

Adversaries of Alera:

In addition to making the races and some basic Furocrafting rules, I've also come up with a collection of adversaries. From wildlife and roaming furies to the Vord and the Legions of Alera, I've come up with a variety of adversaries that can be used for many Codex Alera games. I'm still looking to pad out the roster with even more adversaries at a later date. Namely, I'm looking to make a comprehensive collection of Aleran citizens, Marat, Canim, Icemen, and Children of the Sun as adversaries. Great Furies will not be stat'd out, as they are such cataclysmic forces that they should be treated as narrative devices, not simple adversaries. Should a player ever try to bond with a Great Fury, it should be treated as an Impossible Task, as described on page 18 of the Genesys CRB.

Furies:

Small Earth Fury (Minion): Brawn 2, Agility 1, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak: 3, **Wound:** 5, **Defense:** 1

Skills: Athletics, Resilience, Brawl

Abilities: Air Weakness (If an Earth Fury is removed from direct contact with the ground, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Silhouette 0, Tunneler (An Earth Fury may pass through sand, dirt, or mud with no penalties. An Earth Fury may use an action to pass through stone or clay)

Equipment: Earthen fists (Brawl; Damage 4; Critical 3; Range [Engaged]; Knockdown, Concussive 1)

Small Wind Fury (Minion): Brawn 1, Agility 2, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak: 2, **Wound:** 4, **Defense:** 2

Skills: Coordination, Perception, Brawl

Abilities: Earth Weakness (If an Air Fury is brought into direct contact with the ground, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Flyer (Can fly), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Silhouette 0, Swoop Attack (after making a Brawl combat check, can move from engaged to short range of the target as an incidental).

Equipment: Chill Claws (Brawl; Damage 2; Critical 4; Range [Engaged]; Knockdown, Ensnare 2, Strain 3)

Small Water Fury (Minion): Brawn 1, Agility 1, Intellect 2, Cunning 1, Willpower 1, Presence 1

Soak: 2, **Wound:** 4, **Defense:** 2

Skills: Medicine, Vigilance, Brawl

Abilities: Amorphous (as an incidental, a water fury may alter its shape and size, based on the amount of water present), Heat Weakness (If a Water Fury is heated with no access to water, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Silhouette 0, Swimmer (Suffers no penalties for moving through water).

Equipment: Pseudopods (Brawl; Damage 2; Critical 4; Range [Engaged]; Knockdown, Disorient 2, Strain 3)

Small Wood Fury (Minion): Brawn 1, Agility 1, Intellect 1, Cunning 2, Willpower 1, Presence 1

Soak: 3, **Wound:** 4, **Defense:** 1

Skills: Stealth, Survival, Brawl

Abilities: Forestshape (May subtly alter plants and trees around it. Within Medium range, may add two setback dice to opposed Survival checks, or two boost dice to allied Survival checks), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Metal Weakness (If a Wood Fury finds itself in contact with metal, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Silhouette 0.

Equipment: Club fists (Brawl; Damage 4; Critical 3; Range [Engaged]; Knockdown, Disorient 2)

Small Fire Fury (Minion): Brawn 1, Agility 1, Intellect 1, Cunning 1, Willpower 1, Presence 2

Soak: 2, **Wound:** 4, **Defense:** 2

Skills: Coercion, Cool, Brawl

Abilities: Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element) Scary (at the start of the encounter, all of its opponents must make an Average fear check as an out-of-turn incidental), Silhouette 0, Water Weakness (If a Fire Fury is exposed to large amounts of water, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice).

Equipment: Burning Fangs (Brawl; Damage 3; Critical 2; Range [Engaged]; Burn 2, Vicious 2) Silhouette 1 Furies (Rivals)

Earth Fury (Rival): Brawn 3, Agility 1, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak: 5, **Wound:** 13, **Defense:** 2

Skills: Athletics 2, Resilience 2, Brawl 2

Abilities: Air Weakness (If an Earth Fury is removed from direct contact with the ground, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Tunneler (An Earth Fury may pass through sand, dirt, or mud with no penalties. An Earth Fury may use an action to pass through stone or clay).

