Heal skill can add +4 to one other survivor's malady save each day. They cannot add this bonus to their own malady saves.

MALADY DAMAGE

Some maladies cause malady damage. Malady damage can't be blocked by damage soak or otherwise reduced, though it can be healed normally.

MALADIES ARE OPTIONAL

Directors are free to ignore maladies, especially if they aren't planning to use dominion rules. Survivors that benefit from gaining automatic maladies still receive those effects.

MALADY TABLE

d100 Malady	
01-02	Ashen Breath
03-04	Black Shadow
05-06	Blessing of the Deep
07-08	Bloodtide
09-10	Chilling Marrow
11-12	Consuming Shape
13-16	Creeping Rot
17-18	Crimson Flux
19-20	Crown of Thorns
21-22	Crystal Plague
23-26	Cursed Flesh
27-28	Cursed Reflection
29-30	Cursed Stigmata
31-34	Doomsday Fever
35-36	Fleshcrack
37-40	Fungal Bloom
41-42	Ghostlight Curse
43-44	Gloomrot
45-46	Hollow Flame
47-48	Infestation
49-50	Iron Binding
51-52	Leeching Fog
53-54	Linguistic Decay
55-56	Living Nightmare
57-58	Lycanthropy
59-62	Malignant Ascension
63-64	Path of the Blind
65-66	Puppet's Curse
67-68	Ravenous Maw
69-70	Razor Blossom
71-72	Roswell Transmutation
73-74	Sickening Vibration
75-78	Skeletal Curse
79-80	Starfall Curse
81-82	Tear of Time
83-86	The Contagion
87-88	The Fusion
89-90	Tongue of Lies
91-94	Vampirism
95-96	Voidspike Plague
97-98	Wailing Horror
99-00	Whispering Tendrils

MALADY DESCRIPTIONS

I can see what you see not. Vision milky, then eyes rot.

When you turn they will be gone, whispering their hidden song.

Then you see what cannot be, shadows move where light should be.

Out of darkness, out of mind, cast down into the Halls of the Blind.

- *Diablo* (1997)

ASHEN BREATH

In the scorched industrial ruins where colossal smokestacks cracked and fell, drifting ash never settles. Half-sentient revenants roam these slag fields, clouds of gritty soot that carry Ashen Breath.

In shantytowns beneath dead factories, workers wear filthy masks. Every dawn reveals new black stains on their lips. Fires burn in oil-drum braziers, thick smoke blending with the choking air. No one knows if the next breath might coat their lungs in cinders forever.

Infection Vectors: Bane Moths, Misbegotten, Demons

STAGE I

A hacking cough rattles your chest. The air feels thick.

Penalty: -2 to Might from coughing fits.

STAGE II

Smoke and soot flood each breath. You taste ash with every inhale.

Chemical Sensitivity: You have preternatural knowledge of toxins and pollutants. Once per scene, gain +1d6 to checks to identify toxins or hazardous chemicals.

Bonus: +5 poison soak as your body hardens to toxins.

Penalty: Take -2 physical soak.

STAGE III

Your lungs blacken, and you cough up flakes of char. Vision dims at the edges.

Penalty: -2 Agility due to constant wheezing.

STAGE IV

Your breath swirls with ash and toxins.

Bonus: +2 Might. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: -2 Wit as the choking fumes cloud your thoughts.

MORBIDITY

Your lungs burst, and an ash-filled horror rises where you stood. Your mind belongs to the director.

BLACK SHADOW

Wreckage of old high-rises looms over deserted streets, their glass shards reflecting starless nights. Creatures of living darkness slip from elevator shafts and basement tunnels, spreading Black Shadow with each flickering silhouette.

Survivors cluster behind barricades of scrap metal, shining flashlights at suspicious corners. Streetlamps that still function cast uneasy cones of light—yet people vanish under them all the same. By morning, footprints of black dust remain, trailing deeper into the labyrinth of collapsed floors.

Infection Vectors: Dream Demons, Hounds of Tindalos, Ghosts

STAGE I

A shadow clings to your feet in ways that defy light. Its presence unsettles onlookers.

Penalty: -2 Charisma as people recoil from the eerie silhouette.

STAGE II

The shadow darkens and whispers of power. It moves as if alive.

Night Watcher: Your living shadow subtly alerts you to hidden threats lurking in darkness. Once per scene, gain +1d6 to a check made in dim or dark environments.

Bonus: +5 necrotic soak as darkness enfolds you.

Penalty: Take -2 physical soak.

STAGE III

The shadow drags your limbs like a puppet. Your body aches from its pull.

Penalty: -2 Wit as the murmurs in your head drown your thoughts.

STAGE IV

Blackness envelops you, aiding each strike and spell.

Bonus: +2 Agility. Your attacks and powers can deal necrotic damage and such effects gain +1 necrotic damage.

Penalty: -2 Charisma as fear and revulsion cling to you.

MORBIDITY

Shadow and flesh merge into a living darkness, guided by forces beyond your will.

BLESSING OF THE DEEP

Along battered coastlines where shipping piers sank under toxic waves, fishlike cultists slink ashore under a pale moon. Their damp skin oozes a watery infection called Blessing of the Deep.

Shanty-blocks near the sea notice brine tainting the wells, and scaly growths on neighbors. At dusk, the tide pulls harder, flooding basements. Gurgling voices echo in ruined boathouses, luring more to vanish below the murky foam.

Infection Vectors: Deep Ones

STAGE I

Skin grows clammy. Eyes glisten with a glassy sheen. You feel the pull of hidden waters.

Penalty: -2 Charisma as your damp, cold appearance unsettles onlookers.

STAGE II

Scales emerge on your skin. Fingers begin to web, and small gills open along your neck.

Tremorsense: Your clammy skin senses vibrations in air or water, guiding you. Once per scene, gain +1d7 to Perception checks detecting hidden or approaching entities.

Bonus: +5 cold soak as your body adapts to frigid waters.

Penalty: Take -2 physical soak.

STAGE III

Your limbs lengthen, and bulbous eyes see even in absolute darkness.

Penalty: -2 Wit as the ocean's call erodes your focus.

STAGE IV

Iridescent scales coat your body. Gills flare visibly.

Bonus: +2 Might. Your attacks and powers can deal cold damage and such effects gain +1 cold damage.

Penalty: -2 Charisma from your warped, amphibious form.

MORBIDITY

You vanish below the waves, a deep one forever in the service of sunken gods.

BLOODTIDE

Makeshift arenas bloom in the shells of old stadiums, where warlords pit desperate fighters against each other for salvage or supplies. Amid the gore, wraiths form, leaking Bloodtide into every fresh wound.

Merchants hawk black-market bandages that can't keep blood from boiling. Spectators in seat rows once meant for cheering watch duels in stony silence, each heartbeat racing. At nightfall, the wraiths roam the corridors, drawn to the scent of spilled blood.

Infection Vectors: Dread Hounds, Mutant Cannibals, Vampires

STAGE I

Veins throb under the skin. Your heartbeat booms in your ears.

Penalty: -2 Wit as the rushing pulse scatters your thoughts.

STAGE II

Your blood churns. Veins writhe, glowing under your skin.

Adrenal Surge: The pounding in your veins grants momentary bursts of athleticism during stressful situations. Once per scene, gain +1d6 to checks involving quick escapes or physical exertion.

Bonus: +5 necrotic soak as blood thickens unnaturally.

Penalty: Take -2 physical soak.

STAGE III

Blood lashes out in red arcs. Veins glow with malignant force.

Penalty: -2 Agility as muscle spasms ruin your control.

STAGE IV

You embody raw bloodlust. Each heartbeat fuels your attacks.

Bonus: +2 Might. Your attacks and powers can deal necrotic damage and such effects gain +1 necrotic damage.

Penalty: -2 Charisma from your deranged aura.

MORBIDITY

Your form erupts into a geyser of blood. What rises from the crimson flood no longer answers to you.

CHILLING MARROW

Cracked highways vanish under endless ice storms. Ghostly shapes stagger out from derelict structures, skin filmed with frost, bearing Chilling Marrow.

In half-frozen apartments or refitted shipping crates, survivors huddle around barrel-fires. Each morning, someone's cough reveals a deeper cold in their bones. The old city's architecture creaks under thick rime, as if waiting to collapse in an avalanche of freezing doom.

Infection Vectors: Fey, Draugr, Szygg

STAGE I

A cold ache invades your bones.

Penalty: -2 Agility as stiff joints slow you.

STAGE II

Ice spreads through your marrow. Frost etches your flesh.

Enduring Chill: The cold seeping through your bones numbs you to discomfort, aiding physical endurance. Once per scene, gain +1d6 to checks resisting fatigue, exposure, or harsh environments.

Bonus: +5 cold soak as your flesh numbs to freezing.

Penalty: Take -2 physical soak.

STAGE III

Frost covers your skin in intricate patterns. Your joints creak at every movement.

Penalty: Healing that targets you is reduced by 5.

STAGE IV

A walking glacier, your inner cold empowers your strikes.

Bonus: +2 Might. Your attacks and powers can deal cold damage and such effects gain +1 cold damage.

Penalty: Take +1 malady damage at the start of your turn as the ice consumes you.

MORBIDITY

Your body becomes an eternal statue of ice, shrouded in subzero malevolence.

CONSUMING SHAPE

Refugees wake to find lumps writhing under their skin. Others see their neighbors sprout tentacles or bone spurs overnight. Fires claim entire neighborhoods, desperate attempts to halt the unstoppable spread of pulsing flesh, but the evil only grows.

Infection Vectors: Cosmic Horrors, Epithioids, Pod Things

STAGE I

Skin itches with creeping movement beneath the surface.

Penalty: -2 Wit as dread and paranoia gnaw at your mind.

STAGE II

Flesh sprouts pulsing growths. They shift and crawl without mercy.

Keen Dexterity: The shifting under your skin briefly sharpens your fine motor skills. Once per scene, gain +1d6 to checks involving precision or delicate work.

Bonus: +5 acid soak as your form resists further decay.

Penalty: Take -2 physical soak.

STAGE III

You sprout alien protrusions. Your limbs twitch with hideous elasticity.

Penalty: -2 Agility as you stumble under your changing mass.

STAGE IV

Bone and sinew warp into an otherworldly shape.

Bonus: +2 Might. Your attacks and powers can deal acid damage and such effects gain +1 acid damage.

Penalty: Gain the crippled condition, losing any immunity to it.

MORBIDITY

You dissolve into a consuming monstrosity, forever driven to spread your corruption.

CREEPING ROT

In the boggy remains of an ancient farmland, necromancers build plague-henges to harvest black magic. Their crow-masked servants roam the swamps, scattering foul poultices. Creatures that go too near contract Creeping Rot.

Mildewed shanties sink in muck. Swords rust in sheaths as entire militias can't muster the energy to swing. Healers run out of salves, forced to burn the infected in funeral pyres that do little to stop the swamp from claiming fresh victims.

Infection Vectors: Ghouls, Hags, Zombies

STAGE I

An ache festers in a limb. Flesh begins to yellow.

Penalty: -2 Might as disease saps your vigor.

STAGE II

The rot burrows deeper, stiffening joints and dulling sensation.

Corruption Sense: Your festering limb alerts you to decay, spoiled supplies, or diseased materials. Once per scene, gain +1d6 to checks when identifying spoiled or contaminated goods.

Bonus: +5 poison soak as your body numbs to infection.

Penalty: Take -2 physical soak.

STAGE III

The infected area loses feeling. Every movement feels wrong.

Penalty: -2 Agility from decaying muscle and tendon.

STAGE IV

Decay overwhelms your body, yet you can spread it further.

Bonus: +2 Wit. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: Gain the crippled condition and lose any immunity to it.

MORBIDITY

You collapse into a rotting heap, driven by a mindless urge to corrupt others.

CRIMSON FLUX

Fueled by unstoppable internal heat, survivors roam the dusty lots shouting at unseen demons. Houses burn from the inside out.

Infection Vectors: Cultists, Demons, Plasms

STAGE I

A feverish heat crawls under your skin. Your thoughts race.

Penalty: -2 Wit as the burning blood clouds reason.

STAGE II

Blood boils with scorching pain, pumped through thrashing veins.

Heightened Alertness: Your fever grants sudden clarity, sharpening your senses to subtle dangers. Once per scene, gain +1d6 to checks detecting environmental hazards or traps.

Bonus: +5 fire soak as you adapt to internal flames.

Penalty: Take -2 physical soak.

STAGE III

Your body seethes with raging heat. Sweat evaporates in bursts.

Penalty: -2 Charisma as you twitch and glare like a cornered beast.

STAGE IV

You burn inside and out, fueling your attacks with inner flame.

Bonus: +2 Might. Your attacks and powers can deal fire damage and such effects gain +1 fire damage.

Penalty: -2 Agility as the heat scorches your control.

MORBIDITY

Your body becomes an inferno, a blazing soul of rage that sets the world aflame.

CROWN OF THORNS

The Thorned Cathedral squats amid ruined highways, ringed by brambles that slice open travelers. Fanatic templars guard it, each crowned by living barbs—an unholy gift known as Crown of Thorns.

Petty warlords wage crusades on the cathedral, only to be driven back by unstoppable zealots. Elsewhere, survivors find thorny growths on their skull, fueling twisted devotion. Hedge wizards break precious quills writing warding scripts, but the pain of budding thorns distorts all clarity.

Infection Vectors: Angels, Beastfolk

STAGE I

Pressure gathers on your skull. Thin barbs prick your scalp.

Penalty: -2 Wit as constant pain muddles focus.

STAGE II

A ring of thorns wraps your head, stabbing your flesh.

Focused Insight: Pain sharpens your mental defenses. Once per scene, gain +1d6 to Insight checks made to resist deception or intimidation.

Bonus: +5 psychic soak as you steel yourself against agony.

Penalty: Take -2 physical soak.

STAGE III

Spikes dig deeper. A rush of twisted clarity fills you.

Penalty: -2 Might as your strength wanes under the crown's torment.

STAGE IV

Thorns merge with your skull, gifting cruel insight for every strike.

Bonus: +2 Agility. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: Gain the crippled condition, losing any immunity to it.

MORBIDITY

You reign as a monarch of agony, crowned by living barbs that make you an agent of torment.

CRYSTAL PLAGUE

Deep in the earth, survivors mine bizarre crystals that formed after reality itself buckled around them. These crystals resonate with hidden power, but slice flesh with each touch, unleashing Crystal Plague.

Rusted walls glimmer with fractal reflections. Survivors wrap themselves in leathers and scraps, yet faint chimes ring each time crystal nicks flesh. Streets glint with rainbow shards under a sun that never sets right, as more souls become monstrosities.

Infection Vectors: Crystalloids, Elder Things

STAGE I

Sparkling crystals form on fingertips and nails, humming with faint energy.

Penalty: -2 Agility as the jagged surfaces impede movement.

STAGE II

Clusters of crystal expand across your arms, glinting in any light.

Illusion Resistance: Your crystalline fingertips resonate, revealing distortions or hidden deceptions. Once per scene, gain +1d6 to Insight checks detecting illusions or visual trickery.

Bonus: Gain +5 psychic soak.

Penalty: Take -2 physical soak.

STAGE III

Your entire body glitters with shards that refract what passes for your reflection.

Penalty: Healing on you is reduced by 5.

STAGE IV

Your form is a living mass of razor-sharp crystal.

Bonus: +2 Might. Your attacks and powers can deal physical damage and such effects gain +1 physical damage.

Penalty: Take +1 malady damage at the start of your turn as the crystal feeds on your essence.

MORBIDITY

You stand as a lethal monument of crystal, all trace of your former self lost inside the prism.

CURSED FLESH

Warlords once hoarded dark science in labs beneath battered bunkers. When something tore open these labs, twisted creations crawled out, the results of failed experiments. Their bile spreads Cursed Flesh, a grim disease that rebuilds victims as brutish horrors. Survivor shantytowns fill with mutated monsters. They soon roam free, trampling all in their path. Builders attempt to wall them out, but each day reveals more monstrous silhouettes on the horizon.

Infection Vectors: Arachnoids, Foulstone Horrors, Martians

STAGE I

Patches of skin darken, veins throbbing under the surface.

Penalty: -2 Wit from stinging pain and creeping dread.

STAGE II

Scales or ridges mar your skin. Your body feels heavier.

Stoic Endurance: Your toughening skin briefly strengthens your resolve against physical discomfort. Once per scene, gain +1d6 to checks to endure pain, exhaustion, or harsh conditions.

Bonus: +2 physical soak as your hide grows tougher.

Penalty: Take 1 malady damage in combat at the start of your turn.

STAGE III

Jagged bone plates and hardened skin warp your shape. Movement slows under the weight.

Penalty: -2 Agility as your body twists against you.

STAGE IV

You tower in monstrous form, limbs twisted into weapons.

Bonus: Gain +2 Might. Your attacks and powers can deal physical damage and such effects gain +1 physical damage.

Penalty: Gain the crippled condition, losing any immunity to it.

MORBIDITY

The warped body remains, but the soul is devoured by the curse.

CURSED REFLECTION

In the shattered remains of a grand hall of mirrors, ghostly illusions linger behind broken glass. Occult peddlers steal shards from this place and sell them as novelties, not knowing they harbor a terrible curse.

Survivors board up windows and avoid shiny surfaces. The rare metal shield or battered car mirror becomes an accursed item. Murmurs spread of entire families devoured by mirror doubles. Candlelit neighborhoods fear the moment a flash of reflection might signal doom.

Infection Vectors: Denizens of the Duat, Dream Demons, Ghosts

STAGE I

Reflections in mirrors or water seem out of step with your movements. A sense of dread grows.

Penalty: -2 Wit as glimpses in reflective surfaces unsettle your mind.

STAGE II

Your reflection moves on its own. Its eyes track you when you look away.

Vigilant Awareness: Your reflection's movements keep you alert. Once per scene, gain +1d6 to Perception checks noticing hidden observers or trackers.

Bonus: +2 Agility as heightened nerves keep you alert.

Penalty: Take -2 physical soak.

STAGE III

You hear your own voice mocking you. The reflection exerts control in small ways.

Penalty: Take 1 malady damage in combat at the start of your turn.

STAGE IV

The reflection wrests full control, twisting your powers into psychic force.

Bonus: +2 Might. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: -2 Charisma as others witness your unnatural behavior.

MORBIDITY

Your reflection breaks free, a malevolent twin in your place. The real you is locked beyond the mirror.

CURSED STIGMATA

By torchlight within a defiled cathedral, hooded inquisitors use arcane branding irons to enforce devotion, leaking flame-bound curses known as Cursed Stigmata.

Wounded pilgrims wander highways, trailing blood that sizzles when it hits the ground. Nearby villages bar them from entering. Each day sees more people with open wounds that glow with infernal heat, forced to roam until they find solace or burst in fiery agony.

Infection Vectors: Cultists, Demons, Mummies

STAGE I

A small wound opens without reason. A wave of heat passes through your body.

Penalty: -2 Agility as raw pain distracts your every move.

STAGE II

Open sores bleed in steady streams. Agony keeps you awake.

Dark Clarity: The burning stigmata grant insight into others' hidden emotions and intentions. Once per scene, gain +1d6 to Insight checks discerning emotional states or lies.

Bonus: +2 Might as you grow hardened to the burning pain.

Penalty: Take -2 physical soak.

STAGE III

Blood pours from each lesion, painting you in crimson rivulets.

Penalty: -2 Wit as pain hammers your focus.

STAGE IV

Your flesh is riddled with bleeding marks, each searing with flame.

Bonus: +2 Charisma. Your attacks and powers can deal fire damage and such effects gain +1 fire damage.

Penalty: -2 Agility from the relentless torment.

MORBIDITY

Your wounds never close, and the burning stigma claims your soul. A vessel of anguish remains.

DOOMSDAY FEVER

A rusted broadcast tower stands in an irradiated desert, still transmitting end-of-the-world bulletins. Those who listen too long soak in dread-laced signals that spark Doomsday Fever, an uncontrollable conviction that the apocalypse is all that is left. Hysterical mobs form behind new prophets, some marching on fortress gates to "cleanse" unbelievers. Citizens turn hopeless, refusing to plant crops or fix ramparts. Warlords attempt to jam the broadcast, but fanatics sabotage everything in paranoid fervor.

Infection Vectors: Clockwork Conspirators, Cultists, Men in Black

STAGE I

Heat flows through your veins, draining your body's endurance.

Penalty: -2 Might as the fever saps your strength.

STAGE II

A raging fever grips you. Skin flushes, and sweat pours.

Dread Intuition: Fever-induced paranoia grants sudden clarity in detecting subtle environmental threats. Once per scene, gain +1d6 to Perception checks identifying hidden dangers or suspicious surroundings.

Bonus: +2 Wit as fever dreams sharpen your paranoid awareness.

Penalty: Take -2 physical soak.

STAGE III

You feel your mind split, obsessed with visions of apocalypse.

Penalty: -2 Agility as your limbs quake.

STAGE IV

Hallucinations show final destruction, fueling your fiery strikes.

Bonus: +2 Wit. Your attacks and powers can deal fire damage and such effects gain +1 fire damage.

Penalty: -2 Charisma from your unhinged presence.

MORBIDITY

In the fever's final blaze, your mind is scoured clean. Nothing sane remains.

FLESHCRACK

Within the crater of a broken arcology, flesh-crafters and cannibal brutes fuse corpses into altars. Their rituals cause splits in mortal skin, the beginning of Fleshcrack. Whole outposts soon rattle with unending moans. Families check each other's limbs for black lines creeping under the skin. Healers cry over how quickly flesh tears, each cut revealing deeper corruption. No remedy seems to mend the cracks.

Infection Vectors: Antediluvians, Sandworms, Roachviles

STAGE I

Thin cracks appear across your skin, like porcelain ready to shatter.

Penalty: -2 Agility as each movement widens the damage.

STAGE II

Fissures deepen into bleeding gaps. Black fluid seeps out.

Airflow Detection: The cracks in your skin briefly enhance sensitivity to subtle drafts. Once per scene, gain +1d6 to checks discovering hidden doors or passages.

Bonus: +2 Wit as the pain hones your senses to a razor's edge.

Penalty: Take -2 physical soak.

STAGE III

Your limbs split along the cracks, leaking oily essence. Each step hurts.

Penalty: -2 Agility as agony slows you.

STAGE IV

Your flesh is a web of splits, fueling savage blows.

Bonus: +2 Might. Your attacks and powers can deal physical damage and such effects gain +1 physical damage.

Penalty: -2 Charisma as others recoil from your ruin.

MORBIDITY

Your form disintegrates into a cracked husk. A mangled creature may rise from the pieces.

FUNGAL BLOOM

The stench of rot clings to farmland, vines uproot stone, and survivors find toadstools sprouting on their skin. Militia squads try to burn the infestation, but thick spores float through the air, turning entire garrisons into mushroom-laden thralls.

Infection Vectors: Bane Moths, Fungals, Plague Wasps

STAGE I

Small rashes speckle your arms. It feels as if something grows from within.

Penalty: -2 Wit as your concentration falters under the constant itching.

STAGE II

Spores burst from your pores, and fungal growths root under your skin.

Digestive Fortitude: Fungal growths fortify your stomach against contaminated or spoiled sustenance, and you become hungry for anything even vaguely edible. Once per scene, gain +1d6 to checks resisting illness from spoiled food or water.

Bonus: +2 Might as fungal tissue reinforces your muscles.

Penalty: Take -2 physical soak.

STAGE III

Mushrooms spread along your flesh, leaking foul fluids.

Penalty: -2 Agility as stiff tissue hampers movement.

STAGE IV

Fungal stalks pierce your muscles, letting you spread venom with each blow.

Bonus: +2 Might. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: -2 Charisma as your fungal form disgusts onlookers.

MORBIDITY

You evolve into a walking infestation, more fungus than human.

GHOSTLIGHT CURSE

Midnight watchers say old lights flicker in ghost towns, though no living soul could dwell there. A phantom reels out illusions that guide travelers into the darkness, granting them the spectral chill of Ghostlight Curse. Odd glows fill cracked windows at night, and people vanish from bunkhouses, drawn to dancing orbs. Torches sputter, enfeebled by otherworldly chill. No record exists of where the ghost-lights began, only haunted moans that echo between warped screens.

Infection Vectors: Ghosts

STAGE I

Dim will-o'-the-wisps drift around you, fading when you look.

Penalty: -2 Might as their chill saps your energy.

STAGE II

Lights dance around your body, swirling in random paths.

Secretive Guidance: The ghostly lights around you briefly illuminate subtle clues or hidden signs. Once per scene, gain +1d6 to checks uncovering hidden markings or messages.

Bonus: +2 Wit as the spectral glow sharpens your awareness.

Penalty: Take -2 physical soak.

STAGE III

You glow with pale light, and the air around you freezes.

Penalty: -2 Agility from the bone-deep cold.

STAGE IV

You are a beacon of spectral fire, turning your strikes into frost-laced attacks.

Bonus: +2 Wit. Your attacks and powers can deal cold damage and such effects gain +1 cold damage.

Penalty: -2 Charisma as your deathly glow unnerves others.

MORBIDITY

Your soul merges with the ghostlights. You drift as a spectral harbinger of winter.

GLOOMROT

A city vanished behind swirling smog. Doomsayers claim a dark entity devours the place, emanating an infection called Gloomrot. Explorers who breach the gates find no living residents, only shadows that sigh in grief. Word spreads that gloom seeps out in slow waves. Nearby outposts suffer plummeting morale. Crops and morale wither. A single joke or laugh is an oddity.

Infection Vectors: Cultists, Foul Fiends of Fad Felen, Szygg

STAGE I

A crushing weight settles in your chest. You feel bleak and hopeless.

Penalty: -2 Agility as despair drags you down.

STAGE II

Shadows creep in your mind, numbing your emotions.

