

KOALA'S CREATURE COLLECTION – CHEAT SHEET

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1. Pelagic Plague

- Unlike Crimson Curse, it cannot kill you and doesn't require items to sustain itself!
- Can be contacted from Corrupted Bosun's *Taint* attack and from Pelagic rarity trinkets
- Can coexist with other diseases except Crimson Curse and Darkspawn from Voivode mod
- Cannot be cured in camp or replaced by other diseases
- Can be cured in the Sanitarium after killing the appropriate version of Siren or with Hair O' The Sea Dog item that drops from Siren and (rarely) from Corrupted Bosun

Stats:

Pelagic Plague:

- -10% MAX HP
- +15% DMG
- +15% Stress
- +1 SPD
- -15% Blight resist
- +15% Bleed resist
- 25% chance to use any actout (see the list for base game/DLC heroes below)
- Evolves into *Pelagic Embrace* after 181-241 rounds or 7-9 idle weeks in the Hamlet
- Can be cured in the Sanitarium only after killing Veteran Siren!

Pelagic Embrace:

- -15% MAX HP
- +20% DMG
- +20% Stress
- +3 SPD
- -20% Blight resist
- +20% Bleed resist
- 30% chance to use any actout – the same types as for *Pelagic Plague*
- Can be cured in the Sanitarium only after killing Champion Siren!

Actouts:

Every base game & DLC class has a set of unique actouts shared between both versions of the Plague. All actouts have equal chances to happen.

You can see all existing actout barks [here](#).

All DOTs, stuns and debuffs have 120% chance to apply unless specified.

Shared actout (for modded heroes as well): apply 6 stress to allies

Abomination:

- attack ally for 25% HP
- attack ally for 15% HP + 4 stress + Blight 3x3
- attack self for 10% HP + buff self for +40% DMG to *Rake* (2 rds)
- buff self for +20% DMG (2 rds) + debuff self for +20% Stress (300% chance, 3 rds)
- 8 stress on self + buff self for +15% Stun chance (2 rds)

Antiquarian:

- attack ally for 10% HP + debuff for -15% Blight/Bleed resist (3 rds)
- attack ally for 10% HP + debuff for -4 SPD (3 rds)
- debuff ally for +15% Random Enemy Target chance (3 rds)
- debuff ally for -20% Deathblow resist (2 rds) + Blight 2x2
- buff ally for +10 DODGE (3 rds)
- buff ally for +15% DMG (2 rds)
- heal ally for 3 HP

Arbalest:

- attack ally for 15% HP + debuff for -7 ACC/-7% CRT (3 rds)
- attack ally for 15% HP + debuff for +7% Random Enemy Target chance (3 rds)
- debuff ally for -20% Healing Received (3 rds)
- heal self for 6 stress
- buff allies for -15% Stress (2 rds)

Bounty Hunter:

- attack ally for 10% HP + stun
- attack ally for 15% HP + debuff for +15% DMG Received (3 rds)
- mark ally (3 rds)
- buff self for +15% DMG (2 rds)
- heal self for 6 stress

Crusader:

- attack ally for 15% HP + stun
- attack ally for 20% HP + debuff for -50% Stress Healing Received (3 rds)
- decrease torch level by 15
- move 1 rank back
- buff ally for +3 SPD/+7 ACC/+4% CRT (2 rds)

Flagellant:

- attack ally for 15% HP + Bleed 4x3
- attack ally for 20% HP + heal 5 stress
- attack self for 15% HP + heal allies for 10% HP
- mark + debuff self for +15% DMG Received (300% chance, 3 rds)
- buff self for +40% Damage Reflection (3 rds)

Grave Robber:

- attack ally for 10% HP + Blight 2x4
- attack ally for 15% HP + debuff for -8 DODGE/-10% PROT (3 rds)
- force guard by all allies (2 rds)
- heal ally for 5 stress
- buff self for +13% CRT (2 rds)

Hellion:

- attack ally for 20% HP + Bleed 3x3
- attack ally for 15% HP + debuff for -15% DMG/-2 SPD (2 rds)
- 8 stress on self
- buff allies for +7% CRT (2 rds)
- buff allies for +20% DMG vs. Bleeding (2 rds)

Highwayman:

- attack ally for 25% HP
- attack ally for 15% HP + Bleed 2x3
- random action
- buff self for +20% DMG Ranged skills (2 rds)
- activate riposte: -25% DMG, +3% CRT (3 rds)

Houndmaster:

- attack ally for 10% HP + mark (3 rds)
- attack ally for 15% HP + stun
- debuff self for -10 DODGE (300% chance, 3 rds)
- consume item + buff self for +6% CRT (2 rds)
- heal allies for 6 stress (66% chance)

Jester:

- attack ally for 10% HP + debuff for -10 ACC (3 rds)
- Horror 3x3 on ally (80% chance)
- debuff allies for +15% Stress (3 rds)
- buff self for +33% DMG/+5% CRT to all skills except *Finale* (8 rds)
- buff allies for +2 SPD/+5 ACC/+2% CRT (2 rds)

Leper:

- attack ally for 40% HP
- ~~attack ally for 0% HP~~ miss + heal 5 stress
- move 1 rank back
- Bleed 3x2 on self (165% chance)
- buff ally for +10% PROT (2 rds)
- buff self for -15% Stress (3 rds)

Man-at-Arms:

- attack ally for 15% HP + debuff for -10% CRT (3 rds)
- attack ally for 10% HP + break guard + debuff for Can't be Guarded (130% chance, 2 rds)
- debuff ally for -25% DMG (2 rds)
- debuff all enemies for -2 SPD (3 rds)
- buff allies for +10 ACC (2 rds)