Equipment: Earthen fists (Brawl; Damage 7; Critical 3; Range [Engaged]; Knockdown, Concussive 1)

Wind Fury (Rival): Brawn 1, Agility 3, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak: 3, **Wound:** 11, **Defense:** 3

Skills: Coordination 2, Perception 2, Brawl 2

Abilities: Earth Weakness (If an Air Fury is brought into direct contact with the ground, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Flyer (Can fly), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Swoop Attack (after making a Brawl combat check, can move from engaged to short range of the target as an incidental).

Equipment: Chill Claws (Brawl; Damage 5; Critical 4; Range [Engaged]; Knockdown, Ensnare 2, Strain 4)

Water Fury (Rival): Brawn 1, Agility 1, Intellect 3, Cunning 1, Willpower 1, Presence 1

Soak: 3, **Wound:** 11, **Defense:** 3

Skills: Medicine 2, Vigilance 2, Brawl 2

Abilities: Amorphous (as an incidental, a water fury may alter its shape and size, based on the amount of water present), Heat Weakness (If a Water Fury is heated with no access to water, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Swimmer (Suffers no penalties for moving through water).

Equipment: Pseudopods (Brawl; Damage 4; Critical 4; Range [Engaged]; Knockdown, Disorient 2, Strain 4)

Wood Fury (Rival): Brawn 2, Agility 1, Intellect 1, Cunning 3, Willpower 1, Presence 1

Soak: 4, **Wound:** 12, **Defense:** 1

Skills: Stealth 2, Survival 2, Brawl 3

Abilities: Forestshape (May subtly alter plants and trees around it. Within Long Range, may add two setback dice to opposed Survival checks, or two boost dice to allied Survival checks), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Metal Weakness (If a Wood Fury finds itself in contact with metal, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice).

Equipment: Club fists (Brawl; Damage 6; Critical 3; Range [Engaged]; Knockdown, Disorient 3)

Fire Fury (Rival): Brawn 2, Agility 1, Intellect 1, Cunning 1, Willpower 1, Presence 3

Soak: 3, **Wound:** 12, **Defense:** 2

Skills: Coercion 2, Cool 2, Brawl 3

Abilities: Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Terrifying (at the start of the encounter, all of its opponents must make a Hard fear check as an out-of-turn incidental), Water Weakness (If a Fire Fury is exposed to large amounts of water, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice).

Equipment: Burning Fangs (Brawl; Damage 6; Critical 2; Range [Engaged]; Burn 2, Vicious 3)
Silhouette 2 Furies (Rivals)

Large Earth Fury (Rival): Brawn 4, Agility 2, Intellect 2, Cunning 2, Willpower 2, Presence 2

Soak: 7, **Wound:** 18, **Defense:** 2

Skills: Athletics 3, Resilience 3, Brawl 3

Abilities: Air Weakness (If an Earth Fury is removed from direct contact with the ground, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Silhouette 2, Tunneler (An Earth Fury may pass through sand, dirt, or mud with no penalties. An Earth Fury may use an action to pass through stone or clay).

Equipment: Earthen fists (Brawl; Damage 9; Critical 3; Range [Engaged]; Knockdown, Concussive 2)

Large Wind Fury (Rival): Brawn 2, Agility 4, Intellect 2, Cunning 2, Willpower 2, Presence 2

Soak: 4, **Wound:** 16, **Defense:** 4

Skills: Coordination 3, Perception 3, Brawl 3

Abilities: Earth Weakness (If an Air Fury is brought into direct contact with the ground, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Flyer (Can fly), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Silhouette 2, Swoop Attack (after making a Brawl combat check, can move from engaged to short range of the target as an incidental).

