

MAJI MONSTERS

MONSTERS' NIGHT



TERROR STIRS

GAMING SUPPLEMENT



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MONSTERS' NIGHT

The end of the harvest season means a great many things. Trees shed their leaves, the sun sets a bit sooner, and a strong chill dominates the air. The change of seasons? Perhaps. But the people of the world know this is not just summer changing into autumn. These are portents of a change in the world's other inhabitants—the Monsters.

For a small period of time each year, when the harvest ends and the fall sets in, MajiMonsters act strangely. Those unfortunate enough to encounter wild Monsters during this time speak of the Monsters' vastly increased aggression. Even placid Monsters suddenly become territorial, unruly, and prone to attack. Bound MajiMonsters show sudden unrest, eager to fight another battle.

As this change occurs, people look towards the sky for telltale sign the most dangerous night of the year is upon them. For when the full moon glows orange and the howls of Monsters echo through every corner of the world, they know Monsters' Night is upon them.

WHAT IS MONSTERS' NIGHT?

Monsters' Night is a yearly event in the world of **MAJIMONSTERS**, describing an evening MajiMonsters are supernaturally spurred to their most aggressive nature. The night itself is highlighted by a tense and eerie build during the days leading up to it. During this time, the air becomes unnaturally cold, odd symbols appear without cause, and haunting sounds can be heard echoing from the distance. Monsters' Night is a chilling reminder that humans aren't as dominant over these creatures as they might believe.

There is no known cause for Monsters' Night or its effect on MajiMonsters, but there are plenty of theories. Some scholars believe it is caused by some ancient maji spell, and it can be ended if anyone were to find the spell's source and disrupt it. Others believe there may be more physiological reasons, ascribing the aggressive behavior to natural cycles in every Monster's temperament or the peak of what is their mating season. Some of these scholars go so far as to claim the innate magic that each MajiMonster possesses warps the world as these changes occur. Still others believe that Monsters' Night is a malevolent force all its own, caused by neither man nor Monster—an effort to rid the world of mankind. Whatever the cause, Monsters' Night occurs once each year like clockwork, and it is never a quiet night.

USING THIS SUPPLEMENT

This supplement introduces the Monsters' Night event for you to introduce into your **MAJIMONSTERS** game world. Monsters' Night a building block for your campaign; it's up to you how this much-feared occurrence affects the world, NPCs, and MajiMonsters within the story you're telling. This supplement has two parts.

TERROR STIRS

This part describes ways you can incorporate Monsters' Night into your game world. It includes random, eerie occurrences you can use to build atmosphere, adventure hooks themed around the event, and customization tips.

NEW BESTIARY ENTRIES

Also included are ten new MajiMonster Bestiary entries, each reinforcing an air of eerie dread. These new Monsters are perfect to debut during the events of Monsters' Night. Don't limit yourself to just these choices for adventures designed around this event, however, as Monsters' Night is a time when all Monsters shed their inhibitions and run wild.

The Mallet & The Net

The full moon hung high in the sky, cloaked in an eerie orange glow. Jules and Lorraine moved through the forest, making their way towards the ruin in the clearing. As they moved further away from the small village where they spent the last few nights, Jules continued to wonder why they had to wait until *this* night, *Monsters' Night*, to make their way out here. Rumor had it the Monster Lorraine was looking for was out here. But rumor *only*. He wasn't sure the thing existed, but he knew plenty of other MajiMonsters would be active tonight. Even their bound MajiMonsters were acting more aggressive, and they'd chosen to leave them to their drajules for the trip.

"This is madness," Jules said as he trudged through the brush, keeping his voice low as his eyes scanned the forest around him. "Absolute madness. You realize that, right?"

"Then go back, madman. I said I could do this on my own," Lorraine said, her head whipping around to meet his gaze.

Jules sighed, shaking his head. "You know I can't do that. This would be dangerous enough, but why hunt this Monster *tonight* - of all nights?"

"The villagers said that it is only seen close to Monsters' Night. Well, what better time to bind it than on the night itself?" Lorraine said, feigning a demure smile. Jules could only shake his head again, following her as best as he could, stepping with care over the detritus of the forest floor. Lorraine moved with authority, each step finding purchase, untroubled in her passage. With each step, a crackle of sparks left her heels, like fireflies dancing by her feet.

"I just don't get it, Lorraine. Why always rush headlong into danger with no plan and no regard for your safety?" Jules asked, doing his best to keep step with his nimble companion.

"I don't see the point sitting around and thinking about what we *could* do instead of just simply *doing* it," Lorraine fired back as she pushed a branch from her face, a thread of electricity escaping her fingertips as she did so. "Maybe it is my tie to the lightning... that at least makes sense to you bookworms, right? Concordants act like the nature of their affinities. Besides, why are you always so damn hesitant?"

Jules snorted in laughter. "All you're *doing* is going straight into the jaws of the beast. You could try outthinking it, for once. You can kill a fish with a mallet, but you'll catch more by hiding a net. It wouldn't hurt you to learn some subtlety; you'd be surprised how much easier it is to bind a Monster when it's not expecting you."

Lorraine stopped. She turned to Jules and opened her hand, revealing her small, ruby drajule, illuminated by a spark that fizzled from her palm. "Because Thunderhorn is so great at being stealthy, right?" she asked, mocking him.

Jules grinned, tapping the green stone he had holstered on his hip. "No, Thunderhorn is just the distraction. Let it get a Monster's attention while my Hayman moves in for the final strike."

Lorraine's eyes narrowed on Jules for a moment. "You had better not return this one to the aether before I bind it; it has been a long time since we've had any leads on a Monster that suits me."

Jules gave only a smile and a nod in response. Lorraine was rash, but she was worth the headaches. And she had a point. Pairing the lightning concordant with another lightning MajiMonster was a good idea; she had a way with the creatures he could never begin to understand. *If* this Monster was for real, and *if* she was able to bind it, it'd mean the duo would be stronger as a result.

The two moved in silence, with only the soft sound of leaves crunching beneath their boots as they passed. The foreboding orange moon had made its way to the center of the sky before they came upon the ruin in the forest clearing. The first howls of this year's Monsters' Night greeted their ears, coming in small choruses from different parts of the woods. Far from where they were, but not so far that it made Jules feel any safer. Lorraine stopped suddenly, ducking low to the ground and pointing at the ruin.

“There,” she said softly.

Slowly creeping forward while keeping low, Jules could barely make out a humanoid figure silhouetted in the distance. It was hunched over, leaning against the ancient stone wall of the ruin. It could have been easy to mistake for a man, if not for the strangle bramble of metal rods that jutted from the creature’s head. It gave a low-pitched, painful groan into the air, joining the howls in the distance. When it moved it staggered, jostling with some unseen pain.

Lorraine didn’t speak, her eyes focused in on the creature and did not leave it. Jules recognized that look. He grabbed ahold of her arm, weighing their options for a moment while motioning for her to keep still.

