

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.

[And the changelog is over here!](#)

[We have this bestiary in Google Doc format too!](#)

The above is a link. Clicky.

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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	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">STR</td> <td style="text-align: center;">CON</td> <td style="text-align: center;">DEX</td> <td style="text-align: center;">INT</td> <td style="text-align: center;">WIS</td> <td style="text-align: center;">CHA</td> </tr> <tr> <td style="text-align: center;">0</td> <td style="text-align: center;">0</td> <td style="text-align: center;">2</td> <td style="text-align: center;">0</td> <td style="text-align: center;">0</td> <td style="text-align: center;">0</td> </tr> </table>						STR	CON	DEX	INT	WIS	CHA	0	0	2	0	0	0	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.	
STR	CON	DEX	INT							WIS	CHA												
0	0	2	0	0	0																		
Hit Bonus [9]: Any attack rolls add this to the roll.		Hit Bonus [9]	5	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. 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.													
Initiative [10]: Any initiative rolls add this to the roll.		Initiative [10]	2																				
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.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">AC</td> <td style="text-align: center;">Aegis</td> <td style="text-align: center;">Fort</td> <td style="text-align: center;">Ref</td> <td style="text-align: center;">Will</td> <td style="text-align: center;">DC</td> </tr> <tr> <td style="text-align: center;">15</td> <td style="text-align: center;">0</td> <td style="text-align: center;">14</td> <td style="text-align: center;">15</td> <td style="text-align: center;">13</td> <td style="text-align: center;">10</td> </tr> </table>						AC	Aegis	Fort	Ref	Will	DC	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.	
AC	Aegis	Fort	Ref							Will	DC												
15	0	14	15	13	10																		
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]	3 (1d3+1)	Mod	1																		
Mod: If anything calls for any mods to damage to be added or subtracted, this is what you'll be using.				Anatomy [15]						Anatomy [15]: Every called shot that can be made against them is listed here. Called shots can be found further below in this document.													
				<p style="text-align: center;">>Head (+4): +50% damage to headshots.</p> <p style="text-align: center;">>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 style="text-align: center;">>Legs (2) (+2): If an attack/ability deals any effect besides damage to at least one leg, it also inflicts Cripple (10).</p>																			
Traits [16]: Any traits that modify how the creature do the do is here.				Traits [16]						Assail always adds the monster's damage mod, instead of a stat mod.													
				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]						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.													
				>Claw. Major action - Melee weapon attack, 5 ft. range, single-target, 3 (1d3+1) damage.																			
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 justimps, 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 beelifer allies can make them vital to making a player's day hell.													
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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]						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.													
				5 EXP, 5 (1d3+3) BG																			
Description [20]: What the damn thing looks like is listed here.				Description [20]						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.													
				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.																			

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 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						
With these, Adversaries can be tailored to the players' needs.	Tier [1]	1	Hit Points	52	Speed	40 ft.	
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.	Player Count [2]	1	Hit Bonus	6	Damage (base)	Mod	
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.	Difficulty [3]		Initiative	0	5	2	
Difficulty [3]: This is the difficulty of the Adversary, of which there are three: Normal, Final, and Mythic.	Normal	Base Stats					
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.	Description						
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.	<p>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.</p> <p>One such as this could slay sovereigns.</p>	STR	CON	DEX	INT	WIS	CHA
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.		0	0	5	9	9	7
		Defenses					
	AC	Aegis	Fort	Ref	Will	DC	
	16	0	15	17	16	15	
	Anatomy						

				<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 5 HP. If destroyed, target has DoT (5, until healed with psionics)</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>>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).</p> <p>>Tool (pneumatic warhammer) (+2): Has 5 HP, required to use certain actions.</p> <p>>Tool (smoothbore whalehunter) (+2): Has 5 HP, required to use certain actions.</p>				
				Traits				
				<p>Contractual Boss Resistance: The Adversary is resistant to effects that would rob them of their free will, teleport them, read/detect their thoughts, or nullify this effect unless they allow it. If necessary to translate to mechanics, this counts as two Flaws dice.</p> <p>Spymaster: The Archagent imposes two Flaws dice to any attempts to read their mind, tell if they are lying, and any methods to extract information from them.</p> <p>Assassination Nation: Any half damage effects do no damage on the Archagent, and if a target grants a beneficial effect to an ally, the Archagent has advantage to hit them.</p>				
				Actions				
				<p>>Kinetic Maul: Major action - Melee weapon attack, pneumatic warhammer, 10 ft. radius, all targets, 5 damage, Prones.</p> <p>>One Shot: Major action - Ranged weapon attack, smoothbore whalehunter, 120 ft. range, single-target, 7 damage, attack can be made at disadvantage to deal 9 damage instead.</p> <p>>Martial Arts: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage.</p> <p>Minor action - Melee weapon attack, 5 ft. range, single-target, 1 damage.</p> <p>>Reinvigoration: Special: When the Adversary uses Defend, they also psionically heal themselves for 2 hit points and their next attack is made at advantage.</p>				
				Tactics				
				<p>Use them as you might play a Stealthy player, fleeing until the Archagent can use One Shot with impunity. Locking down their ability to flee is half the fun, after all, especially when they could send everyone to the floor with Kinetic Maul before running. Primal Malediction is useful for ignoring hit maluses. Misdirect makes the Archagent an absolute terror to fight if they have allies.</p>				
				Drops				
				100 EXP				

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							
<p style="text-align: center;">>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>							
Traits							
None: What? Not everyone's special.							
Actions							
>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage.							
Tactics							
<p>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.</p>							
Drops							
5 EXP, 5 BG							
Description							
<p>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.</p> <p>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>							

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

Hit Bonus	+0	+0	+2	+0	+0	+0	+0
Initiative	+0	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
1	+1	9	0	9	8	7	10
Anatomy							
<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>							
Traits							
Horde Strength: Has +10 to hit. This decreases to +5 at 12 HP or less, and disappears at 6 HP or less.							
Actions							
<p>>Bite: 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.</p>							
Tactics							
<p>Scarabs have one thing going for them, in that they look like grist, which might catch greedy or gullible players off guard if the Scarabs stay still and lie in wait to ambush. Use them as a trap; they only have one trick, but their value is in hiding in plain sight.</p>							
Drops							
5 EXP, 5 BG							
Description							
<p>Treasure scarabs are rather big and troublesome insects in the shape of grist crystals when unmoving. even if they are rather easy to beat on their own and don't pose a clear threat when they're alone, if threatened enough they might call for support, should they not have it already. Be careful when entering an area that has been taken over by them... or picking up unsuspecting piles of grist.</p>							

Tier 1

Alkali	Dirt Disher, Medium Biological Underling (Tier 1, CR 1)						
Core Numerics		Base Stats					
Hit Points	13 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+4	+0	+0	+3	+0	+3	+0
Initiative	+3	Defenses					
Speed	30 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
2	+1	10	2	13	12	12	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>>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>
Last Gasp: When killed, may take one last major action.
<u>Actions</u>
<p>>Fist: Major action - Melee psionic attack, 10 ft. range, single-target, targets Fortitude, 2 damage.</p> <p>>Cairn: Special - When the Alkali uses Help, its range is increased to 50 feet.</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Alkali forces a missed psionic attack to deal half damage.</p>
<u>Tactics</u>
Straightforward melee attacker, though Cairn allows it to support its allies from a distance. So can the Greater Hive Drone, but the GHD is CR 3, while the Alkali is only CR 1.
<u>Drops</u>
10 EXP, 5 T1 Grist, 10 BG
<u>Description</u>
This underling is a facsimile of a troll, made of hundreds of small, smooth stones glued together by some psionic force. Surprisingly agile, for being literal rocks.

Barber	Snip Snap, Medium Biological Underling (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>	+8	+0	+0	+5	+0	+7	+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>	12	0	11	12	13	15
	3	+2					
<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>>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 (shears) (+2): Has 3 HP, required to use certain actions.</p>							

Traits
None: What? Not everyone's special.
Actions
>Cut: Major action - Melee weapon attack, one arm, shears, 5 ft. range, single-target, 5 damage. >Heal: Major action - Melee weapon attack, one arm, shears, 5 ft. range, single-target, heals 3 damage, cannot self-target. >Bleed: Special - A Cut with Assail also inflicts DoT (1, 5 rounds).
Tactics
If acting as attacker, open with Bleed into Cuts with Aim to capitalize on their high hit bonus. If acting as support, Heal whenever possible.
Drops
30 EXP, 15 T1 Grist, 30 BG
Description
Long, gangly limbs on a face whose mouth runs vertical, the shears it carries resembles garden hedge clippers. Sadly, it cannot perform dental surgery.

Basilisk	Annoying Lizard, Large Biological Underling (Tier 1, CR 2)						
Core Numerics		Base Stats					
Hit Points	26 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+6	+0	+0	+9	+0	+0	+3
Initiative	+14	Defenses					
Speed	40 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	10	2	12	11	11	15
3	+2						
Anatomy							
>Head (+4): +50% damage to headshots. >Artery (Secret: DC) (+4): Has 5 HP. If destroyed, target has DoT (5, 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. >Legs (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round). >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.							
Traits							
None: What? Not everyone's special.							
Actions							

<p>>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 3 damage.</p> <p>>Fiery Breath: Major action - Ranged weapon attack, 30 ft. cone, all targets, targets Reflex, 3 damage.</p> <p>>Tail Whip: Special - An Aimed Bite attack has -1 mod to damage, but has 15 ft. range and grapples on hit.</p>
<u>Tactics</u>
Tail Whip can be used to lock down speedy players, though the Basilisk will most likely want to use Fiery Breath every turn unless their target's Reflex is higher than their AC.
<u>Drops</u>
30 EXP, 15 T1 Grist, 30 BG
<u>Description</u>
This quick crawler may not be as tall or as sturdy as some of the other creatures in the Medium, but its speed and cunning more than make up for it. Whether by nature or design, Basilisks always have a wide, almost mocking grin on their faces with their forked tongues hanging out, and their long, slender bodies are perfect for fast movement across the ground.

Chimera	Genetic Hybrid, Huge Biological Underling (Tier 1, 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>	+6	+7	+0	+7	+0	+0	+0
<u>Initiative</u>	+7	<u>Defenses</u>					
<u>Speed</u>	30 ft., 30 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>	10	3	14	10	14	15
<u>Anatomy</u>							
<p>>Head (2) (+4): +50% damage to headshots.</p> <p>>Wings (+4): Removes flight for 1 round when damaged or grappled.</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>>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>							
None: What? Not everyone's special.							
<u>Actions</u>							

<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>
<u>Tactics</u>
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.
<u>Drops</u>
60 EXP, 30 T1 Grist, 60 BG
<u>Description</u>
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>	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>							

<p>>Smack: Major action - Melee weapon attack, one arm, tree, 10 ft. range, single-target, 7 damage.</p> <p>>Overhead: Major action - Melee weapon attack, one arm, tree, 10 ft. range, single-target, 5 damage, Prones.</p> <p>>Fist: Major action - Melee weapon attack, one arm, 5 ft. range, single-target, 3 damage.</p> <p>>Scream: Major action - Ranged weapon attack, 30 ft. radius, all targets, targets Fortitude, 3 damage, Deafens (2 rounds), half damage on miss.</p> <p>>Whirlwind: Special - A Smack or Fist with Assail hits all targets within range.</p> <p>>Impact: Special - When the Ettin uses Dash, it automatically deals 1 damage to all adjacent targets at the end of its turn.</p>
<u>Tactics</u>
Ettins can Overhead to pin down players if the Ettin has allies, but consider using Impact if dueling a speedy player, given it automatically hits. If multiple targets are within range, use Whirlwind if they're that close or all targets have high Fortitude, use Scream if they're more dispersed.
<u>Drops</u>
60 EXP, 30 T1 Grist, 60 BG
<u>Description</u>
<p>Are they stronger because they know how to pick up a tree and use it as a club? Or does the increased intelligence required to grasp such a concept a side-effect of increased muscle strength? Either way, these ogres are taller and sometimes thicker, but universally carry around trees, stop signs, light posts, and other terrible but sometimes funny objects.</p> <p style="text-align: center;">Well, funny until it cracks you for half your HP as a Sentinel.</p>

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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	12	0	14	10	12	15
		4	+2				
<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
<p>>Fireball: Major action - Ranged psionic attack, 60 ft. range, single-target, targets Reflex, 4 damage.</p> <p>>Impair: Major action - Ranged psionic attack, 60 ft. range, single-target, 2 damage, d4 Block die (next attack)</p> <p>>Flood: Major action - Ranged psionic attack, 60 ft. range, all targets within 10 ft. radius, targets Will, 2 damage, Cripple (half, 1 round).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Greater Hive Drone forces a missed psionic attack to deal half damage.</p> <p>>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.</p> <p>>Shield: Special - Avert imposes a 1d6 malus instead.</p>
Tactics
<p>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.</p>
Drops
<p>60 EXP, 30 T1 Grist, 60 BG</p>
Description
<p>Because absolutely nobody asked for more Hive Drones, there exists a greater version, like some sort of queen among their ranks.</p>

Greater Mimic		Insidious Doppelganger, Medium Psionic Underling (Tier 1, CR 3)					
Core Numerics		Base Stats					
<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	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>	10	0	9	12	9	15
	+2						
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>>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>							
Traits							
<p>Ambush Predator: Has advantage to hit during a surprise round.</p>							
Actions							

<p>>Slash: Major action - Melee weapon attack, 5 ft. range, single-target, targets Reflex, 1 damage, multiattack (3).</p> <p>>Disguise: Full-round action - Natural ability, the Greater Mimic disguises itself as any Medium 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> <p>>Quickening: Special - The Greater Mimic has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.</p> <p>>Impale: Special - A Slash with Assail loses multiattack (3), but deals 5 damage.</p> <p>>Wrench: Special - An Aimed Slash attack only deals 1 damage, but has 15 ft. range and grapples on hit.</p> <p>>Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 1 damage, grappled targets only.</p>
<u>Tactics</u>
The same tactics as the regular Mimic, it's a one trick pony whose value lies in the variety of disguises it might take. Whether a given Greater Mimic might be able to mimick your session's players is up to you; check if any prototypings might lend themselves to that, if you are of an especially wicked bent.
<u>Drops</u>
60 EXP, 30 T1 Grist, 60 BG
<u>Description</u>
Have you ever desired more Mimics? How about Mimics that look like your session's co-players from a distance in the empty night? No? Too bad.

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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	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>							

>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 2 damage.
>Hamstring: Major action - Melee weapon attack, 5 ft. range, single-target, Cripple (half, 1 round).
<u>Tactics</u>
Their Hamstring allows them to catch any fleeing players, though an alternative is to do as their description says and Grapple them before flying off with them. That said, this early in the session, the grapple and sky drop tactic may be too harsh.
<u>Drops</u>
10 EXP, 5 T1 Grist, 10 BG
<u>Description</u>
Monstrous birds with a ravenous hunger. It is said that if you see a harpy drag someone off, you'll never be seeing them again.

Hive Drone	Puny Nightlight, Medium 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	+0	+7	+5	+0
<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>	10	0	9	10	9	15
2	+1						
<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.							
>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).							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
>Fireball: Major action - Ranged psionic attack, 60 ft. range, single-target, targets Reflex, 2 damage.							
>Impair: Major action - Ranged psionic attack, 60 ft. range, single-target, d4 Block die (next attack).							
<u>Tactics</u>							
Standard ranged tactics, keep their distance and shoot their targets, with Impair thrown in if acting as a support.							
<u>Drops</u>							
10 EXP, 5 T1 Grist, 10 BG							
<u>Description</u>							

All the annoyance of imps, now with psionic powers.

Imp Horde		Annoying Nuisances, Medium Biological Underlings (Tier 1, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<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	<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>	11	0	10	11	9	15
1	+1						
<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>							
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>							
<p>>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.</p>							
<u>Tactics</u>							
Not too much to speak of, as a straightforward melee creature. They want to get in and start clawing.							
<u>Drops</u>							
10 EXP, 5 T1 Grist, 10 BG							
<u>Description</u>							
<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)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<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	<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>						

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. 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>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	0	10	7	7	15
4	+2						
<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, Prones. >Roar: Special - When the Ogre uses Assail, 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 Assail 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. It's 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>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	10	11	10	15
2	+1						
<u>Anatomy</u>							
>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). >Tool (gun) (+2): Has 2 HP, required to use certain actions.							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
>Gun: Major action - Ranged weapon attack, one arm, gun, 40 ft. range, single-target, 3 damage. >Blood and Vinegar: Reaction - Martial ability, the Reming chooses one negative condition on itself and reduces its duration by 1 round.							
<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>	
<p>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.</p>	

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>							
<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>							
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>							
<p>>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.</p>							
<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>

Hit Bonus	+1	+3	+0	+5	+0	+3	+0
Initiative	+5	Defenses					
Speed	20 ft., 40 ft. swim						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
1	+1	10	0	10	10	10	15
Anatomy							
<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>							
Traits							
Horde Strength: Has +10 to hit. This decreases to +5 at 25 HP or less, and disappears at 12 HP or less.							
Actions							
<p>>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.</p> <p>>Gouge: Major action - Melee weapon attack, 5 ft. range, single-target, Doom (1), the attack has an additional +5 to hit instead of using Horde Strength.</p>							
Tactics							
Specialized for aquatic environments and deadly as a melee combatant within them, though their Gouge does make them threatening outside their locale if you can get them into range.							
Drops							
10 EXP, 5 T1 Grist, 10 BG							
Description							
And now the imps can swim. And have tentacles for some reason.							

