

This sheet holds pre-generated creatures that may be used to populate the world you've created. This isn't a concrete set of statistics that you are required to use, and you are free to edit/disregard the numbers, names, and descriptions of creatures to fit your session specific needs.

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Creature Statistics

A monster's stat block reads differently than a player's. Here's a sample stat block, of the humble, iconic Imp's, with each part of their block numbered for easy reference.

Name [1]: This is self-explanatory.	Epithet [2]: This is whatever snarky name the developer decided to call it while the monster was being workshopped.	Imp [1]	Annoying Nuisance [2], Small [3] Biological [4] Underling [5] (Tier 0 [6], CR 1 [7])						Type [5]: Underlings are the mono-colored, funky, guilt-free enemies everyone knows. Carapacians are the white or black chess people. Consorts are the people of your Land your player should most definitely not murderhobo.							
Size [3]: How much space and how tall the creature approximately is. A table of it can be found further below in this document.	Nature [4]: Monsters can be Biological, Mechanical, or Psionic. The vast majority is biological, with psionics next, and mechanicals a small minority.	Core Numerics		Base Stats [13]						Tier [6]: Tier is a general grouping of levels that lets you know what sort of monsters a player should be fighting at any given level. A table of it can be found further below in this document.	CR [7]: Combat Rating is a general estimation of how strong a monster of a given tier is. A more detailed explanation can be found further below in this document.					
Hit Points [8]: Relatively straightforward. This goes to 0, it's KO. Though usually death for underlings since players want grist without having to think about the moral implications of violence, murder, and all that baggage.	Hit Points [8]	5 HP								Base Stats [13]: These are the six stats as you know them, doubling down as stat modifiers. Whenever they make a skill check, they add whatever's listed in that skill's stat.						
	Hit Bonus [9]: Any attack rolls add this to the roll.	Hit Bonus [9]	5							STR	CON	DEX	INT	WIS	CHA	
Initiative [10]: Any initiative rolls add this to the roll.	Initiative [10]	2		Defenses [14]						Defenses [14]: Here's their AC and Fortitude/Reflex/Will resistances as usual. They also have Aegis for if the creature has an innate damage reduction, and DC for any situation that calls for it.						
Speed [11]: Each turn, they can move this much. If they have other forms of movement, it'll be listed here too.	Speed [11]	30 ft.								Aegis is relatively rare to find on a monster.						Realistically, you'll DCs for Discerns, or to handle checks that come from whatever the player might want to try that isn't accounted for in the rules.
Damage (base) [12]: This is how much damage a "normal" attack deals. Since their actions already come with damage, you'll refer to this if the monster has any prototyping effects that refer to their damage.	Damage (base) [12]	Mod	AC							Aegis	Fort	Ref	Will	DC		
	Mod: If anything calls for any mods to damage to be added or subtracted, this is what you'll be using.	3 (1d3+1)	1	15	0	14	15	13	10	Anatomy [15]: Every called shot that can be made against them is listed here. Called shots can be found further below in this document.						
		Anatomy [15]														
		>Head (+4): +50% damage to headshots.														
		>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.														
		>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10).														
Traits [16]: Any traits that modify how the creature do the do is here.		Traits [16]														
		None: What? Not everyone's special.														
Actions [17]: Every action the monster has is listed here, though remember that they also have every action available to players in the Primer. Namely, you'll want to remember Assail, Aim, Avert, Dash, Defend, Grapple, and Help.		Actions [17]						Assail always adds the monster's damage mod, instead of a stat mod.	A lot of creatures will actually have modified versions of this. For example, when the Basilisk uses Aim, they reduce any damage by 1 mod but their Bite becomes 15 ft. range and it grapples on hit. It also becomes a Tail Whip, in-universe.							
Tactics [18]: Ways to optimize your usage of this creature, if you aim to want to use it for more than just running it up to the player until it or they die, is listed here.		Tactics [18]														
		By themselves, they're not very impressive. They're just imps, after all, they're basically a tutorial enemy. That said, throwing a few imps in to Grapple, Help, or otherwise impede the player or aid their beefier allies can make them vital to making a player's day hell.														
Drops [19]: This is the EXP and grist drops the monster gives on death. For anyone but Underlings, it'll really just be EXP.		Drops [19]														
		5 EXP, 5 (1d3+3) BG														
Description [20]: What the damn thing looks like is listed here.		Description [20]														
		Imps are small, troublesome creatures. They aren't overtly hostile like other underlings, they're more like psychotic children than anything. It is very rare that they will attack a player solo, although it is known to happen, especially since this stat block exists for a singular imp.														
		That said, Imps are fairly cowardly most of the time, and usually if you're significantly stronger than them, they can be intimidated to leave you alone.														

Special Attributes

There are a few new terms monsters might have that players don't. As of this writing (2020-11-08), there are only two of note.

Certain attacks have the multiattack (X) tag. An attack with this makes X attack rolls instead, resolving each one separately.

They might have the Cooldown (X) tag. An attack with this must wait X rounds without being used before it can be used again.

Creature Sizes

Size	Space	Height
Tiny	1 x 1 ft.	1 - 2 ft.
Small	2.5 x 2.5 ft.	2 - 4 ft.
Medium	5 x 5 ft.	4 - 8 ft.
Large	10 x 10 ft.	8 - 16 ft.
Huge	15 x 15 ft.	16 - 32 ft.
Gargantuan	20 x 20 ft.	32 - 64 ft.
Colossal	30 x 30 ft.	64 - 128 ft.
Titanic	50 x 50 ft.	128 - 512 ft.

Called Shots

Remember, players can make called shots against their targets' anatomy, in exchange for having to roll against a higher defense stat and lowered crit range.

The player has a crit range of +2 (crit on a d20 attack roll of 18-20), and their target's AC is 14. They choose to go for the Head (+4). The AC is now 18, and their crit range is now -2 (minimum 20 meaning they're back to crits only on nat 20s).

If the part has hit points of its own, it can also be grappled, but the target can add that anatomy's bonus to the grapple check. If these hit points are depleted, the part is destroyed and any leftover damage spills over to the target's overall hit points.

If they want to target any Secret anatomy, they need to successfully Discern or Scrutinize their target (beat their target's DC) first before they can learn of and target it. Remember, the ability to make a called shot on one target does not carry over to the next, but they can to discern their targets before starting a strife...

List of Called Shots

Head (+4): Attacks against the head deal 50% bonus damage.

Wings (+4): Creatures with wings lose flight for 1 round if their wings are hit or grappled.

Alternately, it may have hit points and permanently remove flight from the target if destroyed, such as the wolf-chancellor's jetpack.

Arm (+2): If the target is grappling someone with this arm when it is damaged, the grappler must immediately make a grappling check against the attack roll to maintain it, otherwise the grapple is released. If the target isn't grappling anyone, they have disadvantage to attempt a grapple for 1 round.

Some creatures, like the basilisk, have a Tail that serves the same purpose.

And others, like the landshark, have Jaws for the same purpose.

Leg (+2): Attacks against the leg that inflict any effect besides damage also inflict Cripple (10) for 1 round. Since Cripple stacks with itself, a crippling strike against the legs can seriously slow someone.

Some creatures, like basilisks, have four or more legs. In these cases, at least half the target's legs must be targeted and affected.

Tool (+2 to +6): Some creatures, like carapacians, carry around weapons, shields, psionic focii, or other types of tools. These have hit points, so they can be destroyed or grappled. Additionally, forced movement effects knock tools out of their wielder's hands for the given distance.

Psi Core (Secret) (+2): Attacks against the psi core do 50% bonus damage, just like headshots, and are easier to pull off, but only psionic attacks can target them. Typically, only psionic creatures will have them.

Artery (Secret) (+4): This represents what it sounds like. The DC for spotting this is higher than normal, and it has hit points. If this is destroyed, the target gains a permanent DoT that can only be removed by being psionically healed or two Medicine checks.

This also represents fuel lines on many mechanical carapacian constructs. In this case, swap out healing and Medicine with repairs and Engineering.

Developer's Note (10/29/2020): Or specify psionic healing and swap Medicine with Occult for psionic creatures. This variant isn't in the bestiary as of this writing, but the possibility exists, if your SM is of that bent.

Opening (Secret) (+0): This represents some weakness within the creature's strife techniques that you use against them. Attacks against this have +2 to hit.

Shatterpoint (Secret) (+0): This represents some weak, brittle spot on a creature, and is no harder to hit than a normal, uncalled attack. Attacks against this part have +2 crit range, and critical hits Daze the target for 1 round.

Vitals (Secret) (+2): This represents some soft, vulnerable part of a creature. It can be grappled, despite not having hit points, and creatures whose vitals are damaged or grappled are Dazed for 1 round or as long as the grapple lasts.

Tools (Secret) (+2 to +6): No different than their more visible counterparts above, though psionic focii tend to be more secret than not.

Hordes and Swarms

Hordes represent one of two things: a cluster of creatures that act as a singular being in combat, or a creature that degrades rapidly as it takes damage.

Hordes deal significantly lower damage with each attack, though they land an additional hit for every 5 by which their attack roll exceeds your defenses. Furthermore, they have a special trait, Horde Strength, that grants them +10 to hit, and their hit point totals are far higher than other creatures of their level.

However, they also have a unique Horde Anatomy:

>Whenever making an attack with multiple targets (such as Swordkind's Cleave), each of those attacks may target the Horde.

>Alternately, if making an area of effect attack, it hits the Horde once per 5 ft. square the Horde occupies in that area.

Furthermore, Horde Strength decreases to +5 at two-thirds of the Horde's HP, and disappears entirely at one-third HP. Combined with their vulnerability from Horde Anatomy, Hordes are glass cannons who can dish out the pain (unless their target has Aegis) but are uniquely fragile in return.

There is also the stronger Swarm Strength/Anatomy that works similarly, though these are found on high CR creatures.

Combat Rating (CR)

Not all monsters of the same tier are made equal. Monsters are classified by their tier and their CR. A breakdown of the CRs:

CR 1: Imps, for example.

CR 2: Ogres, Basilisks, etc.

CR 3: Minibosses (especially powerful enemies).

CR 4: Adversaries (like Denizens, the Black King, etc).

CR 5: Extra (for when you really want your player pushed to the limit).

A player in any given tier will want to start off with CR 1, moving onto CR 2 as they get the hang of things. As they alchemize gear of their current tier, they'll be ready for CR 3, though they'll want all of it ready before tackling CR 4.

When designing an encounter, just add the CR of all its participants:

>Encounter has two CR 1 Imps? It's a CR 2 encounter.

>Throwing a CR 2 Ogre and a CR 1 Imp? It's a CR 3 encounter.

>Three CR 2 Ogres? It's a CR 6 encounter and you should probably ask yourself if there's a more stylish way your player might be destroyed.

A monster from one tier higher counts as twice its CR, while a monster one tier lower counts as half its CR.

>Do you hate your player? They're Tier 1? Throw eight Tier 0 CR 1 imps at them, this would be a CR 4 encounter.

>Do you also hate your player? They're Tier 2? A single Tier 3 CR 2 Acheron would also be a CR 4 encounter for them.

EXP Table by Tier and CR

If using single monsters, their EXP is already listed on their drops. Use this when making encounters with CR.

EXP Table						
Player Level	Tier	Strife CR				
		CR 1	CR 2	CR 3	CR 4	CR 5
1	0	5	15	30	50	75
2 - 4	1	10	30	60	100	150
5 - 9	2	30	90	180	300	450
10 - 13	3	145	435	870	1450	2175
14 - 17	4	270	810	1620	2700	4050
18 - 20	5	700	2100	4200	7000	10500

Grist Table by Tier and CR

And use this when figuring out grist drops.

Grist Table								
Player Level	Tier	CR	Grist Types					
			Build Grist	T1	T2	T3	T4	T5
1	0	0	5					
2 - 4	1	1	10	5				
		2	30	15				
		3	60	30				
		4	100	50				
		5	150	75				
5 - 9	2	1	30	10	5			
		2	90	30	15			
		3	180	60	30			
		4	300	100	50			
		5	450	150	75			
10 - 13	3	1	145	30	10	5		
		2	435	90	30	15		
		3	870	180	60	30		
		4	1450	300	100	50		
		5	2175	450	150	75		
14 - 17	4	1	270	145	30	10	5	
		2	810	435	90	30	15	
		3	1620	870	180	60	30	
		4	2700	1450	300	100	50	
		5	4050	2175	450	150	75	
18 - 20	5	1	700	270	145	30	10	5
		2	2100	810	435	90	30	15
		3	4200	1620	870	180	60	30
		4	7000	2700	1450	300	100	50
		5	10500	4050	2175	450	150	75

You might do this when using monsters outside of their tier. For example, twelve Tier 0 Imps would be a CR 3 strife for a Tier 2 player, but you want it to drop T2 grist.

Or you want to use a Tier 4 CR 1 Hecatoncheire, but you don't intend to go beyond Tier 3 for your session, so you drop it to be a Tier 3 CR 2 strife.

RPGStuck does not guarantee that CR works two or more tiers outside their intended use.

Technically, 64 Tier 0 Imps would be a CR 4 strife for a Tier 4 player, but this is unlikely to work as smoothly in practice.

Adversaries

Adversaries are the most dangerous foes players might face in a strife, being powerful foes capable of pushing multiple players to the brink; the closest RPGStuck has videogame bosses.

The Denizen and the Black King are the two foremost examples of Adversaries, exemplifying their actual purpose; they're pivotal, climactic encounters in the story of a session.

Adversaries have some differences from regular creatures.

Archagent		Berserk Bureaucrat, Medium Biological Carapacian (Tier 1 Adversary)					
Parameters		Core Numerics					
Tier [1]: This is the tier for which the Adversary's block is intended. When selecting an Adversary, you also choose this to match the player's tier.	Tier [1]	1	Hit Points	52	Speed	40 Ft.	
Player Count [2]: This is the number of players for which the Adversary's block is intended. Adversaries can be made to scale to the number of players in the encounter.	Player Count [2]	1	Hit Bonus	6	Damage (base)		Mod
Difficulty [3]: This is the difficulty of the Adversary, of which there are three: Normal, Final, and Mythic.	Difficulty [3]		Initiative	0	5		2
Normal difficulty is the default. Adversaries should be this difficulty unless the player(s) fighting them have their legendary alchemy, reserved for the endgame of a session.	Normal	Base Stats					
Final difficulty is meant for final bosses, to challenge players with their legendary alchemy and the full breath of their powers with one last fight before the session concludes.	Description						
Mythic difficulty is meant for extraordinary sessions where players have far exceeded the bounds of even what legendary alchemy can provide them. An Adversary of this difficulty is punishingly difficult.		<div> <div>There must have been a mistake, that such an opponent was formerly a paper pusher. Or perhaps they knew such a profession would drive them berserk.</div> <div>One such as this could slay sovereigns.</div> </div>					
		STR	CON	DEX	INT	WIS	CHA
		0	0	5	9	9	7
		Defenses					
		AC	Aegis	Fort	Ref	Will	DC
		16	0	15	17	16	15
		Anatomy					

[illegible]

Tier 0

Imp		Annoying Nuisance, Small Biological Underling (Tier 0, CR 1)					
Core Numerics		Base Stats					
Hit Points	6 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+5	+0	+0	+2	+0	+0	+0
Initiative	+2	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	11	0	10	11	9	10
1	+1						
Anatomy							
>Head (+4): +50% damage to headshots. >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).							
Traits							
None: What? Not everyone's special.							
Actions							
>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage.							
Tactics							
By themselves, they're not very impressive. They're just imps, after all, they're basically a tutorial enemy. That said, throwing a few Imps in to Grapple, Help, or otherwise impede the player or aid their beefier allies can make them vital to making a player's day hell.							
Drops							
5 EXP, 5 BG							
Description							
Imps are small, troublesome creatures. They aren't overtly hostile like other underlings, they're more like psychotic children than anything. It is very rare that they will attack a player solo, although it is known to happen, especially since this stat block exists for a singular imp. That said, Imps are fairly cowardly most of the time, and usually if you're significantly stronger than them, they can be intimidated to leave you alone.							

Scarab		Zerg Rush, Medium Biological Underlings (Tier 0, CR 1)					
Core Numerics		Base Stats					
Hit Points	18 HP	STR	CON	DEX	INT	WIS	CHA

<p>>Thunder: Major action - Ranged weapon attack, 60 ft. range, single-target, 4 damage.</p> <p>>Acid: Major action - Ranged weapon attack, 60 ft. range, single-target, 2 damage, Sunder (2).</p> <p>>Shock Nova: Major action - Ranged weapon attack, 15 ft. radius, all targets, targets Reflex, 2 damage, Daze (2 rounds).</p> <p>>Gas Bomb: Major action - Ranged weapon attack, 60 ft. range, all targets within 10 ft. radius, targets Fortitude, Fire (1, 5 rounds).</p> <p>>Molt: Special - When the Chimera uses Defend, it also heals for 3 HP.</p> <p>>Rage of Aquarius: Special - The Chimera is Empowered while it has any negative conditions on itself.</p>
<p style="text-align: center;"><u>Tactics</u></p>
<p>Open with Gas Bombs, then Acid, then Thunder down the burnt, broken players. Shock Nova is useful if multiple targets can be hit. Fly up out of range before using Molt, if you feel especially cruel.</p>
<p style="text-align: center;"><u>Drops</u></p>
<p style="text-align: center;">60 EXP, 30 T1 Grist, 60 BG</p>
<p style="text-align: center;"><u>Description</u></p>
<p>A twin-headed dragon whose jaws froth with fulgent thunder and bubbling acid. And also gas bombs, because we really needed incendiary gas bombs, if such a thing is even chemically possible.</p>

A twin-headed dragon whose jaws froth with fulgent thunder and bubbling acid. And also gas bombs, because we really needed incendiary gas bombs, if such a thing is even chemically possible.

Ettin		Ornery Ogre, Large Biological Underling (Tier 1, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	54 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+7	+5	+0	+0	+0	+3
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
5	+2	8	0	10	7	7	10
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 10 HP. If destroyed, target has DoT (10, until healed with psionics)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (tree) (+2): Has 5 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							

Greater Hive Drone		Moth Idol, Small Biological Underling (Tier 1, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	45 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+0	+0	+0	+7	+5	+0
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
4	+2	12	0	14	10	12	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p>							
<u>Traits</u>							
None: What? Not everyone's special.							

Actions

- >Fireball: Major action - Ranged psionic attack, 60 ft. range, single-target, targets Reflex, 4 damage.
- >Impair: Major action - Ranged psionic attack, 60 ft. range, single-target, 2 damage, d4 Block die (next attack)
- >Flood: Major action - Ranged psionic attack, 60 ft. range, all targets within 10 ft. radius, targets Will, 2 damage, Cripple (half, 1 round).
- >Psionic Deluge: Reaction - Psionic ability, the Greater Hive Drone forces a missed psionic attack to deal half damage.
- >Nourish: Special - When the Greater Hive Drone uses Help, its range is increased to 50 feet and it also heals the target for 4 damage.
- >Shield: Special - Avert imposes a 1d6 malus instead.

Tactics

Standard ranged/support tactics, staying out of range. Use Flood when the player might close in, with Impair to be used if Avert can't be. At higher tiers, Nourish and Shield make the GHD a very potent support.

Drops

60 EXP, 30 T1 Grist, 60 BG

Description

Because absolutely nobody asked for more Hive Drones, there exists a greater version, like some sort of queen among their ranks.