Morale Insight: The despair you carry grants clarity regarding emotions. Once per scene, gain +1d6 to checks assessing group morale or trustworthiness.

Bonus: +2 Wit as fear and joy fade, leaving cold logic.

Penalty: Take -2 physical soak.

STAGE III

You cannot recall joy. A grim pall hangs over every thought.

Penalty: -2 Agility from soul-crushing gloom.

STAGE IV

Darkness radiates from you, twisting your attacks into waves of necrotic power.

Bonus: +2 Wit. Your attacks and powers can deal necrotic damage and such effects gain +1 necrotic damage.

Penalty: -2 Charisma as your presence smothers spirits.

MORBIDITY

You embody despair, a harbinger of emptiness that devours feeling.

HOLLOW FLAME

In afflicted outposts, warriors tremble with fevers that do not respond to medicine. Folk abandon cooking fires, fearful of fueling the ember inside them. By night, horrors slither up from scorching fissures, drawn by the flicker in each victim's chest.

Infection Vectors: Antediluvians, Demons, Plasms

STAGE I

A strange warmth flickers inside your torso, gnawing at your vigor.

Penalty: -2 Might as it drains your endurance.

STAGE II

Fire ignites in your chest, visible between your ribs.

Internal Warmth: Your inner flame briefly protects against cold environments and exposure. Once per scene, gain +1d6 to Athletics checks resisting extreme cold or hypothermia.

Bonus: +2 Agility from the feverish energy.

Penalty: Take -2 physical soak.

STAGE III

Flames lick across your limbs. The heat distracts your thoughts.

Penalty: -2 Wit as the flickering light fills your vision.

STAGE IV

You burn from within. Strikes erupt with flame.

Bonus: +2 Agility. Your attacks and powers can deal fire damage and such effects gain +1 fire damage.

Penalty: +1 malady damage at the start of your turn as the fire consumes you.

MORBIDITY

Your body crumbles to ash, leaving behind a being of flame that roams to burn others.

INFESTATION

Streets turn into battlegrounds against waves of vermin. Some folks scratch their arms until they bleed, terrified of lumps under the skin. Overnight, more vanish. By morning, the only sign of them is a wet smear down a sewer grate.

Infection Vectors: Beelzebugs, Cryptids, Plague Wasps

STAGE I

An itching under your skin suggests unwelcome guests.

Penalty: -2 Charisma as you scratch and shudder before others.

STAGE II

Tiny parasites wriggle beneath your flesh. They feed on your blood.

Sensitive Fingers: The parasites crawling beneath your skin temporarily heighten tactile sensitivity. Once per scene, gain +1d6 to checks made by touch for hidden items or compartments.

Bonus: +2 Agility from their unnatural impulses.

Penalty: Take -2 physical soak.

STAGE III

Your body swells with the parasite brood, lumps moving under the skin.

Penalty: -2 Might as the parasites devour your flesh.

STAGE IV

The swarm takes over. Your attacks and spells drip with toxins.

Bonus: +2 Agility. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: +1 malady damage at the start of your turn as the parasites consume your body.

MORBIDITY

You are a husk, and the swarm directs your every movement.

IRON BINDING

Iron Binding arises from massive scrap-forges that roar with steam, run by half-mechanical warlords. Their legions keep humanity in check, brandishing exosuits that leak a metallic blight into battered survivors.

Fort-towns echo with the clang of metal-laced bodies struggling to move. Joints lock with rust. Smiths find their hammers too heavy to lift. People stand in place until they freeze mid-stride, skin bonded to steel. Their new masters watch from ramparts, forging more iron-bound thralls.

Infection Vectors: Iron Minds, Mechabominations, Skeletrons

STAGE I

Your blood feels dense, as if laced with metal. Joints lock under the strain.

Penalty: -2 Agility from heavy limbs.

STAGE II

Metal plates spread across your skin in irregular patches.

Grounded Stability: The metal infusing your veins briefly roots you firmly against environmental challenges. Once per scene, gain +1d6 to checks resisting being moved or knocked prone by environmental forces.

Bonus: +2 Might as your body hardens.

Penalty: -2 physical soak as the iron saps your living energy.

STAGE III

Rusted metal encases much of your flesh. Each step grates.

Penalty: -2 Wit from the weight draining your focus.

STAGE IV

You stand as a living statue, your strikes landing like iron.

Bonus: +2 Might. Your attacks and powers can deal physical damage and such effects gain +1 physical damage.

Penalty: +1 malady damage at the start of your turn as the iron crushes you.

MORBIDITY

All trace of warmth is gone. The iron shell stands, your will entombed inside.

LEECHING FOG

Out in the haunted marshes where quagmires swallow old highways, a vampiric mist creeps. Pale Marshlurkers, eyes glowing with swamp gas, lure travelers to watery graves. Their presence begets Leeching Fog that seeps into the spirit. Fog drifts into outposts. Guards fail to see foes until it's too late. Huddled families sense their warmth ebbing. Torches barely cut through the pale gloom. Each dawn reveals half the population missing or found slumped in the mud, drained of color and will.

Infection Vectors: Foulstone Horrors, Ghosts, Vampires

STAGE I

A pale mist clings to you, drawing warmth from your skin.

Penalty: -2 Might as the fog drains vigor.

STAGE II

The fog grows thick, cold, and hungry. It clutches at your soul.

Spirit Sensitivity: The mist sapping your warmth briefly sharpens your sensitivity to spiritual presences. Once per scene, gain +1d6 to checks detecting spectral entities or supernatural phenomena.

Bonus: +2 Wit from the strange clarity of cold.

Penalty: -2 physical soak as the iron saps your living energy.

STAGE III

Mist surrounds you, numbing body and mind.

Penalty: -2 Agility as you move through clammy haze.

STAGE IV

You become one with the leeching haze, freezing any blow you land.

Bonus: +2 Wit. Your attacks and powers can deal cold damage and such effects gain +1 cold damage.

Penalty: +1 malady damage at the start of your turn as the fog devours your life force.

MORBIDITY

Flesh fades into the freezing cloud. A phantom of ice and hunger remains.

LINGUISTIC DECAY

Communication breaks. Barter becomes endless pantomime. Old tales are garbled nonsense. In chaos, interpreters rise to fill the gap, selling the “true meaning” of the words. Cults exploit the babble to incite panic. Residents hang up signs in random scribbles, hoping for safety no one can read.

Infection Vectors: Antediluvians, Beastfolk, Dream Demons

STAGE I

Certain words catch in your throat, twisting into harsh bursts of sound.

Penalty: -2 Charisma as your speech grates on those around you.

STAGE II

Words loop and fracture in your thoughts. Speaking grows labored.

Non-verbal Clarity: As words falter, your gestures and silent cues become precise. Once per scene, gain +1d6 to Influence checks communicating through gestures or non-verbal cues.

Bonus: +5 psychic soak as you build mental barriers against confusion.

Penalty: Take -2 physical soak.

STAGE III

Your voice warps to nonsense, echoing in maddening tones.

Penalty: -2 Wit as the distortion breaks your logical patterns.

STAGE IV

Your words corrode minds, allowing your strikes to carry psychic menace.

Bonus: +2 Charisma. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: +1 malady damage at the start of your turn as the swirling discord ravages you.

MORBIDITY

Your words bring only madness, and your body belongs to the infection. You spread broken language wherever you roam.

LIVING NIGHTMARE

At night, illusions roam. Farmers see scarecrows come alive, children see boogymen crawl from closets. The lines between real and imaginary shred, plunging entire families into terror. Healers want to mend the devastation, but can't tell illusions from true horrors.

Infection Vectors: Antediluvians, Cosmic Horrors, Dream Demons

STAGE I

Your presence inspires dread. People avoid you for reasons they can't name.

Penalty: -2 Charisma as an aura of fear clings to you.

STAGE II

Your flesh warps to feed on terror. Others' fear invigorates you.

Fear Detection: The dread aura around you enhances your ability to perceive fear or deceit. Once per scene, gain +1d6 to Insight checks discerning hidden fears or deception in others.

Bonus: +2 Wit from heightened awareness of others' horror.

Penalty: Take -2 physical soak.

STAGE III

You shift to match the nightmares of those who see you. Fear shapes your limbs.

Penalty: -2 Agility as your metamorphoses disrupt your movement.

STAGE IV

You walk as a horror drawn from the worst nightmares, harnessing necrotic might.

Bonus: +2 Wit. Your attacks and powers can deal necrotic damage and such effects gain +1 necrotic damage.

Penalty: -2 Charisma as your monstrous guise severs your humanity.

MORBIDITY

Your last ties to humanity dissolve, and terror becomes your only sustenance.

LYCANTHROPY

When the Blood Moon rises, ancient werebeasts awaken from dens hidden in crashed suburban malls. These savage packs worship primal war totems and feed off hapless wanderers, giving them Lycanthropy. Outpost lookouts scan the horizon for shapes bounding on all fours. No chain or barred gate is enough. Livestock and neighbors vanish under snarling hunts.

Infection Vectors: Beastfolk, Ferals, Werewolves

STAGE I

An animal spark flickers in your eyes. Nails thicken into crude claws.

Penalty: -2 Charisma as your bestial urges unsettle others.

STAGE II

Coarse fur sprouts along your skin. Senses sharpen, and primal instincts guide your reflexes.

Predatory Awareness: Your animalistic nature heightens your senses for tracking or detection. Once per scene, gain +1d6 to Perception checks involving tracking or detecting subtle scents and sounds.

Bonus: +2 Agility as your limbs gain feral quickness.

Penalty: -2 physical soak as your body devours your reserves.

STAGE III

Your face elongates with fangs, and your muscles swell.

Penalty: -2 Wit as your mind sinks into animal fury.

STAGE IV

A beast stands in your place. Instinct drives every movement.

Bonus: +2 Might. Your attacks and powers can deal physical damage and such effects gain +1 physical damage.

Penalty: Take +1 malady damage at the start of your turn in combat under the full moon.

MORBIDITY

The hunger reigns. You roam as a savage predator, torn from your former self.

MALIGNANT ASCENSION

In the twisted greenhouse labs once meant to reforest the planet, abominations balloon with tumor-laden strength. Rogue horticulturists worship this growth as divine, spreading seeds of Malignant Ascension to unsuspecting refugees. Town squares erupt with tangled vines too large to clear. People sprout lumps that weigh them down. Warlords want the labs razed, but the mutated horticulturists promise unstoppable armies. The land itself bulges underfoot, as if it might swallow the next fortress whole.

Infection Vectors: Cosmic Horrors, Fungals, Mutant Cannibals

STAGE I

A strange power awakens inside you. Tumorous lumps form beneath the skin.

Penalty: -2 Agility as your shifting weight disrupts movement.

STAGE II

Growths spread, pulsing with dark energy.

Resilient Endurance: Your body's unnatural growth briefly dulls your perception of pain and fatigue. Once per scene, gain +1d6 to Athletics checks resisting exhaustion or sustained physical hardship.

Bonus: +2 Might as the tumors feed your strength.

Penalty: Take -2 physical soak.

STAGE III

Your body twists in a nauseating mass of flesh and power.

Penalty: -2 Wit as unearthly pain floods your senses.

STAGE IV

Tumors and unnatural growth envelop you, corrupting every swing.

Bonus: +2 Might. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: Gain the crippled condition, losing any immunity to it.

MORBIDITY

A hulking mass of growth emerges, lacking any will but hunger and rage.

PATH OF THE BLIND

Blind, pale priests worship the All-Seeing Void, an entity that blinds mortals physically but grants second sight. They infect visitors with Path of the Blind to swell their ranks. Blind beggars roam the streets, claiming new revelations. Swordsmen and gunslingers fight clumsily, uncertain of real shapes in dim corners.

Infection Vectors: Cryptids, Deep Ones, Draugr

STAGE I

Vision dims behind a gray haze. Shapes blur.

Penalty: -2 Wit as you lose confidence in what you see.

STAGE II

Eyes bleed, and your hearing sharpens in compensation.

Heightened Hearing: Dimming vision sharpens your auditory perception to a remarkable degree. Once per scene, gain +1d4 to Perception checks relying primarily on sound.

Bonus: +2 Agility as heightened hearing keeps you on your toes.

Penalty: Take -2 physical soak.

STAGE III

Shadows flicker at the edge of sight, stirring panicked whispers.

Penalty: -2 Wit from growing paranoia.

STAGE IV

Blindness takes you, and the darkness guides your strikes.

Bonus: +2 Charisma. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: +1 malady damage at the start of your turn from the mental strain of unending darkness.

MORBIDITY

You vanish into a deep realm of shadow, consumed by fear.

PUPPET'S CURSE

People jerk in unnatural movements, ignoring loved ones' pleas. Warlords fear infiltration by the thralls of this new power. Gossip abounds of entire outposts dancing eerily in the streets at midnight, as if choreographed by an invisible conductor.

Infection Vectors: Dream Demons, Ghosts

STAGE I

Your limbs feel pulled by invisible strings. You sense foreign control in small motions.

Penalty: -2 Wit as you fight an unseen manipulator.

STAGE II

The force pulling your strings grows bolder. Your movements seem more fluid but not yours.

Psychic Resilience: The sensation of unseen control enhances your resistance to psychic intrusions. Once per scene, gain +1d6 to checks resisting psychic manipulation or mental influence.

Bonus: +2 Agility as each step is guided from beyond.

Penalty: Take -2 physical soak.

STAGE III

You see your arms move without consent, and dread grows.

Penalty: -2 Charisma as your unnatural posture unsettles onlookers.

STAGE IV

Your body obeys the puppetmaster more than you, channeling psychic power.

Bonus: +2 Agility. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: +1 malady damage at the start of your turn as the force grows stronger.

MORBIDITY

Strings coil around mind and flesh. You exist only as a puppet for another.

RAVENOUS MAW

Gloom falls on communities forced to ration food. Town guards are reluctant to admit travelers who might devour stores. People sleep clutching swords. Peddlers secretly hawk black-market “meat” from shady caravans, fueling suspicion and savage feasting.

Infection Vectors: Antediluvians, Brain Eaters, Gingivals

STAGE I

A strange hunger gnaws at you. No amount of food satisfies.

Penalty: -2 Charisma as your predatory glances unsettle allies.

STAGE II

Your mouth widens with needle-like growths. Saliva drips with alien hunger.

Scavenger's Instinct: Your hunger sharpens your senses for finding hidden food sources or caches. Once per scene, gain +1d6 to Scavenge checks.

Bonus: +2 Might as the craving fuels your strength.

Penalty: Take -2 physical soak.

STAGE III

Your jaw extends, and your hands twist into predatory talons.

Penalty: -2 Wit as savage instincts consume thoughts.

STAGE IV

You become a walking maw, devouring all.

Bonus: +2 Might. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: +1 malady damage at the start of your turn as your hunger devours your energy.

MORBIDITY

The hunger takes command. You roam as a devouring beast ruled by eternal appetite.

RAZOR BLOSSOM

Fields bristle with spiny flowers. Farm animals die from venom-laced petals, and reaping scythes dull against metal vines. Whole baronies starve as farmland becomes lethal. Cultists harvest these blossoms to craft hidden weapons, ignoring the cost in blood.

Infection Vectors: Antediluvians, Crystalloids

STAGE I

Small thorny growths appear along your skin, releasing a faint floral scent.

Penalty: -2 Agility as thorns catch on armor and clothing.

STAGE II

Thorns grow longer, metallic edges forming on the tips.

Repellent Aura: Your thorny growths discourage close interaction, creating unease. Once per scene, gain +1d6 to Influence checks made to dissuade or intimidate others from approaching.

Bonus: +2 physical soak from hardened spines.

Penalty: Take 1 malady damage at the start of your turn in combat as the thorns pierce your own flesh.

STAGE III

Thorns bloom into saw-edged flowers stained with venom.

Penalty: Healing that targets you is reduced by 5.

STAGE IV

The razored blooms sway when you attack, dripping with poison.

Bonus: +2 Might. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: +1 malady damage at the start of your turn as the blossoms feed on your blood.

MORBIDITY

Your body becomes a walking garden of lethal beauty, feeding on your last sparks of life.

ROSWELL TRANSMUTATION

In a crater ringed by lumps of cosmic metal, strange visitors experiment on local scavengers. Their tinkering leaves behind bizarre transformations. Survivors who wander near the crater return thin and pale, claiming weird dreams of star-lab corridors. Town blacksmiths note a silver-like residue on gear these wanderers carry. Tinfoil hats become popular, as dwellers hope to shield their minds from distant watchers.

Infection Vectors: Martians, Men in Black

STAGE I

You see strange symbols in dreams. Head feels heavier than it should.

Penalty: -2 Might from creeping frailty.

STAGE II

Skin turns smooth and pale, eyes more sensitive to light.

Alien Insight: Your strange dreams grant clarity when deciphering complex symbols or puzzles. Once per scene, gain +1d6 to checks involving deciphering symbols, alien technology, or intricate puzzles.

Bonus: +2 Wit from alien acuity.

Penalty: Take -2 physical soak.

STAGE III

Limbs lengthen into spidery shapes, and your head swells with subtle power.

Penalty: -2 Charisma from your inhuman appearance.

STAGE IV

Your fragile body brims with alien intellect, converting your attacks into mind-shredding energy.

Bonus: +2 Wit. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: +1 malady damage at the start of your turn as alien forces drain you.

MORBIDITY

You stand as a vessel for alien minds, leaving your old self behind.

SICKENING VIBRATION

In rusting factories and crumbling bunkers, the ceaseless thrum of half-awakened machinery echoes endlessly through the corridors. Mechanical monsters spread an insidious vibration, invisible but ever-present, infecting survivors who venture too close. Fortified camps built within derelict industrial complexes become centers of madness as residents shiver uncontrollably, plagued by a resonance only they can hear. Lanterns rattle and tools jitter on tabletops, a constant reminder that the machines hidden deep below never sleep.

Infection Vectors: Clockwork Conspirators, Iron Minds, Mechabominations

STAGE I

A faint hum rattles your teeth. Your bones resonate with it.

Penalty: -2 Might as each motion feels shaky.

STAGE II

The vibration deepens, coursing through every muscle.

Mechanical Intuition: The vibrations in your bones briefly enhance your understanding of machinery or hidden mechanisms. Once per scene, gain +1d6 to checks identifying or interacting with complex devices.

Bonus: +2 Agility from the frantic edge in your nerves.

Penalty: Take -2 physical soak.

STAGE III

Your entire frame vibrates. You can't stop shaking.

Penalty: -2 Charisma as onlookers see you trembling with ominous energy.

STAGE IV

Your strikes resound with sonic energy, tearing at enemies.

Bonus: +2 Wit. Your attacks and powers can deal sonic damage and such effects gain +1 sonic damage.

Penalty: +1 malady damage at the start of your turn as your body tears from within.

MORBIDITY

You dissolve into pure resonant force, lost to the ceaseless hum.

SKELETAL CURSE

People hold mass funerals, stuffing corpses with heavy stones to keep them from walking. Graves are sealed in poured concrete if possible. Wandering skeleton warlords slice deep, and anyone cut by their cursed blades soon feels bones shifting and grinding, heralding a fate worse than death.

Infection Vectors: Mummies, Skeleton Warriors, Vampires

STAGE I

Joints grind in constant friction. Every step hurts.

Penalty: -2 Agility from the stiffness of bone.

STAGE II

Your bones weaken. Pain follows every motion.

Movement Awareness: The grinding of your joints alerts you to subtle movements around you. Once per scene, gain +1d6 to Perception checks noticing hidden or stealthy movements.

Bonus: +2 Might as tension fortifies your muscles.

Penalty: -2 physical soak as fragile bones strain under force.

STAGE III

Your skeleton warps beneath your skin. Twisted outlines show through.

Penalty: -2 Wit from the unrelenting anguish.

STAGE IV

Your skeleton bulges, fueling brutal physical attacks.

Bonus: +2 Might. Your attacks and powers can deal physical damage and such effects gain +1 physical damage.

Penalty: +1 malady damage at the start of your turn from the constant strain.

MORBIDITY

Bone overtakes flesh. You become a macabre shell of rattling bone and dead eyes.

STARFALL CURSE

On nights when the heavens bleed meteors, watchers along the Wastes see bluish fireballs slam into the desert. Alien starspawn crawl from these craters, each carrying shards that seed Starfall Curse in any mortal scratch. Warlords place bounties on meteor metals, but scavengers who return from crash sites reek of cosmic chill. People see glowing cracks on their skin, and entire outposts seem to lose warmth. Citizens barricade themselves in, chanting that no starlight seeps inside.

Infection Vectors: Cosmic Horrors

STAGE I

Your bones feel the emptiness of space. A chill seeps into your core.

Penalty: -2 Might as cosmic cold gnaws at your marrow.

STAGE II

Your skin glows faintly, flickering with starlight beneath the surface.

Cosmic Resistance: The chill of distant stars fortifies you against extreme cold or exposure. Once per scene, gain +1d6 to Athletics checks resisting cold environmental conditions.

Bonus: +5 cold soak from alien chill in your blood.

Penalty: Take 1 malady damage at the start of your turn in combat as void frost spreads.

STAGE III

Freezing sparks crawl along your body. Cracks appear on your skin, revealing cosmic blackness.

Penalty: -2 Agility under the slowing pressure of star-laden air.

STAGE IV

Void energy radiates from you, empowering your cold-laced attacks.

Bonus: +2 Wit. Your attacks and powers can deal cold damage and such effects gain +1 cold damage.

Penalty: +1 malady damage at the start of your turn as the star's power hollows you out.

MORBIDITY

You stand as a vessel of cosmic emptiness. All warmth around you dies, leaving only starlit ruin.

TEAR OF TIME

Sunrises occur at random hours. Cocks crow at midnight. Youths become old overnight, or vanish for days, reappearing with no memory. Scribes tear out their hair, rewriting history books they swore were accurate days before. No one can trust the present to last.

Infection Vectors: Clockwork Conspirators, Cosmic Horrors, Iron Minds

STAGE I

Fleeting déjà vu grips you. Moments repeat in your mind.

Penalty: -2 Charisma as you seem distant and unfocused.

STAGE II

Time fractures. You see echoes of futures and pasts side by side.

Temporal Insight: Fleeting moments of déjà vu grant sudden clarity into unfolding events or mysteries. Once per scene, gain +1d6 to Insight checks benefiting from brief glimpses of possible outcomes.

Bonus: +2 Wit from glimpses of possible outcomes.

Penalty: Take -2 physical soak.

STAGE III

Your mind slips between diverging realities. You feel stretched thin.

Penalty: -2 Agility from sporadic distortions of movement.

STAGE IV

You exist in multiple timelines, twisting your attacks into psychic assaults.

Bonus: +2 Wit. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: +1 malady damage at the start of your turn as temporal chaos rips you apart.

MORBIDITY

Lost among infinite timelines, you vanish from linear time.

THE CONTAGION

Makeshift quarantine zones fill with moaning victims. At night, battered gates hardly keep out the droves of shambling corpses. Livestock vanish, guard towers burn. Survivors stash bullets and pitchforks together, praying to hold out until dawn. Some illusions of normalcy remain, but only for a time.

Infection Vectors: Zombies

STAGE I

A cold fever chills your blood. You crave fresh flesh without understanding why.

Penalty: -2 Charisma as your gaze turns hungry and distant.

STAGE II

Necrotic blotches mar your skin, reeking of decay.

Blood Sense: Your hunger sharpens your senses for detecting wounded or dying creatures nearby. Once per scene, gain +1d6 to Perception checks identifying wounded creatures or fresh blood trails.

Bonus: +2 Agility from twitchy, unpredictable motion.

Penalty: Take -2 physical soak.

STAGE III

Thoughts grow dim. Tendons jerk with feral longing. Claws scratch at walls.

Penalty: -2 Wit as your mind rots from the inside.

STAGE IV

A mindless fiend stands in your place, turning your attacks into necrotic strikes.

Bonus: +2 Might. Your attacks and powers can deal necrotic damage and such effects gain +1 necrotic damage.

Penalty: +1 malady damage at the start of your turn as the infection destroys your body.

MORBIDITY

Death claims your will. The undead puppet that rises follows no purpose but hunger.

THE FUSION

Victims stung or bitten by insects soon become feral, unable to control cannibalistic urges. Soon, this worsens: Their features distort, and hungry maws drip with venom.

Infection Vectors: Plague Wasps, Mutant Cannibals, Xenos

STAGE I

A buzzing stirs in your head. Skin becomes clammy. You sense something inside you changing.

Penalty: -2 Wit from disjointed thoughts.

STAGE II

Chitinous masses push through your flesh, forming a shell over your torso and limbs.

Instinctive Alertness: The buzzing within you grants heightened awareness of subtle environmental changes or ambushes. Once per scene, gain +1d6 to Perception checks detecting hidden threats or environmental shifts.

Bonus: +2 Might as the shell supports your muscles.

Penalty: Take -2 physical soak.

STAGE III

Your form grows insect-like, and your movements shift to an inhuman rhythm.

Penalty: -2 Wit as your brain struggles to process alien senses.

STAGE IV

You stand as a monstrous fusion of human and insect, lacing each blow with venom.

Bonus: +2 Agility. Your attacks and powers can deal poison damage and such effects gain +1 poison damage.

Penalty: +1 malady damage at the start of your turn as the mutation consumes you.

MORBIDITY

The insect half devours your humanity, leaving a prowling hybrid abomination.

TONGUE OF LIES

Misinformation sparks riots. Townsfolk vanish or go mute. A single speaker can incite crowds to murder with a breath. No one trusts pleas for help or offers of peace.

Infection Vectors: Cultists, Demons, Fey, Vampires

STAGE I

A raw ache lingers in your throat. Words sound off when spoken.

Penalty: -2 Wit as you strain to speak.

STAGE II

Your voice gains a hypnotic undertone, even when you whisper.