Vaardic	Force Defender, Large Psionic Underling (Tier 1, CR 3)						
Core Numerics		Base Stats					
Hit Points	112 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+3	+0	+9	+0	+5	+0	+3
Initiative	+0	Defenses					
Speed	20 ft., 20 ft. fly						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
2	+1	10	0	12	8	10	15
Anatomy							
<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>							
Traits							
Swarm Strength: Has +20 to hit. This decreases to +15 at 89 HP or less, to +10 at 67 HP, to +5 at 44 HP, and disappears at 22 HP.							
Actions							

<p>>Mind Spike: Major action - Ranged psionic attack, 40 ft. range, single-target, targets Fortitude, 2 damage, the attack hits an additional time for every 5 above the target's AC.</p> <p>>Psi Chain: Major and minor action - Ranged psionic attack, 40 ft. range, single-target, targets Fortitude, 1 damage, Daze (2 rounds).</p> <p>>Suppression: Major action - Ranged psionic attack, 40 ft. cone, all targets, targets Fortitude, 1 damage, half damage on miss, area is difficult terrain for 2 rounds.</p> <p>>Psi Block: Reaction - Psionic ability, imposes one d4 Block die against incoming attack vs AC.</p> <p>>Telekinetic Grasp: Special - When the Vaardic starts/maintains Grapple, it has a range of 30 feet and uses INT than STR.</p> <p>>Battlemind: Special - When the Vaardic uses Avert, it benefits all of its allies too.</p>
<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>							
<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>							
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.

Tier 2

Arcanist	Gunmage Extraordinaire, Medium Biological Underling (Tier 2, CR 3)						
Core Numerics		Base Stats					
Hit Points	114 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+4	+0	+6	+10	+6	+6	+0
Initiative	+10	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	10	6	12	10	12	15
19	+8						
Anatomy							
<p style="text-align: center;">>Head (+4): +50% damage to headshots.</p> <p style="text-align: center;">>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p style="text-align: center;">>Artery (Secret: DC) (+4): Has 20 HP. If destroyed, target has DoT (20, until healed with psionics)</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 style="text-align: center;">>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 style="text-align: center;">>Tool (gun) (+2): Has 9 HP, required to use certain actions.</p>							
Traits							
None: What? Not everyone's special.							
Actions							
<p>>Gun: Major action - Ranged weapon attack, two arms, gun, 40 ft. range, single-target, 27 damage.</p> <p>>Bramble Shot: Major action - Ranged weapon attack, two arms, gun, 40 ft. range, all targets within 10 ft. radius, targets Reflex, 19 damage, area is difficult terrain for 3 rounds.</p> <p>>Bomb Shot: Major action - Ranged weapon attack, two arms, gun, 40 ft. range, all targets within 10 ft. radius, targets Reflex, 27 damage, half damage on miss, Cooldown (1).</p> <p>>Blood and Vinegar: Reaction - Martial ability, the Arcanist chooses one negative condition on itself and reduces its duration by 1 round.</p> <p style="text-align: center;">>Sharpshooter: Special - An Aimed Gun attack has -1 mod to damage, but gains 30 ft. of range.</p> <p>>Psychosoma: Special - A Bramble Shot or Bomb Shot with Assail can choose to hit against Fortitude or Will instead.</p> <p>>High Quickening: Special - The Arcanist 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>							
Tactics							

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.

Drops

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

Description

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)					
Core Numerics		Base Stats					
Hit Points	96 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+4	+0	+4	+0	+8	+8	+6
Initiative	+0	Defenses					
Speed	40 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	8	0	9	7	9	15
14	+6						
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 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>							
Traits							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
Actions							
<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>							

<u>Tactics</u>
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.
<u>Drops</u>
90 EXP, 15 T2 Grist, 30 T1 Grist, 90 BG
<u>Description</u>
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>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	10	0	10	12	9	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 202 HP or less, to +10 at 151 HP, to +5 at 101 HP, and disappears at 50 HP.</p> <p>Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.</p>							
<u>Actions</u>							
<p>>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.</p> <p>>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.</p> <p>>Bloodcraze: Minor action - The Butcherbirds take 19 damage, then gain advantage on their next attack roll.</p> <p>>Bloodied Focus: Special - When the Butcherbirds are at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.</p>							
<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							
<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 (4) (+2): If an attack/ability deals any effect besides damage to at least two legs, it also inflicts Cripple (10, 1 round).</p>							
Traits							
Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.							
Actions							
<p>>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 8 damage.</p> <p>>Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 4 damage, grappled targets only.</p>							
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							
<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>>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 3 HP, required to use certain actions.</p>							
Traits							
None: What? Not everyone's special.							
Actions							
<p>>Gun: Major action - Ranged weapon attack, one arm, gun, 40 ft. range, single-target, 12 damage.</p> <p>>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.</p> <p>>Blood and Vinegar: Reaction - Martial ability, the Culverin chooses one negative condition on itself and reduces its duration by 1 round.</p>							
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.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	14	7	16	16	15	15
13	+6						
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>
<p>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.</p>
<u>Drops</u>
<p>180 EXP, 30 T2 Grist, 60 T1 Grist, 180 BG</p>
<u>Description</u>
<p>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.</p>

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.						

<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	10	0	10	10	10	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 16 HP. If destroyed, target has DoT (16, 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>							
Ambush Predator: Has advantage to hit during a surprise round.							
<u>Actions</u>							
<p>>Harpoon: Major action - Ranged weapon attack, one arm, 30 ft. range, single-target, 14 damage.</p> <p>>Goring Flight: Major and minor action - Ranged weapon attack, one arm, 30 ft. range, up to three targets, 8 damage, the Headhunter moves 15 feet before or after the attack.</p> <p>>Martial Precision: Special - When the Headhunter Aims, they gain advantage instead.</p>							
<u>Tactics</u>							
The Headhunter's range of 30 feet makes it near-impossible to kite with, without Goring Flight. If there are allies to lock down the player, use Martial Precision. If not, or there are multiple players, use Goring Flight.							
<u>Drops</u>							
90 EXP, 15 T2 Grist, 30 T1 Grist, 90 BG							
<u>Description</u>							
A boar-faced hulk of an underling, or perhaps a ridiculously grotesque ogre, with keen eyes and precise fingers.							

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>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>
14	+6	16	0	14	17	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>>Wings (+4): Removes flight for 1 round when damaged or grappled.</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>>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.</p> <p>>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.</p> <p>>Earthroot: Major action - Psionic ability, 60 ft. range, single-target, targets Reflex, Expose (1 round), Stuck (1 round), Cooldown (1).</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Imago forces a missed psionic attack to deal half damage.</p> <p>>Flit: Minor action - Psionic ability, the Imago shadowsteps up to 15 feet to an unoccupied location it can see.</p> <p>>Shadowdancer: Special - When the Imago uses Dash, it is Invisible for 1 round.</p>
<u>Tactics</u>
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
<u>Description</u>
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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	31 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	+4	+0	+8	+4	+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>	14	5	17	13	16	15
8	+4						
<u>Anatomy</u>							

>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.
>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).
<u>Traits</u>
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.
<u>Actions</u>
>Glare: Major action - Ranged psionic attack, 60 ft. range, single-target, targets Will, 8 damage.
>Flit: Minor action - Psionic ability, the Interval shadowsteps up to 15 feet to an unoccupied location it can see.
<u>Tactics</u>
A standard ranged attacker, kiting and shooting, with Flit as a minor to help it escape Grapples and the like.
<u>Drops</u>
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG
<u>Description</u>
A monolith of jet black, featureless and ominous, it's just floating there. MENACINGLY.

Lich	Skeletal Necromancer, Medium Psionic Underling (Tier 2, CR 1)						
<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>	+8	+0	+4	+0	+8	+6	+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>	14	3	16	13	18	15
	6	+3					
<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.							
>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 (focus) (+2): Has 3 HP, required to use certain actions.							
<u>Traits</u>							
Last Gasp: When killed, may take one last major action.							
<u>Actions</u>							

<p>>Shock: Major action - Ranged psionic attack, one arm, focus, 50 ft. range, single-target, targets Reflex, 6 damage, Dazes (1 round).</p> <p>>Purify: Minor action - Psionic ability, 50 ft. range, the Lich selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p> <p>>Puppeteer: Special - When the Lich uses Help, its range is increased to 50 feet and immediately grants the target a major action.</p> <p>>Ritual Protection: Special - When the Lich uses Avert, it also grants Aegis (3) for 1 round.</p>
<u>Tactics</u>
Standard ranged attacker, though in a support role it takes off. Use Puppeteer on the strongest ally and Avert on the player's first target.
<u>Drops</u>
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG
<u>Description</u>
The lich is a gaunt, dreadful creature, composed mostly of skeletal features, with an average size and figure. The brain is truly greater than brawn when it comes to the Lich, however, with its non-imposing figure belying its great mental and psionic prowess.

Mantatta	Agile Blades, Medium Biological Underling (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>	+8	+4	+0	+8	+0	+0	+0
<u>Initiative</u>	+8	<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	0	14	16	14	15
6	+3						
<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>>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>>Scythe: Major action - Melee weapon attack, one arm, 5 ft. range, single-target, 3 damage, multiattack (3).</p> <p>>Blood and Finesse: Reaction - Martial ability, the Mantatta chooses one negative condition on itself and reduces its duration by 1 round.</p>							
<u>Tactics</u>							
Standard melee attacker that wants to close in and scrap, though Agile allows it to use ledges, cliffs, and vertical space in getting there, or to set up an ambush.							

<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 for... 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>	14	0	14	16	14	15
13	+6						
<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)						
Core Numerics		Base Stats					
Hit Points	100 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	-1	+0	+0	+4	+4	+6	+8
Initiative	-1	Defenses					
Speed	20 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	12	0	12	13	14	15
4	+2						
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 66 HP or less, and disappears at 33 HP or less.							
Actions							
>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.							
Tactics							
Standard ranged attacker, kite and shoot, Flit instead of Aim or Assail if the player gets too close.							
Drops							
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG							
Description							
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)						
Core Numerics		Base Stats					
Hit Points	110 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+1	+8	+0	+0	+4	+4	+0
Initiative	+0	Defenses					
Speed	40 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	10	0	10	11	9	15
3	+2						
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.
<u>Traits</u>
Horde Strength: Has +10 to hit. This decreases to +5 at 73 HP or less, and disappears at 36 HP or less.
<u>Actions</u>
>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.
<u>Tactics</u>
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.
<u>Drops</u>
30 EXP, 5 T2 Grist, 10 T1 Grist, 30 BG
<u>Description</u>
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>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	0	9	8	9	15
	+8						
<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 26 HP. If destroyed, target has DoT (26, until healed with psionics)							
>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.							
>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 (2) (chains) (+2): Has 11 HP, required to use certain actions.							
<u>Traits</u>							
Last Gasp: When killed, may take one last major action.							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							

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.

Tier 3

Acheron	Magical Fighter, Huge Biological Underling (Tier 3, CR 2)						
Core Numerics		Base Stats					
Hit Points	144 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+7	+0	+7	+0	+9	+0
Initiative	+7	Defenses					
Speed	40 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	17	0	18	16	18	20
23	+10						
Anatomy							
<p style="text-align: center;">>Head (+4): +50% damage to headshots.</p> <p style="text-align: center;">>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p style="text-align: center;">>Artery (Secret: DC) (+4): Has 26 HP. If destroyed, target has DoT (26, until healed with psionics)</p> <p style="text-align: center;">>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p style="text-align: center;">>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 style="text-align: center;">>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 style="text-align: center;">>Kick: Major action - Melee weapon attack, 10 ft. range, single-target, 23 damage.</p> <p style="text-align: center;">>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 13 damage.</p> <p style="text-align: center;">>Flurry: Special - An Aimed Kick attack has -1 mod to damage, but gains multiattack (2) with Aim applying to both attack rolls.</p>							
Tactics							
Flurried Kicks as a standard melee attacker charging up and hitting, with Shockwave if their Reflex is low or there are multiple targets.							
Drops							
435 EXP, 15 T3 Grist, 30 T2 Grist, 90 T1 Grist, 435 BG							
Description							
Still looking for that dentist.							

Apophis		Temple Defender, Huge Biological Underling (Tier 3, CR 2)					
<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>	+9	+7	+0	+7	+0	+5	+0
<u>Initiative</u>	+12	<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>	15	0	16	15	15	20
18	+8						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>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.</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>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 18 damage, grapples on hit.</p> <p>>Envenom: Major action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 10 damage, Impair (1 round), grappled targets only.</p> <p>>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.</p>							
<u>Tactics</u>							
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.							
<u>Drops</u>							
435 EXP, 15 T3 Grist, 30 T2 Grist, 90 T1 Grist, 435 BG							
<u>Description</u>							
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)					
<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>	+7	+0	+0	+0	+7	+9	+9
<u>Initiative</u>	+0	<u>Defenses</u>					

Speed	30 ft., 30 ft. hover	<u>Defenses</u>					
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
23	+10	17	0	19	15	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>>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 psionic attack, 10 ft. range, single-target, 13 damage, multiattack (2).</p> <p>>Gravity Bomb: Major action - Ranged psionic attack, 40 ft. range, all targets within 10 ft. radius, targets Fortitude, 13 damage, forced move (15 ft.).</p> <p>>Displacement: Special - When the Astral uses Help, its range is increased to 50 feet and immediately lets the target move up to 50 feet.</p>							
<u>Tactics</u>							
In an offensive role, Astrals are standard melee attackers that want to run up and smash. In a support role however, use Displacement to let other melee attackers get into range, then Gravity Bomb players further into the melee.							
<u>Drops</u>							
435 EXP, 15 T3 Grist, 30 T2 Grist, 90 T1 Grist, 435 BG							
<u>Description</u>							
Also making their return from 2nd edition, a glowing, golden frog, almost in wicked imitation of some greater figure.							

Broodlord	Lord of the Pit, Gargantuan Biological Underling (Tier 3, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
Hit Points	192 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+0	+0	+7	+0	+7	+0
Initiative	+7	<u>Defenses</u>					
Speed	30 ft., 30 ft. fly	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	17	8	18	18	19	20
30	+12						
<u>Anatomy</u>							

>Head (+4): +50% damage to headshots.
>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.
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
>Spit: Major action - Ranged weapon attack, 70 ft. range, single-target, 18 damage, multiattack (2)
>Ensnare: Major action - Ranged weapon attack, 70 ft. range, all targets within 15 ft. radius, targets Reflex, Cripple (half, 3 rounds), Cooldown (2).
>Plague: Major action - Ranged weapon attack, 70 ft. range, all targets within 15 ft. radius, targets Fortitude, DoT (7, 5 rounds).
>Dark Swarm: Major action - Ranged weapon attack, 70 ft. range, all targets within 15 ft. radius, 18 damage, half damage on miss, area counts as 3/4 cover for 2 rounds.
>Molt: Special - When the Broodlord uses Defend, it also heals for 15 HP.
>Quickening: Special - The Broodlord 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 Plague if you can hit multiple targets, otherwise throw up a Dark Swarm and fly the Broodlord into it. Ensnare should only be used if the players are either running or capable of reaching the Broodlord in melee.
<u>Drops</u>
870 EXP, 30 T3 Grist, 60 T2 Grist, 180 T1 Grist, 870 BG
<u>Description</u>
Merc this is literally the broodlord, queen, and defiler from Starcraft what the frick.

Enchanter		Vexing Witch, Medium Psionic Underling (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>	+7	+0	+0	+0	+7	+11	+5
<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>	17	0	15	15	19	20
15	+6						
<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 13 HP. If destroyed, target has DoT (13, until healed with psionics)</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>
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Plague: Major action - Ranged psionic attack, focus, 40 ft. range, single-target, targets Fortitude, 9 damage, DoT (4, 5 rounds).</p> <p>>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).</p>
<u>Tactics</u>
Hit and run tactics excel with this one, given their base damage is abysmal. Let their DoTs do the work.
<u>Drops</u>
145 EXP, 5 T3 Grist, 10 T2 Grist, 30 T1 Grist, 145 BG
<u>Description</u>
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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	258 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+9	+0	+5	+5	+7	+0
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	10 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>	11	10	14	12	13	20
<u>Anatomy</u>							

<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>>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>
<p>>Claw: Major action - Melee psionic attack, 10 ft. range, single-target, 42 damage.</p> <p>>Ice Spike: Major action - Ranged psionic attack, 100 ft. range, all targets within 5 ft. radius, targets Reflex, 18 damage, Cripple (half, 1 round).</p> <p>>Frigid Wind: Special - When the Ice Revenant uses Assail, the damaging attack also inflicts Fade (1, stacks to 3).</p> <p>>Rage of Aquarius: Special - The Frost is Empowered while it has any negative conditions on itself.</p>
<u>Tactics</u>
Same tactics as the Ice Revenant, use their superior range to compensate.
<u>Drops</u>
870 EXP, 30 T3 Grist, 60 T2 Grist, 180 T1 Grist, 870 BG
<u>Description</u>
Yet another returner from 2nd edition with an even heftier demotion, downgraded to a miniboss. The Frost may not be as durable as it should be, but its mastery of the frost is far more... uh you're gonna die. Hope the developer fixes this description later.