Greater Mimic	Insidious Doppelganger, Medium Psionic Underling (Tier 1, CR 3)								
<u>Core Numerics</u>		<u>Base Stats</u>							
<u>Hit Points</u>	50 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>		
<u>Hit Bonus</u>	+8	+0	+0	+9	+0	+3	+3		
<u>Initiative</u>	+14	<u>Defenses</u>							
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>		
<u>Damage (base)</u>	<u>Mod</u>	3	+2	10	0	9	12	9	15
<u>Anatomy</u>									
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Arms (6) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p>									
<u>Traits</u>									
Ambush Predator: Has advantage to hit during a surprise round.									
<u>Actions</u>									

Harpy		Angry Bird, Large Biological Underling (Tier 1, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	14 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+0	+0	+3	+0	+0	+0
<u>Initiative</u>	+8	<u>Defenses</u>					
<u>Speed</u>	40 ft., 30 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
2	+1	12	0	12	13	11	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Wings (+4): Removes flight for 1 round when damaged or grappled.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p>							
<u>Traits</u>							
Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.							
<u>Actions</u>							

All the annoyance of imps, now with psionic powers.

Imp Horde		Annoying Nuisances, Medium Biological Underlings (Tier 1, CR 1)					
Core Numerics		Base Stats					
<u>Hit Points</u>	34 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+1	+3	+3	+7	+0	+0	+0
<u>Initiative</u>	+7	Defenses					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
1	+1	11	0	10	11	9	15
Anatomy							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
Traits							
Horde Strength: Has +10 to hit. This decreases to +5 at 22 HP or less, and disappears at 11 HP or less.							
Actions							
>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, the attack hits an additional time for every 5 above the target's AC.							
Tactics							
Not too much to speak of, as a straightforward melee creature. They want to get in and start clawing.							
Drops							
10 EXP, 5 T1 Grist, 10 BG							
Description							
<p>Imps are small, troublesome creatures. They aren't overtly hostile like other underlings, they're more like psychotic children than anything. They prefer to fight in groups, compensating for their lack of strength and cowardice with numbers. That said, Imps are fairly cowardly most of the time, and usually if you're significantly stronger than them, they can be intimidated to leave you alone.</p> <p>It looks like they brought friends.</p>							

Mimic		Adventurer Bait, Small Biological Underling (Tier 1, CR 1)					
Core Numerics		Base Stats					
<u>Hit Points</u>	16 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+0	+0	+9	+0	+3	+3
<u>Initiative</u>	+14	Defenses					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						

2	+1	8	0	7	10	7	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p>							
<u>Traits</u>							
Ambush Predator: Has advantage to hit during a surprise round.							
<u>Actions</u>							
<p>>Slash: Major action - Melee weapon attack, 5 ft. range, single-target, targets Reflex, 2 damage.</p> <p>>Disguise: Full-round action - Natural ability, the Mimic disguises itself as any Small or smaller object, requires DC check to spot.</p> <p>>Schmuck Bait: Reaction - Martial ability, drops disguise. If adjacent target, may immediately grapple it.</p>							
<u>Tactics</u>							
<p>The Mimic has only one trick, and that is to grapple anyone nearby and start cutting. Their value lies in their Disguise ability, which allows them to take the form of just about any otherwise innocuous object.</p> <p>The fear of a Mimic can do far more than actual Mimics can.</p>							
<u>Drops</u>							
10 EXP, 5 T1 Grist, 10 BG							
<u>Description</u>							
A black ooze that can take the form of items, furniture, even small landmarks. Gazebos and chests tend to be popular disguises.							

Ogre		Dumb Muscle, Large Biological Underling (Tier 1, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	33 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+7	+5	+0	+0	+0	+3
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
4	+2	8	0	10	7	7	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 6 HP. If destroyed, target has DoT (6, until healed with psionics)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p>							

<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
>Fist: Major action - Melee weapon attack, one arm, 5 ft. range, single-target, 4 damage.
>Overhead: Major action - Melee weapon attack, one arm, 5 ft. range, single-target, 2 damage, Prone.
>Roar: Special - When the Ogre uses Assault, it benefits all of its allies too.
<u>Tactics</u>
Use Overhead against players who can kite to force them to burn speed just to get up, while using Assault at every opportunity if there are allies.
<u>Drops</u>
30 EXP, 15 T1 Grist, 30 BG
<u>Description</u>
This hulking monster towers over its creatures, as tall as a small house and built more sturdy than one. Its black carapace is scarred by a face stuck in a perpetual grimace.

Reming		Rooty McShooty, Small Biological Underling (Tier 1, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	15 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+0	+0	+3	+0	+0	+0
<u>Initiative</u>	+3	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
2	+1	10	0	10	11	10	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 2 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Gun: Major action - Ranged weapon attack, one arm, gun, 40 ft. range, single-target, 3 damage.</p> <p>>Blood and Vinegar: Reaction - Martial ability, the Reming chooses one negative condition on itself and reduces its duration by 1 round.</p>							
<u>Tactics</u>							
Standard ranged attacker, like the Hive Drone but trading breathing room for extra damage. Keep them moving and away from the player at all costs.							

<u>Drops</u>
10 EXP, 5 T1 Grist, 10 BG
<u>Description</u>
The reming is a humanoid creature, roughly the size of an adolescent, with a lean body indented with the image of the skeleton underneath. Black skin is stretched tight across its figure, and painted with a makeshift camouflage lightly blending it into its environment. Its most startling feature is its face, with three large, red eyes with no pupils and no mouth. The exact formation of the eyes varies , but is of a triangular nature. A polished metal facemask covers the face, leaving only the staring eyes. This is finally topped with a hat fitting over the head, with a small feather bristling up.

Skeletons	Eyeless Fodder, Large Biological Underlings (Tier 1, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	38 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	-1	+0	+0	+0	+0	+0	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	10	0	12	8	10	15
1	+1						
<u>Anatomy</u>							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
<u>Traits</u>							
Horde Strength: Has +10 to hit. This decreases to +5 at 25 HP or less, and disappears at 12 HP or less.							
<u>Actions</u>							
>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, the attack hits an additional time for every 5 above the target's AC.							
<u>Tactics</u>							
Your standard melee attacker, get them into range, and quickly.							
<u>Drops</u>							
10 EXP, 5 T1 Grist, 10 BG							
<u>Description</u>							
Everyone knows what a skeleton looks like. Or so one would think. In truth, you're not sure what these are skeletons of, considering underlings don't even leave bones behind...							

Urchins	Aquatic Menaces, Large Biological Underlings (Tier 1, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	38 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>

<u>Tactics</u>
Open with Psi Chain, Grappling if the player is ranged and Suppression if the player is melee. Mind Spike as often as possible while the Vaardic can make the most of Swarm Strength, switching to Suppression as it erodes. Assail at the start, then Aim as Swarm Strength erodes; if there are other underlings, Avert instead.
<u>Drops</u>
60 EXP, 30 T1 Grist, 60 BG
<u>Description</u>
A collection of crystalline bones that project locomotive bones. They are also psionically capable, because this is Sburb, of course the shiny bones are lethal.

Vitrea		Glassy Dragonling, Huge Psionic Underling (Tier 1, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	69 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	-1	+3	+0	+0	+7	+0	+5
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	20 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	14	0	18	14	16	15
3	+2						
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 55 HP or less, to +10 at 41 HP, to +5 at 27 HP, and disappears at 13 HP.							
<u>Actions</u>							

>Glass: Major action - Ranged weapon attack, 100 ft. range, single-target, 3 damage, the attack hits an additional time for every 5 above the target's AC.

>Fragmentation: Reaction - Ranged weapon attack, 10 ft. radius, all targets, 1 damage, the attack has an additional +10 to hit instead of using Swarm Strength.

>Resonate: Major action - Ranged psionic attack, 100 ft. range, single-target, targets Will, 1 damage, Dazes (1 round), the attack has an additional +10 to hit instead of using Swarm Strength.

>Tuning Fork: Special - When the Vitrea uses Aim, it benefits all of its allies too.

>Bloodied Focus: Special - When the Vitrea is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.

Tactics

The Vitrea doesn't have the speed to kite, so focus on Aiming and using Glass or Resonate depending on whether the player's AC or Will is lower.

Drops

60 EXP, 30 T1 Grist, 60 BG

Description

A large, short-lived creature of glass and crystal, this overgrown reptilian beast fires glass shards from its jagged hide.

Psychosoma lets Bramble Shot and Bomb Shot target the weakest resistance the player has. Use Brambles against melee players or in confined areas, use Bombs for guaranteed damage. Against melee players, open with Sharpshooter Gun attacks to kite for as long as possible.
<u>Drops</u>
180 EXP, 30 T2 Grist, 60 T1 Grist, 180 BG
<u>Description</u>
Once, there was a Culverin that accidentally got scheduled for the thesis defense all Liches must do before becoming Greater Liches.

Ardent		Psionic Berserker, Medium Psionic Underling (Tier 2, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	96 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+0	+4	+0	+8	+8	+6
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
14	+6	8	0	9	7	9	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 17 HP. If destroyed, target has DoT (17, until healed with psionics)</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (chain) (+2): Has 8 HP, required to use certain actions.</p>							
<u>Traits</u>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							
<p>>Lash: Major action - Melee weapon attack, one arm, chain, 5 ft. range, single-target, 14 damage, multiattack (2).</p> <p>>Soul Bind: Major and minor action - Ranged psionic attack, 30 ft. range, single-target, targets Will, grapples the target, broken with Endurance or psi skill.</p> <p>>Blood and Valor: Reaction - Martial ability, the Ardent chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Chain Pain: Special - When the Ardent uses Aim, the attack either Dooms (8) the target or pulls them 30 feet.</p> <p>>Rage of Aquarius: Special - The Ardent is Empowered while it has any negative conditions on itself.</p>							

Tactics

Straightforward melee attacker. If the player is speedy, use Soul Bind if the player has low Will and low Endurance/psi skill, otherwise use Chain Pain for the 30 ft. pull. Else, use Chain Pain for its Doom and get to Lashing.

Drops

90 EXP, 15 T2 Grist, 30 T1 Grist, 90 BG

Description

The ardent is a faceless, hunched creature, similar to a monkey. Its taught arms ripple with muscle, ended with stubs of hands with long claws of serrated bone extending from them. Their body is pockmarked by scars, and painted in complicated patterns with blood, like a war paint. Their faces are blank, merely a slight indentation where the eyes and mouth should be.

Butcherbirds		Bloody Shrikes, Huge Biological Underlings (Tier 2, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	253 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+1	+8	+0	+0	+4	+4	+0
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	40 ft., 40 ft. fly	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
11	+5	10	0	10	12	9	15
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 202 HP or less, to +10 at 151 HP, to +5 at 101 HP, and disappears at 50 HP.							
Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.							
<u>Actions</u>							
>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 11 damage, the attack hits an additional time for every 5 above the target's AC.							
>Scrape: Major action - Melee weapon attack, 5 ft. range, single-target, 6 damage, Cripple (5, 2 rounds), the attack hits an additional time for every 5 above the target's AC.							
>Bloodcraze: Minor action - The Butcherbirds take 19 damage, then gain advantage on their next attack roll.							
>Bloodied Focus: Special - When the Butcherbirds are at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.							
<u>Tactics</u>							
Open with Scrape, then switch between Claw and Scrape to upkeep Cripple. Bloodcraze is touch and go given the nature of Swarm Strength, use it if healers are available.							
<u>Drops</u>							
180 EXP, 30 T2 Grist, 60 T1 Grist, 180 BG							

Description
They tend towards crimson coloration, hence their names. They revel in bloodshed.

Crocali	Amphibious Berserker, Large Biological Underling (Tier 2, CR 1)						
Core Numerics		Base Stats					
Hit Points	36 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+6	+8	+0	+4	+0	+4	+4
Initiative	+4	Defenses					
Speed	30 ft., 40 ft. swim	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	12	4	14	13	13	15
8	+4						
Anatomy							
>Head (+4): +50% damage to headshots. >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes. >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Legs (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round).							
Traits							
Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.							
Actions							
>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 8 damage. >Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 4 damage, grappled targets only.							
Tactics							
If the player is weak against Grappling, open with that to make use of Crush and Feeding Frenzy. Otherwise, use as a standard melee attacker and rush them in.							
Drops							
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG							
Description							
Large crocodiles that lives in the swamps and lakes of the medium, crunching enemies between its two strong jaws. A predator at heart, it stalks its prey before dragging it back into it's watery lairs.							

Culverin	Grimy Musketeer, Medium Biological Underling (Tier 2, CR 1)						
Core Numerics		Base Stats					
Hit Points	33 HP						

Hit Points	33 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+6	+0	+4	+8	+4	+4	+0
Initiative	+8	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
8	+4	14	3	15	15	15	15
Anatomy							
>Head (+4): +50% damage to headshots. >Artery (Secret: DC) (+4): Has 6 HP. If destroyed, target has DoT (6, until healed with psionics) >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round). >Tool (gun) (+2): Has 3 HP, required to use certain actions.							
Traits							
None: What? Not everyone's special.							
Actions							
>Gun: Major action - Ranged weapon attack, one arm, gun, 40 ft. range, single-target, 12 damage. >Caltrops: Major action - Ranged weapon attack, one arm, 40 ft. range, all targets within 10 ft. radius, 4 damage, area is difficult terrain for 3 rounds. >Blood and Vinegar: Reaction - Martial ability, the Culverin chooses one negative condition on itself and reduces its duration by 1 round.							
Tactics							
A standard ranged attacker that kites and shoots, trading breathing room to kite for higher damage. If the player closes in, move out before using Caltrops on them.							
Drops							
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG							
Description							
There comes a point when Remings learn how to use traps alongside their guns. This also comes with a growth spurt that leaves them looking like they went through a strainer.							

Giclops	Towering Blaster, Huge Biological Underling (Tier 2, CR 2)						
Core Numerics		Base Stats					
Hit Points	88 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+4	+8	+0	+0	+0	+6	+0
Initiative	-5	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
14	+6	10	0	12	8	9	15

Anatomy

>Head (+4): +50% damage to headshots.

>Eye (+2): Has 16 HP. If destroyed, target is permanently Blind and Dazed.

>Artery (Secret: DC) (+4): Has 16 HP. If destroyed, target has DoT (16, until healed with psionics)

>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.

>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).

Traits

None: What? Not everyone's special.

Actions

>Fist: Major action - Melee weapon attack, 10 ft. range, single-target, 14 damage.

>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 8 damage.

>Roar: Special - When the Giclops uses Assail, it benefits all of its allies too.

Tactics

Fist or Shockwave depending on whether the player's AC or Reflex is lower. Always use Roar if allies are nearby, and always use Shockwave if it might hit multiple players.

Drops

90 EXP, 15 T2 Grist, 30 T1 Grist, 90 BG

Description

It's big, it has one eye, and it has weird fingers, judging by the sprite that it had in 2nd edition that the developer has neglected to add into this edition. And needs to buy some mouthwash.

Greater Lich		Retired Lich, Large Biological Underling (Tier 2, CR 3)					
Core Numerics		Base Stats					
Hit Points	87 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+8	+0	+6	+0	+10	+8	+0
Initiative	+5	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
13	+6	14	7	16	16	15	15
Anatomy							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 7 HP, required to use certain actions.</p>
<u>Traits</u>
<p>Last Gasp: When killed, may take one last major action.</p> <p>Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.</p>
<u>Actions</u>
<p>>Finger of Shock: Major action - Ranged psionic attack, one arm, focus, 50 ft. range, single-target, targets Reflex, 13 damage, Dazes (1 round), Cooldown (2)</p> <p>>Finger of Death: Major action - Ranged psionic attack, one arm, focus, 50 ft. range, single-target, targets Fortitude, 19 damage, Cooldown (2).</p> <p>>Finger of Earth: Major action - Ranged psionic attack, one arm, focus, 50 ft. range, single-target, targets Reflex, damage (base, Cripple (half, 1 round), Cooldown (2).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Greater Lich forces a missed psionic attack to deal half damage.</p> <p>>Magical Shield: Special - When the Greater Lich uses Avert, it imposes disadvantage instead.</p> <p>>Quickening: Special - The Greater Lich has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.</p>
<u>Tactics</u>
Does not have the same support capacity as the Lich. Open with Finger of Earth if player is melee to slow their charge, Finger of Shock if the player relies heavily on their minor actions, and Finger of Death if neither of the previous are true.
<u>Drops</u>
180 EXP, 30 T2 Grist, 60 T1 Grist, 180 BG
<u>Description</u>
With time, dedication, and detailed study that cannot be elucidated upon because the developer is working on a time limit, Liches can ascend to greater heights of power.

Headhunter	Boar Hunter, Large Biological Underling (Tier 2, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	88 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+6	+0	+6	+0	+4	+0
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	30 ft.						

Imago		Psionic Malfeasance, Small Psionic Underling (Tier 2, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	56 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+0	+0	+10	+6	+4	+0
<u>Initiative</u>	+10	<u>Defenses</u>					
<u>Speed</u>	20 ft., 40 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
14	+6	16	0	14	17	17	15
<u>Anatomy</u>							

- >Head (+4): +50% damage to headshots.
- >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.
- >Wings (+4): Removes flight for 1 round when damaged or grappled.
- >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).
- >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.
- >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).

<div> <div></div> <div><u>Traits</u></div> </div>	
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None: What? Not everyone's special.

Actions

- >Faerie Fire: Major action - Ranged psionic attack, 60 ft. range, single-target, targets Fortitude, 8 damage, target emits bright light in 10 ft. radius and cannot Hide for 1 minute.
- >Mirror Image: Major action - Psionic ability, 60 ft. range, creates autonomous illusion of ally or object, requires a check to identify. May only have up to 4 illusions.
- >Earthroot: Major action - Psionic ability, 60 ft. range, single-target, targets Reflex, Expose (1 round), Stuck (1 round), Cooldown (1).
- >Psionic Deluge: Reaction - Psionic ability, the Imago forces a missed psionic attack to deal half damage.
- >Flit: Minor action - Psionic ability, the Imago shadowsteps up to 15 feet to an unoccupied location it can see.
- >Shadowdancer: Special - When the Imago uses Dash, it is Invisible for 1 round.

Tactics

The Imago is made for kiting and throwing players off. Open with Faerie Fire, use Earthroot whenever available, and use Mirror Image on the player's current target.

<u>Drops</u>

90 EXP, 15 T2 Grist, 30 T1 Grist, 90 BG

Description	
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These underlings flit across forests and jungles on thin, wispy wings like stardust. Consorts tell their children fairy tales, stories of death and despair in the black woods. The fae are not to be trifled with.

Interval		Force Denier, Medium Psionic Underling (Tier 2, CR 1)						
Core Numerics			Base Stats					
Hit Points		31 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus		+6	+0	+4	+0	+8	+4	+0
Initiative		-5	Defenses					
Speed	30 ft., 30 ft. hover							
Damage (base)		Mod	AC	Aegis	Fort	Ref	Will	DC
8		+4	14	5	17	13	16	15
Anatomy								

<u>Drops</u>
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG
<u>Description</u>
An anthropomorphic mantis, blades for arms. Slices quickly but weakly, hoping to overwhelm via quantity over quality.