“I know you want to do this your way, but we need a strategy. It was different when we weren’t sure this thing existed, but there’s your *Sturmreise*, standing there as real as you or me. You don’t want this one to get away, right? I’ve got a plan.”

She quirked an eyebrow at him, “What, you want to wait for it to take a nap before we close in?” she asked, a devilish smile cresting her lips. She was gripping her *drajule* tightly, sparks jumping from her fist more frequently now. She was ready.

“No, but just rushing in to a fight leaves too many chances for error. There’s a *reason* why no other binders have caught this one. Why don’t I sneak around and flank it, while you prepare to have Thunderhorn charge. Hopefully it will distract the beast so Hayman can surprise it. Let’s use the *net*, Lorraine. Trust me.”

Lorraine grimaced, seeming to have some distaste for the plan for a moment, but nodded. “Fine, we play this your way. But you had better not rob me of the chance to bind this one.”

“I wouldn’t dream of it. Just try to stay calm and wait for the signal this time,” Jules said as he stepped away, creeping in a circle around the ruin where the Monster stood. He had a couple moments to run different plans through his mind before he stepped on what he’d forever remember as the loudest, dried branch in the world. The sound of it snapping beneath his feet bellowed through the clearing.

Jules froze.

The *Sturmreise* swung its hideous head at him, as a web of electricity surged about its body to light the forest clearing up like a flare. It let loose an awful moan as it lumbered its way towards him with terrible purpose.

Lorraine jumped into action, her *drajule* glowing vibrantly to cast the area around her in a scarlet glow. “So,” she shouted, summoning her *MajiMonster*, “May I suggest a new strategy?”

Thunderhorn appeared in a flash of light between *Sturmreise* and Jules, the debris on the ground splintering beneath the creature’s bulk. It reared back with a frenzied roar, as a blast of lightning cascaded from its horns like a trail of smoke from a flame. It charged the *Sturmreise* head on. The two Monsters met each other in battle before the old ruin, each exchanging blows with the other in a dance like a thunderstorm.

Jules sighed a few rapid breaths of relief. He began concentrating on his own *drajule*, pouring a soft green light around him. “This new plan... it wouldn’t be a direct assault, would it?” he asked.

“Of course it is!” she yelled in reply, smiling. She had already produced a new *drajule* she had been saving for a special occasion. In another flash, the lithe figure of Jules’ *Hayman* sprang into form beside her Thunderhorn to join the fray.

“Alright,” Jules said, as the battle trance overtook him, “the mallet it is then.”

TERROR STIRS

THE DAYS PRECEDING MONSTERS' NIGHT

Monsters' Night always occurs in autumn, on the night of a full moon. However, there is no set date for this event. Instead, weird portents and the growing agitation of Monsters along with the coming apex of the lunar cycle are the indicators of an approaching Monsters' Night. Folk in outlying villages, in particular, have learned to watch closely for periods of unnatural cold, strange symbols, howls, and haunting dreams. These omens persist up until Monsters' Night itself. After Monsters' Night, these eerie signs vanish until they return the following year.

The build towards Monster's Night can help develop the mood for the event. Don't simply thrust your players into the event itself; work it into your campaign long enough to add some tension. Introduce a number of supernatural phenomena one at a time, and do your best to build a stressed feeling among your players.

During the days preceding Monsters' Night, refer to the table **Eerie Occurrences**. You can pick results from this table to help create the atmosphere, or generate results from it randomly. You can decide if these occurrences lead to new adventures, or if they simply serve to spook or mislead the players.

MONSTERS' NIGHT AND NPCs

The NPCs of the world should be aware of what is happening, but they may be hesitant to outright say that Monsters' Night is upon the world once again. Most NPCs have lived through many such nights, and know the defenses necessary to avoiding aggressive Monsters on this night. Characters might meet NPCs preparing for the night by securing bunkers, finding hiding places, or gathering arms. Cities and towns may reinforce their walls, mandate citizens stay off the streets, or find some other means of safety.

In the Age of Binders, mercenary binders have found Monsters' Night to be a welcome and lucrative event. Those with enough suls in their pockets often commission binders to protect their families and estates. Such work is hard to find and rarely cheap, but nothing offers better protection than an experienced binder on this night. However, even these special people can only do so much! Those hiring binders for aid must often take other precautions.

ON MONSTERS' NIGHT

During Monsters' Night, all MajiMonsters are aggressive and violent, even those normally calm in demeanor. This leads to attacks against towns, disruptions in the Wildlands, and binders struggling to control their bound Monsters. Monsters' Night always occurs during a full moon glowing orange in the autumn evening sky.

EERIE OCCURRENCES

D10 Occurrence

1	Dark Presence
2	Haunting Laughter
3	Howls in the Distance
4	Illusions
5	Shapes and Patterns
6	Strange Symbols
7	Unnatural Cold
8	Waking Dreams
9	Whispering Wind
10	Woeful Cries

Dark Presence. The characters experience an undefined, dark presence. They feel as if they are being watched, causing the hair on the back of their necks to stand on end.

Haunting Laughter. The characters hear a wicked laughter, just on the edge of hearing. They cannot locate its source.

Howls in the Distance. The characters hear bestial howls in the distance, occasionally growing louder.

Illusions. The characters see illusions, although they believe them to be real until interacting with them. The nature of the illusions is up to you to decide.

Shapes and Patterns. Patterns repeat around the characters. They could appear in the texture of tree bark, flattened in crop circles, or the ostensibly random arrangement of objects.

Strange Symbols. Strange symbols magically appear in the area, seemingly carved into trees and buildings. The symbols disappear after Monsters' Night.

Unnatural Cold. An unnatural cold fills the area. Characters not prepared with cold weather clothing may be subject to fatigue due to prolonged exposure.

Waking Dreams. One or more characters experiences a waking dream. The dream may be an omen of things to come, or perhaps a clue to some adventure.

Whispering Wind. The characters encounter a gentle wind, which carries whispers upon it. The whispers are hard to make out, but are in a language they can understand.

Woeful Cries. The characters hear mournful crying. The source of the crying sounds human but could belong to a man, woman, or child. They cannot tell its source.

ADVENTURE HOOKS

Monsters' Night can lead to different adventures. You can use the following adventure hooks in your campaign themed around the event, or use them as inspiration to create their own.

- Haymen begin hanging themselves from trees surrounding a village. What do the Monsters want?
- Children are slowly wandering away from the village at night. Could this be the work of the Davvo that was recently spotted nearby?
- After the last harvest of the season, crops continue to grow at an alarming rate. Is this the work of a Monster, or something even stranger?
- Monsters begin rapidly fleeing the area as Monsters' Night approaches. What can scare away Monsters?
- The players delve into the ruins of an Old Empire castle, only to emerge as Monsters' Night begins. What challenges will they face?