Ice Revenant	Shielded Cryomancer, Gargantuan Psionic Underling (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>	+5	+0	+11	+0	+5	+9	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	10 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	10	13	7	13	20
23	+10						
<u>Anatomy</u>							

<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>>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>
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Claw: Major action - Melee psionic attack, 10 ft. range, single-target, 33 damage.</p> <p>>Ice Spike: Major action - Ranged psionic attack, 100 ft. range, all targets within 5 ft. radius, targets Reflex, 13 damage, Cripple (half, 1 round).</p> <p>>Frigid Wind: Special - When the Ice Revenant uses Assail, the damaging attack also inflicts Fade (1, stacks to 3).</p>
<u>Tactics</u>
Ice Spike is pretty much their only attack, given their low speed, unless a player closes in, at which point Claw is stronger.
<u>Drops</u>
435 EXP, 15 T3 Grist, 30 T2 Grist, 90 T1 Grist, 435 BG
<u>Description</u>
A towering, frozen entity made of ice, its body a featureless collection of ice structures, save for a few crystalline eyes. Wherever it goes, the ground freezes beneath it, its very presence cooling the air around it to a frigid state. Don't stick your tongue on it.

Landshark	Aberrant Predator, Large Biological Underling (Tier 3, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	124 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+7	+0	+9	+0	+7	+0
<u>Initiative</u>	+9	<u>Defenses</u>					
<u>Speed</u>	30 ft., 50 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>
21	+9	15	8	19	13	18	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>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.</p> <p>>Dorsal Fin (+4): Crippled (half) for 1 round when damaged or grappled.</p> <p>>Artery (Secret: DC) (+4): Has 22 HP. If destroyed, target has DoT (22, until healed with psionics)</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</p>							

Traits
Ambush Predator: Has advantage to hit during a surprise round.
Actions
>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 21 damage, grapples on hit.
>Burrow: Minor action - Martial ability, the Landshark burrows or unburrows. While burrowed, it can go underground and can go through cover and thin walls freely.
>Miasma: Major action - Ranged psionic attack, 30 ft. radius, all targets, targets Fortitude, 12 damage, Impair (1 round), Cooldown (2).
>Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 12 damage, grappled targets only.
>Biofeedback: Special - When the Landshark deals damage with an Aimed attack, it also inflicts Fade or Sunder (1, stacks to 3).
Tactics
Standard melee attacker, run up and hit them, though it can Burrow for new avenues of approach. Or the classic ambush. If you've seen shark movies, just copy what they do, most players won't recognize the tactical side of things anyway.
Drops
435 EXP, 15 T3 Grist, 30 T2 Grist, 90 T1 Grist, 435 BG
Description
It's a shark on land, what else do you need? Besides a miracle.

Megalodon	Ancient Abyssal, Huge Biological Underling (Tier 3, CR 3)						
Core Numerics		Base Stats					
Hit Points	228 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+0	+0	+0	+7	+9	+9
Initiative	+0	Defenses					
Speed	50 ft., 50 ft. burrow, 50 ft. swim						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
30	+12	13	12	17	11	16	20
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. >Dorsal Fin (+4): Crippled (half) for 1 round when damaged or grappled.. >Artery (Secret: DC) (+4): Has 40 HP. If destroyed, target has DoT (40, until healed with psionics) >Opening (Secret: DC) (+0): Attacks against this have +2 to hit.							
Traits							

Ambush Predator: Has advantage to hit during a surprise round.
<u>Actions</u>
<p>>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 30 damage, Rot (1), grapples on hit.</p> <p>>Burrow: Minor action - Martial ability, the Megalodon burrows or unburrows. While burrowed, it can go underground and can go through cover and thin walls freely.</p> <p>>Miasma: Reaction - Ranged psionic attack, 30 ft. radius, all targets, targets Fortitude, 18 damage, Rot (1).</p> <p>>Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 18 damage, Rot (1), grappled targets only.</p> <p>>Biofeedback: Special - When the Teratoma Rot deals damage with an Aimed attack, it also inflicts Fade or Sunder (1, stacks to 3).</p> <p>>Rot: Special - When the Teratoma Rot deals damage, it also inflicts Rot (1). Rot is a unique condition; any creature that reaches Rot (8) immediately takes 42 damage, and the Teratoma Rot heals for the same amount.</p>
<u>Tactics</u>
Same tactics as the Landshark, with the addition of Rot creating a sense of urgency in players.
<u>Drops</u>
870 EXP, 30 T3 Grist, 60 T2 Grist, 180 T1 Grist, 870 BG
<u>Description</u>
These landsharks, instead of dying to their parasitic cancer, survived into symbiosis with the disease. Sadly for everyone else, no one told them medicine doesn't work that way, and now they are all the stronger for it.

Meister	Sword Studier, Medium Biological Underling (Tier 3, CR 1)						
<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>	+9	+9	+0	+5	+5	+7	+0
<u>Initiative</u>	+10	<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	0	22	22	21	20
12	+5						
<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>>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>
>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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	15	0	13	16	14	20
21	+9						
<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.							
<u>Actions</u>							
>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.							
>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.							
>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.							
>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.							
>Blur: Special - When the Pestilence uses Dash, it counts as being in 3/4 cover for 1 round.							
<u>Tactics</u>							
Open with Choler-caust if the player's Fortitude is low, otherwise open with Grist-eater.							
<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)					
<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>	+7	+0	+0	+9	+5	+7	+0
<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>	21	0	19	22	20	20
6	+3						
<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 93 HP or less, and disappears at 46 HP or less.							
<u>Actions</u>							
>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.							
<u>Tactics</u>							
Straightforward melee attacking horde, run them up and fight.							
<u>Drops</u>							
145 EXP, 5 T3 Grist, 10 T2 Grist, 30 T1 Grist, 145 BG							
<u>Description</u>							
A swarm of deceptively cuddly-looking spiders.							

Titachnids		Deadly Mosquitos, Huge Biological Underlings (Tier 3, 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>	+7	+0	+0	+7	+0	+7	+0
<u>Initiative</u>	+7	<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>						

6	+3	19	0	18	20	19	20
<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 106 HP or less, and disappears at 53 HP or less.</p>							
<u>Actions</u>							
<p>>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.</p>							
<u>Tactics</u>							
<p>Straightforward ranged horde, have them shoot and kite.</p>							
<u>Drops</u>							
<p>145 EXP, 5 T3 Grist, 10 T2 Grist, 30 T1 Grist, 145 BG</p>							
<u>Description</u>							
<p>Annoying pests that like to spit at people.</p>							

Tier 4

Benthic		Psionic Eroder, Medium Psionic 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	+0	+0	+10	+10	+12	+12
<u>Initiative</u>	+10	<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>	15	0	15	15	17	20
25	+10						
<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> <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 10 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Sea's Curse: Major action - Ranged psionic attack, one arm, focus, 50 ft. range, targets Fortitude, single-target, 25 damage, Dazes (1 round).</p> <p>>Low Tide: Major action - Psionic ability, one arm, focus, 50 ft. range, single-target, target is Invisible (1 round), Cooldown (2).</p> <p>>Purify: Minor action - Psionic ability, 50 ft. range, the Benthic selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p> <p>>Bloodsoaked Tides: Special - When the Benthic uses Help, its range is increased to 50 feet and also grants +2 to hit and +1 damage mod for 1 round.</p>							
<u>Tactics</u>							
Best used in a supporting role, where Low Tide lets allies displace and Bloodsoaked Tides empower heavy hitters.							
<u>Drops</u>							
270 EXP, 5 T4 Grist, 10 T3 Grist, 30 T2 Grist, 145 T1 Grist, 270 BG							
<u>Description</u>							
It came from the depths, borne of aeons past. A grotesque fish's head on the body of a disheveled humanoid thing, tinkling with chains and charms of pagan origin.							

Bogeymen		Malicious Stalkers, Large Biological Underlings (Tier 4, CR 1)					
Core Numerics		Base Stats					
Hit Points	280 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+0	+0	+12	+0	+6	+0
Initiative	+17	Defenses					
Speed	50 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	17	0	17	17	17	20
10	+4						
Anatomy							
<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>							
Traits							
<p>Horde Strength: Has +10 to hit. This decreases to +5 at 186 HP or less, and disappears at 93 HP or less.</p>							
Actions							
<p>>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 6 damage, multiattack (2).</p> <p>>Rage of Aquarius: Special - The Bogeymen are Empowered while they have any negative conditions on themselves.</p>							
Tactics							
<p>Standard melee horde, run them up and fight.</p>							
Drops							
<p>270 EXP, 5 T4 Grist, 10 T3 Grist, 30 T2 Grist, 145 T1 Grist, 270 BG</p>							
Description							
<p>Now you will know why you fear the night. They look just like you. Deformed, vile, but unmistakably like you. Supposedly. Your allies see themselves.</p>							

Chepri		Flying Tank, Huge Biological Underling (Tier 4, CR 2)					
Core Numerics		Base Stats					
Hit Points	255 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+5	+6	+6	+0	+8	+0	+0
Initiative	-5	Defenses					
Speed	30 ft., 30 ft. fly	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	13	10	15	13	16	20
45	+18						
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>>Wings (+4): Removes flight for 1 round when damaged or grappled.</p> <p>>Artery (Secret: DC) (+4): Has 45 HP. If destroyed, target has DoT (45, 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>>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>
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.
<u>Actions</u>
<p>>Suntouch: Major action - Ranged psionic attack, 50 ft. range, all targets within 5 ft. radius, targets Reflex, 45 damage.</p> <p>>Cursed Sands: Major action - Melee psionic attack, 20 ft. radius, all targets, targets Will, 27 damage.</p> <p>>Shield: Special - Avert imposes a 1d6 malus instead.</p>
<u>Tactics</u>
Standard ranged attacker, kite and Suntouch. Use Cursed Sands if anyone gets close. Avoid flying if the player can Prone.
<u>Drops</u>
810 EXP, 15 T4 Grist, 30 T3 Grist, 90 T2 Grist, 435 T1 Grist, 810 BG
<u>Description</u>
A flying beetle of immense proportions, its chitin is jagged and heated. It flies through deserts with ease, and are rumored to be heralds of the dawn.

Diabolist	Demon Worshiper, Medium Psionic Underling (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>	+7	+0	+0	+0	+8	+8	+10
<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>	15	0	15	15	16	20
50	+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>>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>

25	+10	15	0	16	16	14	20
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 22 HP. If destroyed, target has DoT (22, 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>>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> <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, 10 ft. range, single-target, 15 damage, multiattack (3).</p> <p>>Blood and Valor: Reaction - Martial ability, the Hecatoncheire chooses one negative condition on itself and reduces its duration by 1 round.</p>							
<u>Tactics</u>							
Standard melee attacker, run them up and have them Fist.							
<u>Drops</u>							
270 EXP, 5 T4 Grist, 10 T3 Grist, 30 T2 Grist, 145 T1 Grist, 270 BG							
<u>Description</u>							
Apparently the Medium has no dentists.							

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
<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>							
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>							

<p>>Bite: Major action - Melee weapon attack, 20 ft. range, single-target, 35 damage, the attack hits an additional time for every 5 above the target's AC.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 21 damage.</p> <p>>Poisoned Fang: Major action - Melee weapon attack, 20 ft. range, single-target, 21 damage, DoT (9, 5 rounds), the attack has an additional +10 to hit instead of using Swarm Strength.</p> <p>>Faerie Fire: Major action - Ranged psionic attack, 60 ft. range, single-target, targets Fortitude, 21 damage, target emits bright light in 10 ft. radius and cannot Hide for 1 minute, the attack has an additional +10 to hit instead of using Swarm Strength.</p> <p>>Regenerate: Special - When the Hydra uses any major or minor action, it also heals for 9 HP.</p> <p>>Rage of Aquarius: Special - The Hydra are Empowered while they have any negative conditions on themselves.</p>
<u>Tactics</u>
Open with Faerie Fire against stealthy players, open with Poisoned Fang otherwise.
<u>Drops</u>
1620 EXP, 30 T4 Grist, 60 T3 Grist, 180 T2 Grist, 870 T1 Grist, 1620 BG
<u>Description</u>
Hail it.

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>							
<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 460 HP or less, to +10 at 345 HP, to +5 at 230 HP, and disappears at 115 HP.</p>							
<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>
<u>Tactics</u>
Open with Aura of Fear against melee attackers or if the Imperial Vestige has allies, otherwise Martial Shield is better.
<u>Drops</u>
1620 EXP, 30 T4 Grist, 60 T3 Grist, 180 T2 Grist, 870 T1 Grist, 1620 BG
<u>Description</u>
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.

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>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	0	12	12	13	20
	10	+4					
<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>							
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>							
<p>>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.</p> <p>>Blood and Valor: Reaction - Martial ability, the Lich Guards chooses one negative condition on themselves and reduces its duration by 1 round.</p>							
<u>Tactics</u>							
Standard melee horde, run them up and fight.							
<u>Drops</u>							

270 EXP, 5 T4 Grist, 10 T3 Grist, 30 T2 Grist, 145 T1 Grist, 270 BG

Description

Able bodyguards and versatile fighters, these skeletal creatures with steel-sheathed limbs seek to impede progress.

Orcinus	Apex Predator, Large Biological Underling (Tier 4, CR 2)						
Core Numerics		Base Stats					
Hit Points	174 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+5	+10	+0	+10	+0	+6	+0
Initiative	+10	Defenses					
Speed	30 ft., 40 ft. burrow	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	19	13	22	19	21	20
45	+18						
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>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.</p> <p>>Dorsal Fin (+4): Crippled (half) for 1 round when damaged or grappled..</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>							
Traits							
Ambush Predator: Has advantage to hit during a surprise round.							
Actions							
<p>>Bite: Major action - Melee weapon attack, 5 ft. range, single-target, 45 damage.</p> <p>>Burrow: Minor action - Martial ability, the Orcinus burrows or unburrows. While burrowed, it can go underground and can go through cover and thin walls freely.</p> <p>>Abyssal Stare: When the Orcinus Averts an attack, the attacker is Crippled (10, 1 round).</p> <p>>Bloodied Focus: Special - When the Orcinus is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.</p>							
Tactics							
Standard melee attacker, run up and smash. Burrow allows more avenues of approach.							
Drops							
810 EXP, 15 T4 Grist, 30 T3 Grist, 90 T2 Grist, 435 T1 Grist, 810 BG							
Description							
From Hell's heart I stab at thee. Just threatening enough that you'll ignore that this is an orca, not a whale. Except orcas are killer whales, so what's really going on here?							

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>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	19	19	20	20
30	+12						
<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 15 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, 5 ft. range, one arm, blade, 42 damage.</p> <p>>Show of Force: Major action - Martial ability, 30 ft. radius, all targets, targets Will, Impair (1 round), Cooldown (4).</p> <p>>Blood and Valor: Reaction - Martial ability, the Phoimos chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Transfixing Gaze: Special - When the Phoimos starts/maintains Grapple, it has a range of 30 feet and uses CHA than STR.</p>							
<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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<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	270 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	+10	+10	+10	+0
<u>Initiative</u>	+10	<u>Defenses</u>					
<u>Speed</u>	30 ft., 30 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>	19	0	18	18	20	20
10	+4						
<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 180 HP or less, and disappears at 90 HP or less.</p>							
<u>Actions</u>							
<p>>Bubble: Major action - Ranged weapon attack, 50 ft. range, single-target, targets Will, 10 damage, the attack hits an additional time for every 5 above the target's Will.</p> <p>>Bloodied Focus: Special - When the Proteii are at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.</p>							
<u>Tactics</u>							
<p>Standard ranged horde, kite and shoot.</p>							
<u>Drops</u>							
<p>270 EXP, 5 T4 Grist, 10 T3 Grist, 30 T2 Grist, 145 T1 Grist, 270 BG</p>							
<u>Description</u>							
<p>The faerie colonies saw the Titachnid nests doing the Pestilence thing, so they insisted they do the same with the Proteii, in the form of a dragon. And also made faeries exist in RPGStuck at the same time, somehow. This is why you never deal with the fey.</p>							

<u>Subterranean Lord</u>		<u>Anime Reference, Colossal Biological Underling (Tier 4, CR 3)</u>					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	263 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+9	+14	+0	+0	+0	+0	+0
<u>Initiative</u>	+0	<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>	21	0	23	23	23	20
40	+16						
<u>Anatomy</u>							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 47 HP. If destroyed, target has DoT (47, 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>>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> <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 (4) (blade) (+2): Has 20 HP, required to use certain actions.</p>
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Flurry: Major action - Melee weapon attack, two arms, two blades, 10 ft. range, single-target, 24 damage, multiattack (3).</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 24 damage.</p> <p>>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).</p> <p>>Blood and Valor: Reaction - Martial ability, the Subterranean Lord chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Crush Armor: Special - An Aimed Flurry loses multiattack (3), but inflicts Sunder (3).</p> <p>>Impact: Special - When the Subterranean Lord uses Dash, it automatically deals 8 damage to all adjacent targets at the end of its turn.</p> <p>>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.</p>
<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.