Measure	Eerie Monolith, Large Mechanical Underling (Tier 2, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	230 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+1	+0	+6	+0	+10	+6	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	30 ft., 30 ft. hover	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
11	+5	12	0	13	11	10	15
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 184 HP or less, to +10 at 138 HP, to +5 at 92 HP, and disappears at 46 HP.							
<u>Actions</u>							
>Eyebeam: Major action - Ranged psionic attack, 100 ft. range, single-target, targets Will, 16 damage, the attack hits an additional time for every 5 above the target's Will, Cooldown (1)							
>Telekinetic Wave: Major action - Ranged psionic attack, 30 ft. radius, all targets, targets Fortitude, 6 damage, push (10 ft.), the attack hits an additional time for every 5 above the target's Fortitude.							
>Terror Field: Major action - Ranged psionic attack, 30 ft. radius, all targets, targets Will, Stuck (1 round), Impair (1 round), the attack has an additional +10 to hit instead of using Swarm Strength.							
>Psionic Deluge: Reaction - Psionic ability, the Measure forces a missed psionic attack to deal half damage.							
>Telekinetic Field: When the Measure uses Defend, it gains +4 to AC/resistances for 1 round.							
>Teleport: Special - When the Measure uses Dash, it teleports in place of moving.							
<u>Tactics</u>							
Against melee players, when Eyebeam is on cooldown, use Telekinetic Wave or Terror Field depending on whether their Fortitude or Will is lower. If grappled, Teleport out of it. Against ranged players, Telekinetic Field lets them reliably tank shots.							
<u>Drops</u>							
180 EXP, 30 T2 Grist, 60 T1 Grist, 180 BG							
<u>Description</u>							
It occurs to you that Intervals are parts of a greater Measure that floats about in the air, ready to act... it's a monolith, it's like it actively defies any attempts to learn about it.							

Mongoose		Animorphed Mantatta, Medium Biological Underling (Tier 2, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	108 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+6	+0	+10	+0	+4	+0
<u>Initiative</u>	+10	<u>Defenses</u>					
<u>Speed</u>	40 ft	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
13	+6	14	0	14	16	14	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 19 HP. If destroyed, target has DoT (19, until healed with psionics)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round).</p>							
<u>Traits</u>							
Agile: May fly, but must end each of its turns on the ground.							
<u>Actions</u>							
<p>>Claw: Major action - Melee weapon attack, one arm, 5 ft. range, single-target, 7 damage, multiattack (3).</p> <p>>Dervish: Major and minor action - Melee weapon attack, one arm, 50 ft. radius, up to six targets, 7 damage.</p> <p>>Bleed: Major action - Melee weapon attack, one arm, 5 ft. range, single-target, 7 damage, DoT (4, 5 rounds).</p> <p>>Blur: Special - When the Mongoose uses Dash, it counts as being in 3/4 cover for 1 round.</p> <p>>Bloodied Focus: Special - When the Mongoose is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.</p>							
<u>Tactics</u>							
Remember, cover means nothing to melee. Only Dash when charging ranged players. Open with Bleed before repeating Claw.							
<u>Drops</u>							
180 EXP, 30 T2 Grist, 60 T1 Grist, 180 BG							
<u>Description</u>							
You're not wholly certain this is even an underling, or a particularly disagreeable rodent of unusual size. The ramifications of Earth creatures being stronger than many underlings is something best meditated upon when this beast isn't trying to eat your guts raw.							

Poltergeists		Spectral Swarm, Large Biological Underlings (Tier 2, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	100 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	-1	+0	+0	+4	+4	+6	+8
<u>Initiative</u>	-1	<u>Defenses</u>					
<u>Speed</u>	20 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
4	+2	12	0	12	13	14	15
<u>Anatomy</u>							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
<u>Traits</u>							
Horde Strength: Has +10 to hit. This decreases to +5 at 66 HP or less, and disappears at 33 HP or less.							
<u>Actions</u>							
>Myriad Faces: Major action - Ranged psionic attack, 40 ft. range, single-target, targets Will, 4 damage, the attack hits an additional time for every 5 above the target's Will.							
>Flit: Minor action - Psionic ability, the Poltergeist shadowsteps up to 15 feet to an unoccupied location it can see.							
<u>Tactics</u>							
Standard ranged attacker, kite and shoot, Flit instead of Aim or Assail if the player gets too close.							
<u>Drops</u>							
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG							
<u>Description</u>							
Poltergeists are ghostly things that keep watch over the dark places of the Land, vigilant for sneaky players who think that no one's watching them.							

Shrikes		Sharpened Talons, Large Biological Underlings (Tier 2, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	110 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+1	+8	+0	+0	+4	+4	+0
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	40 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
3	+2	10	0	10	11	9	15
<u>Anatomy</u>							

>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.

Traits

Horde Strength: Has +10 to hit. This decreases to +5 at 73 HP or less, and disappears at 36 HP or less.

Actions

>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 3 damage, the attack hits an additional time for every 5 above the target's AC.

>Bloodcraze: Minor action - The Shrikes take 9 damage, then gain advantage on their next attack roll.

>Rage of Aquarius: Special - The Shrikes are Empowered while it has any negative conditions on itself.

Tactics

Standard melee attacker, run in and fight. Use Bloodcraze only on low attack rolls, given each use of it slowly eats away at Horde Strength.

Drops

30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG

Description

Sharp-feathered, wide-winged birds of prey that lack beaks. Instead, human mouths with flat teeth and pink lips.

Zealot		Angrier Ardent, Medium Psionic Underling (Tier 2, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	144 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+0	+4	+0	+8	+8	+6
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
19	+8	8	0	9	8	9	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 26 HP. If destroyed, target has DoT (26, until healed with psionics)</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (2) (chains) (+2): Has 11 HP, required to use certain actions.</p>							
<u>Traits</u>							
<p>Last Gasp: When killed, may take one last major action.</p> <p>Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.</p>							

Actions

>Lash: Major action - Melee weapon attack, one arm, chain, 5 ft. range, single-target, 19 damage, multiattack (2).

>Soul Bind: Major and minor action - Ranged psionic attack, 30 ft. range, single-target, targets Will, grapples the target, broken with Endurance or psi skill.

>Pound of Flesh: Major action - Psionic ability, 45 ft. range, the Zealot takes 11 damage, then grants 19 damage temp HP to an ally.

>Holy Guardian: Reaction - Ranged psionic attack, 30 ft. radius, all targets, auto-hits, 3 damage, true damage.

>Chain Pain: Special - When the Zealot uses Aim, the attack either Ruptures (5, 2 rounds) the target or pulls them 30 feet.

>Rage of Aquarius: Special - The Zealot is Empowered while it has any negative conditions on itself.

Tactics

Same tactics as the Ardent if used offensively; spamming Holy Guardian goes without saying and needs no tactical thought. Use Pound of Flesh either with last Gasp or if acting in a supporting capacity.

Drops

180 EXP, 30 T2 Grist, 60 T1 Grist, 180 BG

Description

Ardents are already fanatical things, even if the object of their fanaticism isn't actually very clear. These are the ones whose object of worship answered back.

Apophis		Temple Defender, Huge Biological Underling (Tier 3, CR 2)					
Core Numerics		Base Stats					
Hit Points	160 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+9	+7	+0	+7	+0	+5	+0
Initiative	+12	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	15	0	16	15	15	20
18	+8						
Anatomy							
>Head (+4): +50% damage to headshots. >Jaws (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round). >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.							
Traits							
None: What? Not everyone's special.							
Actions							
>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 18 damage, grapples on hit. >Envenom: Major action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 10 damage, Impair (1 round), grappled targets only. >Rattle: Special - When the Apophis uses Avert on a target, if the target is within 30 feet, half of any damage they take is redirected to itself instead.							
Tactics							
Standard melee tactics, run up and hit the player. Use Envenom if they get a grapple off via Bite. In a support role, Rattle lets them act as meatshields for squishier targets.							
Drops							
435 EXP, 15 T3 Grist, 30 T2 Grist, 90 T1 Grist, 435 BG							
Description							
The apophis are simple: gigantic Serpents with a thick chitinous hide and vicious undulating fangs. Beware, those who fight in tight groups, for the Apophis can unleash a massive cloud of corrosive gas to dissolve its victims before feasting on their cadavers.							

Astral		Golden Toad, Large Biological Underling (Tier 3, CR 2)					
Core Numerics		Base Stats					
Hit Points	144 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+0	+0	+0	+7	+9	+9
Initiative	+0	Defenses					

- >Head (+4): +50% damage to headshots.
- >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.
- >Artery (Secret: DC) (+4): Has 13 HP. If destroyed, target has DoT (13, until healed with psionics)
- >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.
- >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).
- >Tool (focus) (+2): Has 6 HP, required to use certain actions.

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None: What? Not everyone's special.

Actions

>Plague: Major action - Ranged psionic attack, focus, 40 ft. range, single-target, targets Fortitude, 9 damage, DoT (4, 5 rounds).

>Purify: Minor action - Psionic ability, 40 ft. range, the Enchanter selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).

Tactics

Hit and run tactics excel with this one, given their base damage is abysmal. Let their DoTs do the work.

Drops

145 EXP, 5 T3 Grist, 10 T2 Grist, 30 T1 Grist, 145 BG

Description

Wicked, scheming, and hateful, this twisted facsimile of a humanoid uses hexes and sorcery to curse and debilitate enemies before blasting them to oblivion, cast from its superfluous limbs sticking out of its back.

Frost		Long Winter, Colossal Psionic Underling (Tier 3, CR 3)					
Core Numerics		Base Stats					
Hit Points	258 HP						
Hit Bonus	+7	STR	CON	DEX	INT	WIS	CHA
		+9	+0	+5	+5	+7	+0
Initiative		Defenses					
Speed	10 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
30	+12	11	10	14	12	13	20
Anatomy							

None: What? Not everyone's special.
<u>Actions</u>
>Blade: Major action - Melee psionic attack, 10 ft. range, single-target, 12 damage.
>Blood and Valor: Reaction - Martial ability, the Meister chooses one negative condition on itself and reduces its duration by 1 round.
<u>Tactics</u>
Standard melee attacker, have them run up and hit the target.
<u>Drops</u>
145 EXP, 5 T3 Grist, 10 T2 Grist, 30 T1 Grist, 145 BG
<u>Description</u>
Making their return from 2nd edition with a hefty demotion in tier, these former stars still remember how to stick the pointy end.

Pestilence		Living Plague, Medium Psionic Underlings (Tier 3, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	460 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+2	+0	+0	+9	+5	+7	+0
<u>Initiative</u>	+14	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
21	+9	15	0	13	16	14	20
<u>Anatomy</u>							
<p>>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.</p>							
<u>Traits</u>							
<p>Swarm Strength: Has +20 to hit. This decreases to +15 at 368 HP or less, to +10 at 276 HP, to +5 at 184 HP, and disappears at 92 HP.</p>							
<u>Actions</u>							
<p>>Spit: Major action - Ranged weapon attack, 40 ft. range, single-target, 21 damage, Rot (1), the attack hits an additional time for every 5 above the target's AC.</p> <p>>Grist-eater: Major action - Ranged weapon attack, 40 ft. range, single-target, 12 damage, Sunder (1, stacks to 5), Rot (1), the attack hits an additional time for every 5 above the target's AC,.</p> <p>>Choler-caust: Major action - Ranged weapon attack, 40 ft. range, single-target, targets Fortitude, 12 damage, Rupture (5, 3 rounds), the attack has an additional +10 to hit instead of using Swarm Strength.</p> <p>>Rot: Special - When the Pestilence deals damage, it also inflicts Rot (1). Rot is a unique condition; any creature that reaches Rot (8) immediately takes 30 damage, and the Pestilence heals for the same amount.</p> <p>>Blur: Special - When the Pestilence uses Dash, it counts as being in 3/4 cover for 1 round.</p>							
<u>Tactics</u>							
<p>Open with Choler-caust if the player's Fortitude is low, otherwise open with Grist-eater.</p>							
<u>Drops</u>							

870 EXP, 30 T3 Grist, 60 T2 Grist, 180 T1 Grist, 870 BG
Description
In tradition of many minibosses being upscaled versions of others, this is a swarm of tinier Titachnids acting in unison under some hive mind.

Recluses	Sticky Infestation, Large Biological Underling (Tier 3, CR 1)						
Core Numerics		Base Stats					
Hit Points	140 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+0	+0	+9	+5	+7	+0
Initiative	+14	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod						
6	+3	21	0	19	22	20	20
Anatomy							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
Traits							
Horde Strength: Has +10 to hit. This decreases to +5 at 93 HP or less, and disappears at 46 HP or less.							
Actions							
>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 6 damage, the attack hits an additional time for every 5 above the target's AC.							
Tactics							
Straightforward melee attacking horde, run them up and fight.							
Drops							
145 EXP, 5 T3 Grist, 10 T2 Grist, 30 T1 Grist, 145 BG							
Description							
A swarm of deceptively cuddly-looking spiders.							

Titachnids	Deadly Mosquitos, Huge Biological Underlings (Tier 3, CR 1)						
Core Numerics		Base Stats					
Hit Points	160 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+0	+0	+7	+0	+7	+0
Initiative	+7	Defenses					
Speed	40 ft., 40 ft. fly	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod						

6	+3	19	0	18	20	19	20
<u>Anatomy</u>							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
<u>Traits</u>							
Horde Strength: Has +10 to hit. This decreases to +5 at 106 HP or less, and disappears at 53 HP or less.							
<u>Actions</u>							
>Spit: Major action - Ranged weapon attack, 40 ft. range, single-target, 6 damage, the attack hits an additional time for every 5 above the target's AC.							
<u>Tactics</u>							
Straightforward ranged horde, have them shoot and kite.							
<u>Drops</u>							
145 EXP, 5 T3 Grist, 10 T2 Grist, 30 T1 Grist, 145 BG							
<u>Description</u>							
Annoying pests that like to spit at people.							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 29 HP, required to use certain actions.</p>
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Pain: Major action - Ranged psionic attack, 50 ft. range, single-target, 50 damage.</p> <p>>Wrack: Major action - Ranged psionic attack, one arm, focus, 50 ft. range, single-target, 30 damage, DoT (12, 5 rounds).</p> <p>>Impel: Major action - Ranged psionic attack, 50 ft. range, single-target, targets Will, Expose (2 rounds), Weaken (2 rounds), forced move (15 ft.), Cooldown (3).</p> <p>>Serve: Major action - Psionic ability, 50 ft. range, an ally takes 29 damage, then all targets within 15 ft. of that ally take the same damage.</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Diabolist forces a missed psionic attack to deal half damage.</p> <p>>Magical Force: Special - When the Diabolist Assails, it also adds Daze (1 round).</p> <p>>Magical Shield: Special - When the Diabolist uses Avert, it imposes disadvantage instead.</p>
<u>Tactics</u>
Open with Impel against melee players, Wrack against ranged players. Serve should be used when guaranteed damage is needed.
<u>Drops</u>
1620 EXP, 30 T4 Grist, 60 T3 Grist, 180 T2 Grist, 870 T1 Grist, 1620 BG
<u>Description</u>
These are to Greater Liches what PhD degrees are to masters. They command the infernal, and have put some meat on their bones, though none of that meat is theirs. Correspondingly, they smell awful.

Hecatoncheire	Titanic Slugger, Gargantuan Biological Underling (Tier 4, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	125 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+14	+0	+0	+0	+0	+0
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>

Hydra		Polycranial Headache, Gargantuan Biological Underling (Tier 4, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	791 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+8	+8	+8	+0	+0	+0
<u>Initiative</u>	+3	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	13	0	14	14	13	20
35	+14						
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 632 HP or less, to +10 at 474 HP, to +5 at 316 HP, and disappears at 158 HP.							
<u>Actions</u>							

Imperial Vestige		High Lychguard, Huge Biological Underling (Tier 4, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	575 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+6	+10	+6	+0	+6	+6
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	19	0	21	21	21	20
35	+14						
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 460 HP or less, to +10 at 345 HP, to +5 at 230 HP, and disappears at 115 HP.							
<u>Actions</u>							

<p>>Mind Blades: Major action - Melee weapon attack, 5 ft. range, single-target, targets Will, 35 damage, the attack hits an additional time for every 5 above the target's Will.</p> <p>>Aura of Fear: Minor action - Ranged psionic attack, 30 ft. radius, all targets, targets Will, Impair (1 round), cooldown (6).</p> <p>>Blood and Valor: Reaction - Martial ability, the Imperial Vestige chooses one negative condition on themselves and reduces its duration by 1 round.</p> <p>>Reinvigorate: Special - When the Imperial Vestige uses Defend, it also heals for 44 HP.</p> <p>>Martial Shield: Special - When the Imperial Vestige uses Avert, it imposes disadvantage instead.</p>
<p style="text-align: center;"><u>Tactics</u></p>
<p>Open with Aura of Fear against melee attackers or if the Imperial Vestige has allies, otherwise Martial Shield is better.</p>
<p style="text-align: center;"><u>Drops</u></p>
<p>1620 EXP, 30 T4 Grist, 60 T3 Grist, 180 T2 Grist, 870 T1 Grist, 1620 BG</p>
<p style="text-align: center;"><u>Description</u></p>
<p>Hard to find an empire that doesn't enjoy gold, ornamentation, and old flags of no interest to anyone but a small subset of an already tiny population. These lich guard are ancient, the denizen hardly remembers creating them.</p>

Lich Guards		Skeletal Sentinels, Large Biological Underlings (Tier 4, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	375 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+6	+12	+6	+0	+6	+6
<u>Initiative</u>	+1	<u>Defenses</u>					
<u>Speed</u>	20 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
10	+4	11	0	12	12	13	20
<u>Anatomy</u>							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
<u>Traits</u>							
Horde Strength: Has +10 to hit. This decreases to +5 at 250 HP or less, and disappears at 125 HP or less.							
<u>Actions</u>							
>Mind Blades: Major action - Melee weapon attack, 5 ft. range, single-target, targets Will, 10 damage, the attack hits an additional time for every 5 above the target's Will.							
>Blood and Valor: Reaction - Martial ability, the Lich Guards chooses one negative condition on themselves and reduces its duration by 1 round.							
<u>Tactics</u>							
Standard melee horde, run them up and fight.							
<u>Drops</u>							

Phoimos	Twin Terrors, Medium Biological Underling (Tier 4, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	200 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+0	+0	+8	+6	+6	+10
<u>Initiative</u>	+13	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
30	+12	19	0	19	19	20	20
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots. >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it. >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes. >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round). >Tool (blade) (+2): Has 15 HP, required to use certain actions.							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
>Punishing Blow: Major action - Melee weapon attack, 5 ft. range, one arm, blade, 42 damage. >Show of Force: Major action - Martial ability, 30 ft. radius, all targets, targets Will, Impair (1 round), Cooldown (4). >Blood and Valor: Reaction - Martial ability, the Phoimos chooses one negative condition on itself and reduces its duration by 1 round. >Transfixing Gaze: Special - When the Phoimos starts/maintains Grapple, it has a range of 30 feet and uses CHA than STR.							
<u>Tactics</u>							
Open with Transfixing Gaze against mobile players, use Show of Force where multiple players can be hit, revert to standard charge and smash tactics otherwise.							
<u>Drops</u>							
270 EXP, 5 T4 Grist, 10 T3 Grist, 30 T2 Grist, 145 T1 Grist, 270 BG							
<u>Description</u>							
Noodly-limbed creatures with swords in hand. Their legs end in hooves, their bipartite face unflinchingly staring into your soul.							

Proteii	Faerie Dragons, Medium Psionic Underlings (Tier 4, CR 1)
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>Head (+4): +50% damage to headshots.	
>Artery (Secret: DC) (+4): Has 47 HP. If destroyed, target has DoT (47, until healed with psionics)	
>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).	
>Arms (4) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.	
>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).	
>Tool (4) (blade) (+2): Has 20 HP, required to use certain actions.	
<u>Traits</u>	
None: What? Not everyone's special.	
<u>Actions</u>	
>Flurry: Major action - Melee weapon attack, two arms, two blades, 10 ft. range, single-target, 24 damage, multiattack (3).	
>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 24 damage.	
>Challenge: Minor action - Martial ability, 30 ft. radius, single-target, challenges a target to a duel (1 minute). If the target voluntarily ends their turn outside the radius, the Subterranean Lord enrages to gain advantage on all attacks. Cooldown (9).	
>Blood and Valor: Reaction - Martial ability, the Subterranean Lord chooses one negative condition on itself and reduces its duration by 1 round.	
>Crush Armor: Special - An Aimed Flurry loses multiattack (3), but inflicts Sunder (3).	
>Impact: Special - When the Subterranean Lord uses Dash, it automatically deals 8 damage to all adjacent targets at the end of its turn.	
>Quickening: Special - The Subterranean Lord has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.	
<u>Tactics</u>	
Open with Impact and Challenge, then Crush Armor before Assailing on Flurry.	
<u>Drops</u>	
1620 EXP, 30 T4 Grist, 60 T3 Grist, 180 T2 Grist, 870 T1 Grist, 1620 BG	
<u>Description</u>	
Like ogres and ettins, these hecatoncheires wield swords. They studied the blades, after all.	
Merc this is literally that one one-shot character from OPM.	