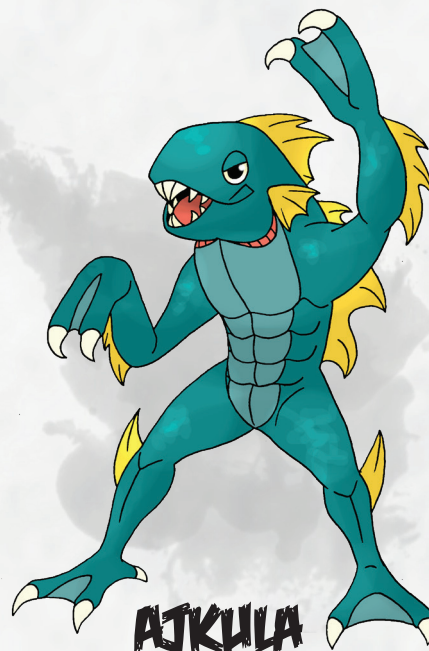
HEALTH 5 STRIKE 3 PROTECTION 10 MAGIC 2 DISCIPLINE 10 SPEED 7

WATER

BRAWN 4 SIZE: MEDIUM TALENT 3

RESISTANCES	VULNERABILITIES
Fire	Lightning

HIT POINTS BY LEVEL					
01	04	08	12	16	20
25	40	60	80	100	120



STARTING TRAIT

Aquatic: The Monster can breathe underwater and does not treat water as difficult terrain.

OPTIONAL TRAIT (Grade 2)

Slippery: The Monster cannot suffer the burning condition. Once during the Monster's turn, when an opponent makes a withdraw strike against it, the withdraw strikes' attack roll is not empowered. An opponent cannot empower a withdraw strike's attack or damage roll by spending Grit.

Habitat: Underwater. Ajkula can inhabit almost any body of water, from ponds and lagoons to the largest oceans.

Diet: Herbivore. Ajkula prefer marine plants native to their habitat.

Grouping: Solitary or in mated pairs.

Temperament: Docile unless threatened, though Ajkula tend to be more aggressive underwater.

Tall and lean, an Ajkula is typically two heads taller than the average man. These Monsters have rubbery, teal skin tightly pulled over muscular, humanoid forms. Their backs are hunched and lead to a piscine head full of dagger-like teeth. Yellow fins sprout from their arms and backs. Clawed and webbed hands and feet aid these Monsters in swimming through their watery habitats.

According to legend, those dragged below the waves by an Ajkula are doomed to become one themselves. Such tales have never been confirmed, but these stories tend to make coastal communities very wary. While it is possible for this Monster to crawl out from the depths to slink into a village, Ajkula rarely leave the waters they call home unless in search of food.

Ajkula are equally comfortable in both freshwater and saltwater. Its grotesque visage and terrible tales make this Monster particularly feared, but sailors and those familiar with the sea suspect that the Monster has been somewhat misunderstood.

Aqua Claw

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster swipes at its enemy with aqueous claws, moving back and forth with its attack like the ocean tide. A hit target suffers 1d6 + Brawn water damage. If the attack hits, the user can move up to 5 feet after rolling damage. This movement does not provoke withdraw strikes.

Water • Melee • Claw

Assault

Combat action

Attack: Strike vs. Protection

Target: One creature in 30 feet

The Monster launches a projectile at its foe. A hit target suffers 1d8 + Brawn basic damage.

Basic • Ranged

Slice

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster slices into an opponent and may leave bleeding wounds. A hit target suffers 1d10 + Brawn basic damage.

Empower: If the technique's attack roll becomes empowered, a hit target is also bleeding until it passes a Normal (7) check.

Basic • Melee

Water Bolt

Combat action

Attack: Magic vs. Protection

Target: One creature within 30 feet

The Monster directs a streaking gush of water at its foe. A hit target suffers 1d6 + Talent water damage and is pushed up to 5 feet away from the user. This movement does not provoke withdraw strikes.

Water • Ranged

Whirlpool

Combat action

Zone: 25-foot diameter zone centered on a point within 30 feet of the user. The zone covers the surface area of the ground.

The Monster conjures a swirling zone of water that pushes those in it towards its center. Grounded creatures in the area must pass a Normal (7) check or be pushed up to 15 feet towards the zone's center. Grounded creatures moving into the zone must make this check as well. This movement does not provoke withdraw strikes. Grounded creatures in the zone treat the area as difficult terrain. The zone stays in effect until the beginning of the user's next turn.

Maintain: The Monster can use its utility action to maintain the zone.

Water • Area • Zone

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Aqua Claw
Assault
Whirlpool

Grade 1

Heightened Senses
Pounce
Water Bolt
Water Walk

Grade 2

Shout
Slice
Tow Strike
Vengeful Strike
Water Blade

Grade 3

Drain
Haste
Leaping Strike
Uproar
Water Crash

Grade 4

Cacophony
Flood Strike
Monstrous Bite
Riptide
Water Cannon

Grade 5

Swift Strike
Tidal Strike
Typhoon
Water Form
Water Power



HEALTH 5	STRIKE 3	PROTECTION 10	MAGIC 3	DISCIPLINE 10	SPEED 7
FIRE				BRAWN 3	SIZE: MEDIUM
				TALENT 3	
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL	
Ice		Water		01	04
				08	12
				16	20
				25	40
				60	80
				100	120

STARTING TRAIT

Merciless: When this Monster scores a critical hit against an opponent, its next attack roll against that target before the end of its next turn is empowered without having to spend Grit.

Habitat: Any. Davvos can survive in any environment.

Diet: Carnivore, though these creatures do not need to eat to survive. They hunt nearly any type of animal, always charring the meat before consumption.

Grouping: Solitary or in pairs.

Temperament: Extremely aggressive. Being spotted by a Davvo is often enough for it to attack.

While scholars can imagine the origins of many Monsters, the horrific Davvo seems to defy any place in the natural order. Hunched and covered in coarse black hair, the Davvo's cloven hooves, crimson red skin, and pointed teeth make it a fearsome Monster to behold. Davvos are terribly aggressive, and will attack any creature that wanders too close.

Unlike many Monsters that hunt merely to survive, Davvos seem to take a wicked pleasure in pursuing prey. This Monster is thought to hunt for sport and will often leave its trophies to be scavenged. A binder finding the charred remains of creatures should be wary. According to folklore, once a Davvo sights its prey, only death will make it stop.

Heroes who manage to bind this Monster are often startled by its brutality. Bound Davvos are known to flash their binders malevolent grins before striking the finishing blow. It takes a truly stoic (or warped) person to command such a depraved Monster.

Blaze Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster lashes out at its opponent with a blazing limb or appendage. A hit target suffers 1d8 + Brawn fire damage.

Fire • Melee

Fire Breath

Combat action

Attack: Magic vs. Discipline

Area: 15-foot cone emanating from the user

The Monster bellows forth a cone of fire. Each hit target in the area suffers fire damage equal to the user's Talent and is subject to the technique's trigger effect.

Trigger (6): The target is burning until it passes a Normal (7) check.