Tempress		Flirty Tenebrae, Large Psionic Underling (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>	+9	+0	+0	+6	+0	+0	+14
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	30 ft., 30 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>						

40	+16	17	0	16	16	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>>Wings (+4): Removes flight for 1 round when damaged or grappled.</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</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>							
<p>>Pain: Major action - Ranged psionic attack, 50 ft. range, single-target, 40 damage.</p> <p>>Hypnotic Twirl: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (10) and has disadvantage on their next attack roll.</p> <p>>Darkstar: Major action - Ranged psionic attack, 50 ft. range, single-target, targets Fortitude, 24 damage, Rupture (10, 2 rounds).</p> <p>>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.</p> <p>>Enthralling Trance: Special - When the Temptress starts/maintains Grapple, it has a range of 30 feet and uses CHA than STR.</p> <p>>Bloodied Focus: Special - When the Temptress is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.</p>							
<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 style="text-align: center;">>Head (+4): +50% damage to headshots.</p> <p style="text-align: center;">>Psi Core (Secret) (+2): +50% damage to the core, but only psionic attacks may target it.</p> <p style="text-align: center;">>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 style="text-align: center;">>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 style="text-align: center;">>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 style="text-align: center;">>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 style="text-align: center;">>Punishing Blow: Major action - Melee weapon attack, one arm, blade, 5 ft. range, 56 damage.</p> <p style="text-align: center;">>Show of Force: Major action - Martial ability, 30 ft. radius, all targets, targets Will, Impair (1 round), Cooldown (4).</p> <p style="text-align: center;">>Transfixing Gaze: Special - When the Tryptarch starts/maintains Grapple, it has a range of 30 feet and uses CHA than STR.</p> <p style="text-align: center;">>Advance: Minor action - Martial ability, the Tryptarch moves up to 15 feet.</p> <p style="text-align: center;">>Blood and Valor: Reaction - Martial ability, the Tryptarch chooses one negative condition on itself and reduces its duration by 1 round.</p> <p style="text-align: center;">>Martial Precision: Special - When the Tryptarch uses Aim, they gain advantage instead.</p> <p style="text-align: center;">>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 style="text-align: center;">>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>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	17	17	16	20
60	+24						
<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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	416 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+15	+13	+7	+0	+0	+0
<u>Initiative</u>	+7	<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	12	18	16	16	20
72	+29						
<u>Anatomy</u>							
<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>							
<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>							
<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>							
<u>Tactics</u>							
Standard melee attacker, but use Infernal Summons to close the gap if it would otherwise need to Dash to close in that turn.							
<u>Drops</u>							
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG							
<u>Description</u>							
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	12	0	14	10	14	20
60	+24						
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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<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>	+6	+9	+7	+0	+11	+11	+0
<u>Initiative</u>	-5	<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>	16	15	20	18	18	20
96	+39						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</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>>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 (knuckles) (+2): Has 45 HP, required to use certain actions.</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>							
<p>>Punch: Major action - Melee weapon attack, knuckles, 10 ft. range, single-target, 135 damage.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 57 damage.</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p> <p>>Flurry: Special - An Aimed Punch attack has -1 mod to damage, but gains multiattack (2) with Aim applying to both attack rolls.</p> <p>>Martial Shield: Special - When the Fomorian uses Avert, it imposes disadvantage instead.</p>							
<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.							

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

Hit Points	500 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+8	+11	+0	+0	+0	+9	+0
Initiative	+5	Defenses					
Speed	50 ft., 50 ft. fly						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
15	+6	16	0	16	18	15	20
Anatomy							
<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>							
Traits							
<p>Horde Strength: Has +10 to hit. This decreases to +5 at 333 HP or less, and disappears at 166 HP or less.</p> <p>Ambush Predator: Has advantage to hit during a surprise round.</p>							
Actions							
<p>>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 15 damage, the attack hits an additional time for every 5 above the target's AC.</p> <p>>Bloodied Focus: Special - When the Furies are at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.</p>							
Tactics							
Standard melee horde, run them up and fight.							
Drops							
700 EXP, 5 T5 Grist, 10 T4 Grist, 30 T3 Grist, 145 T2 Grist, 270 T1 Grist, 700 BG							
Description							
Frothing at the beak, feathers ruffled, talons sharp and bloody. Their feathers are splotched in colors that resemble the cloud cover of Skaia.							

Golem	Single Stone, Huge Psionic Underling (Tier 5, CR 2)						
Core Numerics		Base Stats					
Hit Points	610 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+10	+0	+9	+0	+13	+9	+0
Initiative	-5	Defenses					
Speed	20 ft. fly						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
40	+16	10	20	14	8	13	20
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 107 HP. If destroyed, target has DoT (107, 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>>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>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Eyebeam: Major action - Ranged psionic attack, 100 ft. range, single-target, 56 damage, Cooldown (1).</p> <p>>Telekinetic Wave: Major action - Ranged psionic attack, 30 ft. radius, all targets, targets Fortitude, 24 damage, push (10 ft.).</p> <p>>Superior Telekinetic Field: When the Golem uses Defend, it teleports in place of moving and gains +4 to AC/resistances for 1 round.</p>
<u>Tactics</u>
Similar to the Measure. Against melee players, when Eyebeam is on cooldown, use Telekinetic Wave if Fortitude is low, Defend otherwise. If grappled, Defend and teleport out of it. Against ranged players, Superior Telekinetic Field lets them reliably tank shots.
<u>Drops</u>
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG
<u>Description</u>
When one takes the Measure and carves it down to size, compacting its power, the result is the Golem. Black and featureless and recursive.

Kraken	Wrathful Nautilus, Colossal Biological Underling (Tier 5, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	735 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	+0	+0	+0	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	40 ft., 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>	10	20	14	10	12	20
		<u>Anatomy</u>					
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 129 HP. If destroyed, target has DoT (129, 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>							

Traits
None: What? Not everyone's special.
Actions
>Tentacles: Major action - Melee weapon attack, four tentacles, 30 ft. range, up to four targets, 80 damage, grapples on hit.
>Thrash: Major and minor action - Melee weapon attack, 30 ft radius, all targets, 48 damage, multiattack (2).
>Psychic Scream: Major action - Ranged psionic attack, 100 ft. radius, all targets, targets Fortitude, 48 damage, Deafens (2 rounds), half damage on miss.
>Poisoned Fang: Major action - Melee weapon attack, 30 ft. range, single-target, 48 damage, DoT (19, 5 rounds).
>Weird: Special - When the Kraken Assails, it also adds Impair (1 round).
>Regenerate: Special - When the Kraken uses any major or minor action, it also heals for 19 HP.
>Rage of Aquarius: Special - The Kraken is Empowered while it has any negative conditions on itself.
Tactics
Open with Psychic Scream. Keep them at a distance with Weird Psychic Screams if the player is melee, close in with Poisoned Fang if ranged. Save Thrash only for if multiple players are within range.
Drops
4200 EXP, 30 T5 Grist, 60 T4 Grist, 180 T3 Grist, 870 T2 Grist, 1620 T1 Grist, 4200 BG
Description
When one stares into the eyes of a shark, one may understand hunger and go mad. Such a being becomes a maw by which all must be consumed, all else is but means to the end of consumption.

Lich Queen		Psionic Master, Huge Psionic Underling (Tier 5, CR 2)					
Core Numerics		Base Stats					
<u>Hit Points</u>	370 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	+7	+0	+13	+11	+9
<u>Initiative</u>	+0	Defenses					
<u>Speed</u>	20 ft., 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>	16	15	19	16	20	20
60	+24						
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>>Wings (+4): Removes flight for 1 round when damaged or grappled.</p> <p>>Artery (Secret: DC) (+4): Has 65 HP. If destroyed, target has DoT (65, 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>>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>>Master Eyebeam: Major action - Ranged psionic attack, 100 ft. range, single-target, 36 damage, multiattack (3).</p> <p>>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.</p> <p>>Magical Force: Special - When the Lich Queen Aims, it gains advantage instead.</p>
<u>Tactics</u>
Standard ranged attacker, kite and shoot. Use Psionic Master to force the heaviest-hitting psi attack to do damage.
<u>Drops</u>
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG
<u>Description</u>
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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	245 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	+13	+0	+15	+11
<u>Initiative</u>	+18	<u>Defenses</u>					
<u>Speed</u>	50 ft., 50 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>	22	0	20	24	23	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>>Wings (+4): Removes flight for 1 round when damaged or grappled.</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>
Ambush Predator: Has advantage to hit during a surprise round.
<u>Actions</u>
<p>>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.</p> <p>>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.</p> <p>>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).</p> <p>>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).</p>
<u>Tactics</u>
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>
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG
<u>Description</u>
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>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+8	+9	+9	+0	+0	+9	+15
<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>	16	0	15	17	16	20
80	+32						
<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>>Wings (+4): Removes flight for 1 round when damaged or grappled.</p> <p>>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.</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>
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Flame: Major action - Ranged psionic attack, 50 ft. range, single-target, targets Reflex, 80 damage.</p> <p>>Nova: Major action - Melee psionic attack, 30 ft. radius, all targets, targets Reflex, 48 damage.</p> <p>>Inferno: Major action - Ranged psionic attack, 50 ft. range, all targets within 10 ft. radius, targets Reflex, 48 damage.</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Phoenix forces a missed psionic attack to deal half damage.</p> <p>>Enscorcelled Flames: Special - When the Phoenix Assails, it also adds DoT (19, 5 rounds).</p> <p>>Everlasting Flight: Special - When the Phoenix uses any major or minor action, it also heals for 19 HP.</p>
<u>Tactics</u>
If the player has low Reflex, kite with Inferno. Otherwise, use it while closing in, then switch to Flame. Nova if two or more targets are within distance.
<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>
The fire eternally burns, like the winds across which this underling soars. With broad, brazen wings does it fly. With human hands does it grip. With human lips does it sneer.

Primal	Denizen Shade, Large Psionic Underling (Tier 5, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	540 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	+7	+7	+7	+7	+7
<u>Initiative</u>	+7	<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>	18	0	19	19	19	20
64	+26						
<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 95 HP. If destroyed, target has DoT (95, 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>>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>>Shadow Hand: Major action - Melee psionic attack, 10 ft. range, single-target, 64 damage.</p> <p>>Shadow Salvo: Major action - Ranged psionic attack, 100 ft. range, single-target, targets Reflex, 38 damage, multiattack (3).</p> <p>>Shadow Hex: Major action - Ranged psionic attack, 100 ft. range, single-target, targets Fortitude, 38 damage, Impair (1 round), Cooldown (2).</p> <p>>Shadow Deluge: Reaction - Psionic ability, the Primal forces a missed psionic attack to deal half damage.</p> <p>>Shadow Precision: Special - When the Primal uses Aim, they gain advantage instead.</p> <p>>Shadow Shield: Special - When the Primal uses Avert, it imposes disadvantage instead.</p>
<u>Tactics</u>
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.
<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>
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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	20	0	20	22	18	20
56	+23						
<u>Anatomy</u>							

>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.
>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.
>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 (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 (8) (+2): If an attack/ability deals any effect besides damage to at least four legs, it also inflicts Cripple (10, 1 round).
<u>Traits</u>
Agile: May fly, but must end each of its turns on the ground.
<u>Actions</u>
>Sting: Major action - Melee weapon attack, tail, 15 ft. range, single-target, 33 damage, grapples on hit.
>Toxin: Special - An Aimed Sting attack has -1 mod to damage, but inflicts DoT (14, 5 rounds).
>Rage of Aquarius: Special - The Serket is Empowered while it has any negative conditions on itself.
>Quickening: Special - The Serket has a second minor action per turn. This second minor is lost if it starts the turn with any negative conditions.
<u>Tactics</u>
Standard melee attacker, run up and sting the player.
<u>Drops</u>
2100 EXP, 15 T5 Grist, 30 T4 Grist, 90 T3 Grist, 435 T2 Grist, 810 T1 Grist, 2100 BG
<u>Description</u>
Merc this is literally Vriska's lusus.

Siren	Enthralling Song, Medium Psionic Underling (Tier 5, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	315 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	+0	+0	+7	+15
<u>Initiative</u>	+0	<u>Defenses</u>					
<u>Speed</u>	30 ft., 50 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>	18	0	17	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>>Artery (Secret: DC) (+4): Has 56 HP. If destroyed, target has DoT (56, until healed with psionics)</p> <p>>Artery (Secret: DC) (+4): Has 56 HP. If destroyed, target has DoT (56, 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>>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>>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>
Feeding Frenzy: +1 mod to damage dealt against targets that are Crippled, Grappled, or otherwise have their speed reduced.
<u>Actions</u>
<p>>Song: Major action - Ranged psionic attack, 50 ft. range, single-target, targets Will, 70 damage.</p> <p>>Enthralling Aria: Major action - Psionic ability, 50 ft. range, single-target, the target gains Doom (17) and has disadvantage on their next attack roll.</p> <p>>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.</p> <p>>Odysseus' Trial: Special - When the Siren starts/maintains Grapple, it has a range of 50 feet and uses CHA than STR.</p>
<u>Tactics</u>
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
<u>Description</u>
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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	12	0	14	10	10	20
18	+8						
<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 386 HP or less, and disappears at 193 HP or less.

Actions

>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.

Tactics

Standard ranged horde, kite and shoot.

Drops

700 EXP, 5 T5 Grist, 10 T4 Grist, 30 T3 Grist, 145 T2 Grist, 270 T1 Grist, 700 BG

Description

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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	6 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	+2	+2	+0
<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>	15	0	16	16	14	10
1	+1						
<u>Anatomy</u>							
<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>>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>							
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.							
<u>Actions</u>							
>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>							
<p>Their Stakes die to a broad area of tasks makes them useful to a player.</p> <p>Oh you wanted combat tactics? Pfft.</p>							
<u>Drops</u>							
5 EXP							
<u>Description</u>							
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

Consort Cavalry		Armed Riders, Huge Biological Consorts (Tier 1, CR 3)					
Core Numerics		Base Stats					
Hit Points	77 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+3	+5	+3	+3	+5	+7	+0
Initiative	+3	Defenses					
Speed	40 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	16	0	17	17	15	15
3	+2						
Anatomy							
>Swarm Anatomy: Whenever targeted by a multiple-target attack, all 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.							
Traits							
Swarm Strength: Has +20 to hit. This decreases to +15 at 61 HP or less, to +10 at 46 HP, to +5 at 30 HP, and disappears at 15 HP.							
Actions							
>Spear: 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.							
Tactics							
Standard melee horde tactics, run up and Spear, just with enhanced mobility.							
Drops							
30 EXP							
Description							
Knightly virtues are probably popular among consorts. And if not, well. Talk to the spear.							

Consort Fighters		Less Hapless, Large Biological Consorts (Tier 1, CR 1)					
Core Numerics		Base Stats					
Hit Points	33 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+3	+5	+0	+3	+3	+7	+0
Initiative	+3	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	16	0	17	17	15	15
1	+1						
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.							

<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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	12	0	14	10	13	15
4	+2						
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots.							
>Opening (Secret: DC) (+0): Attacks against this have +2 to hit.							
>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).							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 4 damage.							
>Rage of Aquarius: Special - The Consort Golem is Empowered while it has any negative conditions on itself.							
<u>Tactics</u>							
Standard melee tactics, run up and Fist the enemy.							
<u>Drops</u>							
30 EXP							

Description

Merc this is literally the golem from Minecraft you hack.