Musketeer:

- attack ally for 15% HP + debuff for -7 ACC/-7% CRT (3 rds)
- attack ally for 15% HP + debuff for 5 stress on attack miss (3 rds)
- pass turn
- buff self for +10 ACC (2 rds)
- heal self for 6 stress

Occultist:

- attack ally for 10% HP + debuff for -10 DODGE (3 rds)
- attack ally for 10% HP + debuff for -20% Bleed resist (3 rds)
- attack self for 10% HP
- heal ally for 0 HP + Bleed 2x3 (100% chance)
- heal ally for 40% HP + Bleed 3x3 (140% chance)
- deal 4 DMG to all enemies

Plague Doctor:

- attack ally for 10% HP + Blight 5x3
- attack ally for 15% HP + any disease (25% chance)
- random action
- buff ally for +20% DMG/+3 SPD (2 rds)
- cure + heal ally for 3 HP

Shieldbreaker:

- attack ally for 20% HP + debuff for -7 SPD (3 rds)

- attack ally for 15% HP + debuff for +7% Crits Received (3 rds)
- move 1 rank back or forward
- buff self for +8 DODGE (3 rds)
- 1 Aegis Block on self

Vestal:

- attack ally for 10% HP + decrease torch by 5
- attack ally for 15% HP + debuff for -25% Healing Received from *Divine Grace* and *Divine Comfort* (3 rds)
- attack self for 10% HP
- Restoration 3x2 on self
- heal allies for 2 HP

2. Trinkets

Evil Eye Charm (Rare, limited to 1):

- +25% DMG vs. Beholders
- +40% Damage Reflection if Observed/Stalked

Coral Appendage (Pelagic):

- +20% Healing Received
- On any action: Buff Allies: +20% Healing Received if has Pelagic Plague (1 rd)
- On any action: Buff Allies: +35% Healing Received if has Pelagic Embrace (1 rd)
- On any action: Self: Gain Pelagic Plague (33% chance)

Coral Artifact (Pelagic):

- -10% Stress
- -5% Stress if has Pelagic Plague
- -15% Stress if has Pelagic Embrace
- On any action: Self: Gain Pelagic Plague (33% chance)

Coral Vermin (Pelagic):

- +5 ACC
- +5 ACC if has Pelagic Plague
- +10 ACC if has Pelagic Embrace
- On any action: Self: Gain Pelagic Plague (33% chance)

Captain's Bottle (Pelagic)

- Reaches the Disease resist cap (95%)
- Virtually immune to Pelagic Plague/Embrace
- *(Applies a massive amount of DODGE and Disease resist vs. Corrupted Bosun + greatly increases the evolution time of Pelagic Plague so it will never evolve. ~~Good luck not failing all three rolls~~)*

A Corvid's Souvenir (Shriekling):

- +8 DODGE
- -10% Stress
- -100% Stress from Shriekling's attacks (*technically -80%, thanks CoM*)

"Anonymous" (Koala) (Pet):

- +100% Healing Received from Eating
- +20% DMG vs. monsters from Koala's Creature Collection
- -10% Scouting chance

- -20% Disease resist
- Friendly Skills: Self: Heal 4 HP (benefits from Eating bonuses) (50% chance)

Eye of the Plunderer (Observer):

- +6% CRT if Observed or Stalked
- +5% Crits Received if Observed or Stalked
- On Attack: Buff Self: +10 ACC (2 rds)

Eye of the Fool (Observer):

- +20% DMG after the 1st Round
- +10 DODGE if Observed or Stalked
- +5% Crits Received if Observed or Stalked

Eye of the Mercenary (Observer):

- +20% DMG vs. Marked
- +20% DMG vs. Stunned
- +10% Scouting chance if Observed or Stalked
- +5% Crits Received if Observed or Stalked

Shrieking trinket is limited to 1 and can be dropped only

Pet trinket is limited to 1 and can be dropped by Shrieklings' Nest (or found in dungeons like Very Rare trinkets). Doesn't require Pets mod.

Pelagic trinkets are limited to 2 and can be dropped only in Cove.

Observer trinkets are limited to 1 and can be dropped only by Observer (on any difficulty).

3. Town Events

The Siren's Call:

- +10% MAX HP/+5% CRT/+15% Random Enemy Target chance if has Pelagic Plague/Embrace for the Next Quest
- Minimum week: 8
- 8 weeks cooldown
- Can happen any time before defeating Champion Siren

A Silent Night:

- -15% Stress/+10 ACC if has Pelagic Plague/Embrace for the Next Quest
- Happens immediately after killing Veteran and Champion Siren

A Flock's Return:

- Spawns the *Shrieklings' Den* quest in Weald (Short Champion, kill 1 Shrieklings' Nest)
- Minimum week: 25
- 8 weeks cooldown

The Order of Lazarus:

- +15% DMG/+10 ACC to all Leper skills and to heroes afflicted with Leprosy for the Next Quest
- Compatible with Extra Abilities for Heroes (former Joke Leper skills) mod
- *Applies to the enemy Leper from Fallen Heroes mod, so be careful*
- Minimum week: 6

4. Other quirks and diseases

Leprosy (disease):

- -15% DMG Received
- +10% Stress
- -20% Blight resist
- -20% Bleed resist

Can be contacted from all random disease-inflicting sources (50% chance compared to other diseases)

Leper can contact it too

Tinnitus (disease):

- -15% Stress Healing Received
- 10% chance to cause 5 Stress to self

Can be contacted from Mirage, Terrorfang, Swine Mount and Shriekling

Fungal Blood (disease):

- +10 ACC vs. Marked
- -5 ACC vs. not Marked
- +15% DMG vs. Marked
- -10% DMG vs. not Marked