Temptress		Flirty Tenebrae, Large Psionic Underling (Tier 4, CR 3)					
Core Numerics		Base Stats					
Hit Points	338 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+9	+0	+0	+6	+0	+0	+14
Initiative	+6	Defenses					
Speed	30 ft., 30 ft. fly	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod						

40	+16	17	0	16	16	19	20
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots. >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it. >Wings (+4): Removes flight for 1 round when damaged or grappled. >Opening (Secret: DC) (+0): Attacks against this have +2 to hit. >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes. >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
>Pain: Major action - Ranged psionic attack, 50 ft. range, single-target, 40 damage. >Hypnotic Twirl: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (10) and has disadvantage on their next attack roll. >Darkstar: Major action - Ranged psionic attack, 50 ft. range, single-target, targets Fortitude, 24 damage, Rupture (10, 2 rounds). >Power Through Pain: Special - When the Temptress Helps an ally, it also damages them for 40 damage HP and inflicts Doom (26), but the ally has advantage and +1 damage mod for 1 minute. >Enthralling Trance: Special - When the Temptress starts/maintains Grapple, it has a range of 30 feet and uses CHA than STR. >Bloodied Focus: Special - When the Temptress is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.							
<u>Tactics</u>							
Open with Hypnotic Twirl, then cycle through Darkstar and Pain. Power Through Pain should be avoided on hordes/swarms given they need their hit points badly; prioritize ranged attackers who can stay out of the danger zone.							
<u>Drops</u>							
1620 EXP, 30 T4 Grist, 60 T3 Grist, 180 T2 Grist, 870 T1 Grist, 1620 BG							
<u>Description</u>							
This is exactly what it sounds like and I can't believe Merc put this into the game.							

Tryptarch	Conqueror's Oath, Medium Psionic Underling (Tier 4, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	300 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+0	+0	+12	+10	+12	+10

<u>Initiative</u>		+12	<u>Defenses</u>				
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
40	+16	19	0	19	19	20	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (blade) (+2): Has 23 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Punishing Blow: Major action - Melee weapon attack, one arm, blade, 5 ft. range, 56 damage.</p> <p>>Show of Force: Major action - Martial ability, 30 ft. radius, all targets, targets Will, Impair (1 round), Cooldown (4).</p> <p>>Transfixing Gaze: Special - When the Tryptarch starts/maintains Grapple, it has a range of 30 feet and uses CHA than STR.</p> <p>>Advance: Minor action - Martial ability, the Tryptarch moves up to 15 feet.</p> <p>>Blood and Valor: Reaction - Martial ability, the Tryptarch chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Martial Precision: Special - When the Tryptarch uses Aim, they gain advantage instead.</p> <p>>High Quickening: Special - The Tryptarch has a second minor action per turn and a second reaction per round. These second actions are lost if it starts the turn with any negative conditions.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, one arm, 40 damage.</p>							
<u>Tactics</u>							
Same tactics as the Phoimos, but Advance helps them close in.							
<u>Drops</u>							
1620 EXP, 30 T4 Grist, 60 T3 Grist, 180 T2 Grist, 870 T1 Grist, 1620 BG							
<u>Description</u>							
The eldest among the Phoimos mark their change by casting off their bipartite face for a tripartite one.							

Tier 5

Ashina		Underling Wrangler, Huge Biological Underling (Tier 5, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	400 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+9	+0	+0	+0	+11	+11
<u>Initiative</u>	+5	<u>Defenses</u>					
<u>Speed</u>	40 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
60	+24	16	0	17	17	16	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 70 HP. If destroyed, target has DoT (70, until healed with psionics)</p> <p>>Artery (Secret: DC) (+4): Has 70 HP. If destroyed, target has DoT (70, until healed with psionics)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (spear) (+2): Has 30 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Spear: Major action - Melee weapon attack, one arm, spear, 10 ft. range, single-target, 84 damage.</p> <p>>Blood and Vinegar: Reaction - Martial ability, the Ashina chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Pig Sticker: Major action - Melee weapon attack, one arm, spear, 10 ft. range, single-target, 36 damage, DoT (14, 5 rounds).</p> <p>>Forced March: Special - When the Ashina uses Help, its range is increased to 50 feet; it also damages them for 60 damage HP and inflicts Doom (30), but the ally may immediately move up to 50 feet, and has advantage and +1 damage mod for 1 minute.</p>							
<u>Tactics</u>							
Either open with Forced March on an ally, or open with Pig Sticker once in melee. Standard melee tactics of running up and stabbing otherwise.							
<u>Drops</u>							
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG							

Description

A centaur with a pig's top half, stretch marks all over skin that barely contain thick slabs of muscle. Its vocal cords almost tear through what was once a neck when it screams.

Balor		Dark Servant, Gargantuan Biological Underling (Tier 5, CR 2)					
Core Numerics		Base Stats					
Hit Points	416 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+6	+15	+13	+7	+0	+0	+0
Initiative	+7	Defenses					
Speed	40 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod						
72	+29	14	12	18	16	16	20
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 73 HP. If destroyed, target has DoT (73, until healed with psionics)</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (axe) (+2): Has 32 HP, required to use certain actions.</p>							
Traits							
Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.							
Actions							
<p>>Swing: Major action - Melee weapon attack, one arm, axe, 5 ft. range, single-target, 72 damage, multiattack (2).</p> <p>>Infernal Summons: Major action - Ranged psionic attack, 50 ft. radius, all targets, targets Fortitude, 43 damage, pull (15 ft.).</p> <p>>Blood and Valor: Reaction - Martial ability, the Balor chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Martial Precision: Special - When the Balor uses Aim, they gain advantage instead.</p>							
Tactics							
Standard melee attacker, but use Infernal Summons to close the gap if it would otherwise need to Dash to close in that turn.							
Drops							
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG							
Description							
Wreathed in shadow and flame, these soldiers tread the earth without mercy. Hates dwarves with a passion, for some reason.							

Dagon		Psionic Monstrosity, Colossal Psionic Underling (Tier 5, CR 2)					
Core Numerics		Base Stats					
Hit Points	600 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+6	+7	+11	+0	+13	+13	+13
Initiative	-5	Defenses					
Speed	20 ft., 40 ft. swim	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
60	+24	12	0	14	10	14	20
Anatomy							
<p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 105 HP. If destroyed, target has DoT (105, until healed with psionics)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Tentacles (10) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p>							
Traits							
Last Gasp: When killed, may take one last major action.							
Actions							
<p>>Tentacles: Major action - Melee weapon attack, 30 ft. range, four tentacles, up to four targets, 60 damage, grapples on hit.</p> <p>>Psychic Scream: Major action - Ranged psionic attack, 100 ft. radius, all targets, targets Fortitude, 36 damage, Deafens (2 rounds), half damage on miss.</p> <p>>Weird: Special - When the Dagon Assails, it also adds Impair (1 round).</p> <p>>Bloodied Focus: Special - When the Dagon is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.</p>							
Tactics							
Open with Psychic Scream with Assail. The Dagon has enough hit points to go the distance; Tentacle if the player comes in range, but it's not a priority.							
Drops							
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG							
Description							
A colony of starfish and coral devouring a man with a squid's visage. What do we know... of the world and the universe about us?							

Fomorian	Ancient Warrior, Colossal Biological Underling (Tier 5, CR 3)
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Core Numerics		Base Stats					
<u>Hit Points</u>	600 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+9	+7	+0	+11	+11	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	50 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
96	+39	16	15	20	18	18	20
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots. >Artery (Secret: DC) (+4): Has 105 HP. If destroyed, target has DoT (105, until healed with psionics) >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes. >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round). >Tool (knuckles) (+2): Has 45 HP, required to use certain actions.							
<u>Traits</u>							
Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.							
<u>Actions</u>							
>Punch: Major action - Melee weapon attack, knuckles, 10 ft. range, single-target, 135 damage. >Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 57 damage. >Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC. >Flurry: Special - An Aimed Punch attack has -1 mod to damage, but gains multiattack (2) with Aim applying to both attack rolls. >Martial Shield: Special - When the Fomorian uses Avert, it imposes disadvantage instead.							
<u>Tactics</u>							
Standard melee attacker, run up and smash, using Unstoppable and Martial Shield while doing so. Shockwave if multiple targets in range, Flurry Punch otherwise.							
<u>Drops</u>							
4200 EXP, 30 T5 Grist, 60 T4 Grist, 180 T3 Grist, 870 T2 Grist, 1620 T1 Grist, 4200 BG							
<u>Description</u>							
These beings live on fowl and fish, defending their land against all who would encroach. Towering, imposing, reminiscent of a natural disaster.							

Furies	Condensed Rage, Large Biological Underlings (Tier 5, CR 1)						
Core Numerics		Base Stats					
<u>Hit Points</u>	500 HP						

- >Head (+4): +50% damage to headshots.
- >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.
- >Wings (+4): Removes flight for 1 round when damaged or grappled.
- >Artery (Secret: DC) (+4): Has 65 HP. If destroyed, target has DoT (65, until healed with psionics)
- >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).
- >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.
- >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).

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None: What? Not everyone's special.

Actions	
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>Master Eyebeam: Major action - Ranged psionic attack, 100 ft. range, single-target, 36 damage, multiattack (3).

>Psionic Master: Reaction - Psionic ability, 100 ft. range, the Lich Queen forces a missed psionic attack that is cast at, against, or through its range to deal half damage, or full damage if already half.

>Magical Force: Special - When the Lich Queen Aims, it gains advantage instead.

Tactics

Standard ranged attacker, kite and shoot. Use Psionic Master to force the heaviest-hitting psi attack to do damage.

Drops

2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG

Description	
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Discription
Did this one find the dentist, the tall, regal master of psionics that it is? The world may never know. Dentistry is not a psionic power, much as some professionals would pretend otherwise.

Milesian		Fey Trickster, Small Psionic Underling (Tier 5, CR 2)						
Core Numerics			Base Stats					
Hit Points		245 HP						
Hit Bonus		+10	STR	CON	DEX	INT	WIS	CHA
Initiative		+18	+0	+0	+13	+0	+15	+11
Speed	50 ft., 50 ft. fly		Defenses					
Damage (base)		Mod						
56		+23	22	0	20	24	23	20
Anatomy								

- >Head (+4): +50% damage to headshots.
- >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.
- >Wings (+4): Removes flight for 1 round when damaged or grappled.
- >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.
- >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.
- >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).

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Ambush Predator: Has advantage to hit during a surprise round.
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Actions

>Faerie Fire: Major action - Ranged psionic attack, 60 ft. range, single-target, targets Fortitude, 33 damage, target emits bright light in 10 ft. radius and cannot Hide for 1 minute.

>Mirror Image: Major action - Psionic ability, 60 ft. range, creates autonomous illusion of ally or object, requires a check to identify. May only have up to 4 illusions.

>Purify: Minor action - Psionic ability, 60 ft. range, the Milesian selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).

>Lost: Special - When the Milesian deals damage, it also inflicts Lost (1). Lost is a unique condition; any creature that reaches Lost (3) immediately takes 79 damage and Setback (3).

Tactics

The Milesian, like the Imago, is made for kiting and throwing players off. Use Mirror Image on the player's current target.

<u>Drops</u>	
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2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG

Description	
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Inhumanly thin, pointy-eared tricksters that few have ever seen. Like their lesser fae cousins, these monsters torment lost souls, smiling behind ornate masks until other underlings inevitably wander by to finish the job.

Phoenix		Burning Paradox, Huge Psionic Underling (Tier 5, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>		600 HP					
<u>Hit Bonus</u>		+8					
<u>Initiative</u>		+0					
<u>Speed</u>		40 ft., 40 ft. fly					
<u>Damage (base)</u>		<u>Mod</u>					
80		+32					
<u>Anatomy</u>							

- >Head (+4): +50% damage to headshots.
- >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.
- >Artery (Secret: DC) (+4): Has 95 HP. If destroyed, target has DoT (95, until healed with psionics)
- >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).
- >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.
- >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).

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None: What? Not everyone's special.

Actions

>Shadow Hand: Major action - Melee psionic attack, 10 ft. range, single-target, 64 damage.

>Shadow Salvo: Major action - Ranged psionic attack, 100 ft. range, single-target, targets Reflex, 38 damage, multiattack (3).

>Shadow Hex: Major action - Ranged psionic attack, 100 ft. range, single-target, targets Fortitude, 38 damage, Impair (1 round), Cooldown (2).

>Shadow Deluge: Reaction - Psionic ability, the Primal forces a missed psionic attack to deal half damage.

>Shadow Precision: Special - When the Primal uses Aim, they gain advantage instead.

>Shadow Shield: Special - When the Primal uses Avert, it imposes disadvantage instead.

Tactics

Open with Shadow Hex and prioritize it whenever off cooldown. Kite with Shadow Salvo if the player has low Reflex, Dash to close the distance if they have high Reflex and/or high Aegis. Otherwise, close in while shooting and switch to Aimed Shadow Hands in melee.

Drops

4200 EXP, 30 T5 Grist, 60 T4 Grist, 180 T3 Grist, 870 T2 Grist, 1620 T1 Grist, 4200 BG

[illegible]

As their epithet, a mere shade of the godhead that is the denizen of the Land, in form, in thought, in spirit.

Serket		Arachnine Grasp, Huge Biological Underling (Tier 5, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	280 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+10	+0	+0	+9	+11	+0	+11
<u>Initiative</u>	+9	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
56	+23	20	0	20	22	18	20
Anatomy							

- >Head (+4): +50% damage to headshots.
- >Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.
- >Artery (Secret: DC) (+4): Has 56 HP. If destroyed, target has DoT (56, until healed with psionics)
- >Artery (Secret: DC) (+4): Has 56 HP. If destroyed, target has DoT (56, until healed with psionics)
- >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.
- >Tail (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.
- >Arms (4) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.

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Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.

Actions	
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>Song: Major action - Ranged psionic attack, 50 ft. range, single-target, targets Will, 70 damage.

>Enthralling Aria: Major action - Psionic ability, 50 ft. range, single-target, the target gains Doom (17) and has disadvantage on their next attack roll.

>Purify: Minor action - Psionic ability, 50 ft. range, the Siren selects an allied creature (but never itself) and removes up to two conditions from them.

>Odysseus' Trial: Special - When the Siren starts/maintains Grapple, it has a range of 50 feet and uses CHA than STR.

Tactics	
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Open with Enthralling Aura, then Darksta, then Song. Use Odysseus' Trial on melee players without easy grapple escapes.

<u>Drops</u>

2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG

Description	
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Borne of scales and curves and tones, its songs echo through the night, last words of unwary travelers woven into their tunes.

Teeming Rot		Crawling Flesh, Medium Psionic Underlings (Tier 5, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	580 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+7	+11	+0	+0	+11	+7
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	10 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
18	+8	12	0	14	10	10	20
<u>Anatomy</u>							

>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.
<u>Traits</u>
Horde Strength: Has +10 to hit. This decreases to +5 at 386 HP or less, and disappears at 193 HP or less.
<u>Actions</u>
>Miasmic Burst: Major action - Ranged psionic attack, 50 ft. range, single-target, targets Fortitude, 18 damage, the attack hits an additional time for every 5 above the target's Fortitude.
<u>Tactics</u>
Standard ranged horde, kite and shoot.
<u>Drops</u>
700 EXP, 5 T5 Grist, 10 T4 Grist, 30 T3 Grist, 145 T2 Grist, 270 T1 Grist, 700 BG
<u>Description</u>
It squirms, it snorts, it twitches, and it squirts. Misshapen malformations of biology, this crawling chaos lurks in the darkness, multiplying and fusing and dividing. Forever.

Tier 0

Consort		Hapless Amphibian, Medium Biological Consort (Tier 0, CR 1)					
Core Numerics		Base Stats					
Hit Points	6 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+0	+0	+0	+2	+2	+0
Initiative	+0	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
1	+1	15	0	16	16	14	10
Anatomy							
>Head (+4): +50% damage to headshots. >Artery (Secret: DC) (+4): Has 2 HP. If destroyed, target has DoT (2, until healed with psionics) >Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes. >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active. >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).							
Traits							
Adaptable: Any checks made for tasks that the consort would reasonably be assumed to have skill in due to their environment have 1 Stakes die.							
Actions							
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, the attack hits an additional time for every 5 above the target's AC.							
Tactics							
Their Stakes die to a broad area of tasks makes them useful to a player. Oh you wanted combat tactics? Pfft.							
Drops							
5 EXP							
Description							
They're well-meaning, chatty, and unintelligent. They're not as skilled at some given thing like a carapacian with the right profession, but their deliberately wide expertise lets them aid the player wherever necessary.							

Tier 1

<u>Traits</u>
Horde Strength: Has +10 to hit. This decreases to +5 at 22 HP or less, and disappears at 11 HP or less.
<u>Actions</u>
>Spear: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, the attack hits an additional time for every 5 above the target's AC.
<u>Tactics</u>
Standard melee horde tactics, run up and Spear.
<u>Drops</u>
10 EXP
<u>Description</u>
Slightly tougher consorts that keep the other consorts safe from the various dangers on the land. Not a bad ally to have, actually.

Consort Golem		Minecraft Reference, Large Mechanical Consort (Tier 1, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	50 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+7	+7	+0	+0	+0	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
4	+2	12	0	14	10	13	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 4 damage.</p> <p>>Rage of Aquarius: Special - The Consort Golem is Empowered while it has any negative conditions on itself.</p>							
<u>Tactics</u>							
Standard melee tactics, run up and Fist the enemy.							
<u>Drops</u>							
30 EXP							

A rare few consorts are stronger than the player even, at the start of their journey, and can expect to keep up with them as time goes on, long into their session. Relatively, anyway.

Sorcerous Consort		Sorcerous Consort, Medium Biological Consort (Tier 2, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	56 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+4	+4	+4	+10	+8	+6
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
10	+4	20	0	20	19	22	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 10 HP. If destroyed, target has DoT (10, until healed with psionics)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 5 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Fireball: Major action - Ranged psionic attack, one arm, focus, 60 ft. range, all targets within 5 ft. radius, targets Reflex, 10 damage.</p> <p>>Arcane Precision: Special - When the Sorcerous Consort Aims, they gain advantage instead.</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Sorcerous Consort forces a missed psionic attack to deal half damage.</p> <p>>Arcane Shield: Special - When the Sorcerous Consort uses Avert, it imposes disadvantage instead.</p> <p>>Quickening: Special - The Sorcerous Consort has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.</p>							
<u>Tactics</u>							
Standard ranged attacker, kite and Fireball.							
<u>Drops</u>							
90 EXP							
<u>Description</u>							

Wood Pawn		Paper Horde, Large Biological Carapacian (Tier 0, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	17 HP						
<u>Hit Bonus</u>	+0	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Initiative</u>	+4	+4	+2	+4	+2	+2	+2
<u>Speed</u>	30 ft.	<u>Defenses</u>					
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
1	+1	13	0	13	13	13	10
<u>Anatomy</u>							
<p>>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.</p>							
<u>Traits</u>							
<p>Horde Strength: Has +10 to hit. This decreases to +5 at 11 HP or less, and disappears at 5 HP or less.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (1) against them.</p>							
<u>Actions</u>							
<p>>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 2 damage, the attack hits an additional time for every 5 above the target's AC.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 0 damage, the attack hits an additional time for every 5 above the target's AC.</p>							
<u>Tactics</u>							
Standard ranged horde, kite and shoot.							
<u>Drops</u>							
5 EXP							
<u>Description</u>							
Pawns are a dime a dozen. Or well, eight, any more and the tourney officials tell you to leave.							

