



BIFURCATED HOMUNCULUS. ♥ Construct. Twin bodies (share HP pool; if only one body is killed, the other lives with 1 HP).

1-3 **RUN N HIDE.** They're pretty good at it. They split up.

4-5 **GIB ME ORDUR.** They'll follow it, as best they can.

6 **YER GONNA DIE.** 1 HD with DISADVANTAGE.

Two tiny, malformed clay lumps, one tiny, malformed clay mind.

BILIOUS HUSK. ♥ Phlegmatic skin (roll MIGHT or get your weapon stuck).

1-3 **SANGUINE BITE.** 1 HD. Roll MIGHT or contract blood-sickness.

4-5 **CHOLER.** 1 HD. Roll INSIGHT or attack whoever's CLOSE next TURN.

6 **BLACK BILE.** All NEAR 1 HD and roll FINESSE or destroy a random item.

Even in extreme humor loss, the body rebalances. The mind might not...

SOLOMONAR. ♥ Decides the region's weather for the day each morning.

1-3 **DONNER HATCHET.** 1 HD. ADVANTAGE against those addled by lightning.

4-5 **BLITZ.** All NEAR 2d6, roll MIGHT or spend your next TURN paralyzed.

6 **CALL MAELSTROM.** Deluge, hail, blizzard, or heat snap.

At Scholomance, the Devil trains his pupils well.

ÆTHER-DIVER AUTOMATON. ♥ ♥ Armor AS CHAIN. Construct.

1-3 **BEAT TO DEATH.** 1 HD.

4-5 **DERANGED SWINGING.** 1 HD, 1 HD.

6 **OPEN THE FACE PLATE.** All CLOSE roll INSIGHT or go mad.

These mobile diving suits would always come back inert or murderous.

ASHES-TO-ASHES. ♥ Undead. Particle body (incorporeal, non-magic attacks have DISADVANTAGE, vulnerable to winds).

1-3 **BURNING PARTICULATES.** All NEAR 1 HD, roll MIGHT or 1 more HD.

4-5 **DUST VORTEX.** All NEAR 1 HD. All FAR roll MIGHT or be pulled in.

6 **FORCED INHALE.** 1 HD. Roll MIGHT or 2 more HD, burning from inside.

Sometimes, burning a ghoul to its base matter isn't enough to stop it.

RUNE-MAD MAGE. ♥ Magic attacks have DISADVANTAGE.

1-3 **VULGAR ARCANA.** Cast a random INCANTATION.

4-5 **LEY NIMBUS.** All NEAR 1 HD and roll INSIGHT or not MOVE for a TURN.

6 **HIGH ARCANA.** Cast two random INCANTATIONS.

Magic is an autopsy on a living patient. Some poor souls hit a nerve.

ISPOLIN. ♥ ♥ Armor AS CHAIN. 20 feet tall. Worships berry bushes.

1-3 **THUNDER-CLUB.** 2 HD, 2 HD.



4-5 **EARTHQUAKE HORN.** All FAR roll BEARING or fall prone.

6 **WANDER AWAY.** There are more important things in this world.

Tattooed, stony hulks, walking monoliths. Ancestors of the Patagons.

BATTLE-NUN. ♥ ♥ Armor AS CHAIN. Patron SAINT'S element-flesh. Flying.

1-3 **BEATIFIC BLADE.** 1 HD. 1 HD. Swoops down and back up to strike.

4-5 **HOLY FIRE.** All CLOSE roll BEARING or go blind as the nun lives.

6 **SACRED BONDS.** 1 HD, roll FINESSE or be bound in element-flesh chain.

Patron SAINT. A non-exhaustive list, as examples of element-flesh.

1 **ST. HELIUM.** Invisible.

2 **ST. SULPHUR.** Roll BEARING to resist the stench and get CLOSE.

3 **ST. POTASSIUM.** Explodes on death. 3 HD all NEAR, ignites everything.

4 **ST. CHROMIUM.** Anyone slain returns as a ghoul.

5 **ST. TUNGSTEN.** Armor AS PLATE. Immune to fire.

6 **ST. GOLD.** Magic doesn't function CLOSE.

Devoting your life isn't enough. Your body is the worthiest sacrifice.

ALA. ♥ ♥ ♥ Greater demon. Shapechanger.

1-3 **ECLIPSE JAWS.** 2 HD. Roll MIGHT or lose 1 MIGHT.

4-5 **HAILSTORM.** All FAR 1 HD. Lasts Td4. Storms stack.

6 **POSESS.** Roll BEARING or be possessed, rerolling at the end of TURNS.

A serpentine cloud of storm, a great black eagle, a six-fingered man.

NOTHING-HOUND. ♥ ♥ ♥ Armor AS CHAIN. Lesser demon (averse to ankhs).

1-3 **ANTI-JAWS.** 2 HD. Annihilate a random item, even wolfram. If it's magic, heal for the damage dealt.

4-5 **UNRAVEL BEINGHOOD.** 2 HD. Reduce a random STAT by 1.

6 **KISS OF THE VOID.** 2 HD. Roll FINESSE or be annihilated.

A beast's skull crowns pure shadow, fuelled by the malice of unmaking.

d10 ADVENTURES.

1 After an alchemist biffs a bank robbery, one body of a bifurcated homunculus is taken in for questioning; where's the other one?

2 A mendicant's ill-advised bile transfusion transforms the local baron into a bilious husk. There's a ransom for whoever can cure him.

3 A community in drought begs a solomonar for rain, who wants an expensive masterpiece of some sort to destroy in exchange.

4 ABANDON, the only Æther-diver automaton who came back capable of speech, killed the crew of the CANNIS and now terrorizes the skies.



- 5 To evade the law forever, the Robber King Arnol stabbed himself with a chromium dagger and leapt on a bonfire to become an Ashes-To-Ashes.
- 6 Any magic-user who touches a rapidly-spreading crystal growth that's broken out in the back alleys near the alchemical slums goes rune-mad.
- 7 The tattoos of Ulukh the Bashful, a hermetic ispolin who dwells at St. Helium's Spring, contain a scroll of PERFECT RESURRECTION.
- 8 The Mad Mage Thumm-Baltuum has imprisoned Sister Valkyrie Silver in a lead lamp, using her as a supply of argent magic foci.
- 9 High Counsellors have been getting killed by an assassin with six fingers; is there any truth to their tabloid nickname, THE ALA?
- 10 Deep into secret research on Nothing-Hounds and remote summoning, a Mordent Academy professor goes missing, and her study is ransacked.