

Abyssals

[RL 2-4]

Special Rules

Abyssals are immune to Sleep Spells (including Circles). Fire Spells against Abyssals gain a +2 DMG
Abyssals gain a +2 DMG

Deep Ones

HP 12

Move	Melee		Special: Bite		TN/ Shield	DR
	Attack	DMG	Attack	DMG		
6	2D+2	L+1	3D	H	9	-2

#1	○○○	○○○○○○	○○○○○○
#2	○○○	○○○○○○	○○○○○○
#3	○○○	○○○○○○	○○○○○○
#4	○○○	○○○○○○	○○○○○○
#5	○○○	○○○○○○	○○○○○○

Bite
If the Special Dice is a '6', a Deep One will execute a second attack with its Bite

Undersea-dwelling humanoids with a fish head and covered by scale, living in the deep oceans.

Claws

Deep One Leader

HP 15

Move	Melee			Missile			TN/ Shield	DR
	Attack	DMG	Attack	DMG	Range			
6	3D	H+1				10*	-3	

#1	○○○	○○○○○○	○○○○○○	○○○○○○
#2	○○○	○○○○○○	○○○○○○	○○○○○○

-2 Atk
-1 TN

-1 Atk

Trident

The Deep One Trident has Reach and PEN(2). If the Special Dice is a '1' or a '2', increase the TN of the Deep One against the next attack against it.

Trident

Deep One Wizard

HP 11

Move	Melee			Magic			TN/ Shield	DR
	Attack	DMG	Check	Diff	Range			
6	2D+1	L+1	2D+1	8	10	9	-2	

#1	○○○	○○○○○○	○○○○○○
#2	○○○	○○○○○○	○○○○○○

-2 Atk
-1 TN

-1 Atk

Wizard Spells

The Magic attack represents a Cast Spell action: if the result is greater or equal to 8, the Wizard will cast a spell on the basis of the Special Dice result:

- (1) The Wizard is exhausted and cannot cast the spell.
- (2) Energy Circle: the target and any PC within 1MP suffers 1d6+1 HP of damage
- (3-4) Energy Bolt: the target suffers 1D6 of Damage
- (5-6) Healing: the nearest wounded Servant or Deep One, (including the Wizard if no other character in range is wounded), recovers 1d3+1 HP. If no wounded Deep One or Servant is within 10 MP, cast an Energy Bolt.

Dagger

Mother Hydra' Servant

HP 22

Move	Melee			Missile			TN/ Shield	DR
	Attack	DMG	Attack	DMG	Range			
4	3D	H+L				11(13)	-4	

#1	○○○	○○○○○○	○○○○○○
#2	○○○	○○○○○○	○○○○○○

-2 Atk
-1 TN
-1 Move

-1 Atk

Carapace

The TN of the Servant is increased to 13 against Missile attacks.

Razor Sharp Claws.

If the Special Dice is a '1' and the attack is successful, the target suffers a BLEED(1) effect in addition to the standard damage (see the box for additional details). A Servant will always try to attack a Bleeding PC (if any), gaining a +1 to the attack roll against him.

Special Loot

The Carapace of the Servants is very valuable: gain 1 Loot at the end of a scenario for each Servant Killed

Massive, crab-like creatures, with an insatiable thirst for blood.

Bleed(X)

A character with a Bleed effect suffers X automatic HPs of damage at the end of each turn until he executes the Special Action "Emergency Bandage".

Emergency Bandage (Special Action).

Roll 1d6:

- (1) Action failed
- (2-6) Bandage successful: remove the Bleed marker

Class A Encounter

Roll 1d6 and apply Warband modifier

RL2

- (0-3): Deep One (x2)
(4-5): Deep One (x3)
(6+): Deep One (x2), Deep One Leader

RL3

- (0-1): Deep One (x2)
(2-4): Deep One (x2), Deep One Leader
(5): Deep One (x2), Deep One Leader, Deep One Wizard
(6+): Deep One (x2), Deep One Leader, Mother Hydra' Servant

RL4

- (0-1): Deep One (x3)
(2-3): Deep One (x2), Deep One Wizard
(4): Deep One (x2), Deep One Leader, Deep One Wizard
(5+): Deep One (x2), Deep One Wizard, Mother Hydra' Servant