Fire • Area • Cone • Breath Weapon

Smolder

Combat action

The Monster's internal heat intensifies, making it smolderingly hot to touch. Until the end of the user's next turn, a creature that touches the Monster or hits it with a melee attack suffers 1d6 fire damage (the user does not apply its affinity bonus or other effects to this damage, but a target's vulnerabilities and resistances still apply).

Maintain: The Monster can use its utility action to maintain the effect.

Fire

Black Fire

Combat action

Attack: Magic vs. Discipline

Area: 20-foot line emanating from the user

The Monster conjures a line of menacing black flames. Hit targets suffer 1d12 mystic damage and are subject to the technique's trigger effect.

Trigger (6): The target is burning until it passes a Normal (7) check.

Grit: The Monster can spend a point of Grit before making an attack roll for this technique. If it does, the trigger number is reduced by 1. Additionally, a target burning as a result of this technique loses any resistance it has to fire or mystic damage. This change lasts for 1 minute, affecting all future uses of this technique for the duration.

Mystic • Area • Line • Grit

Intimidating Gaze

Utility action

Target: One creature within 30 feet that can see the user

Gaze: User must be able to see and be seen by all targets of this technique, and cannot use this technique if it is blinded

The Monster attempts to intimidate its foe. The target makes a Normal (7) check. If it fails, the target reduces its Brawn to 0 until the start of the user's next turn. During this time, the target cannot gain a bonus to its Brawn score.

Fury • Gaze

TECHNIQUES

Barred Descriptors Tail, Wing

Starting

Blaze Strike
Intimidating Gaze
Smolder

Grade 1

Fire Breath
Ignite
Smoke Blast
Venomous Bite

Grade 2

Cauterize
Flame Strike
Heat Vision
Shadowmeld
Vengeful Strike

Grade 3

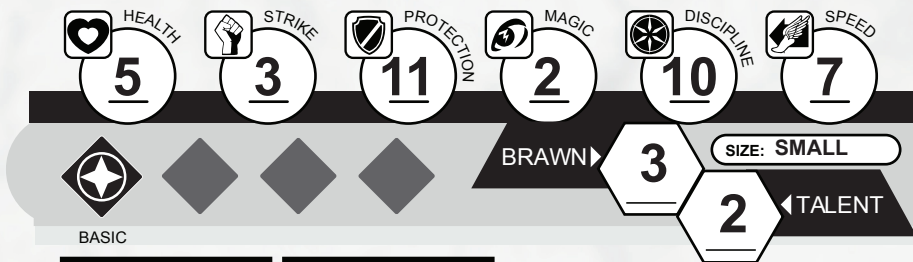
Bad Breath
Black Fire
Burning Toxin
Conflagration
Fire Missile

Grade 4

Exclude
Fire Purge
Incendiary Strike
Rain of Ashes
Shadow Breath

Grade 5

Devastation Breath
Occult Storm
Raze
Revivify
True Flame



FARFADET

BASIC

RESISTANCES	VULNERABILITIES
Mystic	Fury

HIT POINTS BY LEVEL					
01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Riot: Once per round, when the Monster hits an opponent it is helping to outnumber with a melee attack, it gains a bonus to that attack's damage roll equal to its Grade + the number of creatures helping to outnumber the opponent (including itself).

Habitat: Temperate climates. Farfadets often construct crude underground dwellings.

Diet: Omnivore, though prefers meat.

Grouping: Usually found in groups of up to 10 members called *gangs*.

Temperament: Aggressive in great numbers, but a single Farfadet is more likely to flee than to fight.

Hairless, squat, and hunched forward with a crooked back, Farfadets resemble small humans but have greyish skin and elongated ears and noses. While those unacquainted with this Monster may be tempted to laugh at the sight of one, seasoned binders know to beware: a Farfadet is rarely ever encountered alone.

Farfadets work in groups to surround and outnumber their foes. They will strike and retreat as a unit, biting, clawing, throwing rocks or whatever else they can find at their targets, proving to be much more cunning than most expect.

Farfadets have been known to forage for plants or fungi, but meat seems to be their preferred diet. They tend to be more active a night, and can appear sluggish and almost disinterested in other activities during the day. Even encountered during the day, one should always worry less about the Farfadets they can see and more about the ones they can't.

Clobber

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster beats on its opponent with a meaty fist or limb. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee

Momentum

Utility action

Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster's inertia propels it past its foe while delivering attacks. The user moves up to 10 feet. This movement does not provoke a withdraw strike. This movement does not count against the user's maximum speed.

Basic

Rabid Bite

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.

Trigger (6): The target is confused until it passes a Normal (7) check.

Fury • Melee • Bite

Deflect

Response

The Monster quickly deflects an incoming attack. This technique is used in response to being targeted by an enemy ranged attack that is not an area attack, before the enemy makes its attack roll. The user gains a +2 bonus to its Protection score versus the attack roll against it.

Basic

Bad Breath

Combat action

Attack: Magic vs. Discipline

Area: 15-foot cone emanating from the user

The Monster exhales a cone of horrible smelling gas. Each hit target in the area suffers 1d10 basic damage and is subject to the technique's trigger effect.

Trigger (6): The target is poisoned until it passes a Normal (7) check.

Basic • Area • Cone • Breath Weapon

TECHNIQUES

Barred Descriptors *Horn, Wing*

Starting

- Clobber
- Deflect
- Momentum

Grade 1

- Assault
- Combat Roll
- Ferocious Strike
- Pounce

Grade 2

- Deft Assault
- Furious Charge
- Rabid Bite
- Riposte
- Vengeful Strike

Grade 3

- Bad Breath
- Brute Strength
- Cannon
- Granite Strike
- Provoke

Grade 4

- Combat Focus
- Counter Attack
- Leaping Strike
- Monstrous Bite
- Triple Strike

Grade 5

- Excluding Strike
- Paragon
- Ravage
- Refresh
- Swift Strike



HAYMAN

HEALTH **4** STRIKE **2** PROTECTION **10** MAGIC **4** DISCIPLINE **10** SPEED **7**
 VERDANT **BRAWN** **2** SIZE: MEDIUM **4** TALENT

RESISTANCES
Water

VULNERABILITIES
Wind

HIT POINTS BY LEVEL					
01	04	08	12	16	20
24	36	52	68	84	100

STARTING TRAIT

Skittish: When the Monster suffers damage, it can use its response to move up to 5 feet. This movement does not provoke a withdraw strike

OPTIONAL TRAIT (Grade 3)

Deft: When the Monster would be hit by an opponent's attack, it can use its response to gain a bonus to its Protection or Discipline score equal to its Talent. If the bonus would cause the defense to be higher than the opponent's attack roll, then the attack misses the Monster.

Habitat: Grasslands and fields. Haymen often wander onto farmlands and impersonate scarecrows.

Diet: Carnivore, preferring to eat birds.

Grouping: Typically solitary or in packs up to 4 called *tatters*.

Temperament: Passive unless disturbed.