Deception Detection: The ache in your throat sharpens your perception of dishonesty. Once per scene, gain +1d6 to Insight checks detecting lies or manipulative intent.

Bonus: +2 Charisma as others find themselves compelled.

Penalty: Take -2 physical soak.

STAGE III

Each word saps life from those who hear it, sometimes without intent.

Penalty: -2 Agility as you choke on corrupted breath.

STAGE IV

Your voice becomes a sonic scourge, echoing in each attack.

Bonus: +2 Charisma. Your attacks and powers can deal sonic damage and such effects gain +1 sonic damage.

Penalty: +1 malady damage at the start of your turn as your voice devours you.

MORBIDITY

Your speech unravels friend and foe, leaving you a cursed siren of devastation.

VAMPIRISM

Unwary travelers are dragged to their doom, the next guests of honor at a blood feast for the damned. With each night, the undead grow in number, threatening what little civilization remains with a fate worse than death. Milk curdles, fruit spoils, and the stench of old blood saturates the stale air. No locked gate truly keeps them out.

Infection Vectors: Ghouls, Vampires

STAGE I

Senses sharpen, driven by a craving for blood you can't ignore.

Penalty: -2 Charisma as the hunger taints your aura.

STAGE II

Teeth grow sharp. The thirst deepens, impossible to deny.

Blood Sensitivity: Your emerging hunger heightens your awareness of nearby life sources. Once per scene, gain +1d6 to Perception checks detecting hidden or obscured living creatures.

Bonus: +2 Agility from bestial quickness.

Penalty: Take -2 physical soak.

STAGE III

Fangs lengthen, and your eyes gleam with feral light. Your humanity dims.

Penalty: -2 Wit as you hunger for blood more than reason.

STAGE IV

A predator stands in your place, each attack seeking warm flesh.

Bonus: +2 Might. Your attacks and powers can deal necrotic damage and such effects gain +1 necrotic damage.

Penalty: +1 malady damage at the start of your turn as the blood-hunger consumes your control.

MORBIDITY

You exist only to hunt warm flesh, an undead fiend chained to crimson need.

VOIDSPIKE PLAGUE

Where rifts to other dimensions tear open, unstoppable cosmic energies crawl in, carried by multi-limbed voidspawn. Their barbed limbs inflict Voidspike Plague on the unfortunate. Town speakers broadcast alarms of flickering lights in the sky, urging folk indoors. Scavengers attempting to salvage reactor parts bring black spikes in their flesh. At first, it's a minor protrusion, then the void splits them wide, and the entire settlement stands in silent horror.

Infection Vectors: Cosmic Horrors

STAGE I

A stabbing pain lodges in your chest. Dark veins spread around it.

Penalty: -2 Might as the spike saps your muscle power.

STAGE II

A black spike juts beneath your skin, pulsing with void energy.

Void Awareness: The shard embedded within you grants fleeting glimpses of dimensional anomalies. Once per scene, gain +1d6 to Insight checks recognizing extradimensional threats or phenomena.

Bonus: +5 psychic soak as you adapt to the void's intrusion.

Penalty: Take 1 malady damage at the start of your turn in combat as the spike drains your life.

STAGE III

The spike pierces flesh outward, trailing wisps of black mist. The air crackles around you.

Penalty: -2 Agility as void energy throws off your balance.

STAGE IV

A towering shard of void blackness dominates your flesh, focusing your attacks into psychic ruin.

Bonus: +2 Wit. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: +1 malady damage at the start of your turn as the void devours you from within.

MORBIDITY

Nothing remains but an agent of the void, consumed by cosmic emptiness.

WAILING HORROR

Communal walls quake with ceaseless howling. Folk gnash teeth and tear hair, meltdown after meltdown. Sentries give up, claiming the screaming in their heads is unstoppable.

Infection Vectors: Ghosts, Zombies

STAGE I

A wail echoes in your head. You can't tell if it's your voice or another's.

Penalty: -2 Charisma as the shrill lament leaks into your speech.

STAGE II

The sound grows louder, splitting your focus and pummeling your sanity.

Echoing Clarity: The distant wails sharpen your sensitivity to auditory disturbances or distant voices. Once per scene, gain +1d6 to Perception checks involving faint or distant sounds.

Bonus: +5 psychic soak from hardened mental wards.

Penalty: Take 1 malady damage at the start of your turn in combat as the wail devours your composure.

STAGE III

The screaming intensifies, fracturing your grip on reality.

Penalty: -2 Might as terror drains your stamina.

STAGE IV

Your spirit drowns in an unending shriek, twisting each strike into psychic harm.

Bonus: +2 Wit. Your attacks and powers can deal psychic damage and such effects gain +1 psychic damage.

Penalty: +1 malady damage at the start of your turn as the wail gnaws at your mind.

MORBIDITY

You become one with the scream, a vessel of despair unleashed on the world.

WHISPERING TENDRILS

In sealed vault-libraries, forbidden texts live with parasitic vines. When opened by curious scribes, these vines slide onto living flesh, channeling Whispering Tendrils. The vines latch onto unsuspecting knowledge-seekers. Quarantined archives burn. Scholars vanish behind locked doors, emerging with vines draped across their arms. They claim unstoppable insights, drawing in more victims to read the cursed tomes. In time, entire knowledge centers overgrow with writhing vegetation, leaving no page untainted.

Infection Vectors: Cosmic Horrors

STAGE I

An itching crawls under your skin. You hear hushed voices in empty rooms.

Penalty: -2 Charisma as your unnerved behavior repels those near you.

STAGE II

Slender tendrils coil beneath the flesh. The voices demand your strength.

Hidden Knowledge: The whispers briefly grant insight into esoteric lore or forgotten secrets. Once per scene, gain +1d6 to checks recalling obscure or forbidden knowledge from ancient texts or relics.

Bonus: +5 necrotic soak from the unholy bond.

Penalty: Take 1 malady damage at the start of your turn in combat as the tendrils siphon your blood.

STAGE III

Tendrils burst free in small wriggling vines, swaying at the air.

Penalty: Healing on you is reduced by 5 as the tendrils devour incoming aid.

STAGE IV

Your limbs jerk in unnatural motions, each blow touched by undeath.

Bonus: +2 Wit. Your attacks and powers can deal necrotic damage and such effects gain +1 necrotic damage.

Penalty: +1 malady damage at the start of your turn as the vines replace your organs.

MORBIDITY

Tendrils puppet your hollow shell toward further corruption.

STARTER ADVENTURE

The *Slaughter at Camp Dreadful* is a sample adventure for 3-6 level 1 survivors. It is meant to run from levels 1 to 3 quickly, so new players can get a taste of what the game is about and how it plays.

BACKGROUND

Camp Kindred was a vibrant summer camp at the height of tourist season when the zombie apocalypse began, with many schoolchildren. The infection spread quickly, and dozens of zombies now infest the area.

The camp was named for the Kindred Church, ministered by Koschei, an immortal cult leader masquerading as a priest. Koschei is the leader of the Cult of the Behemoth. He recruited disciples from among the camp counselors, who in turn indoctrinated children. Koschei has long anticipated the apocalypse and began preparing an army for his master years ago.

The cult can at last operate openly. Koschei is preparing a ritual to open a portal to the Infinite Twilight, the Behemoth's realm of madness, so that its armies can cross into reality. However, the energy radiating from the nascent portal attracted rivals to its ambition of ruling the world. Deep ones invaded the camp. Koschei, distracted, struggles to hold them off, and war has broken out.

AREAS OF CAMP KINDRED

This adventure deals with three areas of Camp Kindred. There could be other areas not dealt with in this adventure.

THE CEMETERY CHURCH

This area is near the main gate. Built in the late 1800's, it is a historic site not used for worship since the 1930's. Koschei keeps an eldritch artifact called the *Liber Pituita* here. He fears the book, as it is controlled by forces that oppose the Behemoth, but he is unable to destroy it and does not want to lose track of its location.

The tome drove the cemetery church's groundskeeper mad, and the apocalypse has unlocked its true power, allowing it to summon slime worms and transform the groundskeeper into a powerful drone. Some of Koschei's followers attempted to use the church as refuge while fighting the deep ones, but ran afoul of the groundskeeper. All were infested by slime worms and became drones.

The last surviving cultists crucified one of the drones in the hopes of appealing to the Behemoth. This was to no avail, as the Behemoth does not tolerate weakness.

THE CABINS

The cabins have seen the fiercest fighting between the cult and the deep ones, and corpses are everywhere. The deep ones have won the area and have largely moved on, but some still lurk nearby.

The cabins are an optional stop—they can be searched at some risk or ignored if the survivors choose to move quickly. They must pass through to reach the Temple of the Behemoth.

THE TEMPLE OF THE BEHEMOTH

The Temple of the Behemoth in the middle of Camp Kindred is the why Koschei established a summer camp here. It was created millennia ago and is the site of ancient atrocities. Koschei warded the temple with illusions to delude camp-goers, making it appear as a playground. Those who interacted with the illusion were drawn into Koschei's confidence and enslaved.

On the surface of the temple, undead summer campers guard against intruders. Within their lair, their camp counselors are transforming into hideous monsters, warped by the portal's growing energy.

DIRECTOR NOTES

MAPS

Most of the adventure is meant for use with the [Hidden Temples](#) map pack. It's not critical that you have every map, as long as you have access to resources similar to what is described in the scenes.

ZOMBIE

Level 2 Minion

Challenge Points: 2

Type: Medium Zombie

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 1

Initiative: +3

Armor Class: 15 (+2 Level, +3 Agility)

Saves: Might +5, Agility +5, Wit +2

Attacks: Bite +5, 1d8+5 + Contagion + Grab

Passive Defenses: Immune to Necrotic/Poison

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then.

Grab: Anyone struck by the zombie is grabbed (Might save to escape).

Gruesome: This undead horror reduces all piercing damage dealt to it by 2.

Minion: Minions never take damage on a successful save or when an attack misses them.

Resilient: When a zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise somehow disintegrate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but not destroyed.

ZOMBIE CHILD

Level 1 Minion

Challenge Points: 1

Type: Small Zombie

Sanity Damage: 3d6

Abilities: Might 14, Agility 16, Wit 10, Charisma 10

Hit Points: 1

Initiative: +3

Armor Class: 15 (+1 Level, +3 Agi, +1 Size)

Saves: Might +4, Agility +3, Wit +1

Attacks: Bite +4, 1d8+3 + Contagion + Grab

Passive Defenses: Immune to Necrotic/Poison

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then.

Grab: Anyone struck by the zombie child is grabbed (Might save to escape). The zombie child can't grab large or larger creatures.

Minion: Minions never take damage on a successful save or when an attack misses them.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

ZOMBIE DOG**Level 3 Minion****Challenge Points: 3****Type:** Medium Zombie**Sanity Damage:** 2d6**Abilities:** Might 16, Agility 16, Wit 12, Charisma 10**Hit Points:** 1**Initiative:** +4**Armor Class:** 16 (+3 Level, +3 Agility)**Saves:** Might +6, Agility +6, Wit +4**Attacks:** Bite +6, 1d8+6 + Contagion + Knockdown Grab**Passive Defenses:** Immune to Poison/Necrotic

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then.

Knockdown Grab: Anyone struck by the zombie dog is grabbed and knocked prone (Might save to escape the grab).

Minion: Minions never take damage on a successful save or when an attack misses them.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

I: THE ROAD

The apocalypse has begun, and all major cities are hopelessly infested with zombies. Working together with a group of survivors, you've used your last few gallons of gas to head out to the boonies on the coast of Oregon. You are looking for Kindred Lake. A hundred miles from the nearest city, it's the site of Camp Kindred, a summer camp that doubles as a tourist destination. It was a church-ground in the 1800's.

It's a likely location for supplies and shelter. It's far off the main highways. The lake connects to the Pacific, and the possibility of a boat is also enticing.

You drive for hours, seeing few other vehicles, all abandoned. There are no signs of survivors. You stop to siphon gasoline while you have daylight and you don't see zombies nearby.

Your SUV breaks down within sight of the camp gates as dusk approaches. It's raining, and getting darker, but it's quiet. Thick trees line the path heading toward the camp, and you're worried about how many zombies or raiders could be hiding in the woods. You're vulnerable.

You are considering your next move when reality catches up. Before you can leave the vehicle, something slams into the back door. A rotten face smears itself against the window, leaving sticky blood. Another body flops onto the hood of the car, growling. Zombies! The lights of the vehicle must have attracted them.

Zombies attack before the survivors are able to leave the car. They inflict 2d6 sanity damage. One has a Camp Kindred Summer Camp shirt on.

ENCOUNTER SIZE

- The number of zombies that attack should equal the number of survivors, minus one (this is designed to be a light introductory fight).

ZOMBIE**Level 2 Minion****Challenge Points: 2****Type:** Medium Zombie**Sanity Damage:** 2d6**Abilities:** Might 16, Agility 16, Wit 10, Charisma 10**Hit Points:** 1**Initiative:** +3**Armor Class:** 15 (+2 Level, +3 Agility)**Saves:** Might +5, Agility +5, Wit +2**Attacks:** Bite +5, 1d8+5 + Contagion + Grab**Passive Defenses:** Immune to Necrotic/Poison

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then.

Grab: Anyone struck by the zombie is grabbed (Might save to escape).

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

SCENE FEATURES**THE CAR**

The car is roughly 3 squares long and 2 squares wide. To attack people on the inside of the car, the zombies must deal 10 damage to any given section of the car they want to enter. Notify the players that survivors inside the car don't get their Agility modifier to AC, but they can fire their weapons without provoking opportunity attacks while inside the car. Rolling down the window or exiting the car is a move action.

If survivor does not roll down an adjacent window, when they fire a gun everyone in the car must make a Might save or be deafened until the end of the offending survivor's next turn. Rolling down the window means that the zombies don't have to break through the car to attack the passenger.

RESOLUTION

The vehicle provides scant refuge, and with so much tree cover in the area, you realize you could be ambushed from any angle. It's impossible to stop and rest, but you can heal before you go on.

II: CEMETERY GATES

Note: This scene is meant to be used with the graveyard/cemetery map from Haunted Temples.

You begin the trek toward the camp, only a few hundred feet away. It's dark and the rain is coming down hard, limiting visibility. If there are zombies outside the camp, there are more inside the campground. Not a good sign, but the rain will hamper zombies' ability to see you, too.

As you trudge forward, you find the camp's main gate, which yawns open, its chain unlocked. There is no fencing protecting the perimeter of the campsite.

To your left begins a fenced cemetery, with what appears to be a church silhouetted in the rain behind it.

As you stalk through the cemetery, you see a large wooden cross erected over the remains of a stone fountain. At the top of the pole there is a bloated, crucified corpse. When the lightning flashes, you see green fluid running out of its mouth down its torn belly.

A sign reading "Camp Kindred Historic Cemetery and Church," spattered in the same green fluid, is at the bottom of the cross. Someone has scratched out the "Kin" in "Kindred" and added "ful" at the end, creating "Camp Dreadful."

You are beginning to think it was a mistake to come here.

You hear hissing sounds coming from all around you. Snake-like, rubbery creatures with toothless mouths begin appearing from the ground around you, steaming with acid.

The survivors take 4d6 sanity damage from the sight of this atrocity.

The slime worms appear no closer than 6 squares away from the survivors.

ENCOUNTER SIZE

There should be 2 slime worms per survivor.

SLIME WORM

Level 1 Minion

Challenge Points: 1

Type: Tiny Abomination

Sanity Damage: 2d6

Abilities: Might 10, Agility 16, Wit 12, Charisma 10

Hit Points: 1

Initiative: +4

Armor Class: 16 (+1 Level, +3 Agi, +2 Size)

Saves: Might +1, Agility +3, Wit +2

Attacks: Bite +4, 1d8+1 + Acid

Passive Defenses: Blind, Immune to Acid

Acid: A creature hit by a slime worm takes 1 ongoing acid damage. An Agility save negates the damage.

Infest: Slime worms can enter corpses or helpless creatures by the mouth. These unfortunates become slime drones at the beginning of the drone's next turn, consuming the drone in the process.

Minion: Minions never take damage on a successful save or when an attack misses them.

Splash [Close Burst 1, Acid]: When a slime worm dies, it excretes caustic acid, causing 2 acid damage.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SCENE FEATURES

MAUSOLEUM

If the survivors feel overwhelmed by the slime worms, there is relative safety to be had in the small mausoleum, as the slime worms are incapable of breaking through the wood and there are no windows.

GROUNDSKEEPER'S QUARTERS

The groundskeeper's quarters are less secure because there is a window, but there is:

- A journal (there's no way to read the journal during the fight or in the rain)
- A medium long-barreled shotgun and 18 shells
- Four doses of happy pills

RESOLUTION

This clearly isn't a safe or comfortable place to rest, but the church may be.

III: THE BOOK OF PHLEGM

Note: This scene is meant to be used with the graveyard/cemetery map from Haunted Temples.

You move into the church. You hear and see nothing besides the hammer of the rain coming down around the building and its stained-glass windows. It's quiet, but you find evidence of fighting—spent shell casings on the ground, and green slime streaking out the door the way you came. The fighting is long over, but you are gripped with unease. There is a strange feeling of presence here.

However, you are in shelter, and the building looks defensible. You have time to rest and recover your strength here.

While resting, one of the survivors is drawn away:

You find yourself drawn toward the lectern, where lies a book. The book is bound in a strange leather with a texture unlike any you have seen before. Emerald symbols are etched into the spine. When you open the book to read it, the ink also seems to sparkle with an enchanting emerald hue. The book names itself the *Liber Pituita*.

It is a patchwork of notes and passages from other texts. Many are written in strange languages, poetic stanzas, or are excerpts from incoherent journals. You identify two recognizable topics: One, a land called Szyggorf, the Brine Waste, which it describes little of; and two, the creatures you encountered outside.

The book refers to the creatures as "Szygg Spawn," a pestilence of the mind and body to devour the unworthy. They infest the living and create "slaves to the Szygg" that spread like a plague. Only by the "Judgment of the Szygg" can they be repelled.

When you look away from the book, your eyes are burning, and you reflexively press your fingers into your eyes. When you look again, you can see streaks of emerald energy, or perhaps slender worms, moving through the air in the room, passing through everything. When you blink a few times, they disappear.

This causes 2d6 sanity damage to the survivor who reads it. Someone else can investigate the groundskeeper's journal.

Seeking more answers, you read the groundskeeper's journal that you found outside. It's difficult to parse. The groundskeeper sometimes writes coherently, but without warning descends into bizarre, repeated phrases that make no sense, such as pages where "The rose grows under the mouth" or "The children wither" is repeated dozens of times.

When the groundskeeper is writing sensibly, he writes of the everyday events of the campground. He admires a Minister Koschei, who "tends to the flock" and "casts a light down on the water." But the more you read, the less sense it makes. A mundane event that occurred on one page is described word-for-word again on a different page, with a different outcome, or is re-written in complete detail, but this time a "he" is now a "she." On the last few pages, you see that whoever wrote the book has used it to crush dozens of ants and flies between the pages, and written nothing more.

This causes 1d6 sanity damage to the survivor who reads it.

Soon after the survivors finish their reading and resting, the groundskeeper attacks.

As you are preparing to leave, you hear something rubbing against the stained-glass windows, and see movement. Then the glass breaks, and something enormous bursts through the door. It is a misshapen obese humanoid with steaming green slime dribbling down its overalls. It looks like it will burst apart at any moment. The groundskeeper has come for you.

The groundskeeper attacks with the cultists he transformed into slime drones. This inflicts 2d6 sanity damage.

ENCOUNTER SIZE

3 Survivors: The Groundskeeper

4-5 Survivors: The Groundskeeper and 1 Slime Drone

6 Survivors: The Groundskeeper and 2 Slime Drones

GROUNDSKEEPER

Level 2 Monstrosity

Challenge Points: 8

Type: Large Abomination

Sanity Damage: 2d6

Abilities: Might 18, Agility 14, Wit 12, Charisma 18

Hit Points: 48

Initiative: +3

Speed: 8

Armor Class: 13 (+2 Level, +2 Agility, -1 Size)

Saves: Might +10, Agility +8, Wit +7

Attacks: Hurl Vomit +6 (19-20 Crit), 2d8+6 Acid

Slam +6 (19-20 Crit), 2d8+6

Reach: 2

Passive Defenses: Immune to Domination, Fast Healing 2, Soak Acid +2

Acid Vomit [Close Burst 2, Acid 2d6 Sanity]: Once per round, when struck, the groundskeeper can vomit acid in all adjacent squares as an instant action. Victims take 4 acid damage. An Agility save reduces damage by half.

Birthing Splash [Close Burst 2, Acid, 2d6 Sanity]: When the groundskeeper dies, it excretes caustic acid, causing 8 acid damage to all adjacent creatures and birthing one slime worm.

Groundskeeper Connection: Slime drones die if the groundskeeper dies.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SLIME DRONE

Level 2 Standard

Challenge Points: 4

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 16, Agility 10, Wit 10, Charisma 16

Hit Points: 36

Initiative: +0

Armor Class: 12 (+2 Level)

Saves: Might +8, Agility +5, Wit +5

Attacks: Hurl Vomit +5, 1d8+5 Acid

Slam +5, 1d8+5

Passive Defenses: Acid Soak +2, Fast Healing 2, Psychic Soak +2

Acid Vomit [Close Burst 1, Acid, 2d6 Sanity]: Once per round, when struck, the slime drone can vomit acid as an instant action. Victims take 2 acid damage. An Agility save reduces damage by half.

Birthing Splash [Close Burst 1, Acid, 2d6 Sanity]: When a slime drone dies, it excretes caustic acid, causing 4 acid damage and birthing one slime worm.

Groundskeeper Connection: Slime drones die if the groundskeeper dies.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

SCENE FEATURES

LIBER PITUITA

It should be obvious to the survivors that the *Liber Pituita* might help them, but also that it may have something to do with these creatures existing or have called them here. It's also obvious that the survivors may need the help whether they like it or not.

The survivors gain the *Liber Pituita* relic.

RESOLUTION

After your triumph, the *Liber Pituita* flips onto the ground and opens of its own accord, radiating the room with terrible green light. You experience a vision of a dread temple enshrouded in the campground, hidden to human eyes. It shines with strange lights and echoes with debauched laughter. A crack opens in the temple, splitting the earth in twain, consuming everything. If allowed to stand, the evil of this temple will consume the earth.

The survivors take 3d6 sanity damage from the vision. The survivors know that the temple is nearby and what direction it is in (by cutting through the cabins). The survivors are free to take the *Liber Pituita* or leave it there.

The survivors advance to Level 2.

IV: FLOAM

Heading toward the temple, you come upon a clearing that was the site of a battle. The corpses of black-robed cultists lay everywhere, mauled and half-eaten. You don't find much equipment on them—someone looted the corpses.

You hear a piteous croaking sound coming from a nearby tree. Investigating, you find a small creature laying against it. Its wiry body is a cross between a fish and a man, its scales a deep and shiny blue. It has three clawed digits on each hand, and its face reminds you of a trout. It quiets down when it realizes you are there, and its inner eyelids blink at you. "Floam doomed," the creature croaks, expecting you to kill it. "Floam face death with honor!"

Floam is a runt-sized deep one whose appearance causes 1d6 sanity damage. Floam came ashore with a raiding party to attack cultists but was wounded in the fighting. In the chaos, he crawled beneath a tree, avoiding notice. Floam was considered useless by his fellows even when healthy, so no one noted his absence when the battle ended. The victorious deep ones moved on, allowing another group of cultists to scavenge the area before meeting them in battle again at the cabins. Floam observed all of this.

Floam is harmless but will not help the survivors or give away any information while wounded. A Heal check restores him to full hit points and allows him to walk. Mutants gain +4 on this check. If the group wants to kill Floam, they can do so effortlessly while he is wounded.

Floam is depressed and angry about how he has never fit into the deep ones' raider society, even though he wanted to contribute and achieve glory. He is chivalrous and brave, but knows that his skills are in scouting, hiding, and talking his way out of being eaten by other deep ones. Abandoned, he has given up on ever earning the acceptance of his kind and is willing to throw in with new companions (Influence DC 12), especially if they are willing to attack the temple and redeem Floam's failure.

Floam knows a lot about what is going on at the camp and can explain a large part of the plot if asked.

“What happened to you?” “I fight with deepkin, hurt by mants. Deepkin kill men, but more come. Deepkin leave me to die. Floam forever alone.”

“What is going on in this camp?” “Deepkin make war on Behemoth. Behemoth old enemy of deepkin. Surface belong to deepkin by right, not Behemoth.”

“What is the Behemoth?” “Behemoth bad. Behemoth eat deepkin. Behemoth eat you, too.”

“Can we trust the deepkin?” “Deepkin hate man, man is food for deepkin. Deepkin love you not. Deepkin love Floam not. Floam stands alone.”

“What do you know about this book?” [Liber Pituita] “You found Word of Szygg! You are strong! Szygg help fight Behemoth. Deepkin know of Szygg, fear Szygg. All fear worms of Szygg.”

“What is at the temple?” “Deadman place where Behemoth men live. Behemoth coming soon. Must be stopped. Deepkin fighting Behemoth men everywhere. You go to deadman place, end war.”

Floam will help the survivors, but is not stupid, and will only do so in exchange for food. Floam is not interested in taking spare weapons or in fighting directly, and when battle begins, he keeps himself well-hidden (it takes a Perception check for other survivors to even find him during battle). Abandoned, Floam has lost all love for his kind and will not object to the survivors fighting and killing deep ones.

Floam is crafty:

- When the survivors listen to his advice, they gain +2 Perception, Scavenge, and Stealth.
- Floam counts as a party member when making Scavenge or Stealth checks and always succeeds.