Consort Priest	Swaddling Robes, Medium Biological Consort (Tier 1, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	12 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	+5	+7	+0
<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>	18	0	16	17	20	15
2	+1						
<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 3 HP. If destroyed, target has DoT (3, 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 1 HP, required to use certain actions.</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, 1 damage.</p> <p>>Healing Water: Major action - Psionic ability, 30 ft. range, single-target, the target heals for 1 HP at the start of each of their turns for 5 turns, Cooldown (1 minute).</p> <p>>Earthroot: Major action - Psionic ability, 60 ft. range, single-target, targets Reflex, Stick (1 round), Cooldown (1).</p> <p>>Purify: Minor action - Psionic ability, 60 ft. range, the Consort Priest selects an allied creature (but never itself) and removes up to two conditions from them. Cooldown (1).</p>							
<u>Tactics</u>							
Alternate between Healing Water for allies and Earthroot for the target. Unless the Consort Priest is alone, in which case swap Healing Water for Dash because no chance in hell they're winning.							
<u>Drops</u>							
10 EXP							
<u>Description</u>							
These consorts have funny hats and poofy robes, they must be important.							

Tier 2

Consort Alpha		Dire Consort, Medium Biological Consort (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	+6	+4	+10	+4	+10	+4
<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>	10	0	12	12	12	15
19	+8						
<u>Anatomy</u>							
<p style="text-align: center;">>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 26 HP. If destroyed, target has DoT (26, 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 style="text-align: center;">>Tool (scythe, bow) (+2): Has 11 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Cleave: Major action - Melee weapon attack, one arm, scythe, 10 ft. range, up to six targets, 19 damage.</p> <p>>Rain of Arrows: Major action - Ranged weapon attack, two arms, bow, 75 ft. range, single-target, 11 damage, multiattack (3)</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p> <p>>Blood and Valor: Reaction - Martial ability, the Consort Alpha chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Death Mark: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (5) and the Consort Alpha has advantage on their next attack roll.</p> <p style="padding-left: 20px;">>Martial Precision: Special - When the Consort Alpha uses Aim, they gain advantage instead.</p> <p style="padding-left: 20px;">>Martial Shield: Special - When the Consort Alpha uses Avert, it imposes disadvantage instead.</p> <p>>High Quickening: Special - The Consort Alpha 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>							
<u>Tactics</u>							

Ideally, they want to open with Death Mark, then Cleave or Rain of Arrows as desired.
<u>Drops</u>
180 EXP
<u>Description</u>
Lone wanderers and nomads, these consorts are no pushovers.

Dire Consort	Not Hapless, Medium Biological Consort (Tier 2, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	80 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+6	+6	+4	+10	+4	+10	+4
<u>Initiative</u>	+15	<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>	14	0	15	15	15	15
12	+5						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 14 HP. If destroyed, target has DoT (14, 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 (2) (blade) (+2): Has 6 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>>Slash: Major action - Melee weapon attack, one arm, blade, 5 ft. range, single-target, 17 damage.</p> <p>>Parry: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p> <p>>Blood and Vinegar: Reaction - Martial ability, the Dire Consort chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Martial Precision: Special - When the Dire Consort Aims, they gain advantage instead.</p> <p>>Quickening: Special - The Dire 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 melee attacker tactics, run up and fight. Parry and Aim as necessary.							
<u>Drops</u>							
90 EXP							
<u>Description</u>							

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>	20	0	20	19	22	15
10	+4						
<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>							

Consorts with knowledge of psionics. Or magic, if your session allows for both of them to coexist without issue.

Thunder Bearer		S-mart Shopper, Medium Biological Consort (Tier 2, CR 1)					
Core Numerics		Base Stats					
Hit Points	40 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+4	+6	+4	+10	+4	+8	+6
Initiative	+10	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	14	0	14	16	14	15
10	+4						
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 7 HP. If destroyed, target has DoT (7, 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 (gun) (+2): Has 3 HP, required to use certain actions.</p>							
Traits							
None: What? Not everyone's special.							
Actions							
<p>>Gun: Major action - Ranged weapon attack, one arm, gun, 50 ft. range, single-target, 14 damage.</p> <p>>Death Mark: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (3) and the Thunder Bearer has advantage on their next attack roll.</p> <p>>Bloodied Focus: Special - When the Thunder Bearer is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.</p>							
Tactics							
Open with Death Mark; it doesn't roll to hit, after all.							
Drops							
30 EXP							
Description							
This assumes the consorts do not have gunpowder technology or better, hence the archaic treatment. Else, treat them as snipers.							

Standard (no uniques in Tier 0)

Wood Carapacian		Paper Carapacian, Medium Biological Carapacian (Tier 0, CR 1)					
Core Numerics		Base Stats					
Hit Points	7 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+5	+4	+2	+4	+2	+2	+2
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	13	0	13	13	13	10
1	+1						
<u>Anatomy</u>							
<p style="text-align: center;">>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 style="text-align: center;">>Tool (gun) (+2): Has 1 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, two arms, gun, 60 ft. range, single-target, 2 damage.</p> <p style="padding-left: 40px;">>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 0 damage.</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p>							
<u>Tactics</u>							
Standard ranged attacker, kite and shoot.							
<u>Drops</u>							
5 EXP							
<u>Description</u>							
The average carapacian NPC. Specialized at their job compared to consorts, though not as adaptable outside their profession.							

Wood Pawn		Paper Horde, Large Biological Carapacian (Tier 0, CR 1)					
Core Numerics		Base Stats					
Hit Points	17 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+0	+4	+2	+4	+2	+2	+2
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	13	0	13	13	13	10
1	+1						
Anatomy							
<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>							
Traits							
<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>							
Actions							
<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>							
Tactics							
Standard ranged horde, kite and shoot.							
Drops							
5 EXP							
Description							
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)					
Core Numerics		Base Stats					
Hit Points	21 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+0	+4	+2	+4	+2	+2	+2
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	13	0	13	13	13	10
2	+1						
Anatomy							
<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>	13	0	13	13	13	10
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 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)								
<u>Core Numerics</u>		<u>Base Stats</u>							
<u>Hit Points</u>	6 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>		
<u>Hit Bonus</u>	+5	+4	+2	+4	+4	+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>	1	+1	15	0	16	16	16	10
<u>Anatomy</u>									
<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>									
<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>>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>									
<u>Tactics</u>									
Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.									
<u>Drops</u>									

5 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.

Wood Courier		Paper Assistant, Medium Psionic Carapacian (Tier 0, CR 1)					
Core Numerics		Base Stats					
Hit Points	6 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+4	+2	+4	+6	+4	+2
Initiative	+9	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	15	0	15	15	15	10
1	+1						
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> <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>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 2 damage.</p> <p>>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 1 damage, cannot self-target, Cooldown (1).</p> <p>>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.</p>							
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							

5 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.

Wood Rook	Paper Castle, Large Mechanical Carapacian (Tier 0, CR 2)						
Core Numerics		Base Stats					
Hit Points	20 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+3	+6	+8	+0	+4	+0	+0
Initiative	-5	Defenses					
Speed	20 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	7	1	8	5	9	10
1	+1						
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 4 HP. If destroyed, target has DoT (4, 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 2 HP, required to use certain actions.</p>							
Traits							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
Actions							
<p>>Concentrated Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. range, single-target, 2 damage.</p> <p>>Dispersed Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. cone, all targets, 1 damage, sets area on Fire (1, 5 rounds) (once per turn when starting in or entering the fire) and makes it difficult terrain for 5 rounds.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage.</p> <p>>Siege Shield: Special - When the Rook uses Defend, it applies to all enemy attacks that target or originate within 30 feet of itself.</p> <p>>Impact: Special - When the Rook uses Dash, it automatically deals 1 damage to all adjacent targets at the end of its turn.</p>							
Tactics							

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.

Drops

15 EXP

Description

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)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	13 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	+2	+0	+4	+8	+8
<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>	15	0	15	15	16	10
1	+1						
<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 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>							
<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, 2 damage.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 0 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, 0 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>
15 EXP
<u>Description</u>
Bishops are the war mages of the carapacian armies, and are rightly feared for their power.

Wood Knight	Paper Horse, Large Mechanical Carapacian (Tier 0, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	12 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+3	+6	+0	+8	+6	+0	+0
<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>	13	0	13	13	13	10
	+1						
<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 3 HP. If destroyed, target has DoT (3, until repaired)</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>>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 Carapacian		Marble Carapacian, Medium Biological Carapacian (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	+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>	14	0	14	14	14	15
2	+1						
<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>							
None: What? Not everyone's special.							
<u>Actions</u>							
<p>>Gun: Major action - Ranged weapon attack, two arms, gun, 60 ft. range, single-target, 3 damage.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage.</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p>							
<u>Tactics</u>							
Standard ranged attacker, kite and shoot.							
<u>Drops</u>							
10 EXP							
<u>Description</u>							
The average carapacian NPC. Specialized at their job compared to consorts, though not as adaptable outside their profession.							

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>	14	0	14	14	14	15
1	+1						
<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 25 HP or less, and disappears at 12 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>							
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)					
<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>	+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>	14	0	14	14	14	15
3	+2						
<u>Anatomy</u>							

>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 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.
<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.
<u>Drops</u>
30 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.

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>	14	0	14	14	14	15
4	+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 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>							

<p>>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.</p> <p>>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.</p>
<u>Tactics</u>
Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.
<u>Drops</u>
60 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.

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>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	17	17	17	15
2	+1						
<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>							

<p>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 3 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, 2 damage.</p>
<u>Tactics</u>
Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.
<u>Drops</u>
10 EXP
<u>Description</u>
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>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	16	16	15
1	+1						
<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
<p>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 2 damage.</p> <p>>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 1 damage, cannot self-target, Cooldown (1).</p> <p>>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.</p>
Tactics
<p>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.</p>
Drops
<p>10 EXP</p>
Description
<p>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.</p>

Stone Rook	Marble Castle, Large Mechanical Carapacian (Tier 1, CR 2)						
Core Numerics		Base Stats					
Hit Points	45 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
Hit Bonus	+4	+7	+9	+1	+5	+1	+1
Initiative	-5	Defenses					
Speed	20 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
Damage (base)	Mod	8	2	9	6	10	15
3	+2						
Anatomy							
<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>							
Traits							
<p>Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.</p>							
Actions							

<p>>Concentrated Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. range, single-target, 5 damage.</p> <p>>Dispersed Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. cone, all targets, 2 damage, sets area on Fire (1, 5 rounds) (once per turn when starting in or entering the fire) and makes it difficult terrain for 5 rounds.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 3 damage.</p> <p>>Siege Shield: Special - When the Rook uses Defend, it applies to all enemy attacks that target or originate within 30 feet of itself.</p> <p>>Impact: Special - When the Rook uses Dash, it automatically deals 1 damage to all adjacent targets at the end of its turn.</p>
<u>Tactics</u>
<p>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.</p>
<u>Drops</u>
30 EXP
<u>Description</u>
<p>Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.</p>

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>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	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>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	14	14	14	15
<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 5 HP. If destroyed, target has DoT (5, until repaired)</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>>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 4 damage.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 2 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>							
<p>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.</p>							
<u>Drops</u>							
<p>30 EXP</p>							
<u>Description</u>							
<p>Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.</p>							

Tier 1 Uniques

Stag	Pawn Transport, Huge Mechanical 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>	+4	+7	+0	+0	+3	+0	+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>
2	+1	14	1	15	15	15	15
<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>>Treads (2) (+2): Has 2 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Tool (turret) (+2): Has 2 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>
<p>>Turret Fire: Major action - Ranged weapon attack, turret, 80 ft. range, single-target, 3 damage.</p>
<u>Tactics</u>
<p>Standard transport tactics, use it as ablative hit points for the horde or mob inside it, Dash for extra protection.</p>
<u>Drops</u>
<p>10 EXP</p>
<u>Description</u>
<p>The stag moves two squares diagonally, then two directions orthogonally. It serves as a decent transport that can provide fire support as necessary.</p>

Rose	Mobile Mines, Large Mechanical Carapacian (Tier 1, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	37 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	+1	+3	+1	+3	+1
<u>Initiative</u>	+2	<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>	14	0	12	12	12	15
	1	+1					
<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 24 HP or less, and disappears at 12 HP or less.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (15) against them.</p>							
<u>Actions</u>							
<p>>Detonate: 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.</p>							
<u>Tactics</u>							

Standard melee horde, run into the enemy and explode.
<u>Drops</u>
10 EXP
<u>Description</u>
The rose moves like a knight but with multiple jumps in an octagon until it returns to its original spot. This is a horde of roombas with TNT attached.

Orphan	Student Sharpshooter, Medium Biological Carapacian (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>	+8	+7	+5	+9	+9	+9	+7
<u>Initiative</u>	+8	<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	0	14	15	14	15
2	+1						
<u>Anatomy</u>							
<p style="text-align: center;">>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 style="text-align: center;">>Tool (rifle) (+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>							
<p>>Sniper Rifle: Major action - Ranged weapon attack, two arms, rifle, 120 ft. range, single-target, 3 damage, attack roll has advantage, Cooldown (1).</p> <p style="text-align: center;">>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 2 damage.</p> <p>>Quickening: Special - The Orphan 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>							
Standard ranged tactics, kite and shoot. Consider Distract for one of its two minors given its natural advantage.							
<u>Drops</u>							

10 EXP

Description

The orphan can move like any piece that threatens it. Orphans of dead soldiers are given a schooling so they can follow their parents' footsteps in a totally non-concerning way.

Minister		Edgy Bureaucrat, Medium Psionic Carapacian (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>	+8	+7	+3	+7	+5	+3	+3
<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>	12	1	13	13	11	15
2	+1						
<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 (sword) (+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>							
<p>>Sword: Major action - Melee weapon attack, sword, 60 ft. range, single-target, 3 damage.</p> <p>>Flit: Minor action - Psionic ability, the Minister shadowsteps up to 15 feet to an unoccupied location they can see.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 1 damage, multiattack (2).</p>							
<u>Tactics</u>							
Standard ranged tactics, kite and shoot with its very, very long range sword and Flit.							
<u>Drops</u>							
10 EXP							
<u>Description</u>							
The minister exists in Shatranj variants, combining the wazir, dabbaba, and knight. I don't know either. Psionic carapacians who fail their exams are shunted into hybrid training instead.							

Kirin		Scout Gunbike, Large Mechanical Carapacian (Tier 1, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	10 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	+0	+5	+3	+3	+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>	14	2	16	16	16	15
2	+1						
<u>Anatomy</u>							
<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>							
<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>>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>							
<u>Tactics</u>							
Standard mount tactics, use it as ablative hit points for its rider, Dash for extra protection.							
<u>Drops</u>							
30 EXP							
<u>Description</u>							
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 style="text-align: center;">>Cockpit (+4): +50% damage taken.</p> <p style="text-align: center;">>Fuel Line (Secret: DC) (+4): Has 8 HP. If destroyed, target has DoT (8, until repaired)</p> <p style="text-align: center;">>Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round).</p> <p style="text-align: center;">>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 style="text-align: center;">>Tool (chaingun) (+2): Has 4 HP, required to use certain actions.</p> <p style="text-align: center;">>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 style="text-align: center;">>Chaingun: Major action - Ranged weapon attack, chaingun, 80 ft. range, single-target, 2 damage, multiattack (3).</p> <p style="text-align: center;">>Railgun: Major action - Ranged weapon attack, railgun, 80 ft. range, single-target, 6 damage.</p> <p style="text-align: center;">>Martial Precision: Special - When the Hiashatar Aims, they gain advantage instead.</p> <p style="text-align: center;">>ECM Jammer: Special - When the Hiashatar uses Dash, it counts as being in 3/4 cover for 1 round.</p> <p style="text-align: center;">>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.							

Tier 2 Standard

Iron Carapacian		Ferric Carapacian, Medium Biological Carapacian (Tier 2, CR 1)					
<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>	+7	+6	+4	+6	+4	+4	+4
<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>	14	0	14	14	14	15
8	+4						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 7 HP. If destroyed, target has DoT (7, 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 3 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, two arms, gun, 60 ft. range, single-target, 12 damage.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 4 damage.</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p>							
<u>Tactics</u>							
Standard ranged attacker, kite and shoot.							
<u>Drops</u>							
30 EXP							
<u>Description</u>							
The average carapacian NPC. Specialized at their job compared to consorts, though not as adaptable outside their profession.							

Iron Pawn		Ferric Horde, Large Biological Carapacian (Tier 2, CR 1)					
Core Numerics		Base Stats					
Hit Points	100 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+1	+6	+4	+6	+4	+4	+4
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	14	0	14	14	14	15
3	+2						
Anatomy							
<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>							
Traits							
<p>Horde Strength: Has +10 to hit. This decreases to +5 at 66 HP or less, 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>							
Actions							
<p>>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.</p> <p>>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.</p>							
Tactics							
Standard ranged horde, kite and shoot.							
Drops							
30 EXP							
Description							
Pawns are a dime a dozen. Or well, eight, any more and the tourney officials tell you to leave.							

Iron Berolina		Ferric Mob, Large Biological Carapacian (Tier 2, CR 2)					
Core Numerics		Base Stats					
Hit Points	120 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+1	+6	+4	+6	+4	+4	+4
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	14	0	14	14	14	15
8	+4						
Anatomy							
<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 75 HP or less, to +5 at 50 HP, and disappears at 33 HP or less.
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (4) against them.
<u>Actions</u>
>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.
>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.
<u>Tactics</u>
Standard ranged horde, kite and shoot.
<u>Drops</u>
90 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.