Haymen can be, and often are, mistaken for common scarecrows. Tall and thin with bits of straw and hay protruding from their skin, Haymen make themselves more human-like by covering themselves in human clothes. However, the Monster's head resembles a pumpkin carved with a wicked grin. A faint glow emanates from the hollow head, casting an eerie light from behind a Hayman's eyes and mouth.

This Monster is a master of subtlety, and can stay still for great periods of time. They typically hunt by staying stationary, awaiting an unsuspecting bird. When a bird lands nearby, a Hayman will strike quickly and without any mercy. If its feeding goes unobserved by humans, this Monster will return to its perch. Its actions turn much darker if it has an audience, however, and will turn its fearsome powers on any unfortunate observers.

Haymen use their speed and magical prowess to maximum effect in combat, hitting and moving while intimidating foes with unearthly wails the whole time. They are frail, however, and a Hayman will do anything to avoid a melee fight with a stronger opponent. If outmatched, this Monster has no qualms about fleeing to fight another day.

Spores

Combat action

Area: 5-foot radius sphere / Grade,

The Monster unleashes a cloud of spores around it, dulling the wits of those that draw too near. While in the area, other Monsters cannot apply their Talent as extra damage on techniques they use.

Verdant • Area • Sphere

Floral Assault

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster assaults its foe with a barrage of seeds or razor-sharp leaves. A hit target suffers 1d6 + Talent verdant damage. If the target was already suffering the poisoned condition, the target takes additional damage equal to the user's Grade.

Verdant • Ranged

Acid Breath

Combat action

Attack: Magic vs. Discipline

Area: 20-foot line emanating from the user

The Monster spews a gout of caustic acid at its enemies that burns their flesh. Each hit target in the area suffers 1d8 verdant damage and is subject to the technique's trigger effect.

Trigger (6): The target is burning until it passes a Normal (7) check.

Verdant • Area • Line • Breath Weapon

Toxic Barbs

Combat action

The Monster covers its body with poisonous barbs. Until the end of the user's next turn, whenever it scores a critical hit with a melee attack, the hit target is also poisoned until it passes a Normal (7) check. While the Monster is affected by this technique, a foe that grabs the Monster or hits it with a melee attack must pass a Normal (7) check or become poisoned until it passes a Normal (7) check.

Maintain: The Monster can use its utility action to maintain the effect.

Verdant

Wither

Combat action

Attack: Magic vs. Discipline

Target: One creature in melee range

The Monster's touch causes its foe to wither away like a wilting flower, though it drains the user's restorative powers in the process. A hit target suffers 2d10 + Talent verdant damage.

Recoil: If the technique hits a target, the user cannot use powers with the *healing* descriptor until the end of its next turn. During this time, it also cannot regain hit points.

Verdant • Melee • Recoil

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Floral Assault	Curse	Acid Breath	Black Fire	Exclude	Devastation Breath
Spore	Deflect	Dark Wind	Bloom	Eye Bite	Heart Sight
Toxic Barbs	Fire Breath	Imperviousness	Sapling	Sedative	Occult Storm
	Leap	Luminous Beam	Scorching Breath	Shadow Breath	Raze
		Vines	Wither	Verdant Blast	Verdant Power

HEALTH 6 STRIKE 4 PROTECTION 10 MAGIC 2 DISCIPLINE 9 SPEED 6

FURY

BRAWN 4 SIZE: MEDIUM TALENT 2

RESISTANCES		VULNERABILITIES	
Basic		Mystic	

HIT POINTS BY LEVEL					
01	04	08	12	16	20
26	44	68	92	116	140



STARTING TRAIT

Relentless: The Monster's Speed score cannot suffer a penalty or be reduced. The Monster ignores penalties for moving through difficult terrain.

Habitat: Temperate regions. Commonly found in forests, gorges, and plains.

Diet: Carnivore. Lycannes hunt large game native to their environment.

Grouping: Solitary or in hunting packs of up to six.

Temperament: Hostile and territorial.

Covered in dense fur and sporting a distinctly wolf-like head, Lycannes stand nearly twice as tall as the average man, able to inspire dread in their prey with terrifying howls and brutal strength. This Monster seems equally comfortable standing upright or running on all fours, making it a versatile and efficient predator.

Lycannes are ruthless combatants, seeking to quickly overpower their quarry. If faced with a more powerful foe, they have been known to use hit and run tactics, gaining an advantage by attacking as a pack. These creatures appear to be nocturnal; it is very uncommon to encounter a Lycanne during the day.

Bound Lycannes show a canine devotion to their binders, but still maintain a vicious edge to aggressors. Binders know that should they summon their Lycanne to the battlefield it will attack in a frenzy until the battle has ended.

Enrage

Combat action

The Monster enters a frenzied state, making its physical blows more lethal but leaving itself open to attack. Until the end of the Monster's next turn, it gains a +2 bonus to its Brawn score, but suffers a -1 penalty to its Protection and Discipline scores.

Maintain: The Monster can use its utility action to maintain the effect.

Fury

Rabid Bite

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster foams at the mouth, delivering a rabid bite into its opponent which can confuse it. A hit target suffers 1d6 + Brawn fury damage and is subject to the technique's trigger effect.

Trigger (6): The target is confused until it passes a Normal (7) check.

Fury • Melee • Bite

Shred

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster shreds into an opponent with its claws. A hit target suffers 1d12 + Brawn basic damage.

Basic • Melee • Claw

Pounce

Combat action

Attack: Strike vs. Protection

Target: One creature within melee range

The Monster pounces on its foe with enough force to knock it off its feet. Before making the attack roll, the user can move up to 5 feet toward the target without provoking a withdraw strike. This movement does not count against the user's maximum speed and ignores ground hazards and obstacles. On a hit, the target suffers 1d6 + Brawn basic damage.

Critical: On a critical hit, the target is also knocked prone.

Basic • Melee

Haste

Combat action

The Monster enters a state of extreme speed. Until the end of its next turn, it gains a +1 bonus to its Speed score and gains the use of one additional response between turns.

Maintain: The Monster can use its utility action to maintain the effect.