FLOAM, LEVEL 3 STANDARD

Type: Small Abomination [Deep One]

Abilities: Might 10, Agility 14, Wit 14, Charisma 14

Hit Points: 40

Initiative: +4

Speed: 4, Swim 6

Armor Class: 16 (+3 Level, +2 Agi, +1 Size)

Saves: Might +5, Agility +7, Wit +

Attacks: Claws +5

Damage: Claws 1d8+3

Reach: 1

Passive Defenses: -

V: CABINS IN THE WOODS

You begin to work your way through the cabins making up the main area of Camp Kindred. There are signs of violence and dead bodies everywhere. Some were zombies, others have the dark wrappings much like the ones you killed at the cemetery church, but they look more human. Others are... Something else. Some of the bodies have bulbous eyes, tentacles, or scales, looking only partially human. The human corpses have often been partially devoured.

Everyone appears to be dead, but you suspect if you dwell too long here you will meet survivors. Still, the cabins are likely to have supplies, so you could always risk it.

You have two options: You can stop and scavenge for supplies, or attempt to quietly sneak through the area and be on your way.

Each survivor takes 2d6 sanity damage from the grisly scene. Explain to the players their options:

- 1) They can each make Scavenge checks to look for supplies, risking an attack. A **majority of the** survivors must succeed on the check to avoid monsters. If they succeed, they will find equipment. If they fail, they will not find any equipment and will put themselves in danger.

- 2) They can each make DC 13 Stealth checks to move through the cabins without searching for supplies. At least **half** the survivors must succeed on their Stealth checks. If they succeed, they escape the cabins unmolested. If they fail, deep ones will detect them.

It is not safe for the survivors to rest anywhere in the cabins.

The survivors encounter different monsters for each failed group check.

FAILED CHECK: SHARKLING TROOP

If the group fails their check, they are discovered by a troop of deep ones who identify them at range and give away their own position by croaking and hissing. The deep ones' appearance causes two instances of 3d6 sanity damage. Killing the deep ones does not result in a chance to scavenge, but it may be possible to run away from them if the survivors are quick (by making Athletics checks or Stealth checks to run away—if any survivor fails, the combat happens anyway).

- **3 Survivors:** 1 Deep One Sharkling and 4 Deep One Dofleini
- **4 Survivors:** 2 Deep One Sharklings and 4 Deep One Dofleini
- **5 Survivors:** 3 Deep One Sharklings and 4 Deep One Dofleini
- **6 Survivors:** 4 Deep One Sharklings and 4 Deep One Dofleini

The dofleini keep any sharklings with them in chains until they discover enemies.

DEEP ONE DOFLEINI

Level 1 Standard

Challenge Points: 2

Type: Medium Abomination

Sanity Damage: 3d6

Abilities: Might 12, Agility 16, Wit 12, Charisma 12

Hit Points: 22

Initiative: +4

Armor Class: 14 (+1 Level, +3 Agi)

Saves: Might +3, Agility +5, Wit +3

Attacks: Tentacle +4, 1d8+2 + Grab

Passive Defenses: Fast Healing 1, Swim

Grab: Creatures struck by the dofleini are grabbed (Might to resist). A grabbed creature takes tentacle damage at the beginning of the dofleini's turn. Dofleini gain +2 to saves against grabs and inflict +2 to their save DCs when they grab victims.

Ink Blast [Poison, 1d6 Sanity]: As a standard action, the dofleini can spray ink on all adjacent creatures. Victims must make an Agility save or be covered in ink until the end of the scene. Victims are blinded until the end of the dofleini's next turn. The ink attacks the nervous system, causing all physical soak to fail and any damage dealt to victims to increase by +1.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

DEEP ONE SHARKLING**Level 1 Monstrosity****Challenge Points:** 4**Type:** Large Abomination**Sanity Damage:** 3d6**Abilities:** Might 18, Agility 16, Wit 18, Charisma 10**Hit Points:** 38**Initiative:** +7**Armor Class:** 13 (+1 Level, +3 Agility, -1 Size)**Saves:** Might +5, Agility +4, Wit +5**Attacks:** Bite +5 (Crit 19-20), 2d8+5 + Grab**Passive Defenses:** Fast Healing 2, Swim

Eat the Weak [2d6 Sanity]: Sharklings will eat anything, including their comrades. Fellow deep ones or other allies that become staggered or die are fair game. Once per scene, the sharkling can spend an instant action to eat such a creature, regaining 15 lost hit points in so doing.

Grab: Creatures bitten by the sharkling are grabbed (Might save to escape). Anyone grabbed by the sharkling takes bite damage on the beginning of the sharkling's turn.

Seek Weakness: Sharklings can smell blood from almost any distance and are attracted to it, but the scent is strongest within 12 squares. Sharklings gain +2 to hit wounded enemies within this range, and have omniscience in this range that allows them to see only wounded enemies.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

VI: CHILDREN OF THE GRAVE

Note: This scene is meant to be used with the mausoleum/temple map from Haunted Temples.

You come to a clearing among the cabins where a dilapidated playground is set. The rocking horses and monkey bars are rusted, the slides twisted and molten, and the merry-go-round and swings move of their own accord. You see no evidence that deep ones have come here. As you search for enemies, distracted by the movement, you feel something gnawing at your mind. Something is amiss.

Then the playground comes alive. The monkey bars twist into a bipedal, roving monster, the horses screech and spring menacingly, and the merry-go-round opens a portal into a nightmare realm of thundering purple clouds and black tentacles.

Each survivor can make an Insight check. A survivor who makes a successful check sees the illusion for what it is—this is not the site of the playground, but the warded Temple of the Behemoth.

Survivors that fail their Insight checks are subjected to an **incredibly cheesy** nightmare sequence. They must make a Wit save or take 2 piercing damage, 2d6 sanity damage, and be crippled for the first round of the ensuing fight. On a success, they take only 1d6 sanity damage.

Regardless of success or failure on all these checks, at least one survivor eventually sees through the illusion and can calm everyone down so they take no more damage.

As you approach the open doors of the temple, a dank, chill wind issues forth that is not of this world. When you enter, you are shrouded in darkness, but you hear the patter of small feet on stone.

A small figure moves toward you. As it comes out of the dark, you see it for what it is—a young child, most of its face torn off, leaving only a zombie behind. It sneers and hisses at you with intelligent contempt. You hear others join in around you.

"Children of the Behemoth," you hear a voice call out from the darkness. "Eat the flesh of these interlopers!"

There are more than zombies here. Cloaked creatures lurk close behind, but where people should be, they are pulsating, fleshy masses of misshapen, gawking eyeballs and sphincters that spew rancid slime.

ENCOUNTER SIZE

The temple is guarded by one or more sphinctral lumps and a collection of zombie children.

3 Survivors: 1 Sphinctral Lump and 4 Zombie Children

4 Survivors: 1 Sphinctral Lump and 8 Zombie Children

5 Survivors: 2 Sphinctral Lumps and 4 Zombie Children

6 Survivors: 2 Sphinctral Lumps and 8 Zombie Children

The survivors take 3d6 sanity damage from the zombie children and a further 4d6 sanity damage when they see a sphinctral lump.

CULTIST SPHINCTRAL LUMP**Level 4 Standard****Challenge Points:** 8**Type:** Medium Depraved**Sanity Damage:** 4d6**Abilities:** Might 16, Agility 10, Wit 16, Charisma 12**Hit Points:** 56**Initiative:** +3**Armor Class:** 14 (+4 Level)**Saves:** Might +8, Agility +5, Wit +8**Attacks:** Slam +7, 1d8+7**Passive Defenses:** Can't Be Flanked, Physical Soak +1, Necrotic Soak +4

Gassy [Close Burst 1, Necrotic, 2d6 Sanity]: Once per round, when the sphinctral lump takes damage, as an instant action it can expel noxious gases. Enemies must make a Might save or take 4 necrotic damage and be crippled until the end of the lump's next turn.

ZOMBIE CHILD**Level 1 Minion****Challenge Points:** 1**Type:** Small Zombie**Sanity Damage:** 3d6**Abilities:** Might 14, Agility 16, Wit 10, Charisma 10**Hit Points:** 1**Initiative:** +3**Armor Class:** 15 (+1 Level, +3 Agi, +1 Size)**Saves:** Might +4, Agility +3, Wit +1**Attacks:** Bite +4, 1d8+3 + Contagion + Grab**Passive Defenses:** Immune to Necrotic/Poison

Contagion: Creatures reduced to 0 hit points by a zombie become zombies at the end of their next turn. This can be reversed if the survivor is healed before then.

Grab: Anyone struck by the zombie child is grabbed (Might save to escape). The zombie child can't grab large or larger creatures.

Minion: Minions never take damage on a successful save or when an attack misses them.

Resilient: When the zombie is reduced to 0 hit points by an attack that does not hit it in the head, deal fire damage, or otherwise obliterate the zombie or destroy its brain, roll 1d20. On a result of 11-20, the zombie is knocked prone and permanently crippled, but otherwise takes no damage from the attack.

SCENE FEATURES

LIBER PITUITA

The sphinctral lumps are disheartened by the presence of the *Liber Pituita*. If they are within 2 squares of a survivor bearing the book, they are crippled.

DARK AS HECK

Creatures more than 3 squares away from a survivor are considered to have concealment from that survivor (+4 AC) unless the survivor has some alternate form of vision or a way to create a large amount of light.

RESOLUTION

The moment the last of your enemies is destroyed, the *Liber Pituita* casts forth its cleansing judgment, sending spirit worms to destroy the remains of the creatures.

This removes their taint and makes the temple's first floor safe to rest in, but also causes 1d6 sanity damage to everyone.

The group also discovers Koschei's journal in a side room, which they can read while they rest.

You discover a black journal emblazoned with a red rune that you have seen before in the *Liber Pituita*. When you open it, you see that someone named Koschei has written it.

You learn that Koschei is a priest who runs the summer camp at Lake Kindred, but that is only a front for his actual identity and purpose. Koschei worships something he calls the Behemoth, and used his position at the camp to indoctrinate camp counselors one by one, collecting a finger from each one to secure their fealty and damnation. The cultists were once responsible for hundreds of children, and surely corrupted many of them in turn. As the journal continues, it is clear Koschei was somehow able to anticipate the apocalypse and has been plotting to summon the Behemoth. He was getting close, but then something happened involving creatures he calls "the deep ones." The journal stops there.

The revelations and arcane secrets in Koschei's journal inflict 1d6 sanity damage to anyone who reads it. The survivors discover a hidden entrance underneath the lectern in the temple that leads into the second level. At that point, **they advance to level 3**.

VII: TEMPLE OF THE DOG

Note: This scene is meant to be used with the lava temple map from Haunted Temples.

The tunnel beneath the temple leads to a strange and terrible place. Impossibly, burning lava is pouring out of many places in the walls, and when you stare too long you can see writhing figures in the depths. As you go further, driven by your vision from the *Liber Pituita* to some mad end, you hear chanting that grows louder and louder.

You come around the corner of a staircase and see a strange sight. A tall, thin man—too tall for a human—stands in a pillar of mystical radiance. He appears hairless, his eyes aflame with dread magic. He is surrounded by kneeling worshipers, who cry out his name. "Koschei! Koschei the Deathless!"

"My ascension is near," Koschei says, with a thick Slavic accent. "I shall offer myself to the Behemoth and return to you all with the Word. Your time as my servants is done. Be reborn as the soldiers of the Behemoth and show these unworthy intruders their fate!"

With that, Koschei disappears into the pillar, and the cultists around him turn to you, twisting and melting into new, terrible shapes.

The cultists become beastfolk and attack. The survivors take 4d6 sanity damage from witnessing these creatures in their strange temple.

ENCOUNTER SIZE

3 Survivors [18]: 3 Beastfolk Marauders, 6 Beastfolk Scouts

4 Survivors [24]: 4 Beastfolk Marauders, 8 Beastfolk Scouts

5 Survivors [30]: 5 Beastfolk Marauders, 10 Beastfolk Scouts

6 Survivors [36]: 6 Beastfolk Marauders, 12 Beastfolk Scouts

BEASTFOLK MARAUDER

Level 2 Standard

Challenge Points: 4

Type: Medium Abomination

Sanity Damage: 2d6

Abilities: Might 16, Agility 16, Wit 10, Charisma 10

Hit Points: 36

Initiative: +3

Armor Class: 16 (+2 Level, +3 Agility, +1 Armor)

Saves: Might +5, Agility +5, Wit +2

Attacks: Chopper +5, 1d8+5 + Poison

Passive Defenses: Fast Healing 2, Poison Soak +2

Beastfolk Superiority: Beastfolk gain +4 to skills and speed.

Chopper Poison [Poison]: A creature struck by the marauder's chopper must make a Might save or lose the benefit of all physical soak until the end of the scene.

Marauder: The marauder gains +4 to opportunity attacks and deals the maximum possible damage if he hits with such an attack.

Vile: Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.

BEASTFOLK SCOUT**Level 1 Minion****Challenge Points:** 1**Type:** Medium Abomination**Sanity Damage:** 2d6**Abilities:** Might 16, Agility 16, Wit 10, Charisma 10**Hit Points:** 1**Initiative:** +3**Armor Class:** 14 (+1 Level, +3 Agility)**Saves:** Might +4, Agility +4, Wit +1**Attacks:** Chopper +4, 1d8+4

Throwing Spear +4, 1d8+4 + Poison

Passive Defenses: -**Beastfolk Superiority:** Beastfolk gain +4 to skills and +2 to speed.**Minion:** Minions never take damage on a successful save or when an attack misses them.**Rending:** A beastfolk scout that flanks a creature deals piercing damage with its attacks.**Scout:** Beastfolk scouts never provoke opportunity attacks by moving.**Vile:** Abominations soak 10 damage from anomaly effects and don't take penalties from anomalies. Creatures without immunity to fear can't soak sanity damage they cause.**SCENE FEATURES****DARK REALM**

This temple stands at the edge of a portal to a dark realm. All monsters gain +1 to damage rolls and all characters take -1 sanity soak.

HIGHWAY TO HELL

The heat is stifling. Survivors who wish to move more than 2 squares on their turn must make an Athletics check (DC 12) or stop in the second square. The monsters as well as survivors with fire soak are unaffected by the heat.

LAVA

Starting its turn on lava causes a creature to take 3 fire damage.

RESOLUTION**Relic:** The characters gain a random relic.

You don't have time to rest—you must stop Koschei before he completes his plan.

VIII: WRATH OF THE BEHEMOTH**Note:** This scene is meant to be used with the boneyard map from Haunted Temples.

You enter the terrible radiance that leads to the realm of the Behemoth, the Infinite Twilight. You find yourself transported light years across the galaxy in an instant, and yet have physical awareness of every celestial body you pass through.

When you return to solid ground, after a moment or an untold century, you are not sure, you find yourself on a stone slab in the middle of a wasteland of rotting bone. Rolling hills of bony remains extend in all directions, and the land is encircled by mountains in the distance of far greater size than any on Earth. The sky is covered in an impenetrable black cloud, from which no end of susurru and screeching can be heard. A sickly yellow light pierces out of the cloud through cracks between the mountains and onto the surface, casting a pallid, shimmering glow. The ground is a pile of untold millions of unidentifiable skeletal remains, through which you can see darts of movement.

A great shape lumbers toward you. "I am a generous god," it hisses. "I will make of you a sacrifice and devour everything you are, even the very memory of you. Thus you will never know how your world shall burn."

The creature is an enormous humanoid with powerful tentacle arms. Its face is covered with eyes, its mouth a swarming mass of yet more tentacles. It appears to have absorbed Koschei into itself, who mouths a silent scream.

Floam does not accompany the survivors to the Infinite Twilight.

3 Survivors: The Behemoth has 75% hit points.**4 Survivors:** The Behemoth has hit points as stated in its stat block.**5 Survivors:** The Behemoth has 125% hit points.**6 Survivors:** The Behemoth has 150% hit points.**THE BEHEMOTH****Level 3 Eldritch Horror****Challenge Points:** 24**Type:** Large Alien**Sanity Damage:** 30**Abilities:** Might 18, Agility 16, Wit 14, Charisma 16**Hit Points:** 168**Initiative:** +5**Armor Class:** 15 (+3 Level, +3 Agility, -1 Size)**Saves:** Might +10, Agility +9, Wit +8**Attacks:** Tongue Club +7 (Crit 18-20), 2d8+7 + Suckers**Passive Defenses:** Fast Healing 6, Physical Soak +2, Soak All Energy +1, Poison Soak +3**Baleful Stench [Aura 6, Poison]:** When the behemoth begins its turn, enemies must make a Might save or be overwhelmed until the end of the behemoth's next turn.**Black Speech [2d6 Sanity]:** Once per round as an instant action, the behemoth can cause an adjacent creature to make a Wit save. On a failure, the creature is stunned until the end of the behemoth's next turn.**Eldritch Horror:** Eldritch horrors are omniscient and immune to domination and stunning. Attempting to mentally contact or dominate an eldritch horror causes 30 sanity damage.**Suckers [Poison, 2d6 Sanity]:** Any creature hit by the behemoth's "club" takes 6 ongoing poison damage. A Might save negates this damage. Any creature killed by the behemoth is absorbed into its club. This causes 4d6 sanity damage.**Weird:** Increase sanity damage dice by one step in the presence of the alien.

SCENE FEATURES**DARK REALM**

The characters have entered a dark realm. All monsters gain +1 to damage rolls and all characters take -1 sanity soak.

RITUAL SLAB

The survivors appear in the Infinite Twilight on a ritual slab. This is a potent magical device, and a survivor might realize that it can be used against the Behemoth when they inspect it and realize what it is (Insight or Perception).

With a successful check, they realize that the Behemoth is still not yet powerful enough to cross into reality, though it will be if it can eat them. When it is damaged while it is on or adjacent to the slab, part of its essence is dissolved into reality, a process which it can't yet survive. The Behemoth takes an extra 5 damage from the damage source when this happens.

The Behemoth becomes wise to this when the survivors use it against it (intentionally or accidentally), and will try to draw them away from the slab by carrying allies away, teleporting around, or attacking at a distance with its long reach.

RESOLUTION

When the Behemoth reaches 0 hit points, it collapses from its wounds, but still lives.

The Behemoth collapses in ruin. "You are trapped here in my prison, where I can never truly die. Your bones will lay in this tomb forever."

With that, the creature stops moving, and begins melting into the ground, creating a sickening sweet smell.

Relic: The characters gain a random relic.

GOOD ENDING

If the survivors allied themselves with Floam, he stages a rescue, appearing through the portal and using an incantation to pull the survivors back to reality. There they are confronted by the deep ones, who have arrived too late to slaughter the cult themselves. However, they may be convinced to spare the survivors if they agree to swear allegiance to the deep ones or their cause. This could mean a quest to permanently kill Koschei (who has survived).

BAD ENDING

If the survivors spurned Floam's help or killed him, they are trapped in the Infinite Twilight and must find a way to survive in its subterranean reaches, hoping they can find a working portal to anywhere else. Their chances are not good, as the Behemoth is not truly dead, and its servants will hunt them everywhere.

In either series of events, Koschei's soul is separated from the Behemoth and he returns to life in some disgusting fashion. Bristling at the survivors' interference and now even more inhuman, he draws plans to destroy them and reunite with the Behemoth, who cannot again take physical form until a second ritual is enacted.

Permanently killing Koschei is difficult, as he has removed his soul to a well-protected artifact or monster, and so long as it is in good keeping he can't be permanently harmed.

This is where the adventure ends.

DOMINIONS

“Your authority is not recognized in Fort Kickass.”

- *Archer* (2009)

Survivors can find and improve shelters, developing them into strongholds that form the seeds of post-apocalyptic civilization unlike anything before. These defenses, the chambers inside, and their surrounding area form a dominion.

The nature of a dominion is defined by the survivors that rule it, and entire campaigns can take place where the main thrust is how the survivors expand the borders of their dominion and defend it from threats within and without.

Survivors can form a dominion at any level with agreement from the director.

BATTLE MAPS

“It is said that the Hornburg has never fallen to assault, but now my heart is doubtful. The world changes, and all that once was strong now proves unsure. How shall any tower withstand such numbers and such reckless hate?”

- J.R.R. Tolkien, *The Two Towers* (1954)

Creating a dominion requires collaborative planning between the director and the players. Most of the dominion should have battle maps that are submitted to the director by players and agreed upon by all participants, with the idea that fighting may occur on most or all of the maps at some point.

DOMINION TIERS

“That basement's not a bad place to be if they come at us again. The only way in aside from the vent is through that long narrow hallway. We might be able to hold them back for a couple of minutes. At best.”

- *Assault on Precinct 13* (1976)

The tier of your dominion increases with your level, and you gain new benefits and details according to each tier.

SESSION RESOURCE COSTS

Dominion Tier	Survivor Levels	Dominion Features
I	1-2	<ul style="list-style-type: none"> ▪ Great Hall ▪ One chamber per survivor ▪ One minion regiment per survivor ▪ 1 session resource per survivor per play session
II	3-4	<ul style="list-style-type: none"> ▪ Territories equal to your dominion tier + the number of survivors ▪ One eldritch archive ▪ Warrior and sorcerer role for each minion regiment
III	5-6	<ul style="list-style-type: none"> ▪ One unique battlefield per survivor ▪ One ascension for each minion regiment
IV	7-10	<ul style="list-style-type: none"> ▪ One citadel ▪ One cosmic forge

TIER I

Levels 1-2

GREAT HALL

Your seat of power, where you gather to plan strategy, make decisions, hear the petitions of those under your protection, and conduct diplomacy. If your campaign goes ill, it will also be the site of your last stand. This area should have a battle map.

CHAMBERS

Chambers are secure areas inside the dominion, connected to the Great Hall. They are created by various survivors to support themselves and the dominion.

- Survivors can create different types of chambers based on their tropes, destinies, and downward spirals.
- Chambers grant passive bonuses when the group starts a game session each week, and the opportunity to create resources to be used in battle.
- Each chamber should have a battle map.

You start with one chamber per survivor. You can have chambers equal to your dominion tier + 10. Creating a new chamber requires 20 normal components.

MINIONS

This story shall the good man teach his son; And Crispin Crispian shall ne'er go by,

From this day to the ending of the world, But we in it shall be remember'd;

We few, we happy few, we band of brothers; For he to-day that sheds his blood with me shall be my brother

- Shakespeare, *Henry V* (1599)

Your dominion attracts wanderers, refugees, and adventurers from far beyond its borders. These hopefuls become your minions, and can form a regiment of foot soldiers to defend the dominion. These regiments improve in strength as the dominion grows.

You gain one minion regiment per survivor in the group.

Each regiment of minions starts with a job that their survivor lord chooses for them. Jobs describe the minion's everyday tasks when not fighting. The availability of jobs depends on what chambers are available.

When the survivors defend their dominion or invade another dominion, they can muster one such minion regiment to the battle. If the regiment is wiped out during the battle, they can't be raised as an army again for one full game session after the one in which they were wiped out.

You can also muster additional regiments if players are missing from the game session that day.

MINION REGIMENT

Type: Colossal Depraved

Abilities: Might 20, Agility 12, Wit 12, Charisma 12

Hit Points: 20 + 5 Per Level

Initiative: +2

Speed: 6

Armor Class: 8 + 1 Per Level

Saves: Might +7 + Level, Agility +3 + Level, Wit +3 + Level

Attacks: Melee Weapon +5 + Level (1d6+5 + Level), Ranged Weapon +1 + Level (1d6+1 + Level)

Ongoing Damage: Any creature hit by the regiment's melee attack takes 1 ongoing physical damage per level (Might save ends).

Swarm: Attacks that affect a single target, rather than an area, deal half damage to the minion regiment. The regiment can move and share other creatures' spaces without provoking opportunity attacks. Creatures inside the swarm take -2 to speed and automatically take its ongoing damage effect on their turn, with no chance to save. Area attacks deal +5 damage to the regiment.

SESSION RESOURCE

"Do not, my friends, become addicted to water. It will take hold of you, and you will resent its absence!"

- *Mad Max: Fury Road* (2015)

The dominion generates session resource at the beginning of each play session.

The default session resource per survivor is 1 per survivor.

Some chambers also generate session resource.

Resource can be used for various rewards. It's possible to store session resource for later use.

SESSION RESOURCE COSTS

Session Resource	Output
1	1 Bottled Water
2	1 Cat Food
3	1 Ration
4	+1 to all malady saves
5	1 normal component
10	1 special component

TIER II

Levels 3-4

TERRITORIES

Territories are perilous curiosities and mysterious locations under the nominal control of the dominion, but beyond its battlements. These are farms, mines, resource-rich oddities, and other resources vital to increasing the dominion's strength, but they are constantly under threat, or generate threats themselves.

You have territories equal to your dominion tier + the number of survivors in your group + 1.

ELDRITCH ARCHIVE

Survivors construct a single eldritch archive. Your eldritch archive is the accumulation of your dominion's well-preserved forbidden knowledge. Eldritch archives grant you access to unique powers. There are several types of eldritch archives you can construct.

MINIONS AT WAR

Your minions gain combat skills and gain warrior and sorcerer status. Add a Warrior and Sorcerer role to each minion based on your available territories and eldritch archive.

TIER III

Levels 5-6

BATTLEFIELDS

Working together, each survivor chooses a unique battlefield for the dominion. These are play areas with which to wage war on creatures in and around the dominion.

ASCENDED MINIONS

Your minions become monsters and grow more powerful. You can choose each minion's ascension.

TIER IV

Level 7-10

CITADEL

Using their sheer number of minions, powerful magic, and other supernatural resources, the survivors create a tower, palace, or other grand fortification fitting the themes of their dominion. Invading foes must claim this structure before conquering the dominion. The great hall is placed in the citadel.

COSMIC FORGE

Beneath the citadel, or accessible only from a portal inside, is the dominion's most valuable prize—its cosmic forge. With a cosmic forge, survivors can create unique relics, and bestow unique powers upon their other weapons.