Iron Guard		Ferric Swarm, Huge Biological Carapacian (Tier 2, CR 3)							
<u>Core Numerics</u>		<u>Base Stats</u>							
Hit Points	230 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>		
Hit Bonus	+1	+6	+4	+6	+4	+4	+4		
Initiative	+4	<u>Defenses</u>							
Speed	30 ft.	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>		
Damage (base)	Mod	11	+5	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 184 HP or less, to +10 at 138 HP, to +5 at 92 HP, and disappears at 46 HP.									
War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (4) against them.									
<u>Actions</u>									
>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.									
>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.									
<u>Tactics</u>									
Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.									

<u>Drops</u>
180 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.

Iron Officer	Ferric Commander, 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>	+7	+6	+4	+6	+6	+8	+8
<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>	8	+4	16	0	17	17
		16	0	17	17	17	15
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 7 HP. If destroyed, target has DoT (7, 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 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>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 12 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, 8 damage.</p>							
<u>Tactics</u>							
Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.							
<u>Drops</u>							

30 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.

Iron Courier		Ferric Assistant, Medium Psionic Carapacian (Tier 2, CR 1)					
Core Numerics		Base Stats					
Hit Points	36 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+9	+6	+4	+6	+8	+6	+4
Initiative	+9	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	16	0	16	16	16	15
6	+3						
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 7 HP. If destroyed, target has DoT (7, 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 3 HP, required to use certain actions.</p> <p>>Tool (focus) (+2): Has 3 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, 9 damage.</p> <p>>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 6 damage, cannot self-target, Cooldown (1).</p> <p>>Marked for Fire: Major action - Martial ability, 60 ft. range, single-target, the target gains Doom (2) and the next attack roll against them as advantage.</p>							
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							

30 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.

Iron Rook		Ferric Castle, Large Mechanical Carapacian (Tier 2, CR 2)					
Core Numerics		Base Stats					
Hit Points	120 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+5	+8	+10	+2	+6	+2	+2
Initiative	-5	Defenses					
Speed	20 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	8	5	9	6	10	15
12	+5						
Anatomy							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 21 HP. If destroyed, target has DoT (21, 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 9 HP, required to use certain actions.</p>							
Traits							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
Actions							
<p>>Concentrated Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. range, single-target, 17 damage.</p> <p>>Dispersed Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. cone, all targets, 7 damage, sets area on Fire (3, 5 rounds) (once per turn when starting in or entering the fire) and makes it difficult terrain for 5 rounds.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 12 damage.</p> <p>>Siege Shield: Special - When the Rook uses Defend, it applies to all enemy attacks that target or originate within 30 feet of itself.</p> <p>>Impact: Special - When the Rook uses Dash, it automatically deals 2 damage to all adjacent targets at the end of its turn.</p>							
Tactics							

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.

Drops

90 EXP

Description

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)					
<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>	+7	+2	+4	+2	+6	+10	+10
<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>	16	0	16	16	17	15
12	+5						
<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 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>							
<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, 17 damage.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 7 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, 7 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>
90 EXP
<u>Description</u>
Bishops are the war mages of the carapacian armies, and are rightly feared for their power.

Iron Knight	Ferric Horse, Large Mechanical Carapacian (Tier 2, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	70 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+5	+8	+2	+10	+8	+2	+2
<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>	14	0	14	14	14	15
	+7						
<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 13 HP. If destroyed, target has DoT (13, until repaired)</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>>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 17 damage.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 10 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 3 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>
90 EXP
<u>Description</u>
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>	14	4	14	14	14	15
8	+4						
<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>	16	0	17	18	14	15
8	+4						
<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>							
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>							
>Gun: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 12 damage.							
<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.							
<u>Drops</u>							
30 EXP							
<u>Description</u>							
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.							

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

<u>Hit Points</u>		<u>Base Stats</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	+6	+4	+6	+4	+6	+4
<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>	14	0	13	13	13	15
4	+2						
<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.							

<u>Agent</u>		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
6	+3						
<u>Anatomy</u>							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 7 HP. If destroyed, target has DoT (7, 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 (rifle) (+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>>Sniper Rifle: Major action - Ranged weapon attack, two arms, rifle, 120 ft. range, single-target, 9 damage, attack roll has advantage, Cooldown (1).</p> <p>>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 6 damage.</p> <p>>Bloodied Focus: Special - When the Agent is at half HP or less, they ignore all maluses and disadvantage to attack rolls and skill checks.</p> <p>>Quickening: Special - The Agent 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>
Standard ranged tactics, kite and shoot. Consider Distract for one of its two minors given its natural advantage.
<u>Drops</u>
30 EXP
<u>Description</u>
Fitting for their role, there is no equivalent to this unit in chess. The agents do as their monarch commands, moving in the dark.

Paladin	Mindlinked Hoverdisc, Medium Mechanical Carapacian (Tier 2, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	52 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+5	+8	+10	+2	+6	+2	+2
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	0 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>	8	0	9	6	10	15
10	+4						
<u>Anatomy</u>							
>Fuel Line (Secret: DC) (+4): Has 10 HP. If destroyed, target has DoT (10, 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>
>Psi Bolt: Major action - Ranged psionic attack, 100 ft. range, single-target, 10 damage. >ECM Jammer: Special - When the Paladin uses Dash, it counts as being in 3/4 cover for 1 round.
<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.
<u>Drops</u>
30 EXP
<u>Description</u>
The paladin exists in Dragonchess, a chess variant created by Mr. Gary GyaxDnD, where it moves as a king or knight and starts on the middle board. This is a hoverdisc mount created initially as a lark that gained traction among psions who wanted one.

Flamingo	Shiny Jetbike, Large Mechanical Carapacian (Tier 2, CR 1)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	32 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	+2	+6	+4	+4	+2
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	45 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	0	18	20	18	15
8	+4						
<u>Anatomy</u>							
>Fuel Line (Secret: DC) (+4): Has 6 HP. If destroyed, target has DoT (6, until repaired) >Shatterpoint (Secret: DC) (+0): Attacks against this have +2 to crit, and critical hits Daze (1 round). >Engine (2) (+2): Has 3 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed. >Tool (gun) (+2): Has 3 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.							
<u>Actions</u>							
>Gun: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 12 damage. >Swoop: Special - When the Flamingo uses Dash, it automatically deals 0 damage to any target it moves through during it. >Sound Barrier: Special - When the Flamingo uses Dash, it counts as being in 3/4 cover for 1 round.							
<u>Tactics</u>							

Standard mount tactics, use it as ablative hit points for its rider, Swoop for extra protection and incidental damage.
<u>Drops</u>
30 EXP
<u>Description</u>
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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	80 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	+2	+10	+10	+2	+2
<u>Initiative</u>	+8	<u>Defenses</u>					
<u>Speed</u>	50 ft., 50 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>	14	12	14	15	14	15
12	+5						
<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 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>							
<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.							
<u>Actions</u>							
<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>							
<u>Tactics</u>							
If target has high speed, Swoop in and Claw. If target has no ranged, Missile with impunity.							
<u>Drops</u>							
90 EXP							
<u>Description</u>							

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	16	0	16	16	17	15
10	+4						
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	20	0	19	19	21	15
10	+4						
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>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	15	12	16	15
16	+7						
<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>							
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.							

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>	14	3	16	12	16	15
16	+7						
<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)					
Core Numerics		Base Stats					
Hit Points	132 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+8	+8	+4	+2	+6	+2
Initiative	+2	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	12	0	13	12	14	15
15	+6						
Anatomy							
<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>							
Traits							
None: What? Not everyone's special.							
Actions							
<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>							
Tactics							
Standard melee tactics, open with Impact to close the gap then multiattack or single attack as desired.							
Drops							
180 EXP							
Description							
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.							

Tier 3 Standard

Copper Carapacian		Gleaming Carapacian, Medium Biological Carapacian (Tier 3, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	80 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	+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>	15	0	15	15	15	20
15	+6	15	0	15	15	15	20
<u>Anatomy</u>							
<p style="text-align: center;">>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 14 HP. If destroyed, target has DoT (14, 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 style="text-align: center;">>Tool (gun) (+2): Has 6 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, two arms, gun, 60 ft. range, single-target, 21 damage.</p> <p style="padding-left: 40px;">>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 9 damage.</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p>							
<u>Tactics</u>							
Standard ranged attacker, kite and shoot.							
<u>Drops</u>							
145 EXP							
<u>Description</u>							
The average carapacian NPC. Specialized at their job compared to consorts, though not as adaptable outside their profession.							

Copper Pawn		Gleaming Horde, Large Biological Carapacian (Tier 3, CR 1)					
Core Numerics		Base Stats					
Hit Points	200 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+2	+7	+5	+7	+5	+5	+5
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	15	0	15	15	15	20
6	+3						
Anatomy							
<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>							
Traits							
<p>Horde Strength: Has +10 to hit. This decreases to +5 at 133 HP or less, and disappears at 66 HP or less.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (7) against them.</p>							
Actions							
<p>>Gun: Major action - Ranged weapon attack, 50 ft. range, single-target, 9 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, 3 damage, the attack hits an additional time for every 5 above the target's AC.</p>							
Tactics							
Standard ranged horde, kite and shoot.							
Drops							
145 EXP							
Description							
Pawns are a dime a dozen. Or well, eight, any more and the tourney officials tell you to leave.							

Copper Berolina		Gleaming Mob, Large Biological Carapacian (Tier 3, CR 2)					
Core Numerics		Base Stats					
Hit Points	240 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+2	+7	+5	+7	+5	+5	+5
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	15	0	15	15	15	20
16	+7						
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 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>	15	0	15	15	15	20
21	+9						
<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.
<u>Tactics</u>
Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.
<u>Drops</u>
870 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.

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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	17	0	18	18	18	20
15	+6						
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots.							
>Artery (Secret: DC) (+4): Has 13 HP. If destroyed, target has DoT (13, 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 6 HP, required to use certain actions.							
<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>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 21 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, 15 damage.</p>
<u>Tactics</u>
Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.
<u>Drops</u>
145 EXP
<u>Description</u>
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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	17	0	17	17	17	20
	+5						
<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>							
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, 17 damage.</p> <p>>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 12 damage, cannot self-target, Cooldown (1).</p> <p>>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.</p>
Tactics
<p>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.</p>
Drops
<p>145 EXP</p>
Description
<p>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.</p>

Copper Rook		Gleaming Castle, Large Mechanical Carapacian (Tier 3, CR 2)					
Core Numerics		Base Stats					
Hit Points	240 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+6	+9	+11	+3	+7	+3	+3
Initiative	-5	Defenses					
Speed	20 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	9	10	10	7	11	20
23	+10						
Anatomy							
<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>							
Traits							
<p>Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.</p>							
Actions							

<p>>Concentrated Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. range, single-target, 33 damage.</p> <p>>Dispersed Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. cone, all targets, 13 damage, sets area on Fire (6, 5 rounds) (once per turn when starting in or entering the fire) and makes it difficult terrain for 5 rounds.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 23 damage.</p> <p>>Siege Shield: Special - When the Rook uses Defend, it applies to all enemy attacks that target or originate within 30 feet of itself.</p> <p>>Impact: Special - When the Rook uses Dash, it automatically deals 3 damage to all adjacent targets at the end of its turn.</p>
<u>Tactics</u>
<p>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.</p>
<u>Drops</u>
435 EXP
<u>Description</u>
<p>Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.</p>

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>	17	0	17	17	18	20
23	+10						
<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>							
<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>>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>							
<p>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.</p>							
<u>Drops</u>							
435 EXP							
<u>Description</u>							
<p>Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.</p>							

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>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	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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
Hit Points	80 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
Hit Bonus	+7	+9	+0	+9	+0	+5	+0
Initiative	+9	<u>Defenses</u>					
Speed	30 ft. swim	<u>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
Damage (base)	Mod	15	0	16	16	16	20
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots.							
>Fuel Line (Secret: DC) (+4): Has 14 HP. If destroyed, target has DoT (14, until repaired)							
>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.							
<u>Traits</u>							
Ambush Predator: Has advantage to hit during a surprise round.							
<u>Actions</u>							
>Claw: Major action - Melee weapon attack, 5 ft. range, single-target, 15 damage, grapples on hit.							
>Crush: Minor action - Melee weapon attack, 0 ft. range, single-target, auto-hits, 9 damage, grappled targets only.							
<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>							
145 EXP							
<u>Description</u>							

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	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+8	+5	+3	+7	+5	+5	+3
Initiative	+4	Defenses					
Speed	45 ft., 45 ft. fly	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	19	0	19	21	19	20
15	+6						
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

Initiative		+0		Defenses			
Speed	30 ft., 30 ft. burrow						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
15	+6	15	10	17	13	15	20
Anatomy							
<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>>Treads (4) (+2): Has 6 HP. If half are destroyed, target is permanently Crippled (half). If all are destroyed, target has 0 ft. speed.</p>							
Traits							
<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>							
Actions							
<p>>Drill: Major action - Melee weapon attack, 5 ft. range, all targets within 5 ft. radius, 15 damage.</p> <p>>Vent: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Fortitude, 9 damage.</p> <p>>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.</p> <p>>Impact: Special - When the Lance uses Dash, it automatically deals 3 damage to all adjacent targets at the end of its turn.</p>							
Tactics							
<p>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.</p>							
Drops							
145 EXP							
Description							
<p>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.</p>							

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

Anatomy
<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 19 HP. If destroyed, target has DoT (19, until repaired)</p> <p>>Engine (2) (+2): Has 8 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Tool (2) (turret) (+2): Has 8 HP, required to use certain actions.</p>
Traits
<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>
Actions
<p>>Turret Fire: Major action - Ranged weapon attack, turret, 80 ft. range, single-target, 21 damage.</p> <p>>ECM Jammer: Special - When the Kingfisher uses Dash, it counts as being in 3/4 cover for 1 round.</p>
Tactics
<p>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 G Ted or flight-capable player.</p>
Drops
<p>145 EXP</p>
Description
<p>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.</p>

Saltador	Equine Pyromaniac, Gargantuan Mechanical Carapacian (Tier 3, CR 2)						
Core Numerics		Base Stats					
Hit Points	260 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+6	+7	+7	+11	+9	+3	+3
Initiative	+8	Defenses					
Speed	60 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	9	0	11	11	9	20
23	+10						
Anatomy							
<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>							
Traits							
<p>None: What? Not everyone's special.</p>							
Actions							

<p>>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 13 damage, multiattack (2).</p> <p>>Raging Breath: Major action - Ranged weapon attack, 60 ft. range, all targets within 20 ft. radius, targets Reflex, 23 damage.</p> <p>>Bray: Major action - Ranged weapon attack, 60 ft. radius, all targets, targets Will, Setback (2).</p> <p>>Trample: Special - When the Saltador uses Dash, it automatically deals 3 damage to any target it moves through during it.</p> <p>>Rage of Aquarius: Special - The Saltador is Empowered while it has any negative conditions on itself.</p>
<u>Tactics</u>
Open with Bray, but Trample in and Hoof or Raging Breath, standard melee tactics.
<u>Drops</u>
435 EXP
<u>Description</u>
The saltador was used in fairy chess problems in 2016, a knight but it can't capture units if anything else is in its movement. With the knight relegated to the standardized corps, the saltador was commissioned as a fiery alternative.

Assassin	Knoll Shooter, Medium Biological Carapacian (Tier 3, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	126 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	+11	+11	+11	+9
<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>	17	0	17	19	18	20
	+9						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 23 HP. If destroyed, target has DoT (23, 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 (rifle) (+2): Has 10 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.							

Actions
<p>>Anti Material Rifle: Major action - Ranged weapon attack, two arms, rifle, 300 ft. range, single-target, 39 damage, attack roll has advantage, Cooldown (2).</p> <p>>Melee: Major action - Melee weapon attack, 5 ft. range, single-target, 21 damage.</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>
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)						
Core Numerics		Base Stats					
<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	Defenses					
<u>Speed</u>	15 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	9	9	20
30	+12						
Anatomy							
<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>							
Traits							
None: What? Not everyone's special.							
Actions							

<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>
<u>Tactics</u>
Set up from far away and open fire to take advantage of Stabilized Platform as much as possible.
<u>Drops</u>
435 EXP
<u>Description</u>
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.

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>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	10	20	23	23	20
<u>Anatomy</u>							
<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 17 HP. If destroyed, target has DoT (17, 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>>Psionic Lance: Major action - Ranged psionic attack, 80 ft. range, single-target, targets Reflex, 18 damage.</p> <p>>Psionic Blast: Major action - Ranged psionic attack, 80 ft. range, all targets within 10 ft. radius, targets Will, 10 damage.</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Ordained Paladin forces a missed psionic attack to deal half damage.</p> <p>>Blessed Circle: Special - Creatures that mount the Ordained Paladin have Regen (5) and reduce the duration of all conditions by 1 round.</p> <p>>Holy Countermeasure: Special - When the Ordained Paladin uses Dash, it counts as being in 3/4 cover for 1 round.</p>
<u>Tactics</u>
Standard mount tactics, use it as ablative hit points for its rider, Dash for extra protection. Remember that Deluge doesn't specify whose attacks it is, if the rider has psionic attacks.
<u>Drops</u>
435 EXP
<u>Description</u>
The paladin's psionic potential is now guided by an AI and will definitely not lead to psionic cannibalistic AI.