Equipment: Chill Claws (Brawl; Damage 7; Critical 4; Range [Engaged]; Knockdown, Ensnare 2, Strain 5)

Large Water Fury (Rival): Brawn 2, Agility 2, Intellect 4, Cunning 2, Willpower 2, Presence 2

Soak: 4, **Wound:** 14, **Defense:** 4

Skills: Medicine 3, Vigilance 3, Brawl 3

Abilities: Amorphous (as an incidental, a water fury may alter its shape and size, based on the amount of water present), Heat Weakness (If a Water Fury is heated with no access to water, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Silhouette 2, Swimmer (Suffers no penalties for moving through water).

Equipment: Pseudopods (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown, Disorient 2, Strain 5)

Large Wood Fury (Rival): Brawn 3, Agility 2, Intellect 2, Cunning 4, Willpower 2, Presence 2

Soak: 6, **Wound:** 17, **Defense:** 1

Skills: Stealth 3, Survival 3, Brawl 4

Abilities: Forestshape (May subtly alter plants and trees around it. Within Extreme Range, may add two setback dice to opposed Survival checks, or two boost dice to allied Survival checks), Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Metal Weakness (If a Wood Fury finds itself in contact with metal, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice), Silhouette 2.

Equipment: Club fists (Brawl; Damage 8; Critical 3; Range [Engaged]; Knockdown, Disorient 3)

Large Fire Fury (Rival): Brawn 3, Agility 2, Intellect 2, Cunning 2, Willpower 2, Presence 4

Soak: 5, **Wound:** 16, **Defense:** 2

Skills: Coercion 3, Cool 3, Brawl 4

Abilities: Inconspicuous (Furies appear to be natural occurrences, indistinguishable from the world around them; a character can make a Hard Perception or Vigilance check to identify a fury in its natural element), Silhouette 2, Terrifying (at the start of the encounter, all of its opponents must make a Hard fear check as an out-of-turn incidental), Water Weakness (If a Fire Fury is exposed to large amounts of water, it upgrades the difficulties of all of its checks twice, and checks against it are upgraded twice).

Equipment: Burning Fangs (Brawl; Damage 8; Critical 2; Range [Engaged]; Burn 3, Vicious 4)

Mounts and Wildlife:

Horse: Brawn 4, Agility 3, Intellect 1, Cunning 1, Willpower 1, Presence 2

Soak: 4, **Wound:** 14

Skills: Athletics 3, Resilience 2

Abilities: Domesticable 2 (downgrade the difficulty of checks to train horses twice), Encumbrance Capacity 12, Silhouette 2, Trained Mount 2 (add two boost dice to a rider's Survival checks while mounted on a horse).

Equipment: Trampling hooves (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown).

Wolf: Brawn 3, Agility 4, Intellect 2, Cunning 3, Willpower 1, Presence 2

Soak: 5, **Wound:** 14

Skills: Athletics 2, Brawl 2, Perception 2

Abilities: Domesticable 2 (downgrade the difficulty of checks to train wolves by two), Encumbrance Threshold 10, Pack Instincts (when performing the assist maneuver, wolves grant two boost dice instead of one), Silhouette 2, Swift (wolves do not spend additional maneuvers to move through difficult terrain), Trained Mount 1 (add a boost die to a rider's Survival checks while mounted on a wolf).

Equipment: Teeth (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 2, Vicious 3)

Gargant: Brawn 5, Agility 3, Intellect 1, Cunning 1, Willpower 2, Presence 1

Soak: 7, **Wound:** 18

Skills: Brawl 1, Resilience 2

Abilities: Domesticable 1 (downgrade the difficulty of checks to train gargants once), Encumbrance Threshold 28, Silhouette 2, Trained Mount 1 (add a boost die to a rider's Survival checks while mounted on a gargant).

Equipment: Trampling paws (Brawl; Damage 7; Critical 4; Range [Engaged]; Knockdown).

Herdbane: Brawn 3, Agility 3, Intellect 1, Cunning 3, Willpower 1, Presence 1

Soak: 4, **Wound:** 18

Skills: Brawl 2, Coordination 2, Perception 2, Vigilance 3

Abilities: Encumbrance Threshold 12, Silhouette 2, Swift, (herdbane do not spend additional maneuvers to move through difficult terrain), Trained Mount 1 (add a boost die to a rider's Survival checks while mounted on a herdbane).