Basic

TECHNIQUES

Barred Descriptors Horn, Tail, Wing

Starting

Enrage
Pounce
Rabid Bite

Grade 1

Horrible Grimace
Mindless Rage
Overwhelm
Savage Claw

Grade 2

Red Line
Short Fuse
Shout
Shred
War Dance

Grade 3

Capitalize
Haste
Ire Strike
Knock-Out Strike
Leaping Strike

Grade 4

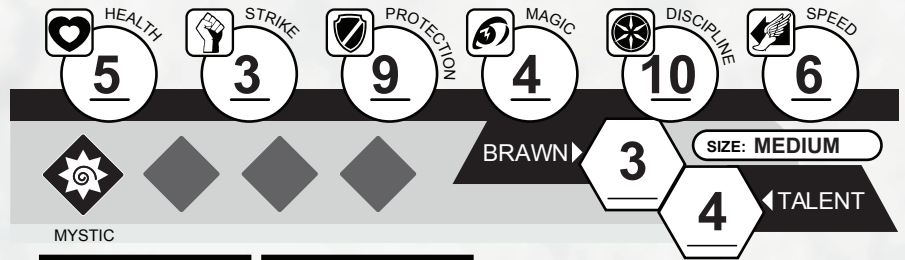
Medusa's Gaze
Monstrous Bite
Omega Strike
Ravage
Spiteful Strike

Grade 5

Frenzy
Paragon
Swift Strike
Unstoppable
Vex Strike



PALLIDOOM



RESISTANCES
Fury

VULNERABILITIES
Basic

HIT POINTS BY LEVEL					
01	04	08	12	16	20
25	40	60	80	100	120

STARTING TRAIT

Occult Bones: This Monster can choose to treat techniques it uses with the *bite* or *claw* descriptor as mystic techniques. If it does so, damage from these techniques is mystic damage.

OPTIONAL TRAIT (Grade 3)

Bloodsucker: Whenever the Monster hits a bleeding target with a technique with the *bite* descriptor, it regains hit points equal to Grade plus its Talent.

Habitat: Any. Pallidoom have been noted to inhabit climates of all temperatures and geography.

Diet: Blood. Pallidoom can feed from the blood of both animals and humans.

Grouping: Always solitary.

Temperament: Withdrawn. Pallidoom are rarely encountered and are difficult to locate.

Skulking through the night, a Pallidoom is equally likely to attack livestock or human to satisfy their thirst for blood. Pallidoom are frail and bony, completely hairless with ashen complexion. Two vicious fangs that descend from its mouth are its most prominent (and frightening) feature. Pallidoom are nocturnal predators, preferring to sleep through the day and hunt at night.

Pallidoom feed exclusively on blood, but they care little where they acquire their meals; they are as likely to target a farmer's livestock as they are to target the farmer himself. A Pallidoom's hunting ground may be identified by bloodless corpses littering the ground, each sporting a pair bite wounds. Old folktales say that this Monster can be kept away by strong odors such as garlic or pickled vegetables, but this story probably has little basis in reality.

It takes a strange binder to want to bind a Pallidoom. While no harder to capture than any other Monster, feeding this creature is a strange and grisly task. Those who take the time to provide blood for a Pallidoom are often unnerved, preferring to let the creature hunt on its own before dismissing it back to its drajule.

Fang Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks with its sharp fangs against an opponent. A hit target suffers 1d8 + Brawn basic damage.

Basic • Melee • Bite

Moonbeam

Combat action

Attack: Magic vs. Discipline

Area: 10-foot diameter column that is up to 50-foot high, centered on a point within 30 feet of the user

A pallid beam of moonlight streaks down from the sky, burning the Monster's foes with an astral fire. A hit target suffers 1d8 + Talent mystic damage.

Critical: On a critical hit, the target is also burning until it passes a Normal (7) check.

Mystic • Area

Monstrous Bite

Combat action

Attack: Strike vs. Protection

Target: One creature within melee range

The Monster attacks its opponent with a monstrous bite. A hit target suffers 2d10 + Brawn basic damage. If the target was at its maximum amount of hit points, this damage cannot be reduced by effects or techniques and is not subject to resistances.

Basic • Melee • Bite

Curse

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster invokes a horrible curse to plague its foe. A hit target suffers one of the curses selected, chosen at the time the technique is used.

- The target suffers a -1 penalty to its Strike and Magic scores.
- The target suffers a -1 penalty to its Protection and Discipline scores.
- The target moves at half its speed.
- Whenever the target suffers damage, it takes an additional 2 damage.

A single target can be affected by multiple unique curses at a time, but never more than one instance of the same curse. The target is subject to the effects of each curse affecting it until it passes a Normal (7) check.

Mystic • Ranged

Vice Lock

Utility action

After making a strike against its foe, the Monster clamps down onto it. The Monster uses this technique as a utility action after it hits a target up to one size larger than it with a melee attack. The target becomes grabbed.

Basic

TECHNIQUES

Barred Descriptors Horn, Tail

Starting

Curse
Fang Strike
Vice Lock

Grade 1

Eldritch Bite
Eldritch Wing
Evil Eye
Maji Bolt

Grade 2

Dark Wind
Devour
Latch
Moonbeam
Premonition

Grade 3

Blindsight
Bloodied Breath
Hypnotic Gaze
Life Tap
Mirage

Grade 4

Befuddle
Cryptic Strike
Eye Bite
Monstrous Bite
Shadow Breath

Grade 5

Cosmic Might
Devastation Breath
Heart Sight
Occult Strike
Revivify

HEALTH 7 STRIKE 4 PROTECTION 9 MAGIC 2 DISCIPLINE 8 SPEED 5

EARTH

BRAWN 4 SIZE: MEDIUM TALENT 2

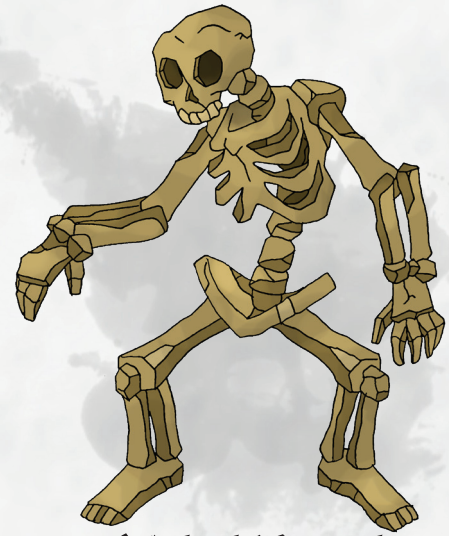
RESISTANCES
Lightning

VULNERABILITIES
Verdant

HIT POINTS BY LEVEL					
01	04	08	12	16	20
27	48	76	104	132	160

STARTING TRAIT

Undead: The Monster cannot suffer the bleeding, confused, disoriented, frightened, poisoned, and sleeping conditions. When the Monster would regain hit points as the result of an item, technique, or any effect other than natural healing, the amount of hit points regained is halved (round down).



SKELESTONE

Habitat: Any, although Skelestone are commonly found in canyons, underground, and other earthen environments.

Diet: None.

Grouping: Commonly occurs in groups up to 7 called *marrows*.

Temperament: Aggressive. Skelestone typically attack any creatures they perceive as threats

An unnerving sight, Skelestone appear as human skeletons, their bones comprised of earth and stone. Though extremely durable, their bones have been known to break during combat, making many of these Monsters appear as crumbling and fractured. A Skelestone will fight without remorse until either its target is defeated or its form has been reduced to debris.

While a Skelestone has never been observed eating, the creatures will often go on hunts. Mundane animals, Monsters, and even humans are all fair game, and this Monster will chase its quarry endlessly. Though they hunt in efficient groupings, these creatures have no heed for any individual member's welfare and will climb over one another to assault a target.