Wood Berolina		Paper Mob, Large Biological Carapacian (Tier 0, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	21 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+0	+4	+2	+4	+2	+2	+2
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
2	+1	13	0	13	13	13	10
<u>Anatomy</u>							
<p>>Mob Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the mob. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the mob occupies in the area of effect.</p>							

<u>Traits</u>	
Mob Strength: Has +15 to hit. This decreases to +10 at 12 HP or less, to +5 at 8 HP, and disappears at 5 HP or less.	
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (1) against them.	
<u>Actions</u>	
>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 3 damage, the attack hits an additional time for every 5 above the target's AC.	
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, the attack hits an additional time for every 5 above the target's AC.	
<u>Tactics</u>	
Standard ranged horde, kite and shoot.	
<u>Drops</u>	
15 EXP	
<u>Description</u>	
Berolina pawns can move one space diagonally, but can still only capture by moving one space forward. A higher concentration of pawns for when the situation calls for it.	

Wood Guard		Paper Swarm, Huge Biological Carapacian (Tier 0, CR 3)							
<u>Core Numerics</u>		<u>Base Stats</u>							
<u>Hit Points</u>	40 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>		
<u>Hit Bonus</u>	+0	+4	+2	+4	+2	+2	+2		
<u>Initiative</u>	+4	<u>Defenses</u>							
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>		
<u>Damage (base)</u>	<u>Mod</u>	3	+2	13	0	13	13	13	10
<u>Anatomy</u>									
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.									
<u>Traits</u>									
Swarm Strength: Has +20 to hit. This decreases to +15 at 32 HP or less, to +10 at 24 HP, to +5 at 16 HP, and disappears at 8 HP.									
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (1) against them.									
<u>Actions</u>									
>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 5 damage, the attack hits an additional time for every 5 above the target's AC.									
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, the attack hits an additional time for every 5 above the target's AC.									
<u>Tactics</u>									
Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.									

<u>Drops</u>
30 EXP
<u>Description</u>
In some games, guards are special pawns that can move one space in any direction, but must stay inside the palace. A heavy concentration of pawns for situations that demand sheer weight of numbers.

Wood Officer		Paper Commander, Medium Biological Carapacian (Tier 0, CR 1)							
Core Numerics		Base Stats							
Hit Points	6 HP	STR	CON	DEX	INT	WIS	CHA		
Hit Bonus	+5	+4	+2	+4	+4	+6	+6		
Initiative	+4	Defenses							
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC		
Damage (base)	Mod	1	+1	15	0	16	16	16	10
Anatomy									
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 2 HP. If destroyed, target has DoT (2, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 1 HP, required to use certain actions.</p>									
Traits									
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.									
Actions									
<p>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 2 damage.</p> <p>>Cleanse: Minor action - Martial ability, 60 ft. range, the Sergeant selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p> <p>>War Command: Special - Whenever the Sergeant uses Aim, Avert, or Assail, they pick any two and apply both.</p> <p>>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage.</p>									
Tactics									
Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.									
Drops									

Concentrated Blaze against single targets, Dash and Impact if necessary but against very speedy players use Dispersed Blaze to lock down their movement options. When acting in a support capacity, Siege Shield allows it to impose disadvantage on all incoming attacks for all nearby allies, though this bunches them up for AoEs.
<u>Drops</u>
15 EXP
<u>Description</u>
Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.

15 EXP

Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.

Wood Bishop		Paper Wizard, Medium Psionic Carapacian (Tier 0, CR 2)					
Core Numerics		Base Stats					
Hit Points	13 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+5	+0	+2	+0	+4	+8	+8
Initiative	+0	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
1	+1	15	0	15	15	16	10
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 3 HP. If destroyed, target has DoT (3, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 1 HP, required to use certain actions.</p>							
Traits							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							
Actions							

<p>>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 2 damage.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 1 damage.</p> <p>>Bray: Major action - Ranged weapon attack, 60 ft. radius, all targets, targets Will, Setback (2).</p> <p>>Trample: Special - When the Knight uses Dash, it automatically deals 0 damage to any target it moves through during it.</p> <p>>Rage of Aquarius: Special - The Knight is Empowered while it has any negative conditions on itself.</p>
<u>Tactics</u>
Open with Bray unless player has high Will, use Shockwave if facing two or more targets, Trample if being kited, but otherwise standard melee tactics.
<u>Drops</u>
15 EXP
<u>Description</u>
Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.

Tier 1 Standard

Stone Pawn	Marble Horde, Large Biological Carapacian (Tier 1, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	38 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+1	+5	+3	+5	+3	+3	+3
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
1	+1	14	0	14	14	14	15
<u>Anatomy</u>							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
<u>Traits</u>							
Horde Strength: Has +10 to hit. This decreases to +5 at 25 HP or less, and disappears at 12 HP or less.							
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (1) against them.							
<u>Actions</u>							
>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 2 damage, the attack hits an additional time for every 5 above the target's AC.							
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 0 damage, the attack hits an additional time for every 5 above the target's AC.							
<u>Tactics</u>							
Standard ranged horde, kite and shoot.							
<u>Drops</u>							
10 EXP							
<u>Description</u>							
Pawns are a dime a dozen. Or well, eight, any more and the tourney officials tell you to leave.							

Stone Berolina		Marble Mob, Large Biological Carapacian (Tier 1, CR 2)					
Core Numerics		Base Stats					
Hit Points	45 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+1	+5	+3	+5	+3	+3	+3
Initiative	+4	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
3	+2	14	0	14	14	14	15
Anatomy							

>Mob Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the mob. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the mob occupies in the area of effect.

Traits

Mob Strength: Has +15 to hit. This decreases to +10 at 28 HP or less, to +5 at 19 HP, and disappears at 12 HP or less.

War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (1) against them.

Actions

>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 5 damage, the attack hits an additional time for every 5 above the target's AC.

>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, the attack hits an additional time for every 5 above the target's AC.

Tactics

Standard ranged horde, kite and shoot.

Drops

30 EXP

Description

Berolina pawns can move one space diagonally, but can still only capture by moving one space forward.
A higher concentration of pawns for when the situation calls for it.

Stone Guard		Marble Swarm, Huge Biological Carapacian (Tier 1, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	86 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+1	+5	+3	+5	+3	+3	+3
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
4	+2	14	0	14	14	14	15
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 68 HP or less, to +10 at 51 HP, to +5 at 34 HP, and disappears at 17 HP.							
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (1) against them.							
<u>Actions</u>							

>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 6 damage, the attack hits an additional time for every 5 above the target's AC.

>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 2 damage, the attack hits an additional time for every 5 above the target's AC.

Tactics

Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.

Drops

60 EXP

Description

In some games, guards are special pawns that can move one space in any direction, but must stay inside the palace. A heavy concentration of pawns for situations that demand sheer weight of numbers.

Stone Officer		Marble Commander, Medium Biological Carapacian (Tier 1, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	14 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+5	+3	+5	+5	+7	+7
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
2	+1	16	0	17	17	17	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 3 HP. If destroyed, target has DoT (3, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 2 HP, required to use certain actions.</p>							
<u>Traits</u>							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							
<u>Actions</u>							

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 3 damage.

>Cleanse: Minor action - Martial ability, 60 ft. range, the Sergeant selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).

>War Command: Special - Whenever the Sergeant uses Aim, Avert, or Assail, they pick any two and apply both.

>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 2 damage.

Tactics

Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.

Drops

10 EXP

Description

The officer is one of multiple names for the bodyguard-type units in Xiangqi, where it can move one space in any direction but must stay within the palace. With cutlass, commendation, and stiff wit, these carapacians are the rank and file of the military-strategic think tanks that strive to outwit their foes. Not that a single one is above getting into a scrap.

Stone Courier		Marble Assistant, Medium Psionic Carapacian (Tier 1, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	14 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+5	+3	+5	+7	+5	+3
<u>Initiative</u>	+9	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
1	+1	16	0	16	16	16	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 3 HP. If destroyed, target has DoT (3, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 2 HP, required to use certain actions.</p> <p>>Tool (focus) (+2): Has 2 HP, required to use certain actions.</p>							
<u>Traits</u>							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							

Actions

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 2 damage.

>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 1 damage, cannot self-target, Cooldown (1).

>Marked for Fire: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (1) and the next attack roll against them as advantage.

Tactics

Odd to use solo, makes more sense when grouped with other units to act as support with Heal on allies and Marked for Fire on enemies.

Drops

10 EXP

Description

Courier chess was a predecessor to modern day chess, featuring an 8x12 table with 24 pieces each. The courier moved like the modern bishop, as opposed to the... medieval bishop which moved like a heteronormative knight. Couriers form the majority of a carapacian army's mage divisions, providing magical support at the squad level.

Stone Rook		Marble Castle, Large Mechanical Carapacian (Tier 1, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	45 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+7	+9	+1	+5	+1	+1
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	20 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
3	+2	8	2	9	6	10	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 8 HP. If destroyed, target has DoT (8, until repaired)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (2) (flamer) (+2): Has 4 HP, required to use certain actions.</p>							
<u>Traits</u>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							

Stone Bishop		Marble Wizard, Medium Psionic Carapacian (Tier 1, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	27 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+1	+3	+1	+5	+9	+9
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
3	+2	16	0	16	16	17	15
<u>Anatomy</u>							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 5 HP. If destroyed, target has DoT (5, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 3 HP, required to use certain actions.</p>
<u>Traits</u>
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.
<u>Actions</u>
<p>>Pain: Major action - Ranged psionic attack, focus, 50 ft. range, single-target, 5 damage.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 1 damage, targets Will, Impair (1 round).</p> <p>>Psychic Scream: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, targets Fortitude, 1 damage, Weaken (1 round).</p> <p>>Purify: Minor action - Psionic ability, 100 ft. range, the Bishop selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Bishop forces a missed psionic attack to deal half damage.</p>
<u>Tactics</u>
If player has low Fortitude, use Psychic Scream. If low Will, Bastille. If neither, default to Pain. Either way, standard ranged tactics, kite and shoot.
<u>Drops</u>
30 EXP
<u>Description</u>
Bishops are the war mages of the carapacian armies, and are rightly feared for their power.

Stone Knight	Marble Horse, Large Mechanical Carapacian (Tier 1, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	26 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+7	+1	+9	+7	+1	+1
<u>Initiative</u>	+13	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						

Kirin		Scout Gunbike, Large Mechanical Carapacian (Tier 1, CR 1)							
Core Numerics		Base Stats							
Hit Points	10 HP	STR	CON	DEX	INT	WIS	CHA		
Hit Bonus	+6	+3	+0	+5	+3	+3	+0		
Initiative	+5	Defenses							
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC		
Damage (base)	Mod	2	+1	14	2	16	16	16	15
Anatomy									
<p>>Wheels (2) (+2): Has 1 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Fuel Line (Secret: DC) (+4): Has 2 HP. If destroyed, target has DoT (2, until repaired)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Tool (gun) (+2): Has 1 HP, required to use certain actions.</p>									
Traits									
War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Any effects that modify attack rolls against the mount in any way also affect their riders									
Actions									
<p>>Gun: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 3 damage.</p> <p>>Sound Barrier: Special - When the Kirin uses Dash, it counts as being in 3/4 cover for 1 round.</p>									
Tactics									
Standard mount tactics, use it as ablative hit points for its rider, Dash for extra protection.									
Drops									
30 EXP									
Description									
The kirin can either move one square diagonally, or jump two squares orthogonally. It's a relatively bulky bike with a gun. Tier one is simple like that.									

Hiashatar		Scout Mech, Huge Mechanical Carapacian (Tier 1, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	45 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+3	+5	+0	+3	+1	+0
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft.						

<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
4	+2	10	0	11	11	8	15
<u>Anatomy</u>							
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Fuel Line (Secret: DC) (+4): Has 8 HP. If destroyed, target has DoT (8, until repaired)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (chaingun) (+2): Has 4 HP, required to use certain actions.</p> <p>>Tool (railgun) (+2): Has 4 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Chaingun: Major action - Ranged weapon attack, chaingun, 80 ft. range, single-target, 2 damage, multiattack (3).</p> <p>>Railgun: Major action - Ranged weapon attack, railgun, 80 ft. range, single-target, 6 damage.</p> <p>>Martial Precision: Special - When the Hiashatar Aims, they gain advantage instead.</p> <p>>ECM Jammer: Special - When the Hiashatar uses Dash, it counts as being in 3/4 cover for 1 round.</p> <p>>Quickening: Special - The Hiashatar has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.</p>							
<u>Tactics</u>							
If target has high Aegis, use Railgun. Otherwise, or if target has high Block dice, use Chaingun.							
<u>Drops</u>							
60 EXP							
<u>Description</u>							
Hiashatar, the Mongolian variant of chess, with the inclusion of a bodyguard unit like its fellow Asian chess-types. In skirmishes where heavy armor won't be mobile enough, the Hiashatar mech walkers bring firepower in the form of your standard sci-fi chicken walker.							

<u>Traits</u>
<p>Mob Strength: Has +15 to hit. This decreases to +10 at 75 HP or less, to +5 at 50 HP, and disappears at 33 HP or less.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (4) against them.</p>
<u>Actions</u>
<p>>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 12 damage, the attack hits an additional time for every 5 above the target's AC.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 4 damage, the attack hits an additional time for every 5 above the target's AC.</p>
<u>Tactics</u>
<p>Standard ranged horde, kite and shoot.</p>
<u>Drops</u>
<p>90 EXP</p>
<u>Description</u>
<p>Berolina pawns can move one space diagonally, but can still only capture by moving one space forward. A higher concentration of pawns for when the situation calls for it.</p>

Iron Guard		Ferric Swarm, Huge Biological Carapacian (Tier 2, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	230 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+1	+6	+4	+6	+4	+4	+4
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
11	+5	14	0	14	14	14	15
<u>Anatomy</u>							
<p>>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.</p>							
<u>Traits</u>							
<p>Swarm Strength: Has +20 to hit. This decreases to +15 at 184 HP or less, to +10 at 138 HP, to +5 at 92 HP, and disappears at 46 HP.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (4) against them.</p>							
<u>Actions</u>							
<p>>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 16 damage, the attack hits an additional time for every 5 above the target's AC.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 6 damage, the attack hits an additional time for every 5 above the target's AC.</p>							
<u>Tactics</u>							
Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.							

Concentrated Blaze against single targets, Dash and Impact if necessary but against very speedy players use Dispersed Blaze to lock down their movement options. When acting in a support capacity, Siege Shield allows it to impose disadvantage on all incoming attacks for all nearby allies, though this bunches them up for AoEs.
<u>Drops</u>
90 EXP
<u>Description</u>
Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.

90 EXP

Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.

Iron Bishop		Ferric Wizard, Medium Psionic Carapacian (Tier 2, CR 2)					
Core Numerics		Base Stats					
Hit Points	72 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+2	+4	+2	+6	+10	+10
Initiative	+0	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
12	+5	16	0	16	16	17	15
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 13 HP. If destroyed, target has DoT (13, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 6 HP, required to use certain actions.</p>							
Traits							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							
Actions							

>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 17 damage.

>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 10 damage.

>Bray: Major action - Ranged weapon attack, 60 ft. radius, all targets, targets Will, Setback (2).

>Trample: Special - When the Knight uses Dash, it automatically deals 3 damage to any target it moves through during it.

>Rage of Aquarius: Special - The Knight is Empowered while it has any negative conditions on itself.

Tactics

Open with Bray unless player has high Will, use Shockwave if facing two or more targets, Trample if being kited, but otherwise standard melee tactics.

Drops

90 EXP

Description

Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.

Tier 2 Uniques

Padah		Autonomous Turret, Medium Mechanical Carapacian (Tier 2, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	36 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+0	+0	+0	+4	+4	+0
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	20 ft. fly	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
8	+4	14	4	14	14	14	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Rotors (2) (+2): Has 7 HP, removes flight when destroyed.</p> <p>>Fuel Line (Secret: DC) (+4): Has 7 HP. If destroyed, target has DoT (7, until repaired)</p> <p>>Tool (turret) (+2): Has 3 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Turret Fire: Major action - Ranged weapon attack, turret, 80 ft. range, single-target, 12 damage.</p> <p>>Integrated Firing Protocol: Special - When the Padah benefits from allies' Aim or Block dice, they roll an additional die of the same magnitude.</p>							
<u>Tactics</u>							

Standard ranged tactics, kite and shoot. Exploit its flight capability for all it's worth.
<u>Drops</u>
30 EXP
<u>Description</u>
The padah is a name for a pawn in Chaturanga, an Indian board game that predates Shatranj, Xiangqi, Shogi, Chess, and other chess-like games. An autonomous flying turret used to patrol wide swathes of flat, high-visibility territory.

Goose		Spare Jetski, Medium Mechanical Carapacian (Tier 2, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	36 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+0	+0	+6	+0	+4	+0
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	40 ft. swim	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
8	+4	16	0	17	18	14	15
<u>Anatomy</u>							
<p>>Fuel Line (Secret: DC) (+4): Has 7 HP. If destroyed, target has DoT (7, until repaired)</p> <p>>Engine (2) (+2): Has 3 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Tool (gun) (+2): Has 3 HP, required to use certain actions.</p>							
<u>Traits</u>							
<p>War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Any effects that modify attack rolls against the mount in any way also affect their riders</p>							
<u>Actions</u>							
<p>>Gun: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 12 damage.</p>							
<u>Tactics</u>							
<p>Standard mount tactics, use it as ablative hit points for its rider, Dash for extra protection, exploit its high speed to kite.</p>							
<u>Drops</u>							
30 EXP							
<u>Description</u>							
<p>The goose exists in the Tori variant of Shogi, where it jumps either two spaces in the forward diagonals, or two spaces directly back. It's a relatively bulky jetski because if you're already including aquatic environments, even players that can fly might not pass up the chance to have a high speed sea chase.</p>							

Tinkered Rose	Jetmine Cloud, Large Mechanical Carapacian (Tier 2, CR 1)	
<u>Core Numerics</u>	Base Stats	

<u>Hit Points</u>		100 HP	<u>Base Stats</u>					
<u>Hit Bonus</u>		-1	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Initiative</u>		+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.							
<u>Damage (base)</u>	<u>Mod</u>		<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
4	+2		14	0	13	13	13	15
<u>Anatomy</u>								
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.								
<u>Traits</u>								
None: What? Not everyone's special.								
<u>Actions</u>								
>Detonate: Major action - Melee weapon attack, 5 ft. range, single-target, 4 damage, the attack hits an additional time for every 5 above the target's AC.								
>White Flame: Major action - Melee weapon attack, 10 ft. radius, all targets, targets Reflex, 2 damage, Fire (1, 3 rounds), the attack has an additional +5 to hit instead of using Horde Strength								
<u>Tactics</u>								
Standard melee horde, run into the enemy. Use White Flame when player isn't on Fire, Detonate when they are.								
<u>Drops</u>								
30 EXP								
<u>Description</u>								
The rose was examined and the think tank concluded it doesn't have enough explosives. Therefore, they tinkered with it, adding... white phosphorus to it.								

Agent		Networks Operative, Medium Biological Carapacian (Tier 2, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	36 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+8	+6	+10	+10	+10	+8
<u>Initiative</u>	+13	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	16	0	16	18	17	15
<u>Anatomy</u>							

Standard mount tactics, use it as ablative hit points for its rider, Swoop for extra protection and incidental damage.