Equipment: Talons (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 2, Vicious 3)

Garim: Brawn 5, Agility 2, Intellect 1, Cunning 1, Willpower 2, Presence 1

Soak: 6, **Wound:** 16, **Melee Defense:** 1

Skills: Athletics 2, Brawl 3, Cool 2, Stealth 3

Abilities: Amphibious (garim breath underwater and do not suffer movement penalties in water), Natural Camouflage (Perception checks made to detect a lurking garim suffer two setback dice), Quick Strike 2 (when performing a combat check, add two boost dice against any target that has not yet acted in the encounter), Silhouette 2, Stubborn 2 (upgrade the difficulty of checks to train garim twice).

Equipment: Crushing jaws (Brawl; Damage 6; Critical 3; Range [Engaged]; Ensnare 2, Pierce 2, Vicious 3), buffeting tail (Brawl; Damage 6; Critical 3; Range [Engaged]; Knockdown)

Grass Lion: Brawn 4, Agility 4, Intellect 1, Cunning 3, Willpower 2, Presence 2

Soak: 4, **Wound:** 17

Skills: Athletics 3, Brawl 2, Perception 1, Stealth 2

Abilities: Fierce Pounce (If the grass lion uses the aim maneuver, it also gains Knockdown on its next attack), Natural Camouflage (Perception checks made to detect a prowling grass lion suffer two setback dice), Silhouette 2, Swift (grass lions do not spend additional maneuvers to move through difficult terrain).

Equipment: Claws (Brawl; Damage 6; Critical 2; Range [Engaged]; Linked 1, Vicious 3)

Taurga: Brawn 4, Agility 3, Intellect 1, Cunning 2, Willpower 3, Presence 2

Soak: 4, **Wound:** 18

Skills: Athletics 2, Resilience 3

Abilities: Encumbrance Threshold 18, Silhouette 2, Stubborn 1 (upgrade the difficulty of checks to train taurga once), Trained Mount 1 (add two boost dice to a rider's Survival checks while mounted on a taurga).

Equipment: Trampling hooves (Brawl; Damage 8; Critical 4; Range [Engaged]; Knockdown).

The Legions of Alera:

Each Legion of Alera has between 14-20 cohorts.

A cohort is typically comprised of four centuries. A century has ten spears, single file lines made up of eight legionares. Cohorts are typically led by a senior centurion.

The Prime Cohort of each legion is an exception, with the Prime Cohort having twice as many centuries. The Prime Cohort is also led by the Captain and First Spear, the senior-most centurion within the legion.

One cohort within the legion will be made up of scouts and cavalry. Each legion will have at least one century of Knights at its disposal, often referred to as a cohort instead of a century for organizational purposes.

Lastly, each legion has a large amount of support staff. Cooks, blacksmiths, healers, muleskinners, valets, domestics, and other necessary personnel make up much of this supporting staff. There is an engineering corp in each legion as well, consisting mostly of powerful earthcrafters who oversee construction of siegeworks.

Unless otherwise stated, all members of the Aleran Legion have the following talents: Causeway Travel, Legionare Signaling, and Legionare Defense.

Legionare: Brawn 3, Agility 3, Intellect 2, Cunning 2, Willpower 3, Presence 1

Soak: 5 **Wound:** 5 **Defense:** 2

Skills: Athletics, Discipline, Melee (Light), Vigilance (Group skills)

Equipment: Gladius (Melee [Light], Dmg 5, Crit 3, Engaged, Accurate 1, Pierce 2), Lorica (Defense 1, Soak +2), Shield (Defensive 1, Deflection 1)

Centurion: Brawn 3, Agility 3, Intellect 2, Cunning 2, Willpower 3, Presence 3

Soak: 5 **Wound:** 15 **Defense:** 2

Skills: Athletics 2, Discipline 2, Leadership 3, Melee (Light) 2, Resilience 2, Vigilance 2

Talents: Adversary 1

Abilities: Tactical Direction (may perform a maneuver to direct one Legionare minion group within medium range; the group may perform an immediate free maneuver or add a boost die to its next check.)