Swine Blood (disease):

- +20% MAX HP
- +33% Disease resist
- +200% Food Consumed

Deep Blood (disease):

- +5 DODGE
- +15% Stress if HP above 50%
- -15% Stress if HP below 51%
- -15% Stress Healing Skills if HP above 50%
- +15% Stress Healing Skills if HP below 51%

Eldritch Blood (disease):

- +25% Blight resist
- +25% Bleed resist
- +25% Disease resist
- +20% Stress

All Blood diseases can be contacted only from Bloodstarved Leech and will disappear after 31-61 rounds or 2-3 idle weeks in the Hamlet

Observed (negative quirk):

- Allows Beholders to spawn in base game dungeons (1% chance for each encounter, isn't affected by the number of quirked heroes or dungeon difficulty)
- Evolves into *Stalked* after 61-75 rounds or 3-4 idle weeks in the Hamlet
- Can be applied by Flawed Observer's *Possess* skill, also has a low chance (40% compared to other quirks) to spawn on random
- Removed on hero's death
- Cannot be cured in the Sanitarium or replaced by other negative quirks
- Can be cured by [REDACTED] or by quirk removing curios

Stalked (negative quirk):

- The evolved version of *Observed* quirk, cannot spawn by itself

- Allows Beholders to spawn in base game dungeons (2% chance for each encounter, isn't affected by the number of quirked heroes or dungeon difficulty)
- Allows [REDACTED]
- Reverts into *Observed* after 61-75 rounds or 3-4 idle weeks in the Hamlet
- Removed on hero's death
- Cannot be cured in the Sanitarium or replaced by other negative quirks
- Can be cured by [REDACTED] or by quirk removing curios

Corvid's Assuagement (positive quirk):

- -10% Stress per 25 Stress (max. 100 Stress)

Corvid's Ferocity (positive quirk):

- +10% DMG per 25 Stress (max. 100 Stress)

Corvid's Vigil (positive quirk):

- +10% Scouting chance per 25 Stress (max. 100 Stress)

Corvid's Anxiety (positive quirk):

- +5 DODGE per 25 Stress (max. 100 Stress)

[REDACTED]

5. Estate items

KCC changes the provision screen in order to increase the space for available estate items.

Hair O' The Sea Dog:

- Cures Pelagic Plague/Embrace
- Guaranteed drop from Siren and rare drop from Corrupted Bosun

Summoning Page:



- Semi-rare drop from all KCC enemies (except Flawed Observer)
- You don't have to use heroes with Observed/Stalked quirks in order to activate the Page

Unsettling Keepsake:



6. Journal pages

All KCC journals autosave after reading - you don't need to keep them in your inventory!

Originally most journal entries were longer but had to be cut in order to fit on the page. You can read the first versions of the journals [here](#).

For modders: our journals take entries from 102 to 117.

7. General monsters info

All mobs have Apprentice, Veteran and Champion versions for LVL 2/4 quests compatibility, but the guide will specify whether a certain enemy is normally unique to Vet/Champ levels.

All resistances gain +20% per level unless specified.

8. Ruins monsters

Flawed / Imperfect / Distorted Observer

Level: App+

Size: 1

Type: Unholy / Eldritch / Beholder

Actions per round: 1

HP: 12/17/24

DODGE: 0/9/21

SPD: 3/4/5

Base resists: 73% Stun, 38% Blight, 23% Bleed/Move, 8% Debuff

Skills:

1. *Empower*

- Launch: 1234
- Target: 1234 (ally, not self)
- Effects:
 - Target: +20% DMG (4 rds)
 - Target: Stealth (2 rds, 40/50/60% chance)
- Typically used on the 1st turn, tends to target damage dealers

2. *Possess*

- Launch: 1234
- Target: 1234
- ACC: 112.5/118.75/132.5
- No DMG
- Cannot crit
- Ignores stealth
- Effects:
 - Target: +20% DMG (2 rds)
 - Target: Stress +11
 - Target: Horror 1/rd for 1 rd + *Observed* quirk (50% chance to both at once)
 - Kill self
- High chance to be used on the 2nd turn, guaranteed to be used on the 3rd turn

3. *Unveil*

- Launch: 1234
- Target: Self
- Effects:



Terrorfang / Terrortooth / Doomtooth

Level: App+

Size: 1

Type: Beast

Actions per round: 1

HP: 16/21/29

DODGE: 15/24/36

SPD: 8/9/10

Base resists: 20% Stun/Blight/Bleed/Move, 50% Debuff

Spawn effects:

- In Asleep mode
- Riposte (see stats and effects below)
- -33% DMG Received / +180% Stun resist / -100 DODGE / -16 SPD if Asleep

Skills:

1. Suspicious Shaking

- Modes: Asleep
- Launch: 1234
- Target: 1234
- Cannot miss
- No DMG
- Cannot crit
- Effects:
 - Self: +10 ACC (1 Battle)
 - Self: +8/7/6 SPD (2 rds)
 - Target: 40% chance to trigger a bark
- Guaranteed to be used on the 1st turn if Asleep
- Hero keeps their combat animation: feature, not a bug :)

2. The Awakening

- Modes: Asleep
- Launch: 1234
- Target: Self
- Effects:
 - Self: Change into Awake mode
 - Self: Clear Riposte and spawn (de)buffs
 - Hero party: Stress +5 (75% chance, rolls individually for each hero)
- Guaranteed to be used on the 2nd turn if Asleep

3. *Riposte skill*

- Modes: Asleep
- ACC: 102.5/108.75/122.5
- No DMG
- Cannot crit
- Effects:
 - Target: Stress +9/12/12
 - Self: Change into Awake mode
 - Self: Clear Riposte and spawn (de)buffs