Drops

30 EXP

Description

The flamingo makes a significantly longer jump compared to the knight, one space left or right and six spaces forward. Carapacian propulsion technology isn't just advanced, it's cheap. These things are restricted for military reasons, not fiscal ones.

Raven	Aerial Nevermore, Large Mechanical Carapacian (Tier 2, CR 2)						
Core Numerics		Base Stats					
Hit Points	80 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+8	+2	+10	+10	+2	+2
Initiative	+8	Defenses					
Speed	50 ft., 50 ft. fly						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
12	+5	14	12	14	15	14	15
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Wings (2) (+4): Removes flight for 1 round if both are damaged or grappled simultaneously.</p> <p>>Fuel Line (Secret: DC) (+4): Has 14 HP. If destroyed, target has DoT (14, until repaired)</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Tail (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p>							
Traits							
War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount.							
Actions							
<p>>Iron Claws: Major action - Melee weapon attack, 5 ft. range, single-target, 17 damage.</p> <p>>Napalm Missile Cluster: Major action - Ranged weapon attack, 80 ft. range, all targets within 10 ft. radius, 12 damage.</p> <p>>Swoop: Special - When the Raven uses Dash, it automatically deals 2 damage to any target it moves through during it.</p> <p>>Bloodied Focus: Special - When the Raven is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.</p>							
Tactics							
If target has high speed, Swoop in and Claw. If target has no ranged, Missile with impunity.							
Drops							
90 EXP							
Description							

Ravens, also known as warans or varans, are combinations of the rook and nightrider. Smaller prototype versions of the more notable Nightriders whose smaller size and cheaper production guarantees it a place in the carapacian arsenal.

Manticore		Machine Psyker, Large Psionic Carapacian (Tier 2 ,CR 2)					
Core Numerics		Base Stats					
Hit Points	90 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+2	+4	+2	+6	+10	+10
Initiative	+0	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
10	+4	16	0	16	16	17	15
Anatomy							
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Fuel Line (Secret: DC) (+4): Has 16 HP. If destroyed, target has DoT (16, until repaired)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p>							
Traits							
None: What? Not everyone's special.							
Actions							
<p>>Agony: Major action - Melee psionic attack, 10 ft. range, single-target, 6 damage, multiattack (2).</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 6 damage, targets Will, Expose (1 round), Impair (1 round), Cooldown (1).</p> <p>>Psychic Scream: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, targets Fortitude, 6 damage, Weaken (1 round), Rupture (3, 2 rounds), Cooldown (1).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Manticore forces a missed psionic attack to deal half damage.</p> <p>>Blood and Zeal: Reaction - Psionic ability, the Manticore chooses one negative condition on itself and reduces its duration by 1 round.</p>							
Tactics							
Switch between Bastille, Agony, and Psychic Scream as player's AC, Fort, and Will dictate.							
Drops							
90 EXP							
Description							
The manticore moves one space orthogonally, then can move any spaces diagonally from it. Volunteers and terminally crippled psions are put in the pear shaker where the pears grant them increased psionic strength through the purity of the machine.							

Astrologer		Starsetter, Medium Psionic Carapacian (Tier 2, CR 2)							
Core Numerics		Base Stats							
Hit Points	56 HP	STR	CON	DEX	INT	WIS	CHA		
Hit Bonus	+9	+4	+8	+4	+6	+10	+6		
Initiative	+7	Defenses							
Speed	35 ft.	AC	Aegis	Fort	Ref	Will	DC		
Damage (base)	Mod	10	+4	20	0	19	19	21	15
Anatomy									
<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 10 HP. If destroyed, target has DoT (10, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 5 HP, required to use certain actions.</p>									
Traits									
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.									
Actions									
<p>>Star Bolt: Major action - Ranged psionic attack, focus, 80 ft. range, single-target, 14 damage.</p> <p>>Alignment: Major action - Martial ability, the Astrologer grants a target's next damaging attack advantage to hit and Empower.</p> <p>>Cosmic Scar: Major action - Ranged psionic attack, 50 ft. range, single-target, 6 damage, targets Fortitude, Doom (3, stacks twice).</p> <p>>Stars are Set: Special - When the Astrologer uses Aim, Avert, or Assail, they benefit all of its allies too, and persists until another AAA action is used.</p> <p>>Purify: Minor action - Psionic ability, 100 ft. range, the Astrologer selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p>									
Tactics									
Open with Cosmic Scar to stack Doom, then Alignment into Star Bolt. Note this would be CR 1 at Tier 3, making the Astrologer a viable support unit.									
Drops									
90 EXP									
Description									

The astrologer moves one space left or right then three forward like a knight on mild steroids, then can move like a bishop from there. Some carapacians can see stars out there past the Veil, though players typically don't. Why?

Andernach		Recon Gunship, Large Mechanical Carapacian (Tier 2, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	120 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+0	+0	+6	+6	+4	+0
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	0 ft., 40 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
16	+7	14	0	15	12	16	15
<u>Anatomy</u>							
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Fuel Line (Secret: DC) (+4): Has 21 HP. If destroyed, target has DoT (21, until repaired)</p> <p>>Rotors (2) (+2): Has 21 HP, removes flight when destroyed.</p> <p>>Tool (chaingun) (+2): Has 9 HP, required to use certain actions.</p> <p>>Tool (2) (rocket pod) (+2): Has 9 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Chaingun: Major action - Ranged weapon attack, chaingun, 80 ft. range, single-target, 9 damage, multiattack (3).</p> <p>>Rocket Pod: Major action - Ranged weapon attack, 80 ft. range, all targets within 15 ft. radius, targets Reflex, 23 damage.</p> <p>>Electronic Precision: Special - When the Andernach Aims, they gain advantage instead.</p> <p>>Flare Shield: Special - When the Andernach uses Avert, it imposes disadvantage instead.</p> <p>>Hologram Cloak: Special - When the Andernach uses Dash, it counts as being in 3/4 cover for 1 round.</p>							
<u>Tactics</u>							
If target has high Aegis, use Railgun. Otherwise, or if target has high Block dice, use Chaingun. Keep them flying and protect their rotors, it'll crash land without them.							
<u>Drops</u>							
180 EXP							
<u>Description</u>							
<p>Andernach chess is a variant where captured pieces change colors instead of being removed. Carapacians can count on air cavalry in the form of small helicopter gunships when necessary to carry out their duties.</p>							

Vanguard	Armed Juggernaut, Medium Biological Carapacian (Tier 2, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	111 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+6	+2	+6	+8	+8	+6
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
16	+7	14	3	16	12	16	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (chaingun) (+2): Has 9 HP, required to use certain actions.</p>							
<u>Traits</u>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							
<p>>Chaingun: Major action - Ranged weapon attack, two arms, chaingun, 80 ft. range, single-target, 9 damage, multiattack (3).</p> <p>>Grenade: Major action - Ranged weapon attack, 80 ft. range, all targets within 10 ft. radius, targets Reflex, 16 damage.</p> <p>>Ripper Knives: Major action - Melee weapon attack, 5 ft. range, single-target, 9 damage, multiattack (3), Doom (4).</p> <p>>Juggernaut: Reaction - Martial ability, imposes one d6 Block die against incoming attack.</p> <p>>Blood and Vinegar: Reaction - Martial ability, the Vanguard chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Hologram Cloak: Special - When the Vanguard uses Dash, they count as being in 3/4 cover for 1 round.</p>							
<u>Tactics</u>							
Chaingun while closing in on the target to Doom them via Ripper Knives, then may attack at melee or ranged as desired.							
<u>Drops</u>							
180 EXP							
<u>Description</u>							
Vanguards are bishops if they couldn't move only one space. Will ask you if you know who they are, before emphatically telling you.							

Pasha		Paulovit's Swordsmachine, Large Mechanical Carapacian (Tier 2, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	132 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+8	+8	+4	+2	+6	+2
<u>Initiative</u>	+2	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
15	+6	12	0	13	12	14	15
<u>Anatomy</u>							
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Fuel Line (Secret: DC) (+4): Has 24 HP. If destroyed, target has DoT (24, until repaired)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Eastern Cut: Major action - Melee weapon attack, 10 ft. range, single-target, 9 damage, multiattack (2).</p> <p>>Western Swing: Major action - Melee weapon attack, 10 ft. range, single-target, 21 damage.</p> <p>>Martial Shield: Special - When the Pasha uses Avert, it imposes disadvantage instead.</p> <p>>Impact: Special - When the Pasha uses Dash, it automatically deals 3 damage to all adjacent targets at the end of its turn.</p>							
<u>Tactics</u>							
Standard melee tactics, open with Impact to close the gap then multiattack or single attack as desired.							
<u>Drops</u>							
180 EXP							
<u>Description</u>							
The pasha can move like a king, a bishop, or jump over pieces like a Janggi cannon. These relatively small mechs are equipped with swords for various reasons too meta to get into here.							

>Mob Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the mob. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the mob occupies in the area of effect.	
<u>Traits</u>	
Mob Strength: Has +15 to hit. This decreases to +10 at 150 HP or less, to +5 at 100 HP, and disappears at 66 HP or less.	
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (7) against them.	
<u>Actions</u>	
>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 23 damage, the attack hits an additional time for every 5 above the target's AC.	
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 9 damage, the attack hits an additional time for every 5 above the target's AC.	
<u>Tactics</u>	
Standard ranged horde, kite and shoot.	
<u>Drops</u>	
435 EXP	
<u>Description</u>	
Berolina pawns can move one space diagonally, but can still only capture by moving one space forward. A higher concentration of pawns for when the situation calls for it.	

Copper Guard		Gleaming Swarm, Huge Biological Carapacian (Tier 3, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>						
<u>Hit Points</u>	460 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>	
<u>Hit Bonus</u>	+2	+7	+5	+7	+5	+5	+5	
<u>Initiative</u>	+4	<u>Defenses</u>						
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>	
<u>Damage (base)</u>	<u>Mod</u>	21	+9	15	0	15	15	20
<u>Anatomy</u>								
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.								
<u>Traits</u>								
Swarm Strength: Has +20 to hit. This decreases to +15 at 368 HP or less, to +10 at 276 HP, to +5 at 184 HP, and disappears at 92 HP.								
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (7) against them.								
<u>Actions</u>								

>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 30 damage, the attack hits an additional time for every 5 above the target's AC.

>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 12 damage, the attack hits an additional time for every 5 above the target's AC.

Tactics

Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.

Drops

870 EXP

Description

In some games, guards are special pawns that can move one space in any direction, but must stay inside the palace. A heavy concentration of pawns for situations that demand sheer weight of numbers.

Copper Officer		Gleaming Commander, Medium Biological Carapacian (Tier 3, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	72 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+7	+5	+7	+7	+9	+9
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
15	+6	17	0	18	18	18	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 13 HP. If destroyed, target has DoT (13, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 6 HP, required to use certain actions.</p>							
<u>Traits</u>							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							
<u>Actions</u>							

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 21 damage.

>Cleanse: Minor action - Martial ability, 60 ft. range, the Sergeant selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).

>War Command: Special - Whenever the Sergeant uses Aim, Avert, or Assail, they pick any two and apply both.

>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 15 damage.

Tactics

Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.

Drops

145 EXP

Description

The officer is one of multiple names for the bodyguard-type units in Xiangqi, where it can move one space in any direction but must stay within the palace. With cutlass, commendation, and stiff wit, these carapacians are the rank and file of the military-strategic think tanks that strive to outwit their foes. Not that a single one is above getting into a scrap.

Copper Courier		Gleaming Assistant, Medium Psionic Carapacian (Tier 3, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	72 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+10	+7	+5	+7	+9	+7	+5
<u>Initiative</u>	+9	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
12	+5	17	0	17	17	17	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 13 HP. If destroyed, target has DoT (13, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 6 HP, required to use certain actions.</p> <p>>Tool (focus) (+2): Has 6 HP, required to use certain actions.</p>							
<u>Traits</u>							
<p>War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.</p>							

Actions

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 17 damage.

>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 12 damage, cannot self-target, Cooldown (1).

>Marked for Fire: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (3) and the next attack roll against them as advantage.

Tactics

Odd to use solo, makes more sense when grouped with other units to act as support with Heal on allies and Marked for Fire on enemies.

Drops

145 EXP

Description

Courier chess was a predecessor to modern day chess, featuring an 8x12 table with 24 pieces each. The courier moved like the modern bishop, as opposed to the... medieval bishop which moved like a heteronormative knight. Couriers form the majority of a carapacian army's mage divisions, providing magical support at the squad level.

Copper Rook	Gleaming Castle, Large Mechanical Carapacian (Tier 3, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	240 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+9	+11	+3	+7	+3	+3
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	20 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
23	+10	9	10	10	7	11	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 42 HP. If destroyed, target has DoT (42, until repaired)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (2) (flamer) (+2): Has 18 HP, required to use certain actions.</p>							
<u>Traits</u>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							

Copper Bishop	Gleaming Wizard, Medium Psionic Carapacian (Tier 3, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	144 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+3	+5	+3	+7	+11	+11
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
23	+10	17	0	17	17	18	20
<u>Anatomy</u>							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 26 HP. If destroyed, target has DoT (26, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 11 HP, required to use certain actions.</p>
<u>Traits</u>
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.
<u>Actions</u>
<p>>Pain: Major action - Ranged psionic attack, focus, 50 ft. range, single-target, 33 damage.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 13 damage, targets Will, Impair (1 round).</p> <p>>Psychic Scream: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, targets Fortitude, 13 damage, Weaken (1 round).</p> <p>>Purify: Minor action - Psionic ability, 100 ft. range, the Bishop selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Bishop forces a missed psionic attack to deal half damage.</p>
<u>Tactics</u>
If player has low Fortitude, use Psychic Scream. If low Will, Bastille. If neither, default to Pain. Either way, standard ranged tactics, kite and shoot.
<u>Drops</u>
435 EXP
<u>Description</u>
Bishops are the war mages of the carapacian armies, and are rightly feared for their power.

Copper Knight	Gleaming Horse, Large Mechanical Carapacian (Tier 3, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	140 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+9	+3	+11	+9	+3	+3
<u>Initiative</u>	+13	<u>Defenses</u>					
<u>Speed</u>	40 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>

32	+13	15	0	15	15	15	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Legs (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round).</p> <p>>Fuel Line (Secret: DC) (+4): Has 25 HP. If destroyed, target has DoT (25, until repaired)</p>							
<u>Traits</u>							
War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Any effects that modify attack rolls against the mount in any way also affect their riders							
<u>Actions</u>							
<p>>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 32 damage.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 19 damage.</p> <p>>Bray: Major action - Ranged weapon attack, 60 ft. radius, all targets, targets Will, Setback (2).</p> <p>>Trample: Special - When the Knight uses Dash, it automatically deals 6 damage to any target it moves through during it.</p> <p>>Rage of Aquarius: Special - The Knight is Empowered while it has any negative conditions on itself.</p>							
<u>Tactics</u>							
Open with Bray unless player has high Will, use Shockwave if facing two or more targets, Trample if being kited, but otherwise standard melee tactics.							
<u>Drops</u>							
435 EXP							
<u>Description</u>							
Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.							

Tier 3 Uniques

Pao		Modern Trebuchet, Huge Mechanical Carapacian (Tier 3, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	96 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+0	+0	+0	+0	+0	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	0 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
18	+8	11	0	9	9	9	20
<u>Anatomy</u>							
>None: This creature has no notable anatomy about it.							

<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
>Launch: Major action - Ranged weapon attack, 300 ft. range, single-target, 26 damage.
<u>Tactics</u>
Avoid using in a conventional manner; the Pao is better off as an off-map threat given its fragility, or an enemy whose presence forces the player to adapt. That is, how to reach the trebuchet without being blown to pieces.
<u>Drops</u>
145 EXP
<u>Description</u>
The pao is a unit that moves like a rook, but must jump over another unit to capture, to capture the unit sitting on the other end. Just play Xiangqi dammit. A modern day trebuchet, because the community asked for one.

Half-duck	Depth Diver, Medium Mechanical Carapacian (Tier 3, CR 1)						
Core Numerics		Base Stats					
Hit Points	80 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+9	+0	+9	+0	+5	+0
Initiative	+9	Defenses					
Speed	30 ft. swim						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
15	+6	15	0	16	16	16	20
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 14 HP. If destroyed, target has DoT (14, until repaired)</p> <p>>Arms (4) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p>							
Traits							
Ambush Predator: Has advantage to hit during a surprise round.							
Actions							
<p>>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 15 damage, grapples on hit.</p> <p>>Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 9 damage, grappled targets only.</p>							
Tactics							
Use Ambush Predator to land a hit and grapple the target as an opening. Otherwise, use standard melee tactics and rush them in.							
Drops							
145 EXP							
Description							

The half-duck moves either one square diagonally or jumps two or three squares orthogonally, in the 1979 Equal Armies Chess variant. It skims the water akin to water striders, until it dives onto prey below.

Auroch		Flying Jetbike, Large Mechanical Carapacian (Tier 3, CR 1)						
Core Numerics		Base Stats						
Hit Points		64 HP						
Hit Bonus		+8	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
Initiative		+4	+5	+3	+7	+5	+5	+3
Speed		45 ft., 45 ft. fly	Defenses					
Damage (base)		Mod	AC	Aegis	Fort	Ref	Will	DC
15		+6	19	0	19	21	19	20
Anatomy								
<p>>Fuel Line (Secret: DC) (+4): Has 12 HP. If destroyed, target has DoT (12, until repaired)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Engine (2) (+2): Has 5 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Tool (gun) (+2): Has 5 HP, required to use certain actions.</p>								
Traits								
War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Any effects that modify attack rolls against the mount in any way also affect their riders								
Actions								
<p>>Gun: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 21 damage.</p> <p>>Sound Barrier: Special - When the Auroch uses Dash, it counts as being in 3/4 cover for 1 round.</p>								
Tactics								
Standard mount tactics, use it as ablative hit points for its rider, Dash for extra protection, exploit its high speed to kite.								
Drops								
145 EXP								
Description								
The auroch can move as a knight, or move two more spaces forward from that. These jetbikes are fully capable of flight, useful for recon, transport, and cavalry.								

Lance		Subterranean Drill, Huge Mechanical Carapacian (Tier 3, CR 1)					
Core Numerics		Base Stats					
Hit Points	70 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+8	+11	+11	+3	+3	+5	+3

<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft., 30 ft. burrow						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
15	+6	15	10	17	13	15	20
<u>Anatomy</u>							
>Cockpit (+4): +50% damage taken. >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round). >Treads (4) (+2): Has 6 HP. If half are destroyed, target is permanently Crippled (half). If all are destroyed, target has 0 ft. speed.							
<u>Traits</u>							
War Training (transport): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Creatures with War Training (army) can mount it if it is the same size or smaller. Any effects that modify attack rolls against the mount in any way also affect their riders							
<u>Actions</u>							
>Drill: Major action - Melee weapon attack, 5 ft. range, all targets within 5 ft. radius, 15 damage. >Vent: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Fortitude, 9 damage. >Burrow: Minor action - Martial ability, the Lance burrows or unburrows. While burrowed, it can go underground and can go through cover and thin walls freely. >Impact: Special - When the Lance uses Dash, it automatically deals 3 damage to all adjacent targets at the end of its turn.							
<u>Tactics</u>							
Standard transport tactics, use it as ablative hit points for the horde or mob inside it, Dash for extra protection. Open the fight by breaching from below for a surprise round, if possible.							
<u>Drops</u>							
145 EXP							
<u>Description</u>							
The lance is a forward rook; that is, it can move forward any number of spaces. Only forward. ONLY FORWARD. Luckily it promotes if it reaches the back. Subterranean tunnels are fairly common in Battlefields thick with foliage or orbital bombardments, created by these digging machines that've forced engineers to consider attacks from below.							