DOMINION CHAMBERS

"I should have learned kung fu instead of ethics."

- *The 36th Chamber of Shaolin* (1978)

Chambers are secure areas inside the dominion, connected to the Great Hall. They are created by various survivors to support themselves and the dominion.

- Survivors can create different types of chambers based on their tropes, destinies, and downward spirals.
- Chambers grant passive bonuses when the group starts a game session each week, and the opportunity to create resources to be used in battle.
- Each chamber should have a battle map.

You start with one chamber per survivor. You can have chambers equal to your dominion tier + 10. Creating a new chamber requires 20 normal components.

ANIMAL PEN

Requirements: Field Scientist, Hunter, Pagan, Waster, Wild Child

A fenced-off area for domesticated animals, providing meat, milk, or labor. Survivors tend to their livestock, securing a sustainable food source.

Survivors gain +1 session resource.

MINION JOB: LIVESTOCK KEEPER

A rugged farmer who defends their animals with a makeshift staff and a loyal dog. They know the terrain and use it to their advantage. Animals gain +2 physical soak.

AQUAPONICS SYSTEM

Requirements: Field Scientist, Guru, Pagan, Survivalist, Waster

A closed-loop system combining fish farming and crop cultivation. Survivors maintain a sustainable food and water source.

Survivors gain +1 session resource.

MINION JOB: IRRIGATION WORKER

A skilled worker who maintains the delicate balance of the aquaponics system. They wield tools like long-handled wrenches as improvised weapons. Allies gain +1 to hit points restored by healing effects.

ARCHERY RANGE

Requirements: Freerunner, Gunslinger, Hunter, Survivalist, Wild Child

A cleared area marked with targets and salvaged archery equipment. Survivors practice precision and accuracy to improve their ranged skills.

Survivors gain +1 to ranged weapon attack rolls in the dominion.

MINION JOB: RANGE TRAINER

A disciplined archer who drills the survivors on marksmanship. They defend the range with a quick draw and deadly accuracy. Allies in cover gain +1 to ranged attacks while within line of sight.

BARRICADED SHELTER

Requirements: Brick, Commando, Freerunner, Survivalist, Warlord

A fortified building reinforced with salvaged materials and debris. Survivors build makeshift defenses to protect against intruders and weather the harsh environment.

Survivors gain +1 to physical soak in the dominion.

MINION JOB: SCRAP DEFENDER

A hardened scavenger who patrols the shelter's perimeter, armed with a salvaged rifle and reinforced armor made from scavenged parts. Allies gain +4 to saves against being moved or knocked prone.

BEEHIVE APIARY

Requirements: Field Scientist, Pagan, Survivalist, Waster, Wild Child

A series of wooden boxes housing colonies of bees. Survivors harvest honey and wax while supporting pollination for nearby crops.

Survivors' maximum wasteland resources increase by 1.

MINION JOB: APIARY GUARD

A beekeeper armed with a smoke dispenser and a reinforced net, trained to defend the apiary from intruders while ensuring the bees thrive. Enemies in a close burst 1 take -1 to attack.

BELL TOWER

Requirements: Freerunner, Leader, Mad Scientist, Warlord, Waster

A high structure equipped with an alarm system to signal danger. Survivors alert allies or confuse enemies with strategically timed sounds.

Survivors gain +1 initiative and Perception in the dominion.

MINION JOB: LOOKOUT CALLER

A sharp-eyed lookout stationed in the bell tower. They signal the approach of enemies with precision and accuracy, armed with a compact crossbow. Allies gain +2 initiative.

BREWERY

Requirements: Dread Chemist, Field Scientist, Pagan, Survivalist, Waster

A small setup of salvaged barrels and brewing equipment for creating alcohol or medicinal tinctures. Survivors experiment with recipes to boost morale or concoct remedies.

Survivors' maximum wasteland resources increase by 1.

MINION JOB: BREWMASTER

A burly individual who brews potent drinks and defends the brewery with ingenuity, such as throwable casks filled with volatile concoctions. Allies within 10 feet gain +1 to physical soak.

BULLET FOUNDRY

Requirements: Commando, Exterminator, Mad Scientist, Mechapilot, Warlord

A makeshift factory for forging bullets and ammunition. Survivors maintain a steady supply of munitions for battle.

Survivors gain +1 Craft in the dominion.

MINION JOB: FOUNDRY WORKER

A tough laborer who molds bullets and repairs weapons, wielding tools like hammers or molten slag to fend off threats. All survivors deal +2 fire damage.

CAMOUFLAGED HIDEOUT

Requirements: Freerunner, Hunter, Pagan, Survivalist, Wild Child

A hidden shelter designed to blend seamlessly into its surroundings. Survivors use it for resting and scouting without detection.

Survivors gain +1 Stealth in the dominion.

MINION JOB: WILDERNESS SCOUT

A stealthy survivalist who uses the hideout as a base of operations, blending seamlessly with the environment to surprise enemies. All allies gain +2 to attack rolls during the first round of combat.

CAMPFIRE CIRCLE

Requirements: Field Scientist, Pagan, Survivalist, Waster, Wild Child

A communal gathering space centered around a fire. Survivors share stories, plan strategies, and recuperate.

Survivors gain +1 sanity soak in the dominion.

MINION JOB: STORYTELLER

A charismatic individual who inspires others around the campfire, wielding wit and insight to keep morale high and adversaries off balance. Allies gain +1 to Wit saves.

CHARCOAL KILN

Requirements: Field Scientist, Pagan, Survivalist, Waster, Wild Child

A kiln for producing charcoal used in crafting, water filtration, and fuel. Survivors carefully manage the fire to avoid waste or attracting attention.

Survivors gain +1 Craft in the dominion.

MINION JOB: KILN TENDER

A meticulous worker who monitors the kiln's heat to ensure high-quality charcoal, wielding a fire poker to defend their territory. Allies in a close burst 6 gain +4 Stealth.

CISTERN

Requirements: Field Scientist, Guru, Mad Scientist, Pagan, Survivalist

A large underground tank for collecting and storing water. Survivors ensure a consistent supply for emergencies.

Survivors gain +1 session resource.

MINION JOB: WATER WARDEN

A careful steward of the cistern, armed with a sharpened siphon pipe and an unyielding resolve to protect the water supply. Allies gain +2 to saves against maladies.

CLIFFSIDE REFUGE

Requirements: Freerunner, Hunter, Survivalist, Wild Child, Waster

A hidden shelter carved into the side of a cliff. Survivors use it for protection and observation of the surrounding terrain.

Survivors gain +1 to saves and Perception in the dominion. The Cliffwatcher and all allies gain +2 to attack rolls when positioned above enemies.

CLIMBING WALL**Requirements:** Brick, Freerunner, Martial Artist, Samurai, Wild Child

A wall reinforced with handholds and obstacles for climbing drills. Survivors hone their agility and strength while testing their limits.

Survivors gain +1 mobility in the dominion.

MINION JOB: AGILITY COACH

A nimble trainer who helps survivors build strength and coordination. They're adept at navigating obstacles and fending off threats with quick strikes. Allies gain +1 mobility.

COMMS HUB**Requirements:** Clone, Leader, Mad Scientist, Warlord, Waster

A central communications node built from salvaged tech. Survivors maintain contact with allies and intercept enemy signals.

Survivors gain +1 Craft and +1 initiative.

MINION JOB: SIGNAL OPERATOR

A technician skilled at managing communication systems, armed with a shock baton to keep intruders at bay. Allies gain +2 initiative.

COMMUNAL BARRACKS**Requirements:** Brick, Commando, Leader, Soldier, Warlord

A shared living space with bunk beds and storage for survivors. Survivors rest and store personal equipment in safety.

Survivors gain +2 hit points when healing, except from fast healing or regeneration.

MINION JOB: QUARTERMASTER

A no-nonsense individual responsible for managing supplies and maintaining order in the barracks, wielding a sturdy cudgel. Allies resting within the barracks heal 10 additional hit points per rest.

COMMUNITY KITCHEN**Requirements:** Field Scientist, Hunter, Pagan, Survivalist, Waster

A communal cooking area equipped with salvaged cookware and fire pits. Survivors gather to prepare meals, share resources, and strengthen morale. Survivors gain +1 session resource.

MINION JOB: CAMP COOK

A cheerful cook who keeps morale high with hearty meals, wielding a cast-iron skillet for both cooking and defense. Allies heal 10 additional hit points when consuming food.

COMPOSTING PIT**Requirements:** Field Scientist, Pagan, Survivalist, Waster, Wild Child

A designated area for turning organic waste into nutrient-rich soil. Survivors use it to support their farming efforts.

Survivors gain +1 session resource.

MINION JOB: SOIL WORKER

A diligent worker who turns waste into fertile soil, carrying a pitchfork for both labor and defense. Allies gain +1 to physical soak.

CRAFTING BENCH**Requirements:** Exterminator, Mad Scientist, Mechapilot, Mad Scientist, Warlord

A well-organized workstation with tools, vises, and templates for repairs and inventions. Survivors refine their crafting processes, producing high-quality items.

Survivors gain +1 Craft in the dominion.

MINION JOB: WORKSHOP ARTISAN

A skilled crafter who transforms raw materials into valuable tools and weapons, wielding a hammer for self-defense. Crafted weapons and relics deal +1 damage.

CROP FIELD**Requirements:** Field Scientist, Pagan, Survivalist, Waster, Wild Child

A small plot of cultivated land for growing food and herbs. Survivors work tirelessly to keep their crops healthy and protected.

Survivors gain +1 session resource.

MINION JOB: FIELD HAND

A hardworking survivor who tends the crops and fends off pests and invaders with a sharpened hoe. Allies gain +1 to Scavenge.

DEFENSIVE WALL**Requirements:** Black Knight, Brick, Commando, Soldier, Warlord

A perimeter of barricades, sharpened stakes, and reinforced structures. Survivors protect their territory from raiders and hostile creatures.

Survivors gain +1 to physical soak in the dominion.

MINION JOB: WALL SENTRY

A vigilant guard who patrols the defensive wall, armed with a sturdy spear and a keen eye for trouble. Allies gain +1 to Agility saves.

DRILL YARD**Requirements:** Brick, Commando, Leader, Soldier, Warlord

A training area for practicing formation maneuvers and group tactics. Survivors improve their teamwork and battle readiness.

Survivors gain +1 to ranged attack rolls and initiative in the dominion.

MINION JOB: DRILL SERGEANT

A tough-as-nails leader who trains survivors in coordinated tactics, wielding a baton for both discipline and defense. Allies gain +1 to attack rolls.

DRYING RACK**Requirements:** Field Scientist, Hunter, Survivalist, Waster, Wild Child

A simple structure for drying meats, herbs, and other resources. Survivors use it to preserve supplies for long-term use.

Survivors gain +1 session resource.

MINION JOB: PRESERVER

A meticulous worker skilled in preserving food and resources, carrying a sharp knife for cutting and defense. Allies heal 10 additional hit points when consuming food.

EMERGENCY SHELTER

Requirements: Clone, Freerunner, Survivalist, Warlord, Waster

A quickly constructed safehouse made from scavenged materials. Survivors retreat to it during unexpected threats.

Survivors gain +1 to mobility in the dominion.

MINION JOB: SHELTER WARDEN

A resourceful survivor who keeps the shelter secure and organized, armed with a salvaged crowbar for defense. Allies gain +1 mobility.

EXPLOSIVES LAB

Requirements: Commando, Dread Chemist, Exterminator, Mad Scientist, Warlord

A hazardous workspace filled with salvaged chemicals and bomb-making tools. Survivors carefully craft explosives for battle.

Survivors gain +1 Craft in the dominion.

MINION JOB: DEMOLITIONS EXPERT

A daring technician who crafts and deploys explosives, armed with improvised grenades for quick responses. Explosives deal +2 damage.

FORGE

Requirements: Black Knight, Brick, Gladiator, Mad Scientist, Warlord

A blazing furnace and anvil built from scavenged metal. Survivors forge weapons, tools, and armor, pushing the limits of their craftsmanship.

Survivors gain +1 Craft in the dominion.

MINION JOB: BLACKSMITH

A muscular craftsperson who forges weapons and tools in the blazing heat of the forge, wielding a heavy hammer. Melee attacks deal +1 damage.

GLASSWORKS

Requirements: Field Scientist, Guru, Mad Scientist, Warlord, Waster

A furnace and molds for crafting glass items. Survivors produce containers, tools, and lenses.

Survivors gain +1 Craft in the dominion.

MINION JOB: GLASSBLOWER

A focused artisan who shapes molten glass into useful items, wielding a jagged glass blade for defense. Enemies that hit the Glassblower in melee combat take 1d4 points of piercing physical damage.

GRAIN MILL

Requirements: Field Scientist, Guru, Pagan, Survivalist, Waster

A hand-cranked or wind-powered mill for processing grain into flour. Survivors create food staples to sustain themselves.

Survivors gain +1 session resource.

MINION JOB: MILLER

A tireless worker who grinds grain into flour, wielding a millstone handle as an improvised weapon. Allies heal 10 additional hit points when consuming food.

GREENHOUSE

Requirements: Crabthing, Dread Chemist, Field Scientist, Pagan, Wild Child

A shelter of glass or salvaged plastic enclosing cultivated plants. Survivors grow food, herbs, and experimental flora for survival and alchemy.

Survivors' maximum wasteland resources increase by 1.

MINION JOB: BOTANIST

A knowledgeable cultivator who tends to the greenhouse, ensuring plants thrive. They defend their territory with a machete fashioned from salvaged scrap. Survivors' maximum wasteland resources increase by 1.

HERBAL GARDEN

Requirements: Field Scientist, Pagan, Survivalist, Waster, Wild Child

A small garden filled with medicinal and alchemical plants. Survivors cultivate resources for crafting remedies and enhancing survival.

Survivors' maximum wasteland resources increase by 1.

MINION JOB: HERBALIST

A careful gardener who extracts the medicinal and alchemical properties of plants, wielding a pruning knife for both work and defense. Survivors' maximum wasteland resources increase by 1.

HYDROPONIC CHAMBER

Requirements: Cyborg, Field Scientist, Guru, Mad Scientist, Waster

A controlled environment for growing plants without soil. Survivors cultivate food and medicinal herbs in compact spaces.

Survivors gain +1 session resource.

MINION JOB: TECHNOGROWER

A technician who manages the precise balance of nutrients in the hydroponic system, using a lightweight staff for defense. Allies gain +1 to crafting rolls for food or plant-based items.

LATRINE

Requirements: Field Scientist, Goblin, Mad Scientist, Survivalist, Waster

A hygienic system for waste disposal built from scavenged materials. Survivors reduce disease risk and improve morale with basic sanitation.

Survivors gain +1 to saves against maladies.

MINION JOB: SANITATION WORKER

A methodical worker who maintains the sanitation system and wields a sturdy shovel for self-defense. Allies gain +1 saves against maladies.

MAKESHIFT ARMORY

Requirements: Black Knight, Brick, Commando, Soldier, Warlord

A secure storage room packed with salvaged weapons and armor. Survivors stockpile and maintain their gear for future battles.

Survivors gain +1 to melee or ranged weapon attack rolls in the dominion.

MINION JOB: ARMORER

A skilled craftsperson who maintains the dominion's weapons and armor, wielding a sharpened blade forged from salvaged materials. Allies gain +1 to attack rolls with crafted weapons and relics.

MEDICAL BAY

Requirements: Cyborg, Dread Chemist, Doctor, Field Scientist, Mad Scientist

A makeshift clinic with salvaged medical tools, sterilized surfaces, and experimental concoctions. Survivors treat injuries and illnesses under rudimentary conditions.

Survivors gain +2 hit points when healing, except from fast healing or regeneration in the dominion.

MINION JOB: MEDIC

A dedicated healer who treats wounds and illnesses with skill and precision, armed with a scalpel for self-defense. Allies heal 1 additional hit point from all sources of healing.

RAINWATER COLLECTOR

Requirements: Field Scientist, Guru, Survivalist, Waster, Wild Child

A series of pipes and barrels rigged to collect and filter rainwater. Survivors secure a reliable water source, critical in arid conditions.

Survivors gain +1 session resource.

MINION JOB: RAINCATCHER

A resourceful individual who monitors the collector's efficiency, wielding a hooked staff for retrieving debris or defending the system. Allies gain +1 to Might saves.

ROPE BRIDGE

Requirements: Freerunner, Survivalist, Waster, Wild Child, Warlord

A sturdy bridge constructed from salvaged rope and wooden planks. Survivors use it to traverse difficult terrain or connect safe zones.

Survivors gain +1 mobility in the dominion.

MINION JOB: BRIDGE WARDEN

A nimble overseer of the rope bridge, armed with a grappling hook for fending off intruders or assisting allies. Allies gain +1 mobility.

SCAVENGER DEPOT

Requirements: Clone, Freerunner, Gunslinger, Warlord, Waster

A storage and sorting facility for collected scrap and materials. Survivors organize their finds, making crafting and repairs more efficient.

Survivors gain +1 Scavenge in the dominion.

MINION JOB: RESOURCE HANDLER

A logistics specialist who organizes scavenged materials, wielding a crowbar to fend off raiders. Allies gain +1 Scavenge.

SMOKE SIGNALS

Requirements: Field Scientist, Freerunner, Leader, Pagan, Survivalist

A rudimentary communication system using controlled fires and colored smoke. Survivors signal allies and confuse enemies with coded messages.

Survivors gain +1 initiative and Perception in the dominion.

MINION JOB: SIGNAL WATCHER

An alert individual who interprets and sends coded messages, armed with a slingshot to defend against enemies at a distance. Allies gain +2 initiative.

SOLAR ARRAY

Requirements: Cyborg, Field Scientist, Mad Scientist, Warlord, Waster

A collection of salvaged solar panels wired to provide power. Survivors use renewable energy to run equipment and sustain their base.

Survivors gain +1 Craft in the dominion.

MINION JOB: SOLAR TECHNICIAN

A resourceful individual skilled at maintaining solar panels, armed with a conductive rod to discharge energy when defending the array. Allies gain +1 Craft.

STONE QUARRY

Requirements: Brick, Field Scientist, Survivalist, Warlord, Waster

A manually operated quarry for extracting stone and minerals. Survivors harvest durable resources for construction and fortifications.

Survivors gain +1 session resource.

MINION JOB: MINER

A tireless worker who chips away at the quarry to extract valuable stone, wielding a pickaxe for both labor and defense. Allies gain +2 Athletics.

TREEHOUSE

Requirements: Freerunner, Hunter, Survivalist, Wild Child, Waster

A safe haven built into the branches of a sturdy tree. Survivors rest above the dangers of the ground.

Survivors gain +1 to Perception in the dominion.

MINION JOB: TREE WARDEN

An agile lookout who maintains the treehouse and its defenses, armed with a lightweight bow or a throwing axe. Allies gain +1 to ranged attack rolls and Perception.

VENTILATION SYSTEM

Requirements: Cyborg, Field Scientist, MechaPilot, Mad Scientist, Waster

A network of ducts and fans designed to circulate clean air. Survivors maintain healthy air quality and reduce heat buildup.

Survivors gain +1 to saves against maladies.

MINION JOB: VENT CLEANER

A meticulous worker who maintains the airflow and ensures safe conditions, wielding a long pipe to clear debris or fend off intruders. Allies gain +1 to saves against maladies.

ZEN COURTYARD

Requirements: Field Scientist, Guru, Leader, Martial Artist, Pagan

A peaceful, enclosed garden designed for meditation and reflection. Survivors regain focus and mental clarity in its serene atmosphere.

Survivors gain +1 sanity soak in the dominion.

MINION JOB: MEDITATION LEADER

A calm and reflective individual who guides others in relaxation and focus, wielding a ceremonial staff for protection. Allies gain +1 sanity soak.

TERRITORIES

“Secure our territory, secure our turf, because it’s all our turf.”

- *The Warriors* (1979)

Once a dominion is properly established, its denizens can handle greater responsibility. Territories are dangerous curiosities and mysterious locations under the nominal control of the dominion, but beyond the walls of its great hall. These are farms, mines, resource-rich oddities, and other resources vital to increasing the dominion’s strength, but are constantly under threat, or generate threats themselves.

Survivors in a dominion territory take a -2 penalty to sanity soak, unless that territory grants a bonus to sanity soak.

At Dominion Tier II (level 3), You have territories equal to your dominion tier + the number of survivors in your group + 1. These are randomly generated from the Territory Table.

TERRITORY TABLE

d100	Territory
01-02	Abandoned Carnival
03-04	Alchemist’s Lab
05-06	Armory Vault
07-08	Ashen Cathedral
09-10	Beacon Tower
11-12	Blood Ritual Chamber
13-14	Bloodstained Barracks
15-16	Bone Pit
17-18	Buried Lab
19-20	Chamber of Chains
21-22	Charred Ruins
23-24	Collapsed Mine
25-26	Crimson Market
27-28	Cryptic Observatory
29-30	Crystalline Grotto
31-32	Cursed Mausoleum
33-34	Cursed Playground
35-36	Dimensional Gate
37-38	Disused Medical Bay
39-40	Dreamer’s Chamber
41-42	Echo Vault
43-44	Eerie Chapel
45-46	Ethereal Gardens
47-48	Factory of Despair
49-50	Fallen Palace
51-52	Fallen Titan
53-54	Fleshcave
55-56	Flooded Cavern
57-58	Frozen Wastes
59-60	Fungal Cavern
61-62	Hanging Gardens
63-64	Hollow Tree
65-66	Hunter’s Blind
67-68	Infernal Summoning Circle
69-70	Mutant Nursery
71-72	Obsidian Sanctuary
73-74	Raven’s Roost
75-76	Sanguine Pool
77-78	Shattered Monastery
79-80	Shattered Vegetalis
81-82	Silent Asylum
83-84	Silent Harvest
85-86	Sludge Fields
87-88	Sulfur Springs
89-90	Sunken Graveyard
91-92	Veiled Shrine
93-94	Vortex Fields
95-96	Warped Timepiece
97-98	Wrecked Battleship
99-00	Zen Garden

ABANDONED CARNIVAL

Rotted tents and rusted rides creak ominously in the wind. Survivors explore the eerie grounds, their nerves frayed by distant, haunting laughter that seems to follow them.

Survivors gain +1 save DC.

Enemies take -2 to Wit saves.

ALCHEMIST’S LAB

Shelves sag under the weight of glass beakers filled with bubbling, toxic liquids. The walls are blackened with scorch marks from past experiments gone wrong. Survivors toil here, concocting volatile creations, always aware that one wrong move could unleash an explosion—or something far worse.

Survivors gain 1 free normal component per session.

Enemies that strike the minion in melee take 5 acid damage.

ARMORY VAULT

Heavy steel doors seal this bunker, littered with spent shells and shattered weapons. The air hums with static from electromagnetic locks. Survivors replenish their gear under the watchful eyes of automated defenses that track every move with a chilling, mechanical precision.

Survivors gain +1 physical soak.

The minion gains +2 melee damage and +2 physical soak.

ASHEN CATHEDRAL

A towering cathedral charred black, its jagged spire leaning precariously. Survivors enter its desecrated halls to gain clarity or make dark pacts with forces lingering within.

Survivors gain +1 to save DCs and power damage rolls.

The minion deals fire damage, and gains +3 damage.

BEACON TOWER

A rusted lighthouse with shattered glass, its beam flickers as if struggling against an unseen force. Survivors ascend its spiraling stairs only to find strange shapes gathering in the darkness beyond, watching and waiting for the light to fail.

Survivors gain +1 initiative.

The minion gains +2 physical soak.

BLOOD RITUAL CHAMBER

A stone altar carved with deep grooves, spattered with dried blood, sits at the center of this chamber. Survivors performing rituals here feel a sinister power watching, eager to bargain.

Survivors gain +1 to damage rolls when using powers.

The minion restores 2 hit points each time they deal damage to an enemy.

BLOODSTAINED BARRACKS

Rows of broken bunks and shattered weapons are splattered with dark blood. Survivors train here, reliving old battles as they hear faint cries of the fallen echo through the halls.

Survivors gain +1 to melee attack rolls.

The minion gains +2 to melee attack rolls.

BONE PIT

A sinkhole filled with the shattered remains of countless dead. Survivors mine the bone fragments for weapons, though the pit’s uncanny silence unnerves even the bravest.

Survivors gain +1 Craft.

Enemies hit by the minion are crippled until the end of their next turn.

BURIED LAB

A hidden underground research facility buried beneath rubble. Survivors navigate crumbling halls, piecing together the vile experiments of those who came before.

Survivors gain +1 Craft.

The minion gains +4 initiative, +1 AC, and +1 mobility.

CHAMBER OF CHAINS

A dark room where countless chains hang from the ceiling, holding the skeletal remains of past victims. Clattering sounds seem to summon something unseen.

Survivors gain +1 to Might saves.

The minion gains +1 to melee attack rolls and +1 to saves.

COLLAPSED MINE

A labyrinth of dark tunnels reinforced by cracked wooden beams. Survivors scavenge the mine's depths for precious materials, all the while hearing echoes not be their own.

Survivors gain +1 to Scavenge.

The minion gains +2 physical soak and +1 to saves.

CRIMSON MARKET

A hidden underground bazaar where the air smells of desperation and blood. Survivors barter with shadowy traders for supplies, but every deal costs more than they expected.

Survivors gain +2 to Influence.

Enemies take -1 to Wit saves.

CRYPTIC OBSERVATORY

A crumbling observatory atop a jagged hill, its telescope pointed at a sky now filled with alien stars. Survivors peer through the cracked lens to scout enemy movements, only to catch glimpses of unfathomable horrors lurking beyond their reach, leaving dread in their hearts.

Survivors gain +1 to all skills.

Enemies take -1 to saves.