4. *Nightbite*

- Modes: Awake
- Launch: 1234
- Target: 1234
- Forward 3
- ACC: 85.5/93.75/107.5
- DMG: 3-5/4-7/5-9
- CRT: 12/17/19%
- Ignores guard and stealth
- Effects:
 - Target: Bleed 3/4/5 pts/rd for 2 rds (100/120/140% chance)
 - Target: any Disease (4% chance)
- Has a preference for marked targets, heroes with low Bleed resist (and Jester)

5. *Echolocate*

- Modes: Awake
- Launch: 1234
- Target: 1234 (25/40/40% chance to target 2 heroes)
- ACC: 92.5/100.75/114.5
- DMG: 1-2/2-2/2-3
- Cannot crit
- Effects:
 - Target: Mark (3 rds)
 - Target: Stress +11
 - Target: *Tinnitus* disease (10% chance)
- 1 rd cooldown
- Can be used if 0-2 heroes are marked. Has a preference for heroes with highest stress (and Jester :)

Defiled / Unholy Fountain

Level: Vet+

Size: 2

Type: Stonework / Unholy

Actions per round: 1

HP: 53/75

PROT: 30%

DODGE: 0

SPD: 3/4

Base resists: 85% Stun, 30% Blight, 220% Bleed/Move, 70% Debuff

Spawn effect: -25% DMG Received (1 Battle)

Death effects:


- Allies: Heal 8/10 HP
- Allies: +15% PROT (2 rds)

Skills:

1. *Martyrdom*

- Launch: 1234
- Target: 1234 (ally, not self)
- Effects:
 - Self: Lose 6/8 HP
 - Self: Transfer Blight/Bleed on target
 - Target: Heal 6/8 HP
- 3 rds cooldown
- Can be used if HP is above 25% and if target's HP is below 60%. Prefers targets with lowest health

2. *Lend a Hand*

- Launch: 1234
 - Target: 23
 - ACC: 100.75/114.5
 - DMG: 1-3/2-5
 - Cannot crit
 - Effects:
 - Target: Stress +15
 - Target: Pull 1 (130/150% chance)
 - 1 rd cooldown
 - Can be used if at least 2 heroes are present. Prefers heroes with highest stress
- 

3. *Judgement Day*

- Launch: 1234
- Target: 234
- ACC: 100.75/114.5
- DMG: 5-11/7-13
- CRT: 12/14%
- Effects:
 - Target: +13/15% Crits Received (120/140% chance, 3 rds)

- 1 rd cooldown
- Can be used if at least 2 heroes are present. Has a preference for marked heroes

9. Weald monsters

Fungal Stag / Deer / Elk

Level: App+

Size: 2

Type: Eldritch / Beast

Actions per round: 1

HP: 25/35/49

PROT: 15%

DODGE: 10/19/31

SPD: 7/8/9

Base resists: 50% Stun, 60% Blight, 40% Bleed/Debuff, 55% Move

Skills:

1. *Fungal Grab*

- Veteran/Champion only
- Launch: 1234
- Target: 34
- Back 1
- ACC: 95/101.25/115
- DMG: 3-7/4-9/5-11
- CRT: 2/7/9%
- Effects:
 - Target: Pull 3 (120/140% chance)
- 2 rds cooldown
- Can be used if at least 3 heroes are present. Prefers low Move resist

2. *Corrosive Sporecloud*

- Launch: 1234
- Target: 12 (ally, not self)
- Effects:
 - Target: +20% DMG / +15% PROT / +20% Blight chance (1 Battle)
- 4 rds cooldown
- Usable only if 3 monsters are present. Has higher chance to be used on the 1st turn. Cannot be used on another Deer, Necrotic Fungus and Festering Remains, is most likely to target Giant and Fungal Scratcher

3. *Vile Sporecloud*

- Launch: 1234
- Target: 34 (ally, not self)
- Effects:
 - Target: +10 ACC / +3 SPD / +20% Debuff chance (1 Battle)
- 4 rds cooldown
- Usable only if 3 monsters are present. Has higher chance to be used on the 1st turn. Cannot be used on another Deer, Necrotic Fungus and

Festering Remains, is most likely to target Virago, Crone and Fungal Artillery

4. *Ominous Targeting*

- Launch: 1234
- Target: 123
- ACC: 90.5/96.75/110.5
- DMG: 1-2/2-3/3-3
- Cannot crit
- Effects:
 - Target: Mark (3 rds)
 - Target: +20% DMG Received (100/120/140% chance, 3 rds)
- 1 rd cooldown
- Usable if 0-2 heroes are marked. Cannot be used if alone

5. *Savage Maul*

- Launch: 1234
- Target: 123
- Forward 1
- ACC: 90.5/96.75/110.5
- DMG: 4-8/5-10/7-12
- CRT: 3/8/10%
- Effects:
 - +50% DMG vs. Marked
 - Target: Bleed 1/2/3 pts/rd for 3 rds (100/120/140% chance)
- Is most likely to be used against marked heroes

Callous / Cretinous / Horrid Shriekling

Level: App+

Size: 1

Type: Eldritch / Beast

Actions per round: 1

HP: 19/27/37

DODGE: 15/24/36

SPD: 4/5/6

Base resists: 50% Stun, 70% Blight, 30% Bleed, 20% Debuff, 45% Move

Skills:

1. *Horrid Shriek*

- Launch: 12
- Target: 1+2
- Back 1
- ACC: 82.5/88.75/102.5
- DMG: 1-1/1-2/2-2

- CRT: 0/5/7%
- Effects:
 - Target: Stress +10/10/15
 - Target: *Tinnitus* disease (10% chance)