Equipment: Gladius (Melee [Light], Dmg 5, Crit 3, Engaged, Accurate 1, Pierce 2), Shield (Defensive 1, Deflection 1), Lorica (Defense 1, Soak +2)

Knight Ignus: Brawn 3, Agility 2, Intellect 2, Cunning 2, Willpower 3, Presence 4

Soak: 5 **Wound:** 13 **Defense:** 1

Skills: Athletics 2, Discipline 2, Fyrcrafting 2, Melee (Light) 2, Resilience 2, Vigilance 2

Talents: Adversary 1, Brighten/Snuff Flame, Heat/Cool Object, Heat Self, Strength, Range, Flame Sphere

Equipment: Gladius (Melee [Light], Dmg 5, Crit 3, Engaged, Accurate 1, Pierce 2), Lorica (Defense 1, Soak +2)

Flame Sphere (Fyrcrafting, Damage 6, Crit 3, Long, Blast 6, Vicious 1)

Knight Terra: Brawn 4, Agility 2, Intellect 2, Cunning 2, Willpower 3, Presence 2

Soak: 8 **Wound:** 16 **Defense:** 1

Skills: Athletics 2, Discipline 2, Fyrcrafting 2, Melee (Heavy) 2, Resilience 2, Vigilance 2

Talents: Adversary 1, Harden/Softening Earth, Shape Sand/Earth

Equipment: Lorica (Defense 1, Soak +2), Terra Mace (Melee [Heavy], Damage 12, Crit 3, Short, Cumbersome 6, Disorient 4) or Terra Sword (Melee [Heavy], Damage 11, Crit 2, Short, Cumbersome 4, Pierce 4, Vicious 3)

Knight Ferrous: Brawn 3, Agility 2, Intellect 2, Cunning 2, Willpower 4, Presence 2

Soak: 7 **Wound:** 15 **Defense:** 2

Skills: Athletics 2, Discipline 2, Fyrcrafting 2, Melee (Light) 3, Resilience 2, Vigilance 3

Talents: Adversary 1, Precision Bladework, Parry 3, Quick Reactions, Sense Attack, Strengthen Sword, Harden Metal

Equipment: Lorica (Defense 1, Soak +2), Sword (Melee [Light], Damage 6, Crit 1, Engaged, Defensive 1, Pierce 4, Vicious 2)

Knight Flora: Brawn 3, Agility 2, Intellect 2, Cunning 4, Willpower 3, Presence 2

Soak: 5 **Wound:** 13 **Defense:** 1

Skills: Athletics 2, Discipline 2, Fyrcrafting 2, Ranged 2, Resilience 2, Vigilance 2

Talents: Adversary 1, Flora Archery, Leave No Trace, Move Plants/Trees, Sense Movement, Shape Wood

Equipment: Longbow (Ranged, Dmg 12, Crit 3, Extreme, Pierce 2, Unwieldy 3), Lorica (Defense 1, Soak +2)

Knight Aeris: Brawn 3, Agility 4, Intellect 2, Cunning 2, Willpower 3, Presence 2

Soak: 5 **Wound:** 13 **Defense:** 1

Skills: Athletics 2, Discipline 2, Fyrcrafting 2, Melee (Light) 2, Resilience 2, Vigilance 2

Talents: Adversary 1, Air Current, Enhance Speed, Slow Perception, Strength, Range, Flight

Equipment: Gladius (Melee [Light], Dmg 5, Crit 3, Engaged, Accurate 1, Pierce 2), Lorica (Defense 1, Soak +2)

Medico: Brawn 2, Agility 2, Intellect 4, Cunning 2, Willpower 3, Presence 2

Soak: 3 **Wound:** 12

Skills: Discipline 2, Furycrafting 2, Medicine 2, Vigilance 2

Talents: Mend Injury, Mend Strain, Mend Wound, Move Water, Receive Image/Sound, Send Image/Sound, Treat Poison

Equipment: Heavy Clothes (Soak +1), Water Basin

The Vord:

Although the Vord were mostly defeated within Alera, their numbers in Canea still thrive, and they are constantly searching for a way to reach Alera once more.