CRYSTALLINE GROTTO

A cavern glittering with vibrant crystals that emit a soft hum. Survivors mine its depths, aware that breaking the wrong shard will awaken something ancient.

Survivors gain +2 to Craft and Scavenge.

When damaged, all creatures around the minion in a close burst 1 take 2 piercing psychic damage.

CURSED MAUSOLEUM

An ancient mausoleum covered in fading glyphs, its crypts radiating a cold, malevolent energy. Survivors enter to unearth the relics of the dead, though each step is a violation.

Survivors gain +1 to saves.

The minion gains +3 to saves.

CURSED PLAYGROUND

Rusted swings and broken slides creak in the wind, while faded laughter echoes. Survivors linger only long enough to scavenge, wary of the unnatural chill surrounding them.

Survivors gain +1 Scavenge.

Enemies take -2 to Perception and Wit saves.

DIMENSIONAL GATE

A jagged metallic arch covered in pulsating runes that shimmer with colors beyond comprehension. Survivors step through, unsure whether the other side will hold allies, resources, or horrors from another dimension.

Survivors can travel to a random dark realm through this stable portal.

The minion gains +2 mobility and ignores difficult terrain.

DISUSED MEDICAL BAY

Flickering fluorescent lights illuminate rows of broken cots and bloodstained medical tools. The walls are riddled with crude graffiti with grim portents, such as "No Help Coming." Survivors patch each other up while moans echo from deeper in the facility, suggesting not all the patients left this place alive—or intact.

Survivors gain +1 to all healing effects.

Allies of the minion heal 1 additional hit point from all sources.

DREAMER'S CHAMBER

A circular room where the walls pulse faintly with otherworldly energy. Survivors dream vividly when they rest here, gaining cryptic visions of the past and future.

Survivors gain +1 to Wit saves and a vague prophetic hint for the next session.

Gains +2 Wit saves and +1 to attack rolls.

ECHO VAULT

A cavernous vault that seems to amplify sound unnaturally. Survivors hear their own whispers returned with eerie distortions, making it hard to discern their own thoughts.

Survivors gain +1 to Wit saves and +2 sonic soak.

The minion deals sonic damage, and deals +2 damage.

EERIE CHAPEL

A small, decrepit chapel where flickering candles seem to light themselves. Survivors seek solace within its hollow walls, though the air is thick with a divine, foreboding presence.

Survivors gain +2 sanity soak.

Allies of the minion gain +2 sanity soak.

ETHEREAL GARDENS

A misty grove where the air hums with an unnatural stillness. The flora glows faintly, shifting in and out of focus, as survivors harvest its mysterious bounty.

Survivors gain +2 to sanity soak.

Allies of the minion gain +2 sanity soak.

FACTORY OF DESPAIR

A sprawling, decrepit factory filled with broken conveyor belts and hanging chains. Survivors scavenge its rusted remains, all while hearing faint mechanical whispers that grow louder the longer they stay.

Survivors gain +1 Craft.

The minion gains +1 melee damage and grabs enemies hit.

FALLEN PALACE

The shattered remains of a once-grand palace, its golden relics tarnished and crumbling. Survivors scavenge for regal treasures, though the air feels heavy with the weight of forgotten glory.

Survivors gain +1 to Influence and Scavenge.

Allies of the minion gain +1 Influence, and enemies take -1 to saves.

FALLEN TITAN

The colossal skeleton of a long-dead giant sprawls across the land, its bones riddled with scars of ancient battle. Survivors use its massive remains as a fortress, though some swear the titan's heart still beats faintly.

Survivors gain +1 to physical damage soak.

The minion incorporates the titan's remnants into their form, becoming a massive, unstoppable defender.

The minion gains +1 physical soak and +1 melee damage.

FLESHCAVE

A pulsating, organic cavern filled with grotesque growths and dripping fluids. Survivors harvest mutated tissue, their nerves stretched thin by the constant sound of wet, rhythmic squelching.

Survivors gain +1 to Craft.

The minion gains +1 to melee and ranged attacks, and +1 physical soak.

FLOODED CAVERN

A cavern partially submerged under cold, dark water that obscures what lurks below. Survivors search its depths, careful not to disturb whatever moves just out of sight.

Survivors gain +1 to cold soak and Athletics.

The minion gains +1 mobility and +1 damage.

FROZEN WASTES

A desolate expanse of snow and ice where every step risks frostbite. Survivors endure the cold to collect rare, frozen relics and materials.

Survivors gain +1 to cold resistance and Scavenge rolls in icy terrain.

Allies of the minion gain +2 initiative and Perception. The minion gains +1 melee damage.

FUNGAL CAVERN

A dark cave covered in bioluminescent fungi that release spores with every step. Survivors harvest its resources carefully, knowing too much exposure could be deadly.

Survivors gain +2 poison soak.

Enemies of the minion have their poison soak reduced by 5.

HANGING GARDENS

Towering terraces overgrown with lush, mutated vegetation. Survivors harvest rare herbs and fruits, careful not to disturb the carnivorous plants that guard their treasures.

Survivors gain +1 session resource.

Enemies take -2 speed and mobility.

HOLLOW TREE

A massive, ancient tree, hollowed out and carved into a hideout. Its gnarled roots twist unnaturally, as if trying to pull intruders underground. Survivors hide in its shadowy interior, straining to ignore the inhuman whispers emanating from the roots, which seem to grow louder with every passing hour.

Survivors gain +2 Stealth.

The minion gains +2 Stealth and +2 damage when flanking.

HUNTER'S BLIND

A claustrophobic shelter camouflaged with withered branches and tattered fabric. The smell of rotting meat, bait for prey, lingers heavily in the air. Survivors set traps while scanning the shifting shadows of the wilderness for their next kill—or the thing silently stalking them.

Survivors gain +1 to ranged weapon accuracy.

The minion gains +2 to ranged weapon attack rolls and ignores cover penalties.

INFERNAL SUMMONING CIRCLE

A charred circle of obsidian etched with otherworldly runes pulses with fiery energy. Survivors use it to summon allies—or forces they struggle to control.

Survivors gain +2 to saves to summon creatures.

Allies of the minion gain +2 to saves to summon creatures.

MUTANT NURSERY

A swampy hollow filled with writhing, deformed plant life and strange eggs. Survivors carefully extract samples, wary of stirring the creatures growing within.

Survivors gain +1 session resource.

The minion gains +2 physical soak.

OBSIDIAN SANCTUARY

A dark chamber carved from gleaming obsidian, its surfaces reflecting distorted images. Survivors feel a strange connection to alien energies within its walls.

Survivors gain +1 energy soak.

The minion gains +1 energy soak and +1 Armor Class.

RAVEN'S ROOST

A high vantage point atop crumbling ruins, where flocks of black birds gather ominously. Survivors use this perch for scouting, though the birds' watchful eyes feel like an omen.

Survivors gain +1 to initiative and Perception.

The minion gains +1 to initiative and +1 to melee and ranged attack rolls.

SANGUINE POOL

A shimmering red pool that seems to ripple without touch. Survivors draw strength from its strange energies, though its effects feel disturbingly personal.

Survivors gain +1 to life-drain or self-healing abilities.

The minion regains 2 hit points whenever they deal damage.

SHATTERED MONASTERY

Broken pillars and crumbled statues litter this once-sacred ground. Survivors train here in solitude, their strikes echoing through the desolate halls.

Survivors gain +1 to melee attack rolls.

The minion gains +1 melee damage and enemies struck lose 1 AC until the end of their next turn.

SHATTERED VEGETALIS

A forest of mutated, shattered trees that ooze glowing sap. The sap provides a potent alchemical ingredient, but the forest itself is alive, constantly shifting its paths and sprouting defensive thorns.

Survivors gain +1 session resource.

The minion weaponizes the forest's defensive nature, attacking with acidic sap and entangling roots.

The minion gains +1 acid damage and reduces enemy mobility by 2.

SILENT ASYLUM

The peeling walls of this forgotten asylum are etched with claw marks and disturbing symbols. Survivors pick through its ruined halls, disturbed by the unnatural silence surrounding them.

Survivors gain +1 to Wit saves.

The minion may deal psychic damage, gains +1 psychic damage, and enemies struck take -2 to their next save.

SILENT HARVEST

A windswept field of ghostly grain that rustles without a breeze. The grain is highly nutritious and resilient to disease but attracts spectral guardians who protect the harvest.

Survivors gain +1 Craft.

The minion gains +1 melee damage and cannot be targeted by ranged attacks unless within 2 squares.

SLUDGE FIELDS

A vast expanse of bubbling, toxic sludge dotted with islands of solid ground. Survivors extract volatile substances here, always watching for creatures lurking in the poisonous muck.

Survivors gain +1 to poison damage rolls.

The minion may deal poison damage, gains +1 poison damage, and enemies struck lose 2 physical soak for one turn.

SULFUR SPRINGS

Bubbling, acrid pools emit a foul-smelling mist that irritates the eyes and burns the skin. Survivors harvest rare minerals while braving the toxic vapors.

Survivors gain +2 acid soak.

The minion gains +1 acid damage and ignores 1 point of enemy soak.

SUNKEN GRAVEYARD

A flooded cemetery where gravestones jut out from the water's surface. Survivors wade through its depths, careful not to disturb the restless dead beneath.

Survivors gain +1 Perception and Scavenge.

The minion wields waterlogged weapons and draws power from the graveyard's spectral energy.

The minion may deal cold damage, gains +1 cold damage, and +1 to Armor Class against ranged attacks.

VEILED SHRINE

A secluded altar shrouded in mist, its offerings to unknown gods long decayed. Survivors feel a quiet peace—or an unsettling gaze—watching over them.

Survivors gain +2 sanity soak.

Allies of the minion gain +1 Armor Class.

VORTEX FIELDS

A wide plain where strange electromagnetic phenomena warp reality, making the air hum and the ground shimmer with unstable energy. Survivors harvest fragments of crystallized power, but prolonged exposure causes debilitating disorientation.

Survivors gain +1 Craft.

The minion gains +1 lightning damage and reduces enemy mobility by 1.

WARPED TIMEPIECE

A massive clock tower frozen in time, its gears occasionally grinding forward with unsettling groans. Survivors feel their perceptions of time shift unpredictably as they explore its depths.

Survivors gain +1 initiative.

Allies of the minion gains +1 initiative, and the minion ignores movement penalties.

WRECKED BATTLESHIP

The rusted remains of a massive warship, partially sunken into the earth. Survivors comb its hollowed hull for supplies, navigating tight, collapsing corridors.

Survivors gain +1 Scavenge.

The minion gains +2 physical soak and +1 melee damage.

ZEN GARDEN

A ruined temple courtyard with shattered stone lanterns and a pond shimmering unnaturally in the moonlight. Survivors meditate here, calming their minds, though distorted whispers and ghastly reflections from the pond seem to pull their sanity closer to the edge.

Survivors gain +2 sanity soak.

Allies of the minion gain +1 sanity soak, and the minion gains +1 AC.

ELDRITCH ARCHIVES

"I hate to say it, but it looks like the system you're searching for doesn't exist."

"That's impossible. Perhaps the archives are incomplete."

"If an item does not appear in our records, it does not exist."

- Star Wars Episode II: Attack of the Clones (2002)

At tier II (level 3), the survivors can construct one eldritch archive. The eldritch archive is the secret accumulation of the dominion's well-preserved forbidden knowledge. Eldritch archives grant one survivor access to a unique power, and give one minion regiment a sorcerer ability.

The eldritch archive is not an inert structure. It can also be used by survivors as a plot device to investigate clues or find other information, and the power it generates sometimes attracts extradimensional threats.

There are several types of eldritch archives you can construct, at a cost of 20 normal components and 2 special components. The survivors can construct additional archives, at an additional cost of +10 normal components and +1 special component cost for each new archive. These are counted against the dominion's total number of chambers.

ELDRITCH ARCHIVE POWER

The construction of an eldritch archive grants one survivor the use of its daily power.

REGIMENT SORCERER ABILITY

One minion regiment can be given magical powers. This optionally may change the minion's damage type. They retain any bonus to damage listed.

THE ABYSSAL MAW

A yawning chasm surrounded by jagged rocks, with a glowing pit at its center. The air is filled with a low hum, channeling void energy to create crushing spatial distortions.

Minion Sorcery - Void Harbinger: Gains +4 to melee attack rolls and deals chaos damage. Enemies lose 1 speed.

DEVOURING VOID

You summon a swirling void rift that pulls enemies inward and obliterates obstacles.

1/Day

Action: Standard

Range/Area: Burst 3 within 15 squares

Duration: Scene

Anomaly Chance: 20%

Summon a void rift that deals 10d6 chaos damage to enemies in the area and pulls them 5 squares toward the center. Enemies can make a Wit save to halve the damage and avoid being pulled. The rift persists for two rounds, making the area impassable to all creatures.

Sanity Damage: The void's energies cause 3d6 sanity damage.

THE LEVIATHAN'S ANCHORAGE

A partially submerged, barnacle-encrusted fortress that resembles the ribcage of a massive sea creature. The air smells of salt and decay.

Minion Sorcery - Tidal Conqueror: Deals cold damage, gains +4 to cold damage on melee attacks, and enemies must make a Might save or be knocked prone.

TIDAL DEVASTATION

You summon a crushing wave of frigid water to devastate enemies and reshape the landscape.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 15%

Unleash a wave of frigid water that deals 10d6 cold damage to enemies in the area, pushes them 4 squares, and knocks them prone. Enemies can make a Might save to halve the damage and avoid being pushed or knocked prone. Squares affected by this power become difficult terrain.

Sanity Damage: The energies summoned by this power cause 2d6 sanity damage.

THE BLACK ALTAR

A sunken, circular structure made of obsidian slabs, constantly slick with blood-like ichor. Strange runes glow faintly under moonlight.

Minion Sorcery - Necrotic Overseer: Deals necrotic damage, gains +4 damage, and increases all undead summons' hit points by 10.

DREAD PRAYER

You channel the unholy energies of the Black Altar to raise the dead and sap the vitality of your enemies.

1/Day

Action: Standard

Range/Area: Burst 4 within 15 squares

Duration: Scene

Anomaly Chance: 25%

Deal 10d6 necrotic damage to enemies in the area. Enemies must make a Might save to halve the damage and avoid being stunned until the end of their next turn. Survivors in the area regain hit points equal to half the damage dealt.

You may also raise 1d4 skeletal minions in the burst; each minion is a zombie of your level. The minions remain until the end of the scene or until destroyed.

Sanity Damage: Tapping into the altar's unholy power causes 3d6 sanity damage.

THE BLACK WELL

A bottomless pit ringed by ancient carvings of unknowable figures. Distant whispers emanate from the depths, granting powers to call forth void energy and wield gravity itself.

Minion Sorcery - Gravity Warden: Enemies within 10 feet take -1 speed and on hit are immobilized until the end of the minion's turn unless they make a Might save.

GRAVITATIONAL COLLAPSE

You create a gravity sink that immobilizes enemies and draws resources together.

1/Day

Action: Standard

Range/Area: Burst 4 within 20 squares

Duration: Instant

Anomaly Chance: 15%

Enemies in the burst take 5d6 piercing chaos damage and are immobilized until the end of their next turn. Survivors in the area gain immunity to ranged attacks until the start of your next turn. Squares within the area are treated as difficult terrain for the rest of the scene.

Sanity Damage: Channeling gravitational forces causes 2d6 sanity damage.

THE BLACKENED CHAPEL

A soot-stained temple whose interior is scorched and cracked. The scent of sulfur fills the air.

Minion Sorcery - Infernal Acolyte: Deals fire damage, gains +4 damage, and deals 5 fire damage in a close burst 1 once per round when hit.

INFERNAL JUDGMENT

You summon a rain of embers to devastate enemies and empower allies with fire's cleansing might.

1/Day

Action: Standard

Range/Area: Burst 6 within 15 squares

Duration: Scene

Anomaly Chance: 10%

Rain embers on enemies in the area, dealing 10d6 fire damage and reducing their AC by 4 for the rest of the scene. Survivors in the area gain +10 fire soak until the end of the scene. Squares affected by this power remain smoldering, dealing 10 fire damage to enemies who enter them.

Sanity Damage: The flames burn at your psyche, causing you 3d6 sanity damage.

THE BLEEDING TEMPLE

A sacrificial temple covered in dark red streaks, as if the walls themselves weep blood. The ground is sticky, and faint chants echo from below.

Minion Sorcery - Bloodbound Priest: Allies in a close burst 1 heal 1 hit point at the start of the priest's turn, and enemies take 1 piercing damage.

RITUAL OF SACRIFICE

A dark ritual heals and punishes.

1/Day

Action: Standard

Range/Area: Burst 4 within 10 squares

Duration: Instantaneous

Anomaly Chance: 25%

You and all allies in the area regain hit points equal to 50% of their maximum hit points. Enemies in the area take 5d6 necrotic damage and cannot heal until the end of your next turn.

Sanity Damage: Drawing on sacrificial energies inflicts 3d6 sanity damage to you and all allies.

THE BLIGHTED SPIRE

A towering structure covered in pulsating fungal growths. The air is filled with choking spores, and the walls thrum with a strange rhythm, empowering fungal manipulation and spore-based poison magic.

Minion Sorcery- Spore Lord: Enemies in a close burst 1 take 5 poison damage at the start of the spore lord's turn and -2 to saves against ongoing effects.

FUNGAL BLOOM

A cloud of poisonous spores debilitates enemies and creates defensive growths.

1/Day

Action: Standard

Range/Area: Burst 5 within 15 squares

Duration: Scene

Anomaly Chance: 20%

Release a spore cloud in the area, dealing 20 ongoing poison damage and blinding enemies until the ongoing damage ends. Enemies must succeed on a Might save to end the damage. Survivors in the area gain +4 to saves against ongoing damage for the rest of the scene. Fungal growths persist in the area, granting partial cover to allies.

Sanity Damage: The spores sap your mind, causing 4d6 sanity damage.

THE BONE CIRCLE

A circular arrangement of massive, cracked bones. Each one is etched with runes, glowing faintly in moonlight. The air smells of marrow.

Minion Sorcery – Bonecaller: Gains +4 physical soak, and summoned creatures deal +1 damage.

GRAVE GUARDIANS

You animate skeletal warriors to defend your dominion and battle your foes.

1/Day

Action: Standard

Range/Area: Summons appear within 6 squares of your position

Duration: Scene

Anomaly Chance: 15%

Summon five skeletal warriors with the statistics of a level 6 zombie and +4 to hit, damage, saves, and AC. The skeletons remain until destroyed or the scene ends. Enemies who enter the area where the skeletons were summoned take 2d6 necrotic damage due to residual energies.

Sanity Damage: Raising the dead exacts a toll, inflicting 4d6 sanity damage.

THE BROKEN STAR OBSERVATORY

A dome shattered by some celestial impact, its remains embedded with glowing shards of starlight. It grants control over radiant and celestial fire.

Minion Sorcery - Celestial Warden: Gains +4 to chaos damage, and enemies struck are blinded for one round (Wit save negates).

STELLAR SURGE

A ray of celestial light smites and restores.

1/Day

Action: Standard

Range/Area: Burst 3 within 20 squares

Duration: Scene

Anomaly Chance: 10%

A celestial ray strikes the area, dealing 5d6 chaos damage to enemies and blinding them until the end of your next turn. Allies in the area gain 3d6 hit points, which can go beyond their maximum until the end of the scene.

Sanity Damage: Exposure to the star's brilliance inflicts 4d6 sanity damage.

THE CHAMBER OF SILENT SCREAMS

A soundless room with walls made of pulsating flesh. Carved mouths appear in the walls, silently screaming as the air itself feels heavy.

Minion Sorcery - Resonant Executor: Gains +4 sonic damage, and enemies struck take -2 to saves until the end of the executor's next turn.

RESONANCE BURST

A wave of sonic energy disrupts your foes and emboldens your allies.

1/Day

Action: Standard

Range/Area: Burst 5 within 10 squares

Duration: Scene

Anomaly Chance: 15%

Emit a wave of sound, dealing 10d6 sonic damage to enemies in the area and dazing them. Survivors in the area gain +2 to attack rolls until the end of the scene. Squares within the area echo with residual vibrations, granting survivors +2 to AC while standing within them.

Sanity Damage: The reverberations strain your psyche, causing 3d6 sanity damage.

THE CRADLE OF SILENCE

A hollowed-out stone structure where no sound can penetrate. The air is thick with tension, empowering psychic magic and allowing silence to be weaponized.

Minion Sorcery: Psychic Shroud: Enemies take -2 to Wit saves, and allies gain +5 sonic soak.

HUSHED CATACLYSM

The cradle's oppressive silence overwhelms enemies and shields allies from sonic forces.

1/Day

Action: Standard

Range/Area: Burst 4 within 15 squares

Duration: Scene

Anomaly Chance: 20%

Release a wave of silence that deals 10d6 psychic damage to enemies in the area. Enemies must make a Wit save to halve the damage and avoid being dazed until the end of their next turn. Survivors in the area gain +10 sonic soak until the end of the scene. Squares within the burst are silenced, preventing the use of verbal commands or powers.

Sanity Damage: The silence gnaws at your mind, inflicting 3d6 sanity damage.

THE CURSED SPIRE

A jagged tower rising from a blasted wasteland. Its surface is covered in glowing runes that shift when approached.

Minion Sorcery - Chaos Bringer: Deals chaos damage, gains +2 damage, and enemies struck must reroll one successful save against an effect this round.

CHAOTIC SURGE

The spire releases raw, unpredictable energy to devastate and confuse enemies.

1/Day

Action: Standard

Range/Area: Burst 6 within 15 squares

Duration: Scene

Anomaly Chance: 30%

Emit chaotic energy, dealing 10d6 chaos damage to all creatures in the area. Survivors in the area at the time of the blast gain a random beneficial effect until the end of their next turn:

d6	Effect
01	Gain +4 to saves.
02	Gain +2 to AC.
03	Gain +2 to damage rolls.

Sanity Damage: The chaotic power exacts 3d6 sanity damage.

THE DREAMING CATHEDRAL

A warped, organic structure that pulses like a living heart. Entering feels like stepping into a lucid dream, where reality bends and stretches.

Minion Sorcery - Lucid Shaper: Deals psychic damage, gains +4 damage, and allies gain +2 speed.

LUCID DOMINION

Tap into the cathedral's dreamlike energies to bend reality and subdue foes.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 25%

Enemies in the area take 5d6 psychic damage and must make a Wit save or become stunned by vivid nightmares until the end of their next turns. Survivors gain psychic soak +10 and +2 to attack rolls for the remainder of the scene. The dreamlike distortion allows survivors to ignore movement penalties from obstacles in the area.

Sanity Damage: The surreal nature of the cathedral inflicts 3d6 sanity damage on you and all allies.

THE DROWNING POOL

A still, murky body of water surrounded by faintly glowing lanterns. Ripples disturb its surface as whispers rise from beneath.

Minion Sorcery - Abyssal Keeper: Deals cold damage, gains +4 damage, and enemies struck are immobilized for one round (Wit save negates).

WHISPERED DELUGE

Summon dark waters to drown your foes and heal your allies.

1/Day

Action: Standard

Range/Area: Burst 4 within 15 squares

Duration: Scene

Anomaly Chance: 20%

Summon a wave of dark water that deals 5d6 cold damage to enemies and immobilizes them until the end of your next turn. Survivors in the area heal 15 hit points and can breathe underwater for the rest of the scene. The area becomes flooded, creating difficult terrain for enemies.

Sanity Damage: The whispers of the pool impose 2d6 sanity damage.

THE ETERNAL CAULDRON

A bubbling, massive cauldron set in the middle of a cursed grove. Its liquid shifts color constantly, releasing plumes of shimmering smoke.

Minion Sorcery - Elemental Shaper: Allies gain +2 energy soak.

ELEMENTAL SURGE

Unleash the cauldron's elemental power to ravage enemies with fire, poison, or acid.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 25%

Choose fire, poison, or acid. Enemies in the area take 5d6 damage of the chosen type. Survivors gain +10 soak to the chosen element for the rest of the scene.

Sanity Damage: The cauldron's chaotic energy inflicts 3d6 sanity damage.

THE FROZEN CAIRN

A circular mound of ice-encrusted stones, surrounded by frost-covered statues of kneeling figures. The air is frigid and foul.

Minion Sorcery - Frostbound: Deals cold damage, deals +4 damage, and enemy speed is reduced by 1.

GLACIAL CATASTROPHE

Summon a devastating storm of frost to immobilize and harm your foes.

1/Day

Action: Standard

Range/Area: Burst 5 within 15 squares

Duration: Scene

Anomaly Chance: 15%

Deal 5d6 cold damage to all enemies in the area. Enemies must make a Might save or be immobilized and dazed until the end of their next turn. Survivors gain cold soak +10 and +1 AC for the rest of the scene. Squares in the burst become icy, halving enemy movement.

Sanity Damage: The icy winds sap your mind, inflicting 2d6 sanity damage.

THE GLASS MONOLITH

A shimmering, transparent tower that reflects distorted images of everything around it. Shadows within move independently of the surroundings.

Minion Sorcery - Prismatic Weaver: Deals fire damage, gains +4 damage, and allies gain +1 AC.

PRISMATIC FRACTURE

Harness the reflective power of the monolith to bend light and shatter reality.

1/Day

Action: Standard

Range/Area: Burst 5 within 15 squares

Duration: Scene

Anomaly Chance: 20%

Release a burst of refracted light, dealing 10d6 fire damage to enemies in the area. Enemies must make a Wit save or be blinded until the end of your next turn. Survivors gain invisibility until the end of their next turn. The area ripples with light distortions, granting survivors +2 to defense against ranged attacks for the scene.

Sanity Damage: The fractured light causes 2d6 sanity damage.