Kingfisher	Flying Transport, Large Mechanical Carapacian (Tier 3, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	104 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+3	+9	+5	+3	+3	+3
<u>Initiative</u>	+2	<u>Defenses</u>					
<u>Speed</u>	10 ft., 30 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
15	+6	9	0	9	9	9	20

Anatomy

>Cockpit (+4): +50% damage taken.

>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).

>Fuel Line (Secret: DC) (+4): Has 19 HP. If destroyed, target has DoT (19, until repaired)

>Engine (2) (+2): Has 8 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.

>Tool (2) (turret) (+2): Has 8 HP, required to use certain actions.

Traits

War Training (transport): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Creatures with War Training (army) can mount it if it is the same size or smaller. Any effects that modify attack rolls against the mount in any way also affect their riders

Actions

>Turret Fire: Major action - Ranged weapon attack, turret, 80 ft. range, single-target, 21 damage.

>ECM Jammer: Special - When the Kingfisher uses Dash, it counts as being in 3/4 cover for 1 round.

Tactics

Standard transport tactics, use it as ablative hit points for the horde or mob inside it, Dash for extra protection. Flight won't open up new avenues at this point so much as let it keep up with a likely GTed or flight-capable player.

Drops

145 EXP

Description

The flying kingfisher can move one space in any direction, or whatever the hell the alibabarider is. These blocky bastards have no right flying but they're in solidarity with the bee over the physics of flight.

Saltador		Equine Pyromaniac, Gargantuan Mechanical Carapacian (Tier 3, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	260 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+7	+7	+11	+9	+3	+3
<u>Initiative</u>	+8	<u>Defenses</u>					
<u>Speed</u>	60 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	9	0	11	11	9	20
23	+10						
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots.							
>Legs (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round).							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							

Actions

>Anti Material Rifle: Major action - Ranged weapon attack, two arms, rifle, 300 ft. range, single-target, 39 damage, attack roll has advantage, Cooldown (2).

>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 21 damage.

>Bloodied Focus: Special - When the Assassin is at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.

>Quickening: Special - The Assassin has a second minor action per turn. This second minor is lost if they start the turn with any negative conditions.

Tactics

Set up far away from the field and snipe, setting up Smokebombs or throwing out Seismic Charges to stymie player advances in alternating turns.

Drops

435 EXP

Description

The assassin is a piece in Stealth Chess of Discworld lore, moving one square or two to capture but can move more when moving out of the slurks. These snipers carry rifles with incredibly long range, allowing them to be threats in a way conventional strifes cannot defuse when it'll consist of five turns of Dashing and hoping they don't die first.

Spider		Polylegged Walker, Huge Mechanical Carapacian (Tier 3, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	312 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+0	+5	+0	+11	+0	+0
<u>Initiative</u>	+7	<u>Defenses</u>					
<u>Speed</u>	15 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
30	+12	9	0	11	9	9	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Legs (8) (+2): If an attack/ability deals any effect besides damage to at least four legs, it also inflicts Cripple (10, 1 round).</p> <p>>Fuel Line (Secret: DC) (+4): Has 55 HP. If destroyed, target has DoT (55, until repaired)</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p> <p>>Tool (2) (cannon) (+2): Has 24 HP, required to use certain actions.</p> <p>>Tool (2) (rocket pod) (+2): Has 24 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							

<p>>Cannon: Major action - Ranged weapon attack, cannon, 150 ft. range, single-target, 42 damage.</p> <p>>Rocket Pod: Major action - Ranged weapon attack, 150 ft. range, all targets within 15 ft. radius, targets Reflex, 42 damage.</p> <p>>Anti-Air Protocol: Major action - Ranged weapon attack, cannon, 100 ft. range, all targets within 5 ft. radius, 18 damage, half damage on miss.</p> <p>>Martial Precision: Special - When the Spider Aims, it gains advantage instead.</p> <p>>Stabilized Platform: Special - If the Spider did not move in the previous round, when it Aims it also Assails.</p>
<p style="text-align: center;"><u>Tactics</u></p>
<p>Set up from far away and open fire to take advantage of Stabilized Platform as much as possible.</p>
<p style="text-align: center;"><u>Drops</u></p>
<p style="text-align: center;">435 EXP</p>
<p style="text-align: center;"><u>Description</u></p>
<p>The spider moves like a knight or a bishop limited to two spaces or a rook that jumps and only two spaces out. The spider tank series was developed by several improbable, stupid, and corrupt decisions somehow creating a cheaper version of the deconstructor that can be more readily produced, if not equal in quality.</p>

Ordained Paladin		Blessed Halo, Large Psionic Carapacian (Tier 3, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	92 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+10	+11	+13	+5	+9	+5	+5
<u>Initiative</u>	-3	<u>Defenses</u>					
<u>Speed</u>	0 ft., 35 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
18	+8	21	10	20	23	23	20
<u>Anatomy</u>							
>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.							
>Fuel Line (Secret: DC) (+4): Has 17 HP. If destroyed, target has DoT (17, until repaired)							
<u>Traits</u>							
War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Any effects that modify attack rolls against the mount in any way also affect their riders							
<u>Actions</u>							

>Double Cut: Major action - Melee weapon attack, 10 ft. range, single-target, 26 damage, multiattack (2).

>Impact: Special - When the Ganymede uses Dash, it automatically deals 4 damage to all adjacent targets at the end of its turn.

Standard melee tactics, open with Impact to close the gap then multiattack or single attack as desired.

435 EXP

The ganymede, better known as the caliph or flying dragon, moves diagonally or moves one side and three forward. These swordsmech models come with two swords because clearly the issue with giving a giant robot a sword was only giving it one.

Champion		Phase Warrior, Medium Biological Carapacian (Tier 3, CR 3)							
Core Numerics		Base Stats							
Hit Points	264 HP	STR	CON	DEX	INT	WIS	CHA		
Hit Bonus	+10	+7	+3	+7	+9	+9	+7		
Initiative	+4	Defenses							
Speed	40 ft.	AC	Aegis	Fort	Ref	Will	DC		
Damage (base)	Mod	24	+10	13	0	15	11	15	20
Anatomy									
<p>>Head (+4): +50% damage to headshots.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (2) (grenade launcher) (+2): Has 20 HP, required to use certain actions.</p>									
Traits									
None: What? Not everyone's special.									
Actions									

>Bodybreaker: Major action - Ranged psionic attack, 80 ft. range, single-target, targets Fortitude, 10 damage, the attack hits an additional time for every 5 above the target's AC.

>Psionic Deluge: Reaction - Psionic ability, the Anchorite forces a missed psionic attack to deal half damage.

>Rage of Aquarius: Special - The Anchorite is Empowered while they have any negative conditions on
itself.

Use Bastille whenever off cooldown, then swap between Mindbender and Bodybreaker depending on whether target's Fort or Will is lower.

870 EXP

The anchorite is another name for the manticores and is used in Conclave Ecumenical Chess. Turns out if you stuff multiple psions in a manticore and leave it to marinate, it creates.... terrible, terrible things.

Judge		Silvered Legate, Medium Psionic Carapacian (Tier 3, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	192 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+3	+7	+5	+9	+11	+11
<u>Initiative</u>	+7	<u>Defenses</u>					
<u>Speed</u>	20 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
30	+12	19	0	20	20	20	20
<u>Anatomy</u>							

>Head (+4): +50% damage to headshots.

>Artery (Secret: DC) (+4): Has 34 HP. If destroyed, target has DoT (34, until healed with psionics)

>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).

>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.

>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.

>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).

>Tool (gun) (+2): Has 15 HP, required to use certain actions.

Traits

Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.

Actions

>Submachine: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 30 damage, multiattack (2).

>Outmaneuver Ruling: Major action - Ranged psionic attack, 100 ft. range, single-target, 30 damage, Doom (7), target and Judge switch places.

>Discovery: Special - When the Judge Discerns a target, they also Distract but with +4 to crit and Empower.

>Court Order: Special - When the Judge starts/maintains Grapple, they have a range of 100 feet and uses WIS than STR.

>Contempt: Minor action - Melee psionic attack, 100 ft. range, single-target, auto-hits, 18 damage, grappled targets only.

>Bloodied Focus: Special - When the Judge is at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.

Tactics

Open with Court Order then Contempt as a grappler if target has range and speed. Otherwise, Discovery and Submachine. Outmaneuver Ruling becomes more viable in Tier 4 if used as support with lower CR.

Drops

870 EXP

Description

The judge, also known as the centaur, can move as a knight or one space in any orthogonal direction. These bureaucrats are uniquely charged with military tribunals on the battlefield, empowered as judge, jury, and executioner.

Silver Pawn		Argent Horde, Large Biological Carapacian (Tier 4, CR 1)					
Core Numerics		Base Stats					
Hit Points	313 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+2	+8	+6	+8	+6	+6	+6
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	10	+4	15	0	15	15
		15	0	15	15	15	20
Anatomy							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
Traits							
Horde Strength: Has +10 to hit. This decreases to +5 at 208 HP or less, and disappears at 104 HP or less.							
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (11) against them.							
Actions							
>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 14 damage, the attack hits an additional time for every 5 above the target's AC.							
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 6 damage, the attack hits an additional time for every 5 above the target's AC.							
Tactics							
Standard ranged horde, kite and shoot.							
Drops							
270 EXP							
Description							
Pawns are a dime a dozen. Or well, eight, any more and the tourney officials tell you to leave.							

Silver Berolina		Argent Mob, Large Biological Carapacian (Tier 4, CR 2)					
Core Numerics		Base Stats					
Hit Points	375 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+2	+8	+6	+8	+6	+6	+6
Initiative	+4	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
27	+11	15	0	15	15	15	20
Anatomy							

>Mob Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the mob. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the mob occupies in the area of effect.	
<u>Traits</u>	
Mob Strength: Has +15 to hit. This decreases to +10 at 234 HP or less, to +5 at 156 HP, and disappears at 104 HP or less.	
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (11) against them.	
<u>Actions</u>	
>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 38 damage, the attack hits an additional time for every 5 above the target's AC.	
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 16 damage, the attack hits an additional time for every 5 above the target's AC.	
<u>Tactics</u>	
Standard ranged horde, kite and shoot.	
<u>Drops</u>	
810 EXP	
<u>Description</u>	
Berolina pawns can move one space diagonally, but can still only capture by moving one space forward. A higher concentration of pawns for when the situation calls for it.	

Silver Guard		Argent Swarm, Huge Biological Carapacian (Tier 4, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>						
<u>Hit Points</u>	719 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>	
<u>Hit Bonus</u>	+2	+8	+6	+8	+6	+6	+6	
<u>Initiative</u>	+4	<u>Defenses</u>						
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>	
<u>Damage (base)</u>	<u>Mod</u>	35	+14	15	0	15	15	20
<u>Anatomy</u>								
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.								
<u>Traits</u>								
Swarm Strength: Has +20 to hit. This decreases to +15 at 575 HP or less, to +10 at 431 HP, to +5 at 287 HP, and disappears at 143 HP.								
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (11) against them.								
<u>Actions</u>								

>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 49 damage, the attack hits an additional time for every 5 above the target's AC.

>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 21 damage, the attack hits an additional time for every 5 above the target's AC.

Tactics

Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.

Drops

1620 EXP

Description

In some games, guards are special pawns that can move one space in any direction, but must stay inside the palace. A heavy concentration of pawns for situations that demand sheer weight of numbers.

Silver Officer		Argent Commander, Medium Biological Carapacian (Tier 4, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	113 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+8	+6	+8	+8	+10	+10
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
25	+10	17	0	18	18	18	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 20 HP. If destroyed, target has DoT (20, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 9 HP, required to use certain actions.</p>							
<u>Traits</u>							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							
<u>Actions</u>							

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 35 damage.

>Cleanse: Minor action - Martial ability, 60 ft. range, the Sergeant selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).

>War Command: Special - Whenever the Sergeant uses Aim, Avert, or Assail, they pick any two and apply both.

>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 25 damage.

Tactics

Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.

Drops

270 EXP

Description

The officer is one of multiple names for the bodyguard-type units in Xiangqi, where it can move one space in any direction but must stay within the palace. With cutlass, commendation, and stiff wit, these carapacians are the rank and file of the military-strategic think tanks that strive to outwit their foes. Not that a single one is above getting into a scrap.

Silver Courier		Argent Assistant, Medium Psionic Carapacian (Tier 4, CR 1)					
Core Numerics		Base Stats					
Hit Points	113 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+11	+8	+6	+8	+10	+8	+6
Initiative	+9	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
20	+8	17	0	17	17	17	20
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 20 HP. If destroyed, target has DoT (20, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 9 HP, required to use certain actions.</p> <p>>Tool (focus) (+2): Has 9 HP, required to use certain actions.</p>							
Traits							
<p>War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.</p>							

Actions

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 28 damage.

>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 20 damage, cannot self-target, Cooldown (1).

>Marked for Fire: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (5) and the next attack roll against them as advantage.

Tactics

Odd to use solo, makes more sense when grouped with other units to act as support with Heal on allies and Marked for Fire on enemies.

Drops

270 EXP

Description

Courier chess was a predecessor to modern day chess, featuring an 8x12 table with 24 pieces each. The courier moved like the modern bishop, as opposed to the... medieval bishop which moved like a heteronormative knight. Couriers form the majority of a carapacian army's mage divisions, providing magical support at the squad level.

Silver Rook		Argent Castle, Large Mechanical Carapacian (Tier 4, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	372 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+10	+12	+4	+8	+4	+4
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	20 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
38	+16	9	17	10	7	11	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 66 HP. If destroyed, target has DoT (66, until repaired)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (2) (flamer) (+2): Has 28 HP, required to use certain actions.</p>							
<u>Traits</u>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							

Silver Bishop		Argent Wizard, Medium Psionic Carapacian (Tier 4, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	225 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+4	+6	+4	+8	+12	+12
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
38	+16	17	0	17	17	18	20
<u>Anatomy</u>							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 40 HP. If destroyed, target has DoT (40, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 17 HP, required to use certain actions.</p>
<u>Traits</u>
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.
<u>Actions</u>
<p>>Pain: Major action - Ranged psionic attack, focus, 50 ft. range, single-target, 54 damage.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 22 damage, targets Will, Impair (1 round).</p> <p>>Psychic Scream: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, targets Fortitude, 22 damage, Weaken (1 round).</p> <p>>Purify: Minor action - Psionic ability, 100 ft. range, the Bishop selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Bishop forces a missed psionic attack to deal half damage.</p>
<u>Tactics</u>
If player has low Fortitude, use Psychic Scream. If low Will, Bastille. If neither, default to Pain. Either way, standard ranged tactics, kite and shoot.
<u>Drops</u>
810 EXP
<u>Description</u>
Bishops are the war mages of the carapacian armies, and are rightly feared for their power.

Silver Knight	Argent Horse, Large Mechanical Carapacian (Tier 4, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	219 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+10	+4	+12	+10	+4	+4
<u>Initiative</u>	+13	<u>Defenses</u>					
<u>Speed</u>	40 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>

<u>Tactics</u>
Standard ranged tactics, kite and shoot.
<u>Drops</u>
270 EXP
<u>Description</u>
The congo pawn can move one square forward in any direction, like the iron general unit. An upgraded padah drone, the carapacian engineers working hard to keep up with the players.

Hawk	Grabby Metal, Huge Mechanical Carapacian (Tier 4, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	103 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+10	+0	+10	+0	+6	+0
<u>Initiative</u>	+15	<u>Defenses</u>					
<u>Speed</u>	50 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
23	+10	17	10	20	18	17	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Engine (+2): Has 19 HP, removes flight when destroyed.</p> <p>>Fuel Line (Secret: DC) (+4): Has 19 HP. If destroyed, target has DoT (19, until repaired)</p> <p>>Arms (4) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p>							
<u>Traits</u>							
Ambush Predator: Has advantage to hit during a surprise round.							
<u>Actions</u>							
<p>>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 23 damage, grapples on hit.</p> <p>>Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 13 damage, grappled targets only.</p> <p>>Quickening: Special - The Hawk has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.</p>							
<u>Tactics</u>							
Use Ambush Predator to land a hit and grapple the target as an opening. Otherwise, use standard melee tactics and rush them in.							
<u>Drops</u>							
270 EXP							
<u>Description</u>							
The hawk jumps two or three directions in any direction, originating from, appropriate for this setting, chess on an infinite plane. The hawk is an evolution of the half-duck, using the same swooping tactics but from the air.							

Knighted Auroch		Flying Shadowbike, Large Mechanical Carapacian (Tier 4, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	88 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+8	+6	+10	+8	+8	+6
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	45 ft., 45 ft. fly	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
25	+10	21	0	22	23	21	20
<u>Anatomy</u>							
>Fuel Line (Secret: DC) (+4): Has 16 HP. If destroyed, target has DoT (16, until repaired) >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round). >Engine (2) (+2): Has 7 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed. >Tool (2) (gun) (+2): Has 7 HP, required to use certain actions.							
<u>Traits</u>							
War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Any effects that modify attack rolls against the mount in any way also affect their riders							
<u>Actions</u>							
>Sonic Shot: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 35 damage, half damage on miss. >Sound Barrier: When the Knighted Auroch uses Dash, it teleports in place of moving and gains +4 to AC/resistances for 1 round. >Fadebound: Reaction - Martial ability, the Knighted Auroch becomes Intangible, or stops being Intangible. If mounted, its rider shares the benefit.							
<u>Tactics</u>							
Standard mount tactics, use it as ablative hit points for its rider, Dash for extra protection, exploit its high speed to kite, Fadebound opens up unique movement when it can just move through terrain.							
<u>Drops</u>							
270 EXP							
<u>Description</u>							
They looked at the auroch and decided not speed, but speed force; it now teleports and laughs in the face of tangible reality.							

Jester		Loveless Dancer, Medium Biological Carapacian (Tier 4, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	113 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>

Pegasus		Upgunned Kingfisher, Huge Mechanical Carapacian (Tier 4, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	135 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+4	+8	+8	+6	+4	+4
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	10 ft., 30 ft. fly						

- >Head (+4): +50% damage to headshots.
- >Fuel Line (Secret: DC) (+4): Has 49 HP. If destroyed, target has DoT (49, until repaired)
- >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).
- >Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.
- >Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).
- >Tool (railgun) (+2): Has 21 HP, required to use certain actions.
- >Tool (cannon) (+2): Has 49 HP, required to use certain actions.

Traits	
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None: What? Not everyone's special.

Actions	
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>Chaingun: Major action - Ranged weapon attack, chaingun, 250 ft. range, single-target, 24 damage, multiattack (3).

>Railgun: Major action - Ranged weapon attack, railgun, 250 ft. range, single-target, 56 damage.

>Martial Precision: Special - When the Deaconstructor Aims, they gain advantage instead.

Tactics	
1. Identify the problem	2. Identify the stakeholders
3. Identify the resources	4. Identify the constraints
5. Identify the risks	6. Identify the opportunities
7. Identify the goals	8. Identify the metrics
9. Identify the actions	10. Identify the responsibilities
11. Identify the timeline	12. Identify the budget
13. Identify the communication plan	14. Identify the reporting structure
15. Identify the feedback loop	16. Identify the exit strategy

If target has high Aegis, use Railgun. Otherwise, or if target has high Block dice, use Chaingun. Start as far as possible.

<u>Drops</u>	
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810 EXP

Description	
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Archbishops can move like a bishop or a knight, but the pun is both canon and too good to pass up. These are the heavy artillery of the carapacian armies.