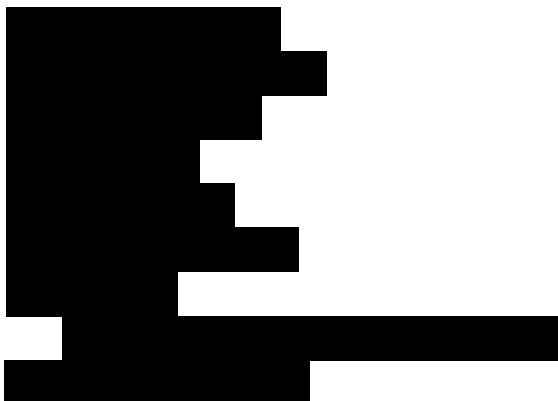
2. *Wing Slam*

- Launch: 34
- Target: 1234
- Forward 1
- ACC: 78.5/84.75/98.5
- DMG: 2-4/3-6/4-8
- CRT: 2/7/9%
- Effects:
 - Target: *Dazzled* Actor DOT (70% chance)
- *Dazzled* effects:
 - Activates on attack
 - Turn 1: Shuffle (80/100/120% chance)
 - Turn 2: 50% chance to Stumble for 2 rds (100/120/140% chance) / 50% chance to Stun (90/110/130% chance) & end actor DOT
 - Turn 3: Shuffle (80/100/120% chance) + Stun (90/110/130% chance) - ends actor DOT

3. *Dead Meat*

- Launch: 1234
- Target: 1234
- ACC: 83.5/89.75/103.5
- DMG: 1-1/1-3/2-3
- Cannot crit
- Effects:
 - Target: *Leprosy* disease (10% chance)
 - Target: *Gib* actor DOT
 - Target: +50% DMG Received from skill *Devour* (500% chance, 1 Battle, unclearable)
- *Gib* does nothing by itself and ends after 20 turns. See its use below
- 1/2/3 uses per battle
- Usable if HP is below 80/50/20%. Cannot be used on heroes affected by *Gib*

4. *Mourning Shriek*





5. *Back to the Nest*



6. *Decay*



Parasite / Decaying Parasite / Necrotic Parasite

Level: App+

Size: 1

Type: Beast

Actions per round: 1

HP: 10/14/20

DODGE: 15/24/36

SPD: 5/6/7

Base resists: 50% Stun, 90% Blight, 30% Bleed, 20% Debuff, 25% Move

Skills:

1. *Devour*

- Launch: 1234
- Target: 1234
- ACC: 90.5/96.25/110.5
- DMG: 4-7/5-9/6-12
- CRT: 15/20/22%
- Effects:
 - +15 ACC/50% DMG vs. Marked

- Self: Heal 5 HP
- Has high chance to be used on marked heroes and insanely high chance on heroes affected by *Gib*

2. *Consume*

- Launch: 1234
- Target: 1234 (ally, not self)
- Back 3
- Effects:
 - Target: Lose 3/5/7 HP
 - Self: Heal 5 HP
 - Self: +30% Healing Received (3 rds)
 - Self: +8 ACC/+2 SPD (4 rds)
- Doesn't end turn
- 2 rds cooldown
- Usable only on Festering Remains, (more rarely) Fungal Scratcher, Fungal Artillery or Necrotic Fungus

Festering Remains / Rotting Corpse / Decaying Carcass

Level: App+

Size: 1

Type: Corpse

Actions per round: 0

HP: 7/10/14

DODGE: -20/-11/1 (cannot be missed anyway)

SPD: 0

Base resists: 200% Stun/Debuff/Move, 0% Blight/Bleed (doesn't scale)

Shares the same characteristics as normal corpses, except Parasite can use its *Consume* skill on it. Dies automatically after 8 turns, or when Parasite is killed. 50% chance to drop food if killed manually or with corpse clearing skills. Doesn't trigger Virago's *From Death Comes Life* skill.

9. Warrens monsters

Bloodstarved / Bloodthirsty / Engorged Leech

Level: App+

Size: 1

Type: Beast

Actions per round: 1

HP: 16/22/31

DODGE: 2/11/23

SPD: 4/5/6

Base resists: 50% Stun, 40% Blight/Debuff, 30% Bleed, 70% Move

Spawn effects: +33% Bleed/Bleed Amount Received (1 Battle),

-100% healing done when Blighted, -100% healing received when Blighted

Skills:

1. *Sanguine Siphon* (attack)

- Launch: 1234
- Target: 1234
- ACC: 82.5/90.75/102.5
- DMG: 4-7/5-9/6-11
- CRT: 7/12/14%
- Effects:
 - +15 ACC vs. Marked
 - Target: Bleed 1/2/3 pts/rd for 3 rds (100/120/140% chance)
 - Target: *Swine / Fungal / Eldritch / Deep Blood* disease (45% chance)
 - Target: Steal Blight
 - Self: Heal 0/4/6 HP
- 3 rds cooldown for each disease version
- Has a preference for marked targets and low Bleed resist

2. *Sanguine Siphon* (friendly)

- Launch: 234
- Target: 1234 (ally, not self)
- Effects:
 - Target: Heal party: 3-5/4-7/5-9, cure bleed, transfer blight to leech
- 3 rds cooldown

3. *Spew*

- Launch: 1234
- Target: 1234
- ACC: 72.5/80.25/92
- DMG: 1-2/2-3/3-4
- CRT: 0/5/7%
- Effects:
 - Self: Transfer Blight on target

- Target: any Disease (5% chance)
- 2 rds cooldown
- Prefers marked targets and low Blight resist.