THE HALL OF NIGHTMARES

A vast, dimly lit corridor with grotesque carvings that seem to shift into images of the viewer's worst fears. It enables dream-based magic and inflicts paralyzing terror on enemies.

Minion Sorcery: Fearmonger: Deals psychic damage, gains +4 damage, and hit enemies are immobilized (Wit save negates).

TERRIFYING VISIONS

Infuse the battlefield with the hall's power, forcing enemies to confront their worst fears.

1/Day

Action: Standard

Range/Area: Burst 6 within 15 squares

Duration: Scene

Anomaly Chance: 25%

Enemies in the area take 10d6 psychic damage and must make a Wit save or become immobilized and crippled until the end of your next turn. Survivors gain +2 to all skill checks for the scene as they draw strength from the energy. The area exudes a haunting presence, reducing enemy attack rolls by 2.

Sanity Damage: The terrifying imagery inflicts 2d6 sanity damage.

THE GRAVITY GARDEN

A gravity-defying structure filled with twisting vines and glowing, luminescent flowers.

Minion Sorcery - Floral Warden: Deals poison damage, gains +4 damage, and hit enemies are crippled (Might save negates).

POISONOUS BLOOM

Summon toxic flora from the garden to entangle and poison your enemies.

1/Day

Action: Standard

Range/Area: Burst 4 within 15 squares

Duration: Scene

Anomaly Chance: 20%

Summon a wave of poisonous vines that deal 5d6 poison damage to enemies in the area and immobilize them until the end of your next turn. Survivors heal 2d8 hit points as the vines transfer vitality. The vines persist, creating partial cover for allies and slowing enemy movement by half in the area.

Sanity Damage: The flora's venom seeps into your mind, causing 2d6 sanity damage.

THE LANTERN OF FADING LIGHT

A perpetually flickering lantern atop a tall iron post, surrounded by skeletal remains.

Minion Sorcery - Spectral Flamebearer: Deals fire damage, gains +4 damage, and enemies hit take -2 AC until the end of the flamebearer's next turn.

SPECTRAL FLAME

Call upon ghostly flames to burn enemies and illuminate the battlefield.

1/Day

Action: Standard

Range/Area: Burst 4 within 15 squares

Duration: Scene

Anomaly Chance: 20%

Summon spectral flames that deal 5d6 fire damage to enemies in the area and reduce their AC by 2 for the scene. The flames persist in the area, dispelling invisibility and darkness effects.

Sanity Damage: The haunting fire causes 2d6 sanity damage.

THE MARIONETTE THEATER

A crumbling playhouse where strings hang from the ceiling, moving as though manipulated by unseen hands. Faint laughter echoes, always out of sight.

Minion Sorcery - Puppetmaster: Gains +4 to attack rolls, and hit enemies are immobilized until the end of the puppetmaster's next turn (Wit save negates).

STRINGS OF DOMINION

Control enemies and allies alike with the eerie magic of the theater.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 25%

Control the actions of up to three enemies in the burst for one round unless they succeed on a Wit save. Survivors in the area gain +4 to all skill checks as they are subtly guided by invisible strings. The area hums with lingering energy, reducing enemy attack rolls by 1.

Sanity Damage: The manipulation of others inflicts 3d6 sanity damage.

THE MOURNER'S CHAPEL

A decrepit church surrounded by wilted graveyards. Black crows circle overhead.

Minion Sorcery - Wailing Guardian: Enemies take -1 to attack rolls, and allies gain +1 to Wit saves.

WALES OF THE DEPARTED

Unleash spectral apparitions to torment enemies and bolster allies.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 25%

Summon ghostly apparitions that deal 5d6 necrotic damage to enemies in the area. Enemies must succeed on a Wit save or become crippled until the end of your next turn. The area resonates with spectral energy, granting +2 to Will saves for allies.

Sanity Damage: The mournful cries cause 3d6 sanity damage.

THE OBSIDIAN NEEDLE

A thin, impossibly tall spire of black stone that reflects no light. A sense of overwhelming dread emanates from it.

Minion Sorcery - Piercing Acolyte: Gains +2 to ranged damage, and ignores 5 physical soak.

PIERCING VEIL

Focus the needle's energy to create devastatingly precise attacks.

1/Day

Action: Standard

Range/Area: Line 10 within 20 squares

Duration: Scene

Anomaly Chance: 15%

Launch a piercing beam of energy that deals 5d6 physical damage to all creatures in the line. Survivors gain +2 to ranged attack rolls for the rest of the scene.

Sanity Damage: The focus required imposes 2d6 sanity damage.

THE PLAGUE CRYPT

A sealed, crumbling mausoleum leaking toxic green mist. The walls within are etched with disease-riddled runes that glow.

Minion Sorcery - Blightbringer: Deals poison damage, gains +4 damage, and enemies take 5 ongoing poison damage (Might save ends).

TOXIC REBIRTH

Unleash a wave of virulent energy to debilitate enemies and fortify your dominion.

1/Day

Action: Standard

Range/Area: Burst 4 within 15 squares

Duration: Scene

Anomaly Chance: 25%

Enemies in the area take 20 ongoing poison damage (Might save ends). Survivors in the area gain +10 poison soak for the rest of the scene. The area becomes tainted, reducing enemy healing by half in the area.

Sanity Damage: The crypt's taint inflicts 3d6 sanity damage.

THE SHATTERED SANCTUARY

A ruined temple with jagged, reflective surfaces that shimmer with color. Faint, echoing voices plead for salvation within.

Minion Sorcery - Reality Breaker: Deals chaos damage, gains +4 damage, and enemies struck are teleported 2 squares.

FRACTURED REALITIES

Tear the fabric of reality to disorient and harm your foes.

1/Day

Action: Standard

Range/Area: Burst 6 within 15 squares

Duration: Scene

Anomaly Chance: 25%

Shatter reality in the area, dealing 5d6 chaos damage to enemies and teleporting them 3 squares to a location of your choice. Survivors in the area gain chaos soak +10 and +2 to attack rolls for the rest of the scene.

Sanity Damage: The fractured space imposes 3d6 sanity damage.

THE SORROWED BASILICA

A ruined cathedral whose shattered stained-glass windows glow faintly in the moonlight. Faint sobbing echoes throughout.

Minion Sorcery - Radiant Sentinel: Deals fire damage, gains +4 damage, and enemies hit are blinded for one round (Wit save negates).

RADIANT REQUIEM

Summon radiant light to purify and devastate.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 15%

Release a wave of radiant light, dealing 5d6 fire damage to enemies and reducing their attack rolls by 2 until the end of your next turn. Survivors in the area heal 20 hit points and gain +2 to Wit saves for the scene.

Sanity Damage: The overwhelming radiance inflicts 2d6 sanity damage.

THE STONE LABYRINTH

A colossal underground maze of shifting boulders and echoing footsteps.

Minion Sorcery - Earthshaker: Gains +4 physical damage, and hit enemies are knocked prone (Might save negates).

SEISMIC HAVOC

Unleash the labyrinth's energy to trap enemies and bolster your dominion.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 15%

Cause a seismic shockwave that deals 5d6 physical damage to enemies and knocks them prone. Survivors gain +2 to AC and ignore movement penalties in the area for the rest of the scene.

Sanity Damage: The quaking ground inflicts 2d6 sanity damage.

THE STORM SPIRE

A jagged metallic tower that crackles with lightning strikes, illuminating the surrounding area with blinding light.

Minion Sorcery - Tempest Wielder: Deals lightning damage, gains +4 damage, and enemies struck are dazed until the end of the minion's next turn. for one round.

TEMPEST WRATH

Call down a storm of lightning and wind to devastate enemies and protect your allies.

1/Day

Action: Standard

Range/Area: Burst 6 within 15 squares

Duration: Scene

Anomaly Chance: 10%

Summon a lightning storm that deals 10d6 lightning damage to enemies and stuns them until the end of your next turn. An Agility save reduces damage by half and negates the stun effect. Survivors in the area gain +4 speed until the end of the scene.

Sanity Damage: The storm's fury causes 2d6 sanity damage.

THE VAULT OF ECHOES

A cavern lined with stalactites that hum with a haunting resonance.

Minion Sorcery - Resonance Keeper: Deals sonic damage, gains +2 damage, and allies gain +1 to Perception and attacks.

RESONANT WAVE

Amplify sound to shatter your enemies and strengthen your allies.

1/Day

Action: Standard

Range/Area: Burst 6 within 20 squares

Duration: Scene

Anomaly Chance: 15%

Emit a pulse that deals 5d6 sonic damage to enemies in the area. Enemies must succeed on a Wit save or be dazed until the end of your next turn. Survivors gain +2 to attack rolls and Perception for the rest of the scene.

Sanity Damage: The reverberations cause you and all allies 3d6 sanity damage.

THE VAULT OF SHIFTING SANDS

A structure constantly eroding and reforming itself, made of golden sand that flows like liquid and hardens when touched. It channels temporal manipulation and traps enemies in time stasis.

Minion Sorcery - Temporal Guardian: Gains +4 physical damage, and enemies struck are immobilized (Wit save negates).

TEMPORAL QUICKSAND

Manipulate time and sand to trap enemies and empower allies.

1/Day

Action: Standard

Range/Area: Burst 5 within 20 squares

Duration: Scene

Anomaly Chance: 20%

Enemies in the area take 5d6 physical damage and are immobilized until the end of your next turn. Survivors in the area gain +2 speed and saves for the rest of the scene. The sands ripple with temporal energy, forcing enemies to reroll successful saves in the area.

Sanity Damage: The temporal distortion inflicts 4d6 sanity damage on you and all allies.

ASCENDED MINIONS

"Do you know what's going on?"

"Maybe it's another drill."

- *Star Wars (1977)*

At tier III (level 5), your minions become true monsters and grow more powerful. You can choose each minion's ascension. This optionally may change the minion's damage type. They retain any bonus to damage listed.

ABYSSAL LURKERS

Horrors with semi-transparent bodies that shimmer like liquid. Their long, coiling limbs end in barbed hooks, and their gaping maws emit an unearthly, reverberating hum that unsettles even the bravest.

+1 chaos soak, +1 chaos damage.

ASHBOUND HORRORS

Figures of ember, their skeletal forms held together by the smoldering remains of their creation. They emit an acrid smoke that burns the eyes and lungs of all who approach.

+2 fire soak, +1 fire damage.

BLACK KNIGHTS

Towering figures, their jagged armor fused with their own flesh. Their helmets obscure faces long forgotten, and their weapons leave smoldering wounds that refuse to heal. When they march, the sound is a thunderous cacophony of steel and suffering, and their mere presence casts an oppressive shadow over the land.

+3 physical soak, deals +1 chaos damage.

BLIGHTED HORRORS

Twisted creatures formed of rotting plant matter and decayed flesh. Their forms ooze with black ichor, and their movements leave trails of corrosive slime. They emit a nauseating stench that clings to everything nearby.

+2 poison soak, +1 poison damage.

BLOOD WIGHTS

Undead creatures bound to a relentless thirst for life. Their veins glow faintly with crimson energy as they move with unnatural speed, tearing life force directly from their victims with every strike.

+1 physical soak, +1 chaos damage.

BANSHEES

Spectral apparitions that scream with the anguish of countless lost souls. Their translucent forms pulse with a faint red light, and their keening wails pierce the air.

+1 energy soak, +1 necrotic damage.

CRIMSON BLADES

Humanoids with elongated limbs and blood-slicked weapons. Their faces are obscured by helmets adorned with jagged symbols, and their movements are a blend of precision and feral aggression.

+1 physical soak, +1 chaos damage.

CYBORGS

Grotesque fusions of man and machine, their organic components clinging to their mechanical augmentations. Tubes of blackened fluid pulse beneath their exposed musculature, and their synthetic limbs grind with every step. Their voices are hollow, metallic echoes of commands issued long ago, now warped into a lifeless drone.

+2 physical soak, +1 lightning damage.

DARKLINGS

Gaunt, pale creatures whose flesh seems perpetually slick with a sheen of black ichor. They skulk in shadows, their glowing eyes piercing through the darkness to find their next victim. Their movements are jerky and erratic, and their nails, sharp as razors, are coated with venom that burns like acid.

+1 poison soak, +1 poison damage.

DRAUGR

Bloated corpses whose blackened flesh glistens with frost and ichor. Their hollow voices whisper curses in forgotten tongues, and the faint rattle of their decayed armor precedes them like a death knell. These cursed warriors carry the hatred of the grave, and their icy touch drains the life of all it encounters.

+2 cold soak, +1 cold damage.

DREAD CHEMISTS

Hunched figures cloaked in chemical-stained robes. Their faces are obscured by cracked masks that hiss and sputter with noxious gases. Their hands are covered in scars and burns, and they carry glass vials brimming with substances that bubble and glow with sickly light. Wherever they tread, the air becomes a toxic nightmare.

+2 poison soak, +1 acid damage.

FACELESS STALKERS

Nightmares with smooth, featureless faces. Their malleable flesh ripples unnervingly as they shift shapes, mimicking their prey before striking with unrelenting malice.

+1 physical soak, +1 chaos damage.

WENDIGOS

Frozen corpses, their claws tipped with jagged icicles that rip through flesh and chill blood. Their hollow moans carry on icy winds, leaving a deathly stillness in their wake.

+2 cold soak, +1 cold damage.

GHOULS

Carrion-eaters that haunt desolate places, their emaciated forms perpetually smeared with blood and gore. Their clawed fingers tear flesh with terrifying ease, and their guttural laughter echoes like a predator savoring the hunt.

+1 physical soak, +1 necrotic damage.

FLESH CRAWLERS

Disturbing masses of flesh and sinew that slither and undulate like worms. Their exposed musculature writhes unnervingly, and their bites leave wounds that pulsate with infection.

+1 physical soak, +1 poison damage.

GOBLINS

Twisted caricatures of humanity, their misshapen bodies shrouded in filth and their wide, yellow eyes gleaming with malevolent cunning. They chatter incessantly in an unintelligible tongue, their voices rising to shrill laughter as they scuttle through the dark. Goblins leave behind crude effigies and booby traps, warning all who dare intrude that madness and pain await.

+1 physical soak, +1 physical damage.

HOLLOW SENTINELS

Figures made of cracked, empty shells. Their hollow torsos echo faint whispers, and their unblinking eyes pierce through all pretense. Their every movement feels deliberate, as if guided by unseen hands.

+1 physical soak, +1 chaos damage.

IRONBOUND PHANTOMS

Spectral entities bound to their shattered armor, their ghostly forms flickering with malevolent energy. They strike with phantom weapons that phase through solid defenses.

+1 energy soak, +1 necrotic damage.

MIRE CREEPERS

Grotesque, amphibious creatures with bulbous eyes and gnarled limbs. Their slimy skin secretes toxins that cause blisters and burns, and their gurgling croaks sound like choking death rattles.

+2 poison soak, +1 poison damage.

NECROMANCERS

Shrouded in cloaks stitched with the flesh of their victims, their skeletal hands crackling with the power of the grave. They speak in guttural chants, and their very breath smells of decay. Wherever they go, the earth heaves with restless corpses eager to do their bidding.

+1 energy soak, +1 necrotic damage.

SHADOW BEASTS

Living silhouettes that stalk the edges of reality. Their glowing eyes burn with predatory hunger, and their movements ripple like liquid shadow, merging into the darkness before striking with feral brutality.

+1 energy soak, +1 chaos damage.

SHATTERED ACOLYTES

Beings with glassy, fragmented skin that reveals glowing, pulsating veins beneath. Their distorted forms reflect light in disorienting ways, and they strike with jagged, crystalline blades.

+1 energy soak, +1 chaos damage.

SKELETON WARRIORS

The warriors clatter across the ground, their hollow sockets filled with flickering, malevolent light. Each movement is deliberate and uncanny, as though some unseen force manipulates their bones like marionette strings. Their rusted weapons thirst for blood, and their silence is deafening, amplifying the terror they bring to the battlefield.

+1 physical soak, +1 necrotic damage.

SKINWALKERS

Nightmare entities that wear the skins of their victims like grotesque cloaks. Their movements are jerky and unnatural, and the sound of their labored breathing sends shivers through even the bravest.

+1 physical soak, +1 physical damage.

TECHNOMAGES

Constructs of wires, glowing conduits, and exposed metallic exoskeletons. Sparks of arcane energy arc across their bodies, illuminating the etched runes embedded in their armor. Their voices are static-filled echoes that resonate like distant thunder, and their movements are unnervingly smooth, as though reality itself bends to accommodate them.

+2 energy soak, deals +1 lightning damage.

VAMPIRES

Elegant yet predatory figures, their alabaster skin and perfect features masking their monstrous nature. Their fangs glint in the faintest light, and their eyes shine with a predatory hunger. They move with unnatural grace, their footsteps silent as they close in for the kill. The smell of iron follows them, the faint trace of blood forever in the air.

+1 physical soak, +1 necrotic damage.

VERMIN HOSTS

Riddled with writhing infestations. Their exposed skin is pocked with holes, from which beetles, spiders, or other parasites scuttle forth. Their attacks spread venom and disease with horrifying efficiency.

+1 poison soak, +1 poison damage.

WITHERCLAWS

Gaunt, skeletal creatures whose elongated limbs end in razor-sharp claws. Their touch drains vitality, leaving their victims weak and trembling as though their very essence is being consumed.

+1 physical soak, +1 necrotic damage.

BATTLEFIELDS

"Any of you boys want to shoot, now's the time. There isn't one of us that doesn't want to be some place else. But this is what we do, who we are. Live for nothing, or die for something. Your call."

- *Rambo* (2008)

At tier III (level 5), as the apocalypse deepens in magnitude, each survivor creates their own battlefield for the dominion. This is a gameplay area where battles with intruders and rivals can take place as survivors travel around the dominion.

These battlefields can test the limits of what players can imagine and create.

FUNGAL DEPTHS

The cavern pulses with bioluminescent growths, vast fungal stalks arching toward the ceiling like the ribs of a great beast. Spores drift lazily through the air, glowing faintly as they form strange, spiraling patterns that seem almost sentient. Mushrooms the size of trees ooze luminous sap, pooling into viscous lakes that radiate an unsettling hum. Hidden within the fungal forest, grotesque spore-beasts lie in wait, their porous bodies exhaling clouds of disorienting, hallucinogenic mist.

THE BEACON OF WOE

A monolithic black flame pierces the sky, its pulsating glow rippling with dread. Shadows lengthen and crawl across the land, whispering half-formed accusations in alien tongues. The ground beneath is cracked and scorched, marked by the skeletal remains of those who sought refuge from its despair. From the periphery, incorporeal wraiths shamble forward, drawn to the beacon's siren song, their mournful cries echoing the endless woe radiating from the flame.

THE BLEEDING SKY

Blood rains in a perpetual storm from a crimson sky, pooling in viscous rivers that carve through the desolate earth. The air is thick with the metallic tang of despair, and every drop seems imbued with the memories of some ancient atrocity. From the horizon, monstrous avian creatures with wings dripping gore wheel and dive, their keening cries blending with the endless rain into an oppressive symphony of dread.

THE BLIGHTED VALE OF HUNGER

The land undulates as though alive, pulsating with veins of sickly green fluid that feed grotesque, organic growths. Pustulent cysts burst underfoot, spraying acidic bile that eats through armor and flesh. Towering, eyeless worms emerge from the pulsating ground, their gaping maws filled with rows of translucent, needle-like teeth. The air vibrates with a low, rhythmic pulse, like the heartbeat of some monstrous entity buried deep below.

THE CHAINED PEAKS

Enormous iron chains stretch between jagged cliffs, their links groaning with the strain of holding aloft fragmented islands of stone. The chains bristle with hooked barbs, and the wind screams as it rushes through the labyrinthine peaks. From the shadows of the cliffs, winged horrors circle, their talons eager to tear into anything that comes too close. Jagged shards of rock fall from the floating islands, as though the land itself seeks to repel intruders.

THE CHTHONIC DEPTHS

Endless tunnels spiral downward into a labyrinth of shifting stone, the air thick with the scent of decay. Stalagmites glisten with an unnatural sheen, and glowing veins of some alien mineral pulse, casting unsettling shadows. The ground trembles with distant roars, as unseen predators prowl the twisting corridors. From the blackness, eyeless, sinewy creatures with claws like obsidian knives scuttle forward, their movements silent.

THE CLOCKWORK KINGDOM

An immense mechanical city sprawls across the landscape, its gears turning with hypnotic precision. Towers bristling with steel spires rise into the smog-choked sky, while metallic tendrils snake through the streets, seeking to ensnare the unwary. Gargantuan automatons patrol the pathways, their eyes glowing with malice. The ground shudders as the city's machinery reconfigures itself, altering the terrain into lethal traps of rotating blades and crushing pistons.

THE CORRUPTED COLOSSUS

A grotesque statue of sinew and bone looms over the battlefield, its hollow eyes weeping black ichor. The air buzzes with the sound of countless flies that feast upon the rotting flesh embedded in its construction. As the colossus shifts and groans, portions of its body fall away, revealing writhing masses of exposed muscle that form hideous humanoid shapes.

THE CRIMSON BARRENS

Rivers of boiling blood carve channels through a jagged wasteland of crimson rock. The heat shimmers in the air, distorting vision and filling the lungs. From the pools of blood rise horned monstrosities, their forms wreathed in steam, their eyes alight with fury. The barren landscape reverberates with distant roars and the clashing of unseen titans locked in eternal combat.

THE CRYSTALLINE ABYSS

The land is a kaleidoscope of jagged crystal formations, their shimmering surfaces reflecting a thousand fractured realities. The reflections twist and shift, creating phantoms of intruders that taunt and confuse. Pools of liquid crystal bubble with a sound like faint laughter, their surfaces rippling with impossible colors. Among the crystalline labyrinth lurk transparent predators, their edges razor-sharp, their movements nearly imperceptible within the glittering chaos.

THE EVERWATCH

A barren expanse of ruined earth lies under the scrutiny of countless mechanical eyes, each embedded in monolithic towers that jut from the ground like broken teeth. Faint red lights sweep the terrain, and the hum of unseen machines vibrates in the bones. From hidden sniper nests, autonomous constructs train their weapons on anything that moves, their precision unerring. The ruins themselves seem to watch, their shattered walls concealing unknown terrors.

THE FLESHLANDS

The walls of the terrain writhe with living tissue, veins pulsing visibly beneath glistening surfaces. Pulsating mounds of flesh form bridges and barriers. Maws open and close in the quivering walls, exhaling warm, fetid air that reeks of decay. From the mounds emerge humanoid figures with skinless bodies, their mouths sewn shut.

THE FRACTURE

The air crackles with energy as pockets of warped reality flicker in and out of existence, revealing glimpses of alien landscapes. Ground shifts constantly, creating sudden voids or spires of jagged stone. Tendrils of otherworldly light lash out from the rifts, ensnaring and disintegrating anything they touch. Beings half-formed and amorphous emerge from the fractures, their shapes ever-changing, their movements impossible to predict.

THE GRAVE CHOIR

The air vibrates with mournful harmonies that emanate from the earth itself, each note heavy with sorrow. The ground is littered with fractured gravestones, inscriptions worn smooth by time. Shadows elongate and writhe in response to the melody, and spectral figures rise, their translucent forms shimmering with the light of lost stars.

THE GRIEVING MONOLITH

A towering statue of ancient stone weeps forever, its tears pooling into stagnant black lakes that seem to swallow all light. The statue's sorrow is palpable, radiating an oppressive weight that bends even the strongest wills. Around its base, petrified forms of those who succumbed to despair stand as silent audience. The monolith's sorrow manifests as wraith-like beings, their spectral faces distorted by perpetual anguish as they lash out at anything living.

THE HOWLING BARRENS

The barren expanse is a cacophony of howling winds that carry voices long dead. The air is thick with a sand-like grit that bites into flesh, whispering secrets of despair into the ears of the living. Jagged rock formations rise like skeletal fingers grasping at the sky, and the wind gathers and forms spectral shapes that dissipate just as they lunge. From the far edges, gaunt, wind-scoured creatures emerge, their movements as erratic as the gale that birthed them.

THE INFERNAL GATE

A massive, molten gate dominates the landscape, its fiery maw spilling forth plumes of ash and tongues of flame. The ground is charred and cracked, forming a mosaic of blackened bones and shattered obsidian. Demonic figures slither and crawl from the gate's depths, their flesh melting and reforming in grotesque cycles. The air is filled with otherworldly chanting, a guttural hymn to some infernal power that watches from beyond the flames.

THE IRON BLOOM

Fields of metallic flowers stretch as far as the eye can see, their edges razor-sharp and glinting in the dim light. Gears embedded in the ground click and whir, their hidden mechanisms causing the flowers to shiver and shift. The land hums with a low, metallic drone that grows louder as intruders approach. From the depths of the bloom emerge humanoid constructs, their bodies interwoven with the jagged petals, their eyes glowing with lifeless purpose.

THE IRON ROOT

Titanic trees with bark like molten iron dominate the horizon, their twisted branches clawing at the sky. Their roots form labyrinthine tunnels, some smoldering with faint heat, others coated in crystalline sap that glows faintly in the darkness. Creatures resembling rusted dryads move between the trees, their eyes alight with smoldering malice. As invaders tread too near, the trees creak and groan, their branches lashing out with iron thorns that pierce even the sturdiest armor.

THE LUMINOUS CRADLE

The land glows with a dreamlike quality, bathed in shifting patterns of ethereal light that ripple in response to thought. Pools of liquid radiance dot the terrain, their surfaces reflecting alien constellations. The air is filled with faint, melodic chimes, as if the sky itself were singing. Amidst the serenity, floating forms of translucent energy drift gracefully, their movements hypnotic—until they coalesce into radiant predators that lash out with blinding brilliance.