A binder should beware as a Skelestone's tenacity and viciousness can take a bound Monster by surprise. While it is not unheard of to bind this Monster, it is an unpredictable and dangerous partner. Many binders find themselves straining to control a Skelestone, and it will always remain a dangerous tool of war as opposed to a friend.

Enrage

Combat action

The Monster enters a frenzied state, making its physical blows more lethal but leaving itself open to attack. Until the end of the Monster's next turn, it gains a +2 bonus to its Brawn score, but suffers a -1 penalty to its Protection and Discipline scores.

Maintain: The Monster can use its utility action to maintain the effect.

Fury

Wall of Bones

Combat action

Area: 30-foot wall emanating from a point of origin within 30 feet of the user

The Monster conjures a curtain of bone shards that pierce and lacerate those that pass through it. Until the end of the user's next turn, a creature that moves through the area becomes bleeding until it passes a Hard (9) check.

The wall is transparent. Creatures can target each other on different sides of the wall, and attacks can pass through it.

Maintain: The Monster can use its utility action to maintain the effect.

Fury • Area • Wall

Iron Resolve

Response

The Monster's will is as hard as iron. If the user fails a check to prevent or cure a condition, it can use this technique as a response. If it does so, it can reroll the check, gaining a bonus equal to its Brawn score.

Earth

Rock Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster attacks its foe with a rocky fist or limb. A hit target suffers 1d8 + Brawn earth damage.

Earth • Melee

Earth Power

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster harnesses the power of the earth affinity to a devastating effect. A hit target suffers 2d10 earth damage. The user can choose to add either its Talent or Brawn as additional damage as well.

Critical: On a critical hit, the target is also blinded until it passes a Hard (9) check.

Earth • Ranged

TECHNIQUES

Barred Descriptors Healing, Horn, Tail, Wing

Starting

Enrage
Iron Resolve
Rock Strike

Grade 1

Clobber
Horror Grimace
Mindless Rage
Trembling Earth

Grade 2

Boulder Assault
Granite Strike
Haymaker
Strength of Stone
War Zone

Grade 3

Iron Strike
Knock-Out Strike
Purge
Stoneskin
Wall of Bones

Grade 4

Counter Attack
Cryptic Strike
Diamond Strike
Monstrous Bite
Triple Strike

Grade 5

Earth Power
Frenzy
Mountain's Fury
Tectonic Strike
Vex Strike

HEALTH **5** STRIKE **1** PROTECTION **11** MAGIC **4** DISCIPLINE **10** SPEED **6**

WIND **1** SIZE: **SMALL** **4** TALENT

RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL					
Earth		Ice		01	04	08	12	16	20
				25	40	60	80	100	120

SOMBRA

Habitat: Ruins and human settlements of any climate.

Diet: Unknown. Sombra have not been observed eating but it is supposed that they do eat something.

Grouping: Solitary or in groups up to 3 called *gusts*.

Temperament: Mischievous. Sombra delight in causing trouble.

While any Monster can be unnerving, few inspire as much anxiety as the Sombra. Sombra are almost completely transparent Monsters, only visible when they move or interact with the world.

Sombra delight in causing mischief for humans. Knocking pots off a table, causing doors to swing open, and other strange occurrences can be attributed to a Sombra. These Monsters are very mercurial and will change the targets of their chicanery without warning. A Sombra's pranks can be harmless, but they can also be dangerous.

Binding a Sombra is a difficult task; while motionless, the Monster is nearly invisible. Following signs of its mischief may lead to the Monster, but may also just as well lead straight off a cliff. Binders who obtain a Sombra find it to be a strange and secretive companion who delights in pranking friends and opponents alike.

Bluster

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster creates a fierce wind that pummels its foe and knocks it away. A hit target suffers 1d6 + Talent wind damage.

Empower: If the technique's attack roll becomes empowered, a hit target is pushed up to 10 feet away from the user. This movement does not provoke withdraw strikes.

Wind • Ranged

Haunt

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster conjures ghostly images of itself to horrify its enemy. A hit target is frightened and sealed until the end of its next turn.

Mystic • Ranged

Windstep

Combat action

The Monster summons a tailwind to hasten its movement. Until the end of its next turn, it gains a +2 bonus to its Speed score.

Maintain: The Monster can use its utility action to maintain the effect.

Wind

Deflect

Response

The Monster quickly deflects an incoming attack. This technique is used in response to being targeted by an enemy ranged attack that is not an area attack, before the enemy makes its attack roll. The user gains a +2 bonus to its Protection score versus the attack roll against it.

Basic

Cloud Cover

Combat action

Zone: 20-foot square zone centered on a point within 30 feet of the user. The zone fills a cube 20-foot long in each dimension.

The Monster conjures a dense cloud that obstructs vision. Creatures inside the zone are blinded and have cover. The zone blocks line of sight between any two creatures not inside the zone but have the zone between them.

Maintain: The Monster can use its utility action to maintain the zone. When it does, it can expand the area of the zone by 5-feet in each dimension.

Wind • Zone

TECHNIQUES

Barred Descriptors *Bite, Claw, Horn, Tail, Wing*

Starting

Bluster
Cloud Cover
Deflect

Grade 1

Curse
Haunt
Telekinesis
Wind Blast

Grade 2

Dark Wind
Imperviousness
Storm Aura
Whipping Wind
Windstep

Grade 3

Detain
Dispel
Inhibit
Mirage
Skyfall

Grade 4

Befuddle
Confounding Gale
Eye Bite
Sanctuary
Wind Prison

Grade 5

Catastrophe
Eye of the Storm
Invigorating Aura
Revivify
Wind Power

HEALTH 6 STRIKE 5 PROTECTION 9 MAGIC 2 DISCIPLINE 9 SPEED 5

BRAWN 3 SIZE: MEDIUM TALENT 2

LIGHTNING

RESISTANCES
Verdant

VULNERABILITIES
Earth

HIT POINTS BY LEVEL					
01	04	08	12	16	20
26	44	68	92	116	140

STARTING TRAIT

Agony: When this Monster would be affected by the bleeding, blinded, burning, confused, debilitated, disoriented, frightened, frozen, poisoned, sealed, or sleeping condition, it can use its response to suffer 1d6 damage to immediately recover from the condition. This damage increases to 2d6 at Grade 2, 3d6 at Grade 3, 4d6 at Grade 4 and 5d6 at Grade 5. Damage from this effect is not subject to resistances.

OPTIONAL TRAIT (Grade 3)

Death Rattle: When the Monster's hit points are reduced to one-quarter or fewer than its current maximum, its Strike and Magic attack rolls become empowered without needing to spend Grit.

Habitat: Mostly ruins, though Sturmreise have been noted to wander into nearly any environment.

Diet: Omnivore. Sturmreise are more likely to scavenge than to hunt.

Grouping: Always solitary.

Temperament: Easily agitated and very aggressive. If startled, Sturmreise will fly into fits of rage.