Wax Spider (Minion): Brawn 2, Agility 2, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak: 3, **Wound:** 4

Skills: Brawl, Stealth (Group skills)

Abilities: Silhouette 0, Deadly Poison (If a target suffers wounds from a wax spider's mandible attack, the target must make a Daunting Resilience check. The target suffers 5 wounds if he fails, plus 1 strain per threat. Despair means the target must check against the poison again at the start of his next turn.)

Equipment: Mandibles (Brawl; Damage 4; Critical 4; Range [Engaged]; Pierce 5).

Vord Knight (Rival): Brawn 3, Agility 3, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak 5, **Wound** 12, **Defense** 1

Skills: Brawl 2, Flying 2

Abilities: Flyer, Swoop Attack (After making a Brawl combat check, can move from engaged to short range of the target as an incidental)

Equipment: Scythes (Brawl; Damage 7; Critical 2; Range [Engaged]; Pierce 3, Vicious 3), Chitin Armor (Soak 2, Defense 1)

Vord Shark (Minion): Brawn 4, Agility 2, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak 6, **Wound** 7, **Defense** 1

Skills: Athletics, Brawl (Group skills)

Abilities: Amphibious

Equipment: Fangs (Brawl; Damage 7; Critical 2; Range [Engaged]; Pierce 1, Vicious 2, Ensnare 1), Chitin Armor (Soak 2, Defense 1)

Vordbulk (Nemesis): Brawn 5, Agility 1, Intellect 1, Cunning 1, Willpower 1, Presence 1

Soak 15, **Wound** 55, **Strain** 25, **Defense** 2

Skills: Athletics 2, Resilience 4, Brawl 3

Abilities: Claw sweep (a Vordbulk may spend an advantage from a Brawl check with its claws to hit an additional engaged opponent that would be no more difficult to attack than the original target, dealing base damage +1 per success), Massive 2 (When making an attack targeting this creature, the critical rating of any weapons used counts as 2 higher), Silhouette 5, Terrifying (at the start of the encounter, all of its opponents must make a Daunting fear check as an out-of-turn incidental).

Equipment: Beak (Brawl; Damage 20; Critical 3; Range [Engaged]; Breach 1, Concussive 1, Vicious 2), Claws (Brawl; Damage 12; Critical 3; Range [Engaged] Disorient 2, Inaccurate 1, Pierce 5), Chitin Plating (Armor 1, Defense 2)

The Vord's most recent development may be their most terrifying yet. In an endeavor to cross Mare Nostrum sea between Canea and Alera, the Vord have produced a nightmarish creature. A Vordbulk with many elements drawn from the frightening Leviathans known to sink ships that pass through their waters. Their chitinous armor lends these Vord monstrosities the appearance of enormous water beetles. Within their great maws, these Vordiathans can carry large numbers of smaller Wax Spiders and Vord Knights across the vast sea.

Vordiathan (Nemesis): Brawn 5, Agility 2, Intellect 1, Cunning 1, Willpower 1, Presence 1
Soak 15, Wound 50, Strain 20, Defense 2

Skills: Athletics 2, Resilience 4, Brawl 3

Abilities: Amphibious, Claw sweep (a Vordiathan may spend an advantage from a Brawl check with its claws to hit an additional engaged opponent that would be no more difficult to attack than the original target, dealing base damage +1 per success), Massive 2 (When making an attack targeting this creature, the critical rating of any weapons used counts as 2 higher), Silhouette 5, Terrifying (at the start of the encounter, all of its opponents must make a Hard fear check as an out-of-turn incidental).

Equipment: Front horn (Brawl; Damage 20; Critical 3; Range [Short]; Breach 1, Concussive 1, Inaccurate 2, Slow-Firing 2, Vicious 2), Claws (Brawl; Damage 12; Critical 3; Range [Engaged] Disorient 2, Inaccurate 1, Pierce 5), Chitin Plating (Armor 1, Defense 2)