Ganymede	Swordsmech Akimbo, Large Mechanical Carapacian (Tier 3, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	154 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	+9	+7	+3	+7	+3
<u>Initiative</u>	+4	<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	13	15	20
26	+11						
<u>Anatomy</u>							
<p>>Cockpit (+4): +50% damage taken.</p> <p>>Fuel Line (Secret: DC) (+4): Has 27 HP. If destroyed, target has DoT (27, 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>>Whirlwind Flurry: Major action - Melee weapon attack, 10 ft. range, single-target, 4 damage, multiattack (4).</p> <p>>Double Cut: Major action - Melee weapon attack, 10 ft. range, single-target, 26 damage, multiattack (2).</p> <p>>Martial Shield: Special - When the Ganymede uses Avert, it imposes disadvantage instead.</p> <p>>Impact: Special - When the Ganymede uses Dash, it automatically deals 4 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>
435 EXP
<u>Description</u>
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)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	264 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	+3	+7	+9	+9	+7
<u>Initiative</u>	+4	<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	15	11	15	20
24	+10						
<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 (2) (grenade launcher) (+2): Has 20 HP, required to use certain actions.</p>							
<u>Traits</u>							
None: What? Not everyone's special.							
<u>Actions</u>							

<p>>Grenade Launcher: Major action - Ranged weapon attack, two arms, gun, 80 ft. range, all targets within 10 ft. radius, targets Fortitude, 34 damage.</p> <p>>Phasic Bolt: Major action - Ranged weapon attack, 80 ft. range, single-target, 14 damage, Impair (1 round).</p> <p>>Shearing Hands: Major action - Melee weapon attack, 5 ft. range, single-target, 24 damage, multiattack (2).</p> <p>>Juggernaut: Reaction - Martial ability, imposes one d6 Block die against incoming attack.</p> <p>>Hologram Cloak: Special - When the Champion uses Dash, they teleport in place of moving and gains +4 to AC/resistances for 1 round.</p>
<u>Tactics</u>
Standard tactics, Grenade if target has low Fort, attack at melee or ranged as desired otherwise.
<u>Drops</u>
870 EXP
<u>Description</u>
The champion is another name for the chancellor, able to move as a rook or a knight. These carapacians use state of the art phasing technology, weaponizing their transportalizer tech.

Anchorite	Psionic Storm, Huge Psionic Carapacian (Tier 3, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	368 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+4	+5	+9	+5	+7	+11	+5
<u>Initiative</u>	+2	<u>Defenses</u>					
<u>Speed</u>	30 ft., 30 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>	19	0	20	18	21	20
	+7						
<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 294 HP or less, to +10 at 220 HP, to +5 at 147 HP, and disappears at 73 HP.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (15) against them.</p>							
<u>Actions</u>							

<p>>Mindbender: Major action - Ranged psionic attack, 80 ft. range, single-target, targets Will, 10 damage, the attack hits an additional time for every 5 above the target's AC.</p> <p>>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.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 10 damage, targets Will, Expose (1 round), Impair (1 round), Cooldown (1), the attack has an additional +10 to hit instead of using Swarm Strength.</p> <p>>Psionic Deluge: Reaction - Psionic ability, the Anchorite forces a missed psionic attack to deal half damage.</p> <p>>Blood and Vinegar: Reaction - Psionic ability, the Anchorite chooses one negative condition on itself and reduces its duration by 1 round.</p> <p>>Rage of Aquarius: Special - The Anchorite is Empowered while they have any negative conditions on itself.</p>
<u>Tactics</u>
Use Bastille whenever off cooldown, then swap between Mindbender and Bodybreaker depending on whether target's Fort or Will is lower.
<u>Drops</u>
870 EXP
<u>Description</u>
The anchorite is another name for the manticore 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>	19	0	20	20	20	20
30	+12						
<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.

Tier 4 Standard

Silver Carapacian	Argent Carapacian, Medium Biological Carapacian (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>	+9	+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>	15	0	15	15	15	20
25	+10						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 22 HP. If destroyed, target has DoT (22, 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 10 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, two arms, gun, 60 ft. range, single-target, 35 damage.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 15 damage.</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p>							
<u>Tactics</u>							
Standard ranged attacker, kite and shoot.							
<u>Drops</u>							
270 EXP							
<u>Description</u>							
The average carapacian NPC. Specialized at their job compared to consorts, though not as adaptable outside their profession.							

Silver Pawn		Argent Horde, Large Biological Carapacian (Tier 4, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	313 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>	15	0	15	15	15	20
10	+4						
<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 208 HP or less, and disappears at 104 HP or less.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (11) against them.</p>							
<u>Actions</u>							
<p>>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.</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.							
<u>Drops</u>							
270 EXP							
<u>Description</u>							
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)					
<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>	+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>	15	0	15	15	15	20
27	+11						
<u>Anatomy</u>							

>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>	15	0	15	15	15	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 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.
<u>Tactics</u>
Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.
<u>Drops</u>
1620 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.

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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	17	0	18	18	18	20
25	+10						
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots.							
>Artery (Secret: DC) (+4): Has 20 HP. If destroyed, target has DoT (20, 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 9 HP, required to use certain actions.							
<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>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 35 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, 25 damage.</p>
<u>Tactics</u>
Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.
<u>Drops</u>
270 EXP
<u>Description</u>
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)						
<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>	+11	+8	+6	+8	+10	+8	+6
<u>Initiative</u>	+9	<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>	17	0	17	17	17	20
20	+8						
<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> <p>>Tool (focus) (+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.							

Actions
<p>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 28 damage.</p> <p>>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 20 damage, cannot self-target, Cooldown (1).</p> <p>>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.</p>
Tactics
<p>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.</p>
Drops
<p>270 EXP</p>
Description
<p>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.</p>

Silver Rook		Argent Castle, Large Mechanical Carapacian (Tier 4, CR 2)					
Core Numerics		Base Stats					
Hit Points	372 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+10	+12	+4	+8	+4	+4
Initiative	-5	Defenses					
Speed	20 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	9	17	10	7	11	20
	+16						
Anatomy							
<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>							
Traits							
<p>Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.</p>							
Actions							

<p>>Concentrated Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. range, single-target, 54 damage.</p> <p>>Dispersed Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. cone, all targets, 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>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 38 damage.</p> <p>>Siege Shield: Special - When the Rook uses Defend, it applies to all enemy attacks that target or originate within 30 feet of itself.</p> <p>>Impact: Special - When the Rook uses Dash, it automatically deals 6 damage to all adjacent targets at the end of its turn.</p>
<u>Tactics</u>
<p>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.</p>
<u>Drops</u>
810 EXP
<u>Description</u>
<p>Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.</p>

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>AC</u>	<u>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	17	0	17	17	18	20
38	+16						
<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>

53	+22	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 39 HP. If destroyed, target has DoT (39, until repaired)</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>>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 53 damage.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 31 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 9 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>							
<p>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.</p>							
<u>Drops</u>							
810 EXP							
<u>Description</u>							
<p>Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.</p>							

Tier 4 Uniques

Lama		Red Rover, Large Mechanical 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>	+7	+8	+0	+10	+8	+8	+0
<u>Initiative</u>	+10	<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>	17	0	17	18	17	20
23	+10						
<u>Anatomy</u>							

<p>>Wheels (2) (+2): Has 9 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 20 HP. If destroyed, target has DoT (20, 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 9 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, gun, 50 ft. range, single-target, 33 damage.</p> <p>>Sound Barrier: Special - When the Lama uses Dash, it counts as being in 3/4 cover for 1 round.</p>
<u>Tactics</u>
Standard mount tactics, use it as ablative hit points for its rider, Dash for extra protection.
<u>Drops</u>
270 EXP
<u>Description</u>
The lama can move like a pawn, or move two squares forward and one square diagonal forward. An up-gunned kirin, armed with stronger guns and armor.

Congo	Greater Padah, Medium Mechanical Carapacian (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>	+9	+0	+0	+0	+8	+8	+0
<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>	15	0	15	15	15	20
19	+8						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Rotors (3) (+2): Has 22 HP, removes flight when destroyed.</p> <p>>Fuel Line (Secret: DC) (+4): Has 22 HP. If destroyed, target has DoT (22, until repaired)</p> <p>>Tool (2) (turret) (+2): Has 10 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, 27 damage.</p> <p>>Integrated Firing Protocol: Special - When the Congo 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.
<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)					
Core Numerics		Base Stats					
Hit Points	88 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+9	+8	+6	+10	+8	+8	+6
Initiative	+6	Defenses					
Speed	45 ft., 45 ft. fly	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	21	0	22	23	21	20
25	+10						
Anatomy							
<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>>Engine (2) (+2): Has 7 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Tool (2) (gun) (+2): Has 7 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>>Sonic Shot: Major action - Ranged weapon attack, gun, 50 ft. range, single-target, 35 damage, half damage on miss.</p> <p>>Sound Barrier: When the Knighted Auroch uses Dash, it teleports in place of moving and gains +4 to AC/resistances for 1 round.</p> <p>>Fadebound: Reaction - Martial ability, the Knighted Auroch becomes Intangible, or stops being Intangible. If mounted, its rider shares the benefit.</p>							
Tactics							
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.							
Drops							
270 EXP							
Description							
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)					
Core Numerics		Base Stats					
Hit Points	113 HP	STR	CON	DEX	INT	WIS	CHA

Hit Bonus	+11	+10	+8	+12	+12	+12	+10
Initiative	+13	Defenses					
Speed	45 ft.						
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC
20	+8	17	0	17	19	18	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 (4) (pistol) (+2): Has 9 HP, required to use certain actions.</p>							
Traits							
None: What? Not everyone's special.							
Actions							
<p>>Pistols: Major action - Ranged weapon attack, two arms, pistol, 50 ft. range, single-target, 20 damage, multiattack (3).</p> <p>>Flit: Minor action - Martial ability, the Jester shadowsteps up to 15 feet to an unoccupied location they can see.</p> <p>>Bullet Dance: Reaction - Ranged weapon attack, 50 ft. radius, all targets, auto-hits, 4 damage.</p>							
Tactics							
Use hit and run tactics with Flit to weave in and out of range.							
Drops							
270 EXP							
Description							
The jester moves like a queen, but can neither capture nor be captured, existing to troll the opponent and sometimes the self. The jester is a designation given to carapacians trained in the gun because they have nothing else left in their lives.							

Pegasus	Ungunned Kingfisher, Huge Mechanical Carapacian (Tier 4, CR 1)						
Core Numerics		Base Stats					
Hit Points	135 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+7	+4	+8	+8	+6	+4	+4
Initiative	+4	Defenses					
Speed	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>
30	+12	11	15	11	11	11	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 24 HP. If destroyed, target has DoT (24, until repaired)</p> <p>>Engine (2) (+2): Has 11 HP. If any are destroyed, target is permanently Crippled (half). If both are destroyed, target has 0 ft. speed.</p> <p>>Tool (2) (turret) (+2): Has 11 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>							
<p>>Turret Fire: Major action - Ranged weapon attack, turret, 80 ft. range, single-target, 42 damage.</p> <p>>HK Missile: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 42 damage, Daze (1 round), Cooldown (1).</p> <p>>ECM Jammer: Special - When the Pegasus uses Dash, it counts as being in 3/4 cover for 1 round.</p>							
<u>Tactics</u>							
<p>Standard transport tactics, use it as ablative hit points for the horde or mob inside it, Dash for extra protection.</p>							
<u>Drops</u>							
270 EXP							
<u>Description</u>							
<p>The pegasus can either jump like a knight multiple times or like a queen but must jump over to capture like a cannon. These flying bricks are slightly less bricky, and slightly more boomy.</p>							

Tinkered Ganymede		Kojima Particulate, Large Mechanical Carapacian (Tier 4, CR 1)					
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	90 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	+10	+12	+4	+4
<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>
30	+12	19	10	20	19	21	20
<u>Anatomy</u>							

<p>>Cockpit (+4): +50% damage taken.</p> <p>>Fuel Line (Secret: DC) (+4): Has 16 HP. If destroyed, target has DoT (16, 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>>Radio Cannon: Major action - Ranged weapon attack, 120 ft. range, single-target, 30 damage.</p> <p>>Radioactive Candle: Special - When the Tinkered Ganymede makes an attack, it can gain advantage and Empowered but takes 7 damage for doing so.</p> <p>>Emission Vent: Reaction - Ranged weapon attack, 30 ft. radius, all targets, auto-hits, 6 damage, true damage.</p> <p>>Null Field: Special - An Aimed damaging attack deals true damage and ignores Block dice.</p>
<u>Tactics</u>
Aimed Radioactive Candles and Emission Vent as standard ranged tactics, what little there is.
<u>Drops</u>
270 EXP
<u>Description</u>
They looked at the ganymede, made the sane decision to try putting guns on it, then made the insane decision to make those guns radioactive nightmares that will kill everyone including the pilot.

Nightrider	Metallic Dragon, Huge Mechanical Carapacian (Tier 4, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	176 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	+0	+6	+8	+0	+0
<u>Initiative</u>	+6	<u>Defenses</u>					
<u>Speed</u>	50 ft., 50 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>	19	12	21	20	21	20
35	+14						
<u>Anatomy</u>							

>Head (+4): +50% damage to headshots.
>Wings (2) (+4): Removes flight for 1 round if both are damaged or grappled simultaneously.
>Fuel Line (Secret: DC) (+4): Has 31 HP. If destroyed, target has DoT (31, until repaired)
>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.
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
>Iron Claws: Major action - Melee weapon attack, 15 ft. range, single-target, 21 damage, Rupture (9, 2 rounds).
>Napalm Missile Cluster: Major action - Ranged weapon attack, 150 ft. range, all targets within 10 ft. radius, 21 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, Cooldown (2).
>Swoop: Special - When the Nightrider uses Dash, it automatically deals 7 damage to any target it moves through during it.
>Bloodied Focus: Special - When the Nightrider is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.
<u>Tactics</u>
If target has high speed, Swoop in and Claw. If target has no ranged, Missile with impunity. Remember it could still be used as a mount RAW, if desired.
<u>Drops</u>
810 EXP
<u>Description</u>
Nightriders are knights that can make an unlimited number of moves in any one direction. The carapacians wanted dragons, and now they have them.

Deconstructo r	Artillery Platform, Huge Mechanical Carapacian (Tier 4, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	275 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	+0	+8	+6	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	10 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	15	11	13	20
40	+16						
<u>Anatomy</u>							

<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 49 HP. If destroyed, target has DoT (49, 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> <p>>Tool (railgun) (+2): Has 21 HP, required to use certain actions.</p> <p>>Tool (cannon) (+2): Has 49 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, 250 ft. range, single-target, 24 damage, multiattack (3).</p> <p>>Railgun: Major action - Ranged weapon attack, railgun, 250 ft. range, single-target, 56 damage.</p> <p>>Martial Precision: Special - When the Deconstructor Aims, they gain advantage instead.</p>
<u>Tactics</u>
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>
810 EXP
<u>Description</u>
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>Aegis</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>DC</u>
<u>Damage (base)</u>	<u>Mod</u>	17	10	19	15	19	20
38	+16						
<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 (2) (grenade launcher) (+2): Has 16 HP, required to use certain actions.</p>
<u>Traits</u>
None: What? Not everyone's special.
<u>Actions</u>
<p>>Grenade Launcher: Major action - Ranged weapon attack, two arms, gun, 100 ft. range, all targets within 10 ft. radius, targets Fortitude, 54 damage.</p> <p>>Bastille: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, targets Will, Blind/Stuck (1 round), Cooldown (2).</p> <p>>Photon Hands: Major action - Melee weapon attack, 5 ft. range, single-target, 38 damage, multiattack (2).</p> <p>>Juggernaut: Reaction - Martial ability, imposes one d6 Block die against incoming attack.</p> <p>>Hologram Cloak: Special - When the Tinkered Champion uses Dash, they teleport in place of moving and gains +4 to AC/resistances for 1 round.</p> <p>>Null Field: Special - An Aimed damaging attack deals true damage and ignores Block dice.</p>
<u>Tactics</u>
Standard tactics, use Bastille whenever off cooldown.
<u>Drops</u>
810 EXP
<u>Description</u>
The godhunter contingency was scrapped, but its equipment was handed down to the champions.