From a distance, this Monster's shape appears vaguely humanoid. Upon closer inspection, however, a Sturmreise is distinctly monstrous. Its skin is shades of green and yellow, and the flesh of its different limbs are often separate hues. Strange markings, appearing as stitches, dot the borders between its appendages.

Distinctively, Sturmreise sport several metallic protrusions, sprouting from the Monster's neck and head. Looking like rods forged from iron, they twist and curl in seemingly random patterns, and constantly spark with electricity. Scholars theorize that this Monster's entire skeleton may be made out of these rods.

A Sturmreise seems to love solitude and is startled easily. When encountering other creatures, it will attempt to drive them away and may even fight before it is forced to flee. The creature is a pity to behold, often howling as if in great pain, woefully meandering throughout its habitat. Binders that manage to catch a Sturmreise will have a difficult job improving its mood.

Charged Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster lashes out at its opponent with limb or appendage charged with electricity. A hit target suffers 1d8 + Brawn lightning damage.

Lightning • Melee

Steadfast Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster strikes its foe in a defensive stance, so that it can keep its positioning. A hit target suffers 1d6 + Brawn basic damage. If the technique hits, the user cannot be moved or knocked prone unless it chooses to until the beginning of its next turn.

Basic • Melee

Slow Strike

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

The Monster catches its opponent off-guard with a strike that's slow and purposeful. A hit target suffers 1d10 + Brawn basic damage. If the hit target has a higher Speed score than the user, it instead suffers 2d10 + Brawn basic damage.

Basic • Melee



STURMREISE

Enrage

Combat action

The Monster enters a frenzied state, making its physical blows more lethal but leaving itself open to attack. Until the end of the Monster's next turn, it gains a +2 bonus to its Brawn score, but suffers a -1 penalty to its Protection and Discipline scores.

Maintain: The Monster can use its utility action to maintain the effect.

Fury

Trample

Combat action

Attack: Strike vs. Protection

Target: One creature in melee range

Running Start: Before using this technique, the user must have moved at least 10 feet towards its target in a straight line.

The Monster tramples over its foe in a stampeding charge. A hit target suffers 1d10 + Brawn basic damage. Damage against a prone target is empowered without having to spend Grit. After resolving the technique, additional movement made by the user does not provoke opportunity attacks from a hit target.

Basic • Melee

TECHNIQUES

Barred Descriptors Bite, Claw, Horn, Tail, Wing

Starting

Charged Strike
Enrage
Steadfast Strike

Grade 1

Clobber
Horrible Grimace
Ferocious Assault
Static Charge

Grade 2

Crackling Strike
Furious Charge
Static Aura
Sweep Strike
Trample

Grade 3

Bully
Electric Sight
Ionize
Slow Strike
Store Power

Grade 4

Counter Attack
Flash
Ravage
Omega Strike
Thundering Strike

Grade 5

Frenzy
High Voltage
Occult Strike
Unstoppable
Voltaic Strike



VOFA

HEALTH 6	STRIKE 3	PROTECTION 9	MAGIC 3	DISCIPLINE 9	SPEED 6				
ICE				BRAWN 4	SIZE: MEDIUM				
				TALENT 4					
RESISTANCES		VULNERABILITIES		HIT POINTS BY LEVEL					
Wind		Fire		01	04	08	12	16	20
				26	44	68	92	116	140

STARTING TRAIT

Alluring: The Monster gains a +1 bonus to contested checks. This bonus increases to +2 at Grade 3 and +3 at Grade 5. When an opponent would roll to trigger a condition against the Monster with one of its techniques, the trigger number required is increased by the Monster's Grade (to a maximum of 6).

Habitat: Cold climates and subterranean regions.
Diet: Unknown. It's believed that this creature does not eat.
Grouping: Always solitary.
Temperament: Unpredictable. Individual Vofa are unique in how they interact with others.

Settlers in the colder stretches of the New Empire tell strange tales, stories of departed loved ones and objects of desire beckoning them from within snowstorms. While this could be dismissed as dreams of fevered minds, it's actually the work of insidious Monsters known as Vofa. These Monsters have the ability to appear as its victim's heart's desire, and is more than able to draw its quarry into even a raging blizzard. Vofa are curious creatures; some gleefully assail their prey, while others approach people with expressions sorrow and regret.

It is unknown what a Vofa's true form looks like. Scholars theorize that it may be an icy haze due to its ice affinity. When viewed by an intelligent creature, the Monster taps into the creature's memories to don an appearance. The same Vofa will look different to two different people, even when viewed at the same time. While some Vofa take delight in tormenting people this way, others will use this power to lead people away from harm.

Those who bind this Monster often continue to perceive it the same way after it is bound. However, a Vofa can change the way it appears to any one creature at a moment's notice, often using this ability to communicate with its binder.

Ice Beam ❄️

Combat action

Attack: Magic vs. Discipline

Target: One creature within 30 feet

The Monster fires a pale blue beam of pure cold at its foe, which crystallizes into ice on impact. A hit target suffers 1d6 + Talent ice damage.

Critical: On a critical hit, the target is also frozen until it passes a Normal (7) check.

Ice • Ranged

Chilling Aura ❄️

Combat action

Aura: 10-foot radius aura emanating from user

The Monster projects an aura of chilling cold to slow its foes. Until the beginning of the user's next turn, when a creature other than the user begins its turn within the aura, it moves at half speed during its turn.

Maintain: The Monster can use its utility action to maintain the effect.

Ice • Aura

Snow Shield ❄️

Response

The Monster quickly surrounds itself with a swirl of snow to lessen the impact of a foe's attack. The Monster can use this technique as its response whenever it would suffer damage that is not fire damage from an enemy technique. The damage is reduced by an amount equal to the user's Talent score + its Grade.

Ice

Solidify ❄️

Combat action

The Monster increases its density, becoming as hard as iron. Until the end of the Monster's next turn, it gains resistance to basic and fury damage, and loses any vulnerability it may have had to either type.

Maintain: The Monster can use its utility action to maintain the effect.

Basic

Icy Veins ❄️

Combat action

The Monster fills its own blood with ice, toughening up against future attacks. Until the end of the user's next turn, it gains a +1 bonus to its Protection and Discipline scores.

Maintain: The Monster can use its utility action to maintain the effect.

Ice

TECHNIQUES

Barred Descriptors *Claw, Horn, Tail, Wing*

Starting

Ice Beam
Snow Shield
Solidify

Grade 1

Arctic Wind
Curse
Ice Breath
Icy Grasp

Grade 2

Chilling Aura
Death's Door
Frost Strike
Ice Wall
Mist

Grade 3

Force Beam
Ice Spikes
Icy Veins
Water Crash
Winter

Grade 4

Befuddle
Eye Bite
Freezing Breath
Polar Strike
Spiteful Strike

Grade 5

Arctic Strike
Cold Blooded
Occult Strike
Pure Cold
Revivify