Tinkered Champion		Phasic Godhunter, Medium Mechanical Carapacian (Tier 4, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	205 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+10	+6	+10	+12	+12	+10
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>					
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
38	+16	17	10	19	15	19	20
<u>Anatomy</u>							

<p>>Cockpit (+4): +50% damage taken.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Treads (4) (+2): Has 17 HP. If half are destroyed, target is permanently Crippled (half). If all are destroyed, target has 0 ft. speed.</p> <p>>Tool (main cannon) (+2): Has 39 HP, required to use certain actions.</p> <p>>Tool (2) (auxiliary turret) (+2): Has 17 HP, required to use certain actions.</p>
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Battle Cannon: Major action - Ranged weapon attack, main cannon, 100 ft. range, all targets within 10 ft. radius, targets Reflex, 38 damage.</p> <p>>Autoturret: Minor action - Ranged weapon attack, auxiliary turret, 80 ft. range, single-target, 22 damage.</p> <p>>Defending Blaze: Major action - Ranged weapon attack, 30 ft. cone, all targets, targets Reflex, 22 damage, sets area on Fire (9, 5 rounds) (once per turn when starting in or entering the fire) and makes it difficult terrain for 5 rounds.</p> <p>>Impact: Special - When the Unicorn uses Dash, it automatically deals 6 damage to all adjacent targets at the end of its turn.</p> <p>>Integrated Firing Protocols: Special - When the Unicorn benefits from allies' Aim or Block dice, they roll an additional die of the same magnitude.</p>
<u>Tactics</u>
Standard ranged tactics, kite and shoot. It especially benefits from allied support due to Integrated Firing Protocols. It shouldn't be using its own minor actions to boost its aim, given it can be using Autoturret.
<u>Drops</u>
1620 EXP
<u>Description</u>
The unicorn exists in at least three separate Chess variants, including a variant created by Gary Gygax himself. The unicorn moves as a knight does, but cannot move to the air or subterranean boards from its starting land board. It's a tank. The carapacians gave up and just started producing tanks.

Erzkanzler	Aerial Death, Colossal Mechanical Carapacian (Tier 4, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	375 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+5	+0	+0	+6	+12	+12	+0
<u>Initiative</u>	+1	<u>Defenses</u>					
<u>Speed</u>	50 ft. fly	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
60	+24	15	0	16	16	16	20

<u>Anatomy</u>	
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Engine (6) (+2): Has 29 HP, removes flight when destroyed.</p> <p>>Fuel Line (Secret: DC) (+4): Has 66 HP. If destroyed, target has DoT (66, until repaired)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Tool (2) (105mm cannon) (+2): Has 66 HP, required to use certain actions.</p> <p>>Tool (2) (40mm cannon) (+2): Has 29 HP, required to use certain actions.</p> <p>>Tool (4) (25mm cannon) (+2): Has 29 HP, required to use certain actions.</p>	
<u>Traits</u>	
None: What? Not everyone's special.	
<u>Actions</u>	
<p>>105mm Cannon: Major action - Ranged weapon attack, 105mm cannon, 1000 ft. range, all targets within 20 ft. radius, targets Reflex, 60 damage, has disadvantage against targets within 250 feet, Cooldown (4).</p> <p>>40mm Cannon: Major action - Ranged weapon attack, 40mm cannon, 250 ft. range, single-target, 84 damage.</p> <p>>25mm Cannon: Major action - Ranged weapon attack, 25mm cannon, 100 ft. range, all targets within 10 ft. radius, 36 damage, multiattack (2).</p> <p>>Integrated Firing Protocol: Special - When the Erzkanzler benefits from allies' Aim or Block dice, they roll an additional die of the same magnitude.</p> <p>>Flare Shield: Special - When the Erzkanzler uses Avert, it imposes disadvantage instead.</p>	
<u>Tactics</u>	
The Erzkanzler can be used as an enemy whose presence forces the player to adapt. That is, how to reach the flying bomber through the skies. If engaged in combat, use the 105mm Cannon while they close in. Use 25mm if multiple targets can be hit, otherwise stick to the 40mm.	
<u>Drops</u>	
1620 EXP	
<u>Description</u>	
The erzkanzler can move one square diagonally as a ferz, or as a knight, or as a rook. A massive aerial bomber equipped with heavy ordnance, flares, and sometimes spare Padah drones for defense. If your players like shooters, just tell them that an AC-130 is inbound.	

Crowned Assassin		Royal Heartpiercer, Medium Biological Carapacian (Tier 4, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	338 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+11	+12	+10	+14	+14	+14	+12
<u>Initiative</u>	+15	<u>Defenses</u>					
<u>Speed</u>	50 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						

40	+16	17	0	17	19	18	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (rifle) (+2): Has 26 HP, required to use certain actions.</p>							
<u>Traits</u>							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it has +4 to the cover bonuses, but any attacks that miss automatically hit that covering unit.							
<u>Actions</u>							
<p>>King's Rifle: Major action - Ranged weapon attack, two arms, rifle, 200 ft. range, single-target, 56 damage, attack roll has advantage.</p> <p>>Staggering Shot: Major action - Ranged weapon attack, two arms, rifle, 200 ft. range, single-target, 40 damage, attack roll has advantage, 2xDaze (1 round).</p> <p>>Immobilizing Shot: Major action - Ranged weapon attack, two arms, rifle, 200 ft. range, single-target, 40 damage, attack roll has advantage, Cripple (20, 1 round).</p> <p>>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 24 damage, multiattack (3).</p> <p>>Bloodied Focus: Special - When the Assassin is at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.</p> <p>>Quickening: Special - The Assassin has a second minor action per turn. This second minor is lost if they start the turn with any negative conditions.</p>							
<u>Tactics</u>							
The Crowned Assassin straddles the line between long-ranged enemy where reaching them is the real fight, and... just a real fight. Immobilizing against melee, Staggering against minor-reliant players, King's Rifle otherwise.							
<u>Drops</u>							
1620 EXP							
<u>Description</u>							
Turns out giving an assassin a personal recommendation and favor from their king metaphysically supercharges them. Who knew.							

Tier 5 Standard

Gold Pawn		Aureate Horde, Large Biological Carapacian (Tier 5, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	500 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+3	+9	+7	+9	+7	+7	+7
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
15	+6	16	0	16	16	16	20
<u>Anatomy</u>							
>Horde Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the horde. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the horde occupies in the area of effect.							
<u>Traits</u>							
Horde Strength: Has +10 to hit. This decreases to +5 at 333 HP or less, and disappears at 166 HP or less.							
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (15) against them.							
<u>Actions</u>							
>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 21 damage, the attack hits an additional time for every 5 above the target's AC.							
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 9 damage, the attack hits an additional time for every 5 above the target's AC.							
<u>Tactics</u>							
Standard ranged horde, kite and shoot.							
<u>Drops</u>							
700 EXP							
<u>Description</u>							
Pawns are a dime a dozen. Or well, eight, any more and the tourney officials tell you to leave.							

Gold Berolina		Aureate Mob, Large Biological Carapacian (Tier 5, CR 2)					
Core Numerics		Base Stats					
Hit Points	600 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+3	+9	+7	+9	+7	+7	+7
Initiative	+4	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
40	+16	16	0	16	16	16	20
Anatomy							

>Mob Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the mob. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the mob occupies in the area of effect.

Traits

Mob Strength: Has +15 to hit. This decreases to +10 at 375 HP or less, to +5 at 250 HP, and disappears at 166 HP or less.

War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (15) against them.

Actions

>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 56 damage, the attack hits an additional time for every 5 above the target's AC.

>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 24 damage, the attack hits an additional time for every 5 above the target's AC.

Tactics

Standard ranged horde, kite and shoot.

Drops

2100 EXP

Description

Berolina pawns can move one space diagonally, but can still only capture by moving one space forward.
A higher concentration of pawns for when the situation calls for it.

Gold Guard		Aureate Swarm, Huge Biological Carapacian (Tier 5, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	1150 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+3	+9	+7	+9	+7	+7	+7
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
53	+22	16	0	16	16	16	20
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 920 HP or less, to +10 at 690 HP, to +5 at 460 HP, and disappears at 230 HP.							
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (15) against them.							
<u>Actions</u>							

>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 75 damage, the attack hits an additional time for every 5 above the target's AC.

>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 31 damage, the attack hits an additional time for every 5 above the target's AC.

Tactics

Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.

Drops

4200 EXP

Description

In some games, guards are special pawns that can move one space in any direction, but must stay inside the palace. A heavy concentration of pawns for situations that demand sheer weight of numbers.

Gold Officer		Aureate Commander, Medium Biological Carapacian (Tier 5, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	180 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+10	+9	+7	+9	+9	+11	+11
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
40	+16	18	0	19	19	19	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 32 HP. If destroyed, target has DoT (32, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 14 HP, required to use certain actions.</p>							
<u>Traits</u>							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							
<u>Actions</u>							

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 56 damage.

>Cleanse: Minor action - Martial ability, 60 ft. range, the Sergeant selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).

>War Command: Special - Whenever the Sergeant uses Aim, Avert, or Assail, they pick any two and apply both.

>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 40 damage.

Tactics

Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.

Drops

700 EXP

Description

The officer is one of multiple names for the bodyguard-type units in Xiangqi, where it can move one space in any direction but must stay within the palace. With cutlass, commendation, and stiff wit, these carapacians are the rank and file of the military-strategic think tanks that strive to outwit their foes. Not that a single one is above getting into a scrap.

Gold Courier		Aureate Assistant, Medium Psionic Carapacian (Tier 5, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	180 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+12	+9	+7	+9	+11	+9	+7
<u>Initiative</u>	+9	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
32	+13	18	0	18	18	18	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 32 HP. If destroyed, target has DoT (32, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (gun) (+2): Has 14 HP, required to use certain actions.</p> <p>>Tool (focus) (+2): Has 14 HP, required to use certain actions.</p>							
<u>Traits</u>							
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.							

Actions

>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 45 damage.

>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 32 damage, cannot self-target, Cooldown (1).

>Marked for Fire: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (8) and the next attack roll against them as advantage.

Tactics

Odd to use solo, makes more sense when grouped with other units to act as support with Heal on allies and Marked for Fire on enemies.

Drops

700 EXP

Description

Courier chess was a predecessor to modern day chess, featuring an 8x12 table with 24 pieces each. The courier moved like the modern bishop, as opposed to the... medieval bishop which moved like a heteronormative knight. Couriers form the majority of a carapacian army's mage divisions, providing magical support at the squad level.

Gold Rook		Aureate Castle, Large Mechanical Carapacian (Tier 5, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	598 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+11	+13	+5	+9	+5	+5
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	20 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
60	+24	10	26	11	8	12	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 105 HP. If destroyed, target has DoT (105, until repaired)</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (2) (flamer) (+2): Has 45 HP, required to use certain actions.</p>							
<u>Traits</u>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							

>Impact: Special - When the Rook uses Dash, it automatically deals 12 damage to all adjacent targets at the end of its turn

Concentrated Blaze against single targets, Dash and Impact if necessary but against very speedy players use Dispersed Blaze to lock down their movement options. When acting in a support capacity, Siege Shield allows it to impose disadvantage on all incoming attacks for all nearby allies, though this bunches them up for AoEs.

2100 EXP

Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.

Gold Bishop		Aureate Wizard, Medium Psionic Carapacian (Tier 5, CR 2)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	360 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+10	+5	+7	+5	+9	+13	+13
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>						
60	+24	18	0	18	18	19	20
<u>Anatomy</u>							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p>>Artery (Secret: DC) (+4): Has 63 HP. If destroyed, target has DoT (63, until healed with psionics)</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Arms (2) (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10, 1 round).</p> <p>>Tool (focus) (+2): Has 27 HP, required to use certain actions.</p>
<u>Traits</u>
War Training (officer): Whenever this creature uses a unit with War Training (army) as cover, it counts it as +6 to cover bonuses, but any attacks that miss automatically hit that covering unit.
<u>Actions</u>
<p>>Pain: Major action - Ranged psionic attack, focus, 50 ft. range, single-target, 84 damage.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 36 damage, targets Will, Impair (1 round).</p> <p>>Bray: Major action - Ranged weapon attack, 60 ft. radius, all targets, targets Will, Setback (2).</p> <p>>Purify: Minor action - Psionic ability, 100 ft. range, the Bishop selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Bishop forces a missed psionic attack to deal half damage.</p>
<u>Tactics</u>
If player has low Fortitude, use Psychic Scream. If low Will, Bastille. If neither, default to Pain. Either way, standard ranged tactics, kite and shoot.
<u>Drops</u>
2100 EXP
<u>Description</u>
Bishops are the war mages of the carapacian armies, and are rightly feared for their power.

Gold Knight	Aureate Horse, Large Mechanical Carapacian (Tier 5, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	350 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+11	+5	+13	+11	+5	+5
<u>Initiative</u>	+13	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
84	+34	16	0	16	16	16	20

Anatomy

>Head (+4): +50% damage to headshots.

>Legs (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round).

>Fuel Line (Secret: DC) (+4): Has 62 HP. If destroyed, target has DoT (62, until repaired)

Traits

War Training (mount): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Any effects that modify attack rolls against the mount in any way also affect their riders

Actions

>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 84 damage.

>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 50 damage.

>Bray: Major action - Ranged weapon attack, 60 ft. radius, all targets, targets Will, Impair (1 round).

>Trample: Special - When the Knight uses Dash, it automatically deals 16 damage to any target it moves through during it.

>Rage of Aquarius: Special - The Knight is Empowered while it has any negative conditions on itself.

Tactics

Open with Bray unless player has high Will, use Shockwave if facing two or more targets, Trample if being kited, but otherwise standard melee tactics.

Drops

2100 EXP

Description

Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.

Tier 5 Uniques

Jetan		Experimental Supersoldier, Medium Biological Carapacian (Tier 5, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	185 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+9	+7	+9	+11	+11	+9
<u>Initiative</u>	+14	<u>Defenses</u>					
<u>Speed</u>	30 ft.						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
40	+16	16	15	20	14	20	20
<u>Anatomy</u>							

<u>Actions</u>
<p>>Destroy: Major action - Ranged weapon attack, 500 ft. range, all targets within 20 ft. radius, 56 damage.</p> <p>>Integrated Firing Protocol: Special - When the Mastodon benefits from allies' Aim or Block dice, they roll an additional die of the same magnitude.</p>
<u>Tactics</u>
<p>Avoid using in a conventional manner; the Mastodon is better off as an off-map threat given its fragility, or an enemy whose presence forces the player to adapt. That is, how to reach the cannon through no man's land.</p>
<u>Drops</u>
<p>700 EXP</p>
<u>Description</u>
<p>The mastodon, or pasha, can move one square or jump two squares in any direction. A cannon. It's a futuristic artillery cannon and its sole purpose is to turn things to red mist.</p>

Knighted Nightrider		Shadow Dragon, Huge Mechanical Carapacian (Tier 5, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	200 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+10	+13	+7	+15	+15	+7	+7
<u>Initiative</u>	+10	<u>Defenses</u>					
<u>Speed</u>	50 ft., 50 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
40	+16	16	0	17	18	17	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Wings (2) (+4): Removes flight for 1 round if both are damaged or grappled simultaneously.</p> <p>>Fuel Line (Secret: DC) (+4): Has 35 HP. If destroyed, target has DoT (35, until repaired)</p> <p>>Tail (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p> <p>>Tail (+2): Required to use items, grapple, and perform actions. Has disadvantage to grapple for 1 round if hit, or forces immediate grapple check against attack roll to maintain it if one is active.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							

Ordained Pegasus		Blessed Battlebus, Large Mechanical Carapacian (Tier 5, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	160 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+12	+7	+9	+7	+5	+11	+7
<u>Initiative</u>	+2	<u>Defenses</u>					
<u>Speed</u>	10 ft., 30 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
32	+13	18	20	18	18	18	20
<u>Anatomy</u>							
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Fuel Line (Secret: DC) (+4): Has 28 HP. If destroyed, target has DoT (28, until repaired)</p> <p>>Engine (2) (+2): Has 12 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Tool (gun) (+2): Has 12 HP, required to use certain actions.</p>							
<u>Traits</u>							
<p>War Training (transport): This creature can grant a creature mounting it cover, granting it +6 to cover bonuses, but any attacks that miss them automatically hit the mount. Creatures with War Training (army) can mount it if it is the same size or smaller. Any effects that modify attack rolls against the mount in any way also affect their riders</p>							
<u>Actions</u>							

- >Martial Precision: Special - When the Wolf-Chancellor Aims, they gain advantage instead.
- >Martial Shield: Special - When the Wolf-Chancellor uses Avert, it imposes disadvantage instead.
- >Impact: Special - When the Wolf-Chancellor uses Dash, it automatically deals 12 damage to all adjacent targets at the end of its turn.
- >Bloodied Focus: Special - When the Wolf-Chancellor is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.

Standard melee tactics, run it up and smash. Open with Impact to close the gap.

2100 EXP

Chancellors move and capture as a rook or a knight, while wolves in the Wolf Chess variant is functionally identical. They are fanatical to their cause, for they have studied the blade!

Gryphon		Code Black, Large Psionic Carapacian (Tier 5, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	1035 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+10	+0	+7	+7	+11	+11	+7
<u>Initiative</u>	+7	<u>Defenses</u>					
<u>Speed</u>	20 ft., 20 ft. fly						
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
42	+17	18	0	18	19	18	20
<u>Anatomy</u>							
>Swarm Anatomy: Whenever making an attack with multiple targets, each of those attacks may target the swarm. Whenever targeted by an area of effect attack, it is hit once per 5 ft. square the swarm occupies in the area of effect.							
<u>Traits</u>							
Swarm Strength: Has +20 to hit. This decreases to +15 at 828 HP or less, to +10 at 621 HP, to +5 at 414 HP, and disappears at 207 HP.							
<u>Actions</u>							

Quight		Armored Behemoth, Titanic Mechanical Carapacian (Tier 5, CR 3)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	600 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+15	+15	+9	+7	+13	+9
<u>Initiative</u>	+14	<u>Defenses</u>					
<u>Speed</u>	40 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
80	+32	14	20	16	15	16	20
<u>Anatomy</u>							
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p>>Vitals (Secret: DC) (+2): Can be grappled, damaging or grappling this Dazes (1 round or while grappled) them. Inflicts Setback (2, duration of Daze) instead if the attack already Dazes.</p> <p>>Treads (4) (+2): Has 45 HP. If half are destroyed, target is permanently Crippled (half). If all are destroyed, target has 0 ft. speed.</p> <p>>Tool (main cannon) (+2): Has 105 HP, required to use certain actions.</p> <p>>Tool (4) (auxiliary turret) (+2): Has 45 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							

<u>Actions</u>
<p>>Siege Cannon: Major action - Ranged weapon attack, main cannon, 200 ft. range, all targets within 20 ft. radius, targets Reflex, 80 damage, ignores cover, half damage on miss.</p> <p>>Autoturret: Minor action - Ranged weapon attack, auxiliary turret, 80 ft. range, single-target, 48 damage.</p> <p>>Psi Caster: Major action - Ranged psionic attack, 50 ft. radius, all targets, targets Will, Weakened (2 rounds).</p> <p>>ECM Jammer: Special - When the Quight uses Dash, it counts as being in 3/4 cover for 1 round.</p> <p>>Impact: Special - When the Quight uses Dash, it automatically deals 16 damage to all adjacent targets at the end of its turn.</p> <p>>Quickening: Special - The Quight has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.</p>
<u>Tactics</u>
<p>If players are melee, kite and shoot per standard ranged tactics. If the players are ranged, rush in with Impact, then Psi Caster to leave them open for more pain.</p>
<u>Drops</u>
<p>4200 EXP</p>
<u>Description</u>
<p>The quight can move like a queen, but must move like a knight when capturing. A superheavy battle tank still capable of outspeeding its supporting infantry, and the pinnacle of carapacian weapons of war.</p>