Crowned Anchorite	Archon Incarnate, Huge Psionic Carapacian (Tier 4, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	295 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+11	+8	+12	+8	+10	+14	+8
<u>Initiative</u>	+4	<u>Defenses</u>					
<u>Speed</u>	20 ft., 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>	9	15	11	8	11	20
30	+12						
<u>Anatomy</u>							

>None: This creature has no notable anatomy about it.
<u>Traits</u>
Swarm Strength: Has +20 to hit. This decreases to +15 at 236 HP or less, to +10 at 177 HP, to +5 at 118 HP, and disappears at 59 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>
>Verve and Forte: Major action - Ranged psionic attack, 80 ft. cone, all targets, targets Will, 30 damage, Blind (1 round).
>Devour Soul: Major action - Ranged psionic attack, 80 ft. cone, all targets, targets Fortitude, 30 damage, Stuck (2 rounds).
>Damocles' Fury: Major action - Ranged psionic attack, 80 ft. cone, all targets, targets Reflex, 30 damage, multiattack (2).
>Psionic Deluge: Reaction - Psionic ability, the Crowned Anchorite forces a missed psionic attack to deal half damage.
>Rage of Aquarius: Special - The Crowned Anchorite is Empowered while it has any negative conditions on itself.
<u>Tactics</u>
If player is melee, Devour Soul. If fighting with allies, Verve and Forte. If target has Rupture, Damocles' Fury.
<u>Drops</u>
810 EXP
<u>Description</u>
The anchorite underwent induced congealment, becoming a semisolid psionic monstrosity with increased psi concentrations.

Unicorn	Battle Tank, Gargantuan Mechanical Carapacian (Tier 4, CR 3)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	220 HP	<u>STR</u>	<u>CON</u>	<u>DEX</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
<u>Hit Bonus</u>	+7	+12	+12	+0	+0	+8	+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>	15	15	17	13	17	20
38	+16						
<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>
<u>Damage (base)</u>	<u>Mod</u>	15	0	16	16	16	20
60	+24						

Anatomy
<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>
Traits
None: What? Not everyone's special.
Actions
<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>
Tactics
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.
Drops
1620 EXP
Description
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)						
Core Numerics		Base Stats					
Hit Points	338 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+11	+12	+10	+14	+14	+14	+12
Initiative	+15	Defenses					
Speed	50 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	AC	Aegis	Fort	Ref	Will	DC

40	+16	17	0	17	19	18	20
<u>Anatomy</u>							
<p style="text-align: center;">>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 style="text-align: center;">>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 Carapacian		Aureate Carapacian, Medium Biological Carapacian (Tier 5, CR 1)					
Core Numerics		Base Stats					
Hit Points	200 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+10	+9	+7	+9	+7	+7	+7
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	16	0	16	16	16	20
40	+16						
<u>Anatomy</u>							
<p style="text-align: center;">>Head (+4): +50% damage to headshots.</p> <p>>Artery (Secret: DC) (+4): Has 35 HP. If destroyed, target has DoT (35, 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 style="text-align: center;">>Tool (gun) (+2): Has 15 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, two arms, gun, 60 ft. range, single-target, 56 damage.</p> <p style="padding-left: 40px;">>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 24 damage.</p> <p>>Unstoppable: Reaction - Martial ability, imposes one d4 Block die against incoming attack vs AC.</p>							
<u>Tactics</u>							
Standard ranged attacker, kite and shoot.							
<u>Drops</u>							
700 EXP							
<u>Description</u>							
The average carapacian NPC. Specialized at their job compared to consorts, though not as adaptable outside their profession.							

Gold Pawn		Aureate Horde, Large Biological Carapacian (Tier 5, CR 1)					
Core Numerics		Base Stats					
Hit Points	500 HP	STR	CON	DEX	INT	WIS	CHA
Hit Bonus	+3	+9	+7	+9	+7	+7	+7
Initiative	+4	Defenses					
Speed	30 ft.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	16	0	16	16	16	20
15	+6						
Anatomy							
<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>							
Traits							
<p>Horde Strength: Has +10 to hit. This decreases to +5 at 333 HP or less, and disappears at 166 HP or less.</p> <p>War Training (army): Whenever this unit takes multiple hits as proscribed by their Anatomy trait, it has Aegis (15) against them.</p>							
Actions							
<p>>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.</p> <p>>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.</p>							
Tactics							
Standard ranged horde, kite and shoot.							
Drops							
700 EXP							
Description							
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.	AC	Aegis	Fort	Ref	Will	DC
Damage (base)	Mod	16	0	16	16	16	20
40	+16						
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 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.
<u>Actions</u>
>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.
<u>Tactics</u>
Standard ranged horde, kite and shoot.
<u>Drops</u>
2100 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.

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>	16	0	16	16	16	20
53	+22						
<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.
<u>Tactics</u>
Standard ranged horde, kite and shoot. Mind their increased size in confined spaces or where AoEs predominate.
<u>Drops</u>
4200 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.

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>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	0	19	19	19	20
40	+16						
<u>Anatomy</u>							
>Head (+4): +50% damage to headshots.							
>Artery (Secret: DC) (+4): Has 32 HP. If destroyed, target has DoT (32, 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 14 HP, required to use certain actions.							
<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>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 56 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, 40 damage.</p>
<u>Tactics</u>
Odd to use solo, makes more sense when paired with Pawns, Berolinas, or Guards as a commander for those units.
<u>Drops</u>
700 EXP
<u>Description</u>
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 style="padding-left: 40px;">>Tool (gun) (+2): Has 14 HP, required to use certain actions.</p> <p style="padding-left: 40px;">>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
<p>>Pistol: Major action - Ranged weapon attack, one arm, gun, 30 ft. range, single-target, 45 damage.</p> <p>>Heal: Major action - Psionic ability, one arm, focus, 60 ft. range, single-target, heals 32 damage, cannot self-target, Cooldown (1).</p> <p>>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.</p>
Tactics
<p>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.</p>
Drops
<p>700 EXP</p>
Description
<p>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.</p>

Gold Rook	Aureate Castle, Large Mechanical Carapacian (Tier 5, CR 2)						
Core Numerics		Base Stats					
<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	Defenses					
<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>	10	26	11	8	12	20
60	+24						
Anatomy							
<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>							
Traits							
<p>Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.</p>							
Actions							

<p>>Concentrated Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. range, single-target, 84 damage.</p> <p>>Dispersed Blaze: Major action - Ranged weapon attack, one arm, one flamer, 30 ft. cone, all targets, 36 damage, sets area on Fire (14, 5 rounds) (once per turn when starting in or entering the fire) and makes it difficult terrain for 5 rounds.</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 60 damage.</p> <p>>Siege Shield: Special - When the Rook uses Defend, it applies to all enemy attacks that target or originate within 30 feet of itself.</p> <p>>Impact: Special - When the Rook uses Dash, it automatically deals 12 damage to all adjacent targets at the end of its turn.</p>
<u>Tactics</u>
<p>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.</p>
<u>Drops</u>
2100 EXP
<u>Description</u>
<p>Rooks bring the heavy muscle through metal and munitions, forming anvils and spearheads where stratagems require durability over speed.</p>

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>	18	0	18	18	19	20
60	+24						
<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>
<u>Damage (base)</u>	<u>Mod</u>	16	0	16	16	16	20
84	+34						

Anatomy
<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 62 HP. If destroyed, target has DoT (62, until repaired)</p>
Traits
<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>
Actions
<p>>Hoof: Major action - Melee weapon attack, 10 ft. range, all targets within 5 ft. radius, 84 damage.</p> <p>>Shockwave: Major action - Melee weapon attack, 20 ft. radius, all targets, targets Reflex, 50 damage.</p> <p>>Bray: Major action - Ranged weapon attack, 60 ft. radius, all targets, targets Will, Impair (1 round).</p> <p>>Trample: Special - When the Knight uses Dash, it automatically deals 16 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>
Tactics
<p>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.</p>
Drops
<p>2100 EXP</p>
Description
<p>Linebreakers, the Knights don't stop until they die, acting as fast-moving forces to flank, encircle, or deny.</p>

Tier 5 Uniques

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

<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 (chaingun) (+2): Has 14 HP, required to use certain actions.</p> <p>>Tool (2) (sawblade) (+2): Has 33 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, gun, 80 ft. range, single-target, 24 damage, multiattack (3).</p> <p>>Sawblade: Major action - Melee weapon attack, one arm, sawblade, 5 ft. range, single-target, 40 damage, Daze (2 rounds).</p> <p>>Fist: Major action - Melee weapon attack, 5 ft. range, single-target, 24 damage, multiattack (2).</p> <p>>Blood and Vinegar: Reaction - Martial ability, the Jetan chooses one negative condition on itself and reduces its duration by 1 round.</p>
<u>Tactics</u>
Use ranged tactics with the chaingun if the player has Rupture, use melee tactics with the sawblade if the player does not. Though in general, the Jetan can handle both with ease.
<u>Drops</u>
700 EXP
<u>Description</u>
The jetan pawn, or the evil wolf, moves one square forward or adjacent. They took the thickest armor, the heaviest guns, and the most dubious of steroids, and threw them into a barracks. The results still don't quite keep up.

Mastodon	Last Argument, Huge Mechanical Carapacian (Tier 5, CR 1)						
<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>	+8	+0	+0	+0	+0	+0	+0
<u>Initiative</u>	-5	<u>Defenses</u>					
<u>Speed</u>	0 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	10	0	10	11	10	20
<u>Anatomy</u>							
>None: This creature has no notable anatomy about it.							
<u>Traits</u>							
None: What? Not everyone's special.							

Actions
>Destroy: Major action - Ranged weapon attack, 500 ft. range, all targets within 20 ft. radius, 56 damage.
>Integrated Firing Protocol: Special - When the Mastodon benefits from allies' Aim or Block dice, they roll an additional die of the same magnitude.
Tactics
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.
Drops
700 EXP
Description
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.

Knighted Nightrider	Shadow Dragon, Huge Mechanical Carapacian (Tier 5, CR 1)								
Core Numerics		Base Stats							
Hit Points	200 HP	STR	CON	DEX	INT	WIS	CHA		
Hit Bonus	+10	+13	+7	+15	+15	+7	+7		
Initiative	+10	Defenses							
Speed	50 ft., 50 ft. fly	AC	Aegis	Fort	Ref	Will	DC		
Damage (base)	Mod	40	+16	16	0	17	18	17	20
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 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>									
Traits									
None: What? Not everyone's special.									
Actions									

<p>>Iron Claws: Major action - Melee weapon attack, 15 ft. range, single-target, 24 damage, Rupture (10, 2 rounds).</p> <p>>Napalm Missile Cluster: Major action - Ranged weapon attack, 150 ft. range, all targets within 10 ft. radius, 24 damage, sets area on Fire (10, 5 rounds) (once per turn when starting in or entering the fire) and makes it difficult terrain for 5 rounds, Cooldown (2).</p> <p>>Swoop: Special - When the Knighted Nightrider uses Dash, it automatically deals 24 damage to any target it moves through during it.</p> <p>>Bloodied Focus: Special - When the Knighted Nightrider is at half HP or less, it ignores all maluses and disadvantage to attack rolls and skill checks.</p> <p>>Shadowflight: Reaction - Martial ability, the Knighted Nightrider becomes Intangible, or stops being Intangible. If mounted, its rider shares the benefit.</p>
<u>Tactics</u>
If target has high speed, Swoop in and Claw. If target has no ranged, Missile with impunity. Remember it could still be used as a mount RAW, if desired, though Shadowflight doesn't work on the rider.
<u>Drops</u>
700 EXP
<u>Description</u>
The think tanks are satisfied with the nightrider's moveset, merely giving it an umbrakinetic capacitor.

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>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	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>							

<p>>Turret Fire: Major action - Ranged weapon attack, turret, 80 ft. range, single-target, 45 damage.</p> <p>>HK Missile: Major action - Ranged weapon attack, 100 ft. range, all targets within 10 ft. radius, 45 damage, Daze (1 round), Cooldown (1).</p> <p>>ECM Jammer: Special - When the Ordained Pegasus uses Dash, it counts as being in 3/4 cover for 1 round.</p> <p>>Healing Ports: Special - Creatures that mount the Ordained Pegasus have Regen (8) and reduce the duration of all conditions by 1 round.</p>
<u>Tactics</u>
Standard transport tactics, use it as ablative hit points for the horde or mob inside it, Dash for extra protection.
<u>Drops</u>
700 EXP
<u>Description</u>
The pegasus was ordained by holding service inside it during an airdrop and now it has healing powers.

Huygens	Unstable Glacier, Large Mechanical Carapacian (Tier 5, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	550 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	+15	+0	+7	+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>	12	25	14	13	14	20
40	+16						
<u>Anatomy</u>							
<p>>Head (+4): +50% damage to headshots.</p> <p>>Fuel Line (Secret: DC) (+4): Has 97 HP. If destroyed, target has DoT (97, 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>							
<u>Traits</u>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							

>Concentrated Sonics: Major action - Ranged weapon attack, 30 ft. range, single-target, targets Will, 40 damage, half damage on miss.

>Dispersed Sonics: Major action - Ranged weapon attack, 30 ft. radius, all targets, targets Fortitude, 24 damage, Prone.

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

>Unstable Burst: Reaction - Ranged weapon attack, 30 ft. radius, all targets, targets Fortitude, 24 damage.

>Siege Shield: Special - When the Huygens uses Defend, it applies to all enemy attacks that target or originate within 30 feet of itself.

>Impact: Special - When the Huygens uses Dash, it automatically deals 8 damage to all adjacent targets at the end of its turn.

Tactics

Concentrated Sonics vs low Will players, Dispersed Sonics vs low Fortitude players. Use Unstable Burst whenever possible, use Impact to get within range if not.

Drops

2100 EXP

Description

The huygen moves like a rook, but must move in prime numbers; this forces certain pursuing units to be inefficient, or so is said. The rooks have similarly gotten last minute upgrades, economy of scale and basic decency thrown out in the name of war.

Wolf-Chancellor	Anime Fan, Large Mechanical Carapacian (Tier 5, CR 2)						
<u>Core Numerics</u>		<u>Base Stats</u>					
<u>Hit Points</u>	440 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	+11	+7	+0	+9	+0
<u>Initiative</u>	+7	<u>Defenses</u>					
<u>Speed</u>	30 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>
60	+24	14	0	15	14	16	20
<u>Anatomy</u>							
>Cockpit (+4): +50% damage taken.							
>Fuel Line (Secret: DC) (+4): Has 77 HP. If destroyed, target has DoT (77, until repaired)							
>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>							
Withstand: The first time this creature would be reduced to 0 HP, they go to 1 HP instead.							
<u>Actions</u>							

<p>>Martial Strike: Major action - Melee weapon attack, 15 ft. range, single-target, 60 damage, multiattack (3).</p> <p>>Martial Precision: Special - When the Wolf-Chancellor Aims, they gain advantage instead.</p> <p>>Martial Shield: Special - When the Wolf-Chancellor uses Avert, it imposes disadvantage instead.</p> <p>>Impact: Special - When the Wolf-Chancellor uses Dash, it automatically deals 12 damage to all adjacent targets at the end of its turn.</p> <p>>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.</p>
<u>Tactics</u>
Standard melee tactics, run it up and smash. Open with Impact to close the gap.
<u>Drops</u>
2100 EXP
<u>Description</u>
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>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	0	18	19	18	20
42	+17						
<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>							

<p>>Psionic Blast: Major action - Ranged psionic attack, 80 ft. range, all targets within 10 ft. radius, targets Will, 42 damage, half damage on miss.</p> <p>>Mindbender: Major action - Ranged psionic attack, 80 ft. range, single-target, targets Will, 25 damage, Impair (3 rounds).</p> <p>>Bodybreaker: Major action - Ranged psionic attack, 80 ft. range, single-target, targets Fortitude, 25 damage, Expose (3 rounds).</p> <p>>Psionic Catastrophe: Reaction - Psionic ability, the Gryphon forces a missed psionic attack to deal any effects besides damage.</p> <p>>Black Precision: Special - When the Gryphon uses Aim, they gain advantage instead.</p> <p>>Black Shield: Special - When the Gryphon uses Avert, it imposes disadvantage instead.</p> <p>>Rage of Aquarius: Special - The Gryphon is Empowered while it has any negative conditions on itself.</p>
<u>Tactics</u>
Cycle through Bodybreaker, Mindbender, and Psionic Blast in that order.
<u>Drops</u>
4200 EXP
<u>Description</u>
The gryphon moves one square diagonally, then as a rook, from a medieval Castilian Chess variant. A few bishops died to imbue this godless, teleporting deathsphere with the psionic power required.

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>	14	20	16	15	16	20
80	+32						
<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.							

Actions

>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.

>Autoturret: Minor action - Ranged weapon attack, auxiliary turret, 80 ft. range, single-target, 48 damage.

>Psi Caster: Major action - Ranged psionic attack, 50 ft. radius, all targets, targets Will, Weakened (2 rounds).

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

>Impact: Special - When the Quight uses Dash, it automatically deals 16 damage to all adjacent targets at the end of its turn.

>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.

Tactics

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.

Drops

4200 EXP

Description

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.