Swine Centurion / Retiarius

Level: Vet+

Size: 1

Type: Human / Beast

Actions per round: 1

HP: 32/45

PROT: 20/25%

DODGE: 14/26

SPD: 6/7

Base resists: 70% Stun, 60% Blight/Move, 40% Bleed/Debuff

Skills:

1. *Defense Formation*

- Launch: 1234
- Target: 1234 (ally, not self)
- Effects:
 - Target: Guard (3 rds)
 - Self: +20% PROT (3 rds)
- 3 rds cooldown
- An autoaction used at the start of the turn if HP is above 25%
- Cannot be used when stunned. Prefers targets with lowest health

2. *Aim at the Heel*

- Launch: 123
- Target: 123
- Forward 1
- ACC: 90.75/104.5
- DMG: 5-10/6-12
- CRT: 18/20%
- Effects:
 - 100% Armor Piercing
 - Target: -3/4 SPD (130/150% chance, 3 rds)
- Prefers marked targets

3. *Legionnaire Advance*

- Launch: 34
- Target: 123
- Forward 1
- ACC: 82.75/96.5
- DMG: 3-4/4-7

- CRT: 6/8%
- Effects:
 - 100% Armor Piercing

4. *Prepare the Slaughter* (Skiver version)

- Launch: 1234
- Target: 1234
- ACC: 132.75/146.5
- No DMG
- Cannot crit
- Effects:
 - Target: -30% Stun chance (500% chance, 4 rds)
- 1 use per battle, blocks the use of other *Prepare the Slaughter* skills and *Entertain the Masses* skill
- Usable if Swine Skiver is present. Prefers heroes with stun skills, especially for backline enemies, cannot target heroes without stun skills (includes certain modded heroes too, but their list grows every day and I can't keep adding new every time :D)

5. *Prepare the Slaughter* (other versions)

- Launch: 1234
- Target: 1+2+3+4
- ACC: 132.75/146.5
- No DMG
- Cannot crit
- Effects (only one is used at a time, no worries):
 - Target: -30% Stun resist (500% chance, 4 rds) - if Swinetaur is present
 - Target: -40% Healing Received (500% chance, 4 rds) - if Swine Chopper is present
 - Target: +25% Stress (500% chance, 4 rds) - if Swine Drummer is present
 - Target: +15% Crits Received (500% chance, 4 rds) - if Swine Slasher is present
 - Target: -15% Disease resist (500% chance, 4 rds) - if Swine Wretch is present
- 1 use per battle, blocks the use of other *Prepare the Slaughter* skills and *Entertain the Masses* skill
- Equal chances to use any variant based on the enemy present

6. *Entertain the Masses*

- Launch: 1234
- Target: 1234 (ally, not self)
- Effects:
 - Self: +33% DMG to skill *Aim at the Heel* (4 rds)
 - Target: +33% DMG to skill *Beastly Blow* (4 rds)
 - Hero party: Stress +11
- Usable only on Swine Mount
- 1 use per battle, blocks the use of *Prepare the Slaughter* skills

Swine Mount / Sagittarius

Level: Vet+

Size: 2

Type: Human / Beast

Actions per round: 1

HP: 55/78

PROT: 33%

DODGE: 9/21

SPD: 2/3

Base resists: 70% Stun/Blight, 40% Bleed/Debuff, 90% Move

Spawn effects:

- Stealth if in position 4 (4 rds)
- +25% DMG / +15 ACC / +30% Debuff chance if Stealthed (1 Battle, remains even when not Stealthed)

Skills:

1. *Bonebreaker*

- Launch: 34
- Target: 1234
- ACC: 88.75/102.5
- DMG: 6-12/7-14
- CRT: 9/11%
- Prefers marked targets

2. *Roaring Disengage*

- Launch: 12
- Target: 123
- Back 3
- ACC: 96.75/110.5
- DMG: 2-2/2-3
- Cannot crit
- Effects:
 - Target: Stress +15
 - Target: +25% Stress (120/140% chance, 3 rds)
 - Target: *Tinnitus* disease (10% chance)
 - Self: Stealth (3 rds)
- 2 rds cooldown (unless alone)
- Prefers targets with highest stress. When alone, doesn't apply Stealth on self

3. *Beastly Blow*

- Launch: 12

- Target: 12
- ACC: 88.75/102.5
- DMG: 6-12/7-14
- CRT: 7/9%
- Effects:
 - Target: Knockback 2 (120/140% chance)
- Has a preference for low Move resist

11. Cove monsters

Corrupted Bosun / Captain / Admiral

Level: App+

Size: 1

Type: Eldritch

Actions per round: 1

HP: 13/18/26

DODGE: 11/20/32

SPD: 6/7/8

Base resists: 50% Stun, 30% Blight/Debuff/Move, 60% Bleed

Spawn effect: +5% CRT (1 Battle) - if Drowned Sharpshooter is present

Skills:

1. *Taint*

- Launch: 1234
- Target: 1234
- Forward 1
- ACC: 90.5/96.75/110.5
- DMG: 4-10/6-11/7-14
- CRT: 2/7/9%
- Effects:
 - Target: *Pelagic Plague* disease (40% chance + 20% from crits)
- Prefers marked targets and base game/DLC heroes

2. *Cure O' The Sea*

- Launch: 1234
- Target: 1234 (ally, not self)
- Effects:
 - Target: Cure + Heal 2-4/3-6/4-7 HP
 - Target: -10/-7/-5 ACC (100% chance, 2 rds)
 - Self: Cure + Heal 5 HP
 - Self: -10/-7/-5 ACC (3 rds)
- 2 rds cooldown
- Usable when target's HP is below 60%. Prefers targets with lowest health