THE NIGHTMARE GROVE

A dense forest of twisted, blackened trees stands cloaked in a thick fog that muffles all sound except the faint rustle of unseen movement. The trees are alive and moving, their bark shifting and writhing like muscle. Shadows dart between the gnarled trunks, forming monstrous shapes that dissolve on inspection. When the fog thickens, it reveals figures whose faces are obscured, their gnarled hands reaching out with cold, incorporeal hunger.

THE OSSUARY FIELDS

Bone-white earth stretches endlessly, studded with the remnants of colossal skeletal remains. Jagged ribs arch from the ground like the ruins of forgotten giants, and piles of shattered skulls crunch underfoot. The air is thick with decay and the faint cries of the dead. Skeletal figures claw their way to the surface, their bodies animated by a malignant will, their hollow sockets glowing with unnatural light.

THE PYROCLASM

Molten rivers crisscross the land, their currents belching plumes of ash into the suffocating air. Geysers of flame erupt without warning, scarring the landscape. The ground trembles with the heat of volcanic activity, splitting to reveal pits of bubbling magma. From the molten depths rise hulking, flame-wreathed titans, their molten forms cracking with each step, their roar a deafening blast of superheated air.

THE REVENANT TRENCHES

A labyrinth of decaying trenches snakes across the land, their walls stained with the blood of warriors. The air is heavy with the stench of rot, and faint whispers of old commands and pleas for mercy echo in the gloom. Shambling forms clad in tattered, spectral armor rise from the trenches, their hollow eyes burning with the fire of vengeance. The trenches shift when unobserved, trapping the unwary in an eternal maze.

THE SCREAMING MARSH

The ground squelches underfoot, oozing dark water that reeks of decay. Every step elicits a piercing wail, as though the earth itself were alive and in agony. Pools of stagnant water shimmer with a faint phosphorescence, hiding unseen depths. Long, sinewy arms rise from the murk, grasping for any too close. The marsh's eerie screams attract grotesque, amphibian predators that stalk the shadows.

THE SCREAMING SEPULCHER

A vast crypt of cracked stone looms over the area, its labyrinthine halls filled with the ceaseless wails of the restless dead. The walls are etched with faint glowing runes, seeping necrotic energy into the air. Shadows cling to every corner, and skeletal hands claw through cracks in the walls, grasping at the living. Pale, translucent figures drift through the halls, their anguished faces twisted in silent screams, as if reliving their final, agonizing moments.

THE SHARDLANDS

Jagged crystals erupt from the ground in chaotic formations, their razor edges glinting with inner light. Each shard hums, and the air is filled with a disorienting resonance that grows louder with every step. Reflections dance maddeningly across their surfaces, creating distorted echoes of intruders that move and act on their own. Amidst the crystalline labyrinth, spectral beings of living light emerge, their forms blindingly radiant, their movements erratic and unpredictable.

THE SHATTERED VEIL

The land is a surreal expanse of glowing fissures that pulsate with alien energy, their light revealing glimpses of parallel dimensions. Gravity shifts unpredictably, pulling invaders toward invisible forces or flinging them into the air. From the fissures emerge half-formed creatures that flicker between realities, their bodies warped by the fractures of space. These horrors attack with wild, chaotic movements, vanishing back into the fissures as quickly as they appear.

THE SHIMMERING EXPANSE

The ground is an endless sea of crystalline energy, shimmering with unearthly hues that ripple as though alive. Every surface radiates an intoxicating hum that clouds the mind, lulling intruders into a false sense of peace. As the energy flows, it reshapes the terrain, forming crystalline towers and labyrinths that dissolve just as quickly. Ethereal predators composed entirely of this energy stalk the expanse, their bodies flowing like liquid light as they strike without warning.

THE SILVER WEB

A vast network of alien threads spans the terrain, glistening like polished steel in the faint light. The threads pulse faintly, resonating with a strange, insectile rhythm. Movement is treacherous, as the threads cling to anything that touches them, tightening with inescapable strength. Enormous spider-like creatures scuttle across the web, their metallic bodies gleaming and their many eyes reflecting a chilling intelligence. Beneath the web lies a dark abyss, where shadowy forms writhe hungrily.

THE SINGING RUINS

Ruined structures rise like broken monuments, their surfaces etched with flowing, arcane patterns that emit an unearthly melody. The air is alive with the sound of shifting harmonics, disorienting those who listen too long. Ancient statues crack and

shudder to life, their hollow eyes glowing as they move with a jerking, unnatural grace. Shadows flit between the ruins, their shapes ever-changing, their laughter echoing in mocking tones.

THE STARLIT VALLEY

A serene valley bathed in the faint glow of distant, alien stars stretches beneath a blackened sky. The air is cool and still, and the ground sparkles faintly as though dusted with stardust. Strange, crystalline flowers bloom in radiant clusters, their petals shimmering with a light that seems to pulse with thought. From the shadows of the valley emerge ethereal beings, their forms shifting like smoke, their eyes glinting with the light of collapsing stars.

THE STYGIAN MIRE

A swamp of black, oozing muck spreads endlessly, the air thick with the stench of decay. Pools of stagnant water glimmer faintly, their surfaces teeming with tiny, wriggling shapes. Thick, gnarled trees claw at the sky, their trunks streaked with a pulsing, greenish ichor. Beneath the muck, bloated, amphibian monstrosities stir, their eyes barely visible above the surface as they wait to ambush anything that dares approach.

THE VERDANT TYRANNY

Towering plants, their leaves razor-sharp and their roots writhing like serpents, dominate the landscape. The air is thick with the smell of damp earth and the faint, sweet aroma of decay. Vines coil and snap at passersby, dragging them toward carnivorous blooms that close with a sickening crunch. Giant, insect-like creatures with chitinous bodies scuttle through the undergrowth, their clicking mandibles dripping with a venomous ichor that sizzles when it hits the ground.

THE WAILING PEAKS

Jagged mountain ranges rise like the shattered spines of ancient titans, their peaks wreathed in mist that writhes as though alive. The winds scream through the crags, carrying the wails of lost souls that echo endlessly. Stone gargoyles perch on ledges, their cracked faces turned toward the skies, and some stir to life, their wings spreading wide to launch sudden, savage attacks. The terrain itself seems to conspire against intruders, shifting underfoot to throw them into yawning chasms.

THE WASTES OF DESOLATION

An endless expanse of gray ash and blackened soil stretches beneath a dim, twilight sky. The air is silent save for faint, haunting whispers that seem to emanate from nowhere. The ground is cracked and desolate, littered with the skeletal remains of long-dead creatures. Occasionally, shadowy figures emerge from the gloom, their forms indistinct and their movements erratic. Their eyes glimmer faintly with a malevolent light as they vanish into the darkness once more.

THE WRITHING HIVE

The land churns with pulsating biomass, its surface covered in slick, organic membranes that squirm underfoot. Cavernous tunnels lined with translucent, gelatinous walls lead deeper into the hive, where the air vibrates with the sound of countless wings. Swarms of insect-like creatures pour forth, their multifaceted eyes reflecting a hunger that cannot be sated. Deep within the hive, grotesque, queen-like entities stir, their bloated forms pulsating as they birth an unending tide of horrors.

CITADELS

"High on a rocky seat upon the black knees of the Ephel Dúath stood the walls and towers of Minas Morgul. All was dark about it, earth and sky, but it was lit with light. Not the imprisoned moonlight welling through the marble walls of Minas Ithil long ago, Tower of the Moon, fair and radiant in the hollow of the hills. Paler indeed than the moon ailing in some slow eclipse was the light of it now, wavering and blowing like a noisome exhalation of decay, a corpse-light, a light that illuminated nothing."

- J.R.R. Tolkien, *The Lord of the Rings: The Return of the King* (1955)

At tier IV (level 7), the survivors create a citadel. Using their sheer number of minions, powerful magic, and other supernatural resources, the survivors create a grand fortification fitting the themes of their dominion. Invading foes must claim this structure before conquering the dominion. The great hall is placed in the citadel.

THE BLAZING FANE

An immense temple crowned with roaring flames burns eternally against the night sky. Its jagged spires seem carved from obsidian, etched with shifting runes that glimmer in the firelight. The air crackles with the raw fury of an unquenchable inferno, and the scent of scorched earth permeates the endless hymn to flame-born divinity.

Invaders face walls of searing obsidian, where the very stones drip with molten heat. Blistering winds whip through the approach, carrying embers that ignite skin and armor alike. As they draw closer, living flames rise from the ground, taking the form of fiery beasts with malevolent intelligence, their howls an unholy cacophony.

THE CLOCKWORK FORTRESS

An immense mechanical masterpiece rises against the horizon, every inch a testament to unrelenting motion. Gears the size of houses spin in intricate symphony, while golden pistons thrum with a cadence that vibrates the very earth. The fortress hums with the resonance of perpetual industry, its halls filled with the relentless ticking of cosmic precision.

A labyrinth of spinning gears and crushing pistons guards the approach, each step threatening to grind flesh to pulp. Razor-sharp clockwork constructs, infused with sentience, patrol with mechanical precision, their whirring saws and snapping clamps eager for prey. The air itself vibrates with the fortress's pulse, disorienting the unwelcome with its ceaseless, thunderous rhythm.

THE CRAWLING SPIRE

A grotesque and living tower of sinew and bone slithers across the landscape, devouring all in its path. Its surface pulses like diseased flesh, oozing viscous fluids that poison the ground it traverses. Spiny tendrils stretch outward, dragging ruins into its ravenous maw as its mournful wails echo through the desolation.

The spire's perimeter writhes with grasping tendrils that strike like vipers, pulling victims into its pulsing, fleshy mass. Pools of corrosive bile bubble from the earth, their stench and vapors suffocating the senses. Organic growths sprout from the ground, vomiting swarms of bone-winged insects that tear through flesh with voracious hunger.

THE ECLIPSED BASTION

A shadow-shrouded colossus stands beneath an eternal eclipse, its towering spires clawing at the dim, dying light above. The air is heavy with whispers of ancient dread, and the ground trembles with the weight of forgotten horrors. Shadows writhe along the jagged battlements, alive with a malice that seeps into the bones of all who dare approach.

The approach is cloaked in impenetrable shadow, where unseen terrors stalk the living. The air grows colder with each step, and whispers of ancient dread erode the resolve of even the bravest. At the gates, the shadows take form, rising as towering, spectral knights whose weapons gleam with soul-shattering power.

THE LOOMING TOWERS OF THE GOD-KING

Colossal monoliths pierce the heavens, their crystalline facades radiating blinding, divine luminescence. At their zenith, golden effigies of long-dead deities glare down with eyes of unyielding judgment. The towers hum with celestial energy, vibrating the air with the sound of forgotten prayers and triumphant choirs.

Blinding rays of divine light scorch the unworthy, burning flesh and searing eyes. Radiant winged sentinels descend from the towers, their voices commanding obedience and their swords wielding righteous fury. The ground beneath erupts with golden flames, carving symbols of judgment that sap the strength of those who press on.

THE PHANTOM CITADEL

A ghostly stronghold shimmers into existence without warning, its translucent walls refracting the moonlight like spectral glass. Doors open to nowhere, corridors loop endlessly, and the ground beneath shifts as though alive. It is a place where certainty dissolves into echoes, and all who enter become lost in its labyrinth of illusions.

The approach twists endlessly, with paths that loop back upon themselves or vanish entirely. Phantom apparitions rise from the mist, screaming their warnings before dissolving into chilling laughter. Walls shift, corridors narrow, and the very air seems to sap the strength and resolve of those who dare the citadel's ever-changing threshold.

THE RIME CITADEL

A crystalline palace of unyielding ice looms in frozen defiance against the heavens. Frost carves jagged scars into its sheer walls, and the winds howl a mournful dirge as they whip through the citadel's arctic halls. It stands as a monument to cold, uncaring eternity, its gleaming surface reflecting the bitter truth of isolation.

Icy winds lash at intruders, freezing breath in their throats and stiffening limbs. The walls bristle with crystalline spears that shatter into deadly shards, cutting through armor and flesh alike. Frozen sentinels carved from enchanted ice emerge to defend their domain, their chilling touch sapping the warmth and will of those who trespass.

THE RUSTED THRONE

A vast fortress of corroded steel rises like a leviathan, its surfaces streaked with rust and oil. Mechanical shrieks pierce the stagnant air, and the machinery groans under the weight of centuries. It is a place where time itself feels decayed, its jagged silhouette promising ruin to all who enter its dying realm.

The path to the throne is littered with collapsing bridges and machinery that springs to lethal life. Rust-caked automatons awaken from their slumber, their shrieks echoing the torment of the citadel's decay. Pools of corroded oil ignite at the slightest spark, their flames consuming all in their path.

THE SHIMMERING SPIRE

A monolithic tower of shimmering crystal dominates the skyline, refracting alien light in a dance of otherworldly hues. Its surface ripples as though alive, pulsating with a rhythm no mortal mind can comprehend. The spire resonates with an unsettling hum, a siren's song beckoning the curious to gaze upon its incomprehensible wonders.

Invaders must brave an alien landscape of refracted light that bends reality itself. Beams of searing brilliance cut through the air, disintegrating anything they touch. Crystalline constructs shimmer into existence, their razor edges slicing as they reflect the spire's alien energy back upon its foes.

THE STORMSPIRE

A jagged spire ascends through the heart of a ceaseless tempest, lightning arcing between its obsidian teeth. Thunder shakes the land, each strike echoing like a wrathful god's laughter. The air brims with static and the acrid tang of ozone, and the storm never relents, tethered to the spire's tempestuous will.

An unending tempest surrounds the spire, with gales that tear skin and armor from bone. Bolts of lightning strike with pinpoint accuracy, their crackling power guided by an unseen will. The storm's fury takes form in elemental sentinels of wind and lightning, relentless in their pursuit of those who dare challenge the spire.

THE WARDEN'S BASTION

This fortress of black iron is a prison of nightmares, its walls etched with cruel glyphs that scream of despair. Chains of spectral energy coil endlessly across the parapets, rattling with the whispers of those eternally confined. The Bastion looms as an unbreakable sentinel, its aura an impenetrable cage of torment.

Spectral chains lash out from the walls, binding limbs and dragging victims toward unseen horrors. The air is thick with the wails of the damned, their cries weighing down the spirit. Phantasmal wardens, clad in unbreakable iron, materialize to deliver unrelenting punishment to those who dare trespass against the bastion's grim justice.

COSMIC FORGES

"He who possesses the Spear of Destiny holds the fate of the world in his hands."

- Constantine (2005)

Beneath the citadel, or accessible only from a portal inside, is the dominion's most valuable prize—its cosmic forge. With a cosmic forge, survivors can create unique relics, and bestow unique powers upon their other weapons.

Weapons and armor created or upgraded with a cosmic forge gain a craft bonus that changes the element the weapon deals, grants a damage bonus to that weapon, or gives armor a type of energy soak. These bonuses are only bestowed once per item.

FORGE OF THE WORLDHEART

A titanic forge buried at the core of the planet, its molten heart pulses with the lifeblood of the world itself.

Craft Bonus: Fire +1/Fire Soak +2

THE HEARTBREAKER GAUNTLET

Eldritch Artifact

This jagged, magma-streaked gauntlet allows the wearer to punch through solid stone.

- Gain +2 Might. Your melee attacks deal fire damage and ignore 5 fire soak.
- Each time you miss an attack or fail a Might save, take 10 piercing cold damage.

FORGE OF CELESTIAL CHAINS

Suspended in the heavens by golden chains, this forge orbits a dead star.

Craft Bonus: Fire +1/Fire Soak +2

HEAVEN'S SHACKLE

Eldritch Artifact

A length of glowing chain imbued with the light of fallen stars.

Gain +2 to Agility saves and immunity to falling damage. Grants +4 to Agility saves and resistance to falling damage. Once per scene, throw the chain as an instant action to pull a creature up to 6 squares toward you. The creature is immobilized until the end of its next turn.

FORGE OF ETERNAL ECLIPSE

A monolithic forge beneath a sky perpetually consumed by a solar eclipse.

Craft Bonus: Necrotic +1/Necrotic Soak +2

THE SUNSTEALER BLADE

Accursed Weapon, Melee

A black sword with a faint crimson aura, said to drain the essence of the sun itself.

Damage: 1d10 Necrotic

Critical: 19-20, +1d10 Necrotic

Size: Medium

Inventory: 3

Tier: IV

Black Sun: On a critical hit, the target is blinded until the end of your next turn. Each time you miss an attack, take 3d6 sanity damage as shadows consume your mind.

FORGE OF LEVIATHAN'S MAW

Housed within the fossilized mouth of a long-dead cosmic leviathan.

Craft Bonus: Cold +1/Cold Soak +2

KRAKEN'S FANG

Accursed Weapon, Melee

A curved dagger carved from the tooth of a leviathan.

Damage: 1d8 Cold

Critical: 19-20, +1d8 Cold

Size: Small

Inventory: 2

Tier: IV

Release the Krakenfang: On a hit, the target's speed is reduced by 2 until the end of its next turn. Each time you deal damage with this weapon, you lose 1 hit point as it siphons your vitality.

FORGE OF TEN THOUSAND SCREAMS

An infernal forge surrounded by countless ghostly faces, all frozen in eternal anguish.

Craft Bonus: Psychic +1/Psychic Soak +2

THE KEENING CROWN

Eldritch Artifact

A jagged crown of blackened steel that amplifies the wearer's psychic potential.

Overpowering: Enemies in your presence take -2 to Wit saves.

Psychic Scream: Once per scene, unleash a psychic scream in a close burst 5, dealing 1d6 psychic damage per level and immobilizing enemies until the end of your next turn. A Wit save reduces damage by half and negates the immobilization.

Nightmares: You take a -1 penalty to sanity soak.

FORGE OF THE CRYSTALLINE SPIRE

A forge set atop a tower of shimmering crystal, reflecting endless reflections across dimensions.

Craft Bonus: Fire +1/Fire Soak +2

THE PRISM BLADE

Accursed Weapon, Melee

A blade that refracts light into deadly arcs.

Damage: 2d6 Fire

Critical: 18-20, +1d8 Fire

Size: Large

Inventory: 4

Refracted: On a critical hit, deal 6d6 fire damage to a creature within 6 squares of your target.

FORGE OF THE ETERNAL TEMPEST

Suspended in the eye of an endless storm.

Craft Bonus: Lightning +1/Lightning Soak +2

STORMCALLER'S EDGE

Accursed Weapon, Melee

A sword that crackles with endless lightning.

Damage: 2d8 Lightning

Critical: 18-20, +2d8 Lightning

Size: Large

Inventory: 4

Thunderclap: On a critical hit, create a thunderclap in a close burst 3, forcing enemies to make a Might save or be dazed until the end of your next turn.

Force Lightning: Each time you deal lightning damage, you take 2d6 sanity damage as the storm consumes your focus.

FORGE OF SUNDERED REALITIES

Floating amidst shattered dimensions.

Craft Bonus: Chaos +1/Chaos Soak +2

SHARD OF ANACHRONOS

Eldritch Artifact

A jagged fragment of a broken timeline.

Gain +2 to Agility saves and initiative. Your maximum sanity decreases by 10.

Once per day as an instant action, force an enemy within 12 squares to act last in initiative.

FORGE OF THE COSMIC SYMPHONY

An immense forge where celestial vibrations resonate.

Craft Bonus: Sonic +1/Sonic Soak +2

ECHOING BOW

Accursed Weapon, Ranged

A silver bow that fires arrows of pure sound.

Damage: 1d10 Sonic

Critical: 19-20, +1d10 Sonic

Size: Large

Inventory: 4

Sonicuity: Enemies hit by this weapon take a -4 penalty to AC until the end of your next turn. Missing an attack causes you to take 2d6 sonic damage as the bow's vibrations destabilize you.

FORGE OF THE DEVOURING STAR

Orbiting a black hole, where gravity itself serves as the smith's hammer.

Craft Bonus: Sonic +1/Sonic Soak +2

GRAVEMAUL

Accursed Weapon, Melee

A massive hammer imbued with the crushing force of a black hole.

Damage: 2d10 Sonic

Critical: +3d10 Sonic

Size: Large

Inventory: 5

On a hit, pull enemies within 2 squares of the target 1 square closer. Each time you critically fail an attack with this weapon, lose 2d6 sanity as gravity turns against you.

FORGE OF ASHEN THRONES

An ancient forge fueled by the embers of fallen empires, its flames burn with the rage of forgotten kings.

Craft Bonus: Fire +1/Fire Soak +2

THE EMBER CROWN

Eldritch Artifact

A blackened crown wreathed in eternal flames.

Gain +4 to Influence.

You gain an aura burst 3. When you begin your turn, all creatures take 5 fire damage. Once per day as an instant action, increase the range by 3 and the damage by 5 until the end of the scene.

FORGE OF THE MIDNIGHT SUN

Perpetually illuminated by an unsettling sun, this forge channels the power of eternal vigilance.

Craft Bonus: Fire +1/Fire Soak +2

SUNGAZER SPEAR

Accursed Weapon, Melee

A gleaming spear that blinds foes with its brilliance.

Damage: 2d8 Fire

Critical: 19-20, +2d8 Fire

Size: Medium

Inventory: 4

Tier: IV

On a hit, the target takes -4 to attack rolls until the end of your next turn. On a critical hit, the target is blinded until the end of your next turn. Each time you swing the spear, you take 2d6 sanity damage, as the sun's light sears your mind.

FORGE OF THE VERDANT COLOSSUS

Hidden within an ancient, towering tree, this forge weaves life and death into its creations.

Craft Bonus: Physical +1/Physical Soak +2

THE THORNS MANTLE

Accursed Armor, Mail

A living cloak of vines and brambles.

Gain +2 physical soak.

Brambling Man: Gain +4 physical soak, but lose 10 hit points and 5 retcon value. Each time an enemy hits you with a melee attack, they take 5 piercing physical damage.

Brambledeath: Once per scene, unleash the mantle to entangle all enemies in a close burst 3, immobilizing them until the end of your next turn and dealing 10 piercing physical damage.

FORGE OF THE BLACK PYRAMID

A monolithic forge hidden deep within an ancient ziggurat, shrouded in whispers of forgotten rituals.

Craft Bonus: Poison +1/Poison +2

PHARAOH'S FANG

Accursed Weapon, Melee

A curved blade with runes that glow faintly in the dark.

Damage: 1d8 Poison

Critical: 18-20, +1d8 Poison

Size: Small

Inventory: 1

Tier: IV

The Great Fang: On a critical hit, the target is crippled until the end of your next turn.

Curse of the Pharaoh: Each time you fail to kill an enemy in a combat scene, take 30 sanity damage as the blade's whispers grow louder.

FORGE OF SILENT SCREAMS

A forge cloaked in absolute silence, where even the slightest sound becomes deafening.

Craft Bonus: Necrotic +1/Necrotic Soak +2

WHISPERFANG

Accursed Weapon, Melee

A dagger that absorbs sound, leaving an unnatural stillness in its wake.

Damage: 1d8 Necrotic

Critical: 18-20, +1d8 Necrotic

Size: Small

Inventory: 1

Tier: IV

Silencer: On a hit, the target's save DCs are lowered by 2 until the end of your next turn. Lose 2 sanity soak.

FORGE OF LUMINOUS CHAINS

Suspended in a nebula of radiant chains, this forge binds the light of stars into physical form.

Craft Bonus: Fire +1/Fire Soak +2

CHAINS OF DAWN**Eldritch Artifact**

A shimmering chain infused with celestial light.

Gain +4 to attack rolls against undead creatures.

Once per scene, throw the chain in a close burst 6 to daze all creatures in the burst until the end of your next turn. All targets are also afflicted with 10 piercing fire damage (Agility save ends).

You can't turn invisible and lose the undead quality if you have it.

FORGE OF HOWLING WINDS

Located at the peak of an impossible mountain, this forge channels the fury of storms.

Craft Bonus: Lightning +1/Lightning Soak +2

TEMPEST BOW**Accursed Weapon, Ranged**

A bow that fires arrows wreathed in wind and lightning.

Damage: 1d10 Lightning

Critical: 19-20, +1d10 Lightning

Size: Large

Inventory: 4

On a hit, push the target 2 squares. On a critical hit, the target is stunned until the end of your next turn. Each time you fail to hit with the bow, take 10 piercing lightning damage.

FORGE OF THE FIRST LIGHT

This forge burns with the primordial fire of creation, shaping relics of unmatched power.

Craft Bonus: Acid +1/Acid Soak +2

GENESIS BLADE**Accursed Weapon, Melee**

A glowing sword that pulses with raw creation energy.

Damage: 2d10 any type

Critical: +3d10 any type

Size: Large

Inventory: 4

Project Genesis: Choose the damage type for this weapon when it is drawn. Critical hits create a close blast 3 explosion dealing the same damage type. Each time you use the Genesis Blade, you take 2 sanity damage for each creature hit.

FORGE OF BLOOD AND IRON

A brutal forge fueled by rivers of molten iron and blood.

Craft Bonus: Physical +1/Physical Soak +2

THE RED TALON**Accursed Weapon, Melee**

A spiked gauntlet that drips with fresh blood after each strike.

Damage: 1d12

Critical: +1d12

Size: Small

Inventory: 1

Tier: IV

Mine or Yours: Once per round, when you deal damage with the Red Talon, regain 5 hit points. On a critical hit, the target bleeds, taking 10 ongoing physical damage (Might save ends). When you miss with this weapon, you are crippled until the end of the scene or until you kill a creature with the weapon in that scene.

FORGE OF THE INFINITE ABYSS

A vast forge suspended above an endless void.

Craft Bonus: Chaos +1/Chaos Soak +2

ABYSSWALKER CLOAK**Eldritch Artifact**

A shadowy cloak that shifts constantly between dimensions.

- Gain +4 AC while moving. Attacks against you have a 10% chance to miss entirely.
- Once per scene, teleport up to 6 squares as an instant action.
- When the cloak's 10% miss chance hits or you teleport, you take 3d6 sanity damage.