3. *Invigorating Tune*

- Launch: 1234
- Target: 1234
- ACC: 80.5/86.75/100.5
- No DMG
- Cannot crit
- Effects:
 - Target: Stress +15
 - Other enemies: +10 ACC (2 rds)

- 2 rds cooldown
- Cannot be used when alone. Prefers heroes with highest stress. Is most likely to be used on the 1st turn

Sodden / Sunken / Drowned Sharpshooter

Level: App+

Size: 1

Type: Unholy

Actions per round: 1

HP: 16/22/32

DODGE: 0/9/21

SPD: 1/2/3

Base resists: 30% Stun/Move, 10% Blight, 140% Bleed, 45% Debuff

Spawn effect: +4 SPD (1 Battle) - if Corrupted Bosun is present

Skills:

1. *Weigh Anchor*

- Launch: 34
- Target: Self
- Forward 2
- Effects:
 - Self: +10 ACC / +10% CRT (3 rds)

2. *Blowdown*

- Launch: 12
- Target: 123
- ACC: 87.5/93.75/107.5
- DMG: 7-13/9-17/11-20
- CRT: 2/7/9%
- Prefers marked heroes and targets with lowest health

3. *Drink O' The Depths*

- Launch: 1234
- Target: Self
- Effects:
 - Self: Heal 2-4/3-5/4-7 HP
 - Self: -15/-17/-20% DMG Received (3 rds)
 - Self: -15/-12/-10 ACC (3 rds)
- An autoaction used in response to Corrupted Bosun's *Cure O' The Sea* skill

4. *Hail-Shot*

- Launch: 1234
- Target: 234

- ACC: 92.5/98.75/112.5
- DMG: 5-10/7-13/9-17
- CRT: 2/7/9%
- An autoaction used in response to Drowned Thrall's *Gargling Grab* skill
- Prefers marked targets and heroes with highest stress

5. *Hearty Jig*

- Launch: 1234
- Target: Self
- Forward 2
- Effects:
 - Self: +8/10/12 DODGE (3 rds)
 - Self: +3/4/5 SPD (3 rds)
- An autoaction used in response to Squiffy Ghast's *Maddening Shanty* skill

Lurking / Stalking Stingray

Level: Vet+

Size: 2

Type: Eldritch

Actions per round: 1

HP: 59/83

DODGE: 9/21

PROT: 20/30%

SPD: 1/2

Base resists: 90% Stun, 60% Blight/Bleed/Move, 40% Debuff

Skills:

1. *Injection*

- Launch: 123
- Target: 123
- ACC: 88.75/102.5
- DMG: 5-9/7-12
- CRT: 11/13%
- Effects:
 - *Sting* Actor DOT
- *Sting* effects:
 - Activates on attack
 - Turn 1-2: Blight 3/4 pts/rd for 3 rds (110/130% chance) + +50% Blight Amount Received (500% chance, 4 rds, unclearable)
 - Turn 3: no effects, ends actor DOT
- 1 rd cooldown
- Prefers targets with low Blight resist and lowest health

2. *Venomous Jab*

- Launch: 123
- Target: 12
- ACC: 88.75/102.5
- DMG: 4-7/6-10
- CRT: 11/13%
- Effects:
 - Target: Blight 4/5 pts/rd for 3 rds (120/140% chance)
- Prefers targets with low Blight resist and highest health. Has a preference for tanky heroes: Man-at-Arms, Crusader, Leper, Seraph, Thrall, Offering, Slayer, Duchess, Wretch

3. *Engulf*

- Launch: 23
- Target: All allies
- Effects:
 - Target: Guard (2 rds)
 - Self: +120/140% chance to Blight 3/4 pts/rd for 3 rds when hit (2 rds)
- 2 rds cooldown

12. Wandering monsters - Beholders

Beholders can spawn in base game dungeons only if any hero in the party has *Observed* (1% chance) or *Stalked* (2% chance) quirk. Unlike Bloodsuckers, they rather blend in the groups of standard enemies of each dungeon.

All Beholders die automatically when Observer miniboss is killed.

Stalk / Intangible Stalk / Transcendent Stalk

(also known as **Gof'n hupadgh shagg / Nnnlw'nafhnyth / H'nnnnilgh'ri**)

Level: App+

Size: 1

Type: Eldritch / Beholder

Actions per round: 1

HP: 17/24/34

DODGE: 0/9/21

SPD: 0/1/2

Base resists: 68% Stun, 58% Blight/Bleed, 33% Debuff, 208% Move

Skills:

1. *Ghastly Glare*

- Launch: 1234
- Target: 1+2+3+4
- ACC: 77.5/83.75/97.5
- DMG: 2-3/3-4/5-6
- Cannot crit
- Ignores stealth
- Effects:
 - Target: Stress +5/7/9

2. *Lo and Behold*

- Launch: 1234
- Target: 1234
- ACC: 82.5/88.75/102.5
- DMG: 4-7/5-10/6-13
- CRT: 10/15/18%
- Effects:
 - +40% DMG vs. Marked
 - Target: Clear Mark
- Very high chance to target marked heroes

3. *Riposte skill*

- ACC: 122.5/128.75/142.5
- DMG: 2-3/2-5/3-6
- CRT: 9/14/17%

- Effects:
 - Target: Bleed 1/2/3 pts/rd for 3 rds (100/120/140% chance)

Image / Ethereal Image / Otherworldly Image

(also known as **Li'hee Iloig / Nnnlw'nafhnyth / H'nnnnilgh'ri**)

Level: App+

Size: 1

Type: Eldritch / Beholder

Actions per round: 1

HP: 17/24/34

DODGE: 0/9/21

SPD: 8/9/10

Base resists: 48% Stun/Bleed, 33% Blight/Debuff, 208% Move

Skills:

1. *Eyes Among the Stars*

- Launch: 1234
- Target: Enemy party
- Effects:
 - Target: +20% DMG / +5% CRT (4 rds)
- 2 rds cooldown
- Is most likely to be used on the 1st turn if at least 2 other monsters are present. Cannot be used when alone

2. *Bloodshot Eyes*

- Launch: 1234
- Target: 1234 (40/100/100% chance to target 2 heroes)
- ACC: 90/96.25/110
- No DMG
- Cannot crit
- Ignores stealth
- Effects:
 - Target: +50% Bleed Amount Received (110/130/150% chance, 4 rds)
- Prefers low Bleed resist

3. *Vengeful Eye*

- Launch: 1234
- Target: 1234 (100% chance to target 2 heroes)
- ACC: 90/96.25/110
- DMG: 3-7/4-9/5-11
- CRT: 10/15/18%
- Effects:
 - 100% Armor Piercing
 - Target: Bleed 3/4/5 pts/rd for 2 rds (110/130/150% chance)

- Will be spammed when alone

4. *Lo and Behold*

- Launch: 1234
- Target: 1234
- ACC: 82.5/88.75/102.5
- DMG: 4-7/5-10/6-13
- CRT: 10/15/18%
- Effects:
 - +40% DMG vs. Marked
 - Target: Clear Mark
- Very high chance to target marked heroes

5. *Riposte skill*

- ACC: 122.5/128.75/142.5
- DMG: 2-3/2-5/3-6
- CRT: 9/14/17%
- Effects:
 - Target: Bleed 1/2/3 pts/rd for 3 rds (100/120/140% chance)

Mirage / Ethereal Mirage / Otherworldly Mirage

(also known as **Nnncgnaiih / Nnnlw'nafhnyth / H'nnnnilgh'ri**)

Level: App+

Size: 1

Type: Eldritch / Beholder

Actions per round: 1

HP: 17/24/34

DODGE: 0/9/21

SPD: 4/5/6

Base resists: 48% Stun, 33% Blight/Bleed/Debuff, 208% Move

Death effect: Destealth other enemies

Skills:

1. *All-Seeing Eye*

- Launch: 1234
- Target: 1234 (ally, not self)
- Effects:
 - Target: Guard (3 rds)
 - Self: Stealth (5 rds)
- 3 rds cooldown
- High chance to be used as long as no enemy is guarded. Is most likely to target Observer

2. *Look Death in the Eye*

- Launch: 1234
- Target: 1234
- ACC: 82.5/88.75/102.5
- DMG: 1-2/2-2/2-3
- Cannot crit
- Cannot be riposted
- Effects:
 - Target: Horror 4/rd for 3 rds (75% chance)
 - Target: *Tinnitus* disease (10% chance)
- Prefers targets with highest stress

3. *Blind Eye*

- Launch: 1234
- Target: 1234
- ACC: 87.5/93.5/107.5
- DMG: 5-9/6-11/7-13
- CRT: 5/10/12%
- Effects:
 - Self: Destealth
- 99 rds cooldown
- Can be used only when alone, starts at low chance that gets higher every turn

4. *Lo and Behold*

- Launch: 1234
- Target: 1234
- ACC: 82.5/88.75/102.5
- DMG: 4-7/5-10/6-13
- CRT: 10/15/18%
- Effects:
 - +40% DMG vs. Marked
 - Target: Clear Mark
- Very high chance to target marked heroes

5. *Riposte skill*

- ACC: 122.5/128.75/142.5
- DMG: 2-3/2-5/3-6
- CRT: 9/14/17%
- Effects:
 - Target: Bleed 1/2/3 pts/rd for 3 rds (100/120/140% chance)

Visage / Ethereal Visage / Otherworldly Visage

(also known as **Syha'h fhtagnor / Nnnlw'nafhnyth / H'nnnnilgh'ri**)

Level: App+

Size: 1

Type: Eldritch / Beholder

Actions per round: 0

HP: 17/24/34

DODGE: 0/9/21

SPD: 0

Base resists: 208% Stun/Move, 33% Blight/Bleed/Debuff

Spawn effects: Allies: +2/3/4 SPD on the 1st Round

Skills:

1. *Gorgon's Gaze*

- Launch: 1234
- Target: 1234 (selected by player)
- Cannot miss
- No DMG
- Cannot crit
- Ignores guard and stealth
- Effects:
 - Target: Stun (500% chance)
 - Target: +999 SPD (1 rd)
- An autoaction used at the end of each turn

13. Minibosses

Obviously spoilerinos, so I'll just drop two links which you can access if you really, really, really, really want to see in advance what the minibosses do. Once you open them, there's no way back!

[Observer](#)

[Shrieklings' Nest](#)

14. Endless Harvest patch tweaks

In order to make certain monsters more fitting and less obnoxious due to the nature of the Endless, they've received some changes exclusively for this mode:

Distorted Observer:

- Renamed into **Time-Warped Observer**
- No longer interacts with the Summoning Page
- *Possess* replaced with *Reality Warp*: instead of applying *Observed* quirk, it summons 1 Beholder (30% for Stalk, Image of Mirage, 10% for Visage)

Engorged Leech:

- Renamed into **Interdimensional Leech**
- Blood diseases chance reduced from 40% to 25%

Corrupted Admiral:

- Renamed into **Transformed Admiral**
- *Taint* replaced with *Toothsinker*: no longer applies Pelagic Plague, CRT increased from 9% to 14%

Additionally, you can encounter:

- Shrieking's Nest as a boss in Weald waves
- Beholders as standard enemies in [REDACTED]
- Observer as a boss in [REDACTED]