

AROUND THE FIRE

Tier 1 Social

A rare moment of respite where the crackle of the flames and the proximity of allies provide a brief shield against the dangers of the wilds.

Impulses: Foster bonding, encourage recovery, highlight vulnerability

Difficulty: 11

Potential Adversaries: Snakes, Giant Spider, Donkey, Horse, Wolves, Exile, Rogue, Footpad, Thief

FEATURES

DaggerHearth's Warmth - Passive: Any PC that spends time to share a meaningful story, memory, or moment with the Party gains an additional downtime move to use during their next rest.

What are you cooking over the flames? Who takes the first watch?

Shared Burden - Passive: If a PC admits a secret or a worry to the Party, that PC and an ally of their choice can each clear a Stress.

What have you been keeping to yourself lately? How does your ally react to the confession?

Foreshadowing - Reaction: When a PC expresses a true moment of vulnerability regarding upcoming events, you gain a Fear as the onset of dread settles over a PC.

What are you dreading most in the upcoming days? Do you believe that you are up to the challenge?

GIANT TOAD

Tier 1 Bruiser

A massive, warty amphibian the size of a boulder with an appetite for Heroes.

Motives & Tactics: Ambush, swallow prey whole, digest

Difficulty: 14 | **Thresholds:** 8/13 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Bite:** Melee | 1d12+2 phy

Experience: Intimidating +2

HP: □□□□□□

Stress: □□□

FEATURES

Bounding Leap - Passive: Once per scene, when the Toad is spotlighted, it can move up to Far range before taking an Action.

Tongue Lashing - Action: Mark a Stress to make an attack against a target within Close range. On a success, you deal **1d10+2** physical damage, and the target is pulled within Melee range. They also become *Vulnerable* until they succeed on a Strength or Finesse Roll (11).

Swallow - Action: Spend a Fear to make a standard attack against a *Vulnerable* or *Restrained* target. On a success, the target becomes *Swallowed*. While *Swallowed*, they are *Restrained* and take **1d6+2** direct physical damage anytime they make an Action roll. They remain *Swallowed* until the Toad takes Major or greater damage from a single hit. The Toad can only have one *Swallowed* target at a time.

- While *Swallowed*, a PC can still seize the spotlight. They are *Hidden* but can only attack the Toad. Any attacks while *Swallowed* are made with advantage.

GIANT SPIDER

Tier 1 Ranged

A patient web-spinner ensnaring prey with silk and spitting venom for flavoring.

Motives & Tactics: Trap, poison, remain elusive

Difficulty: 12 | **Thresholds:** 4/9 | **HP:** 3 | **Stress:** 3

ATK: +2 | **Web Shot:** Far | 1d8+3 phy

Experience: Ambush +2

HP: □□□

Stress: □□□

FEATURES

Wall Crawler - Passive: The Spider can move on vertical surfaces and ceilings.

Ensnaring Web Shot - Action: Make a standard attack against a target. On a success, the target is *Restrained* until they make a successful Strength or Finesse Roll.

Venom Spray - Action: Spend a Fear for the Spider to spray venom in front of them at all PCs within Close range. Targets must succeed on an Agility or Finesse Roll or take **1d10+2** magic damage and become *Vulnerable* until they roll a success with Hope.

Silken Retreat - Reaction: When a PC moves into Melee range, you can **mark a Stress** to immediately pull yourself on a web line, skittering away to a surface within Close range.

MONKEY RINGLEADER

Tier 2 Leader

A clever primate leading others with cunning and social dominance unseen in the wild.

Motives & Tactics: Organize, evolve, conquer

Difficulty: 15 | **Thresholds:** 13/25 | **HP:** 6 | **Stress:** 5
ATK: +4 | **Sticks and Stones:** Close | 2d10+4 phy

Experience: Intelligent +3

HP: □□□□□□

Stress: □□□□□□

FEATURES

Alpha's Approval - Passive: When an ally within Far range of the Ringleader deals Major or Greater damage to a target, you **gain a Fear**.

Calculated Trajectory - Action: **Mark a Stress** to make a Standard Attack against two different targets.

Monkey See - Action: **Spend a Fear** to summon a Mischief of Monkeys (Horde) or a Monkey (Standard). They appear within Close range of you and act immediately.

Monkey Do - Action: **Spend a Fear** to spotlight 2 allies. Attacks they make while spotlighted in this way deal half damage.

Harsh Hoot - Reaction: When an ally within Far range fails a roll, you can **mark a Stress** to have them reroll it. They must use the new result.

MISCHIEF OF MONKEYS

Tier 2 Horde (3/HP)

A chattering swarm of primates stealing everything while creating absolute chaos.

Motives & Tactics: Steal items, create chaos, scatter laughing

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 5 | **Stress:** 3
ATK: +1 | **Grab and Bite:** Melee | 2d8+4 phy

Experience: Acrobatic +2

HP: □□□□□□

Stress: □□□□□□

FEATURES

Horde (1d8+2) - Passive: When the Mischief has marked half or more of their HP, their standard attack deals **1d8+2** physical damage instead.

Yoink! - Action: **Spend a Fear** to have the Mischief of Monkeys swarm a target within Close range. The target must make an Instinct or Finesse Reaction Roll (12). On a failure, the Mischief of Monkeys snatches an item held or carried by the target (weapon, potion, quest item) and tosses it to Far range in a random direction.

Scatter - Reaction: When the Mischief is targeted by an attack, you can **mark a Stress** to scatter. The attack deals half damage.

MONKEY

Tier 2 Standard

An intelligent primate with a surprisingly strong grasp of teamwork.

Motives & Tactics: Gang up, provoke, shriek

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Bite and Scratch:** Melee | 2d6+4 phy

Experience: Acrobatic +2, Teamwork +2

HP: □□□□□□

Stress: □□□□□□

FEATURES

Monkey Business - Passive: If the Monkey makes a successful standard attack and an ally is within Melee range of the target, this attack deals an additional **1d8** physical damage.

Fling Debris - Action: **Mark a Stress** to make a standard attack against a target within Close range. On a success, they are *Vulnerable* until they clear a Stress.

Spiteful Shriek - Reaction: When the Monkey takes damage from a target within Close range, you can **spend a Fear** to scream violently. Any PC within Close range of the Monkey must succeed on a Strength or Presence Reaction roll or mark a Stress.

Call for Aid - Reaction: *Countdown (3)*. When the Monkey uses Spiteful Shriek for the first time, activate the countdown. When the Monkey takes damage, tick it down. When the Countdown triggers, a Tier 2 Adversary enters the scene. If the Monkey is defeated, the Countdown ends.

ETTIN

Tier 2 Solo

A hulking giant whose two heads, *Dim* and *Wit*, are constantly arguing while crushing enemies with brutal strength.

Motives & Tactics: Attack twice, argue, smash

Difficulty: 15 | **Thresholds:** 13/24 | **HP:** 9 | **Stress:** 5
ATK: +4 | **Massive Club:** Very Close | 2d10+5 phy

Experience: Two Heads +3

HP: □□□□□□□□□□

Stress: □□□□□□

FEATURES

Relentless (2) - Passive: This Adversary can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Dim's Set-Up - Action: Make a standard attack against a target. On a success, you can **mark a Stress** for the target to become *Vulnerable* until they next act.

Wit's Follow-Up - Action: **Spend a Fear** to make a standard attack against a *Vulnerable* target. On a success, this attack deals direct damage.

Blame Game - Reaction: When the Ettin takes damage, you can **mark a Stress** to have the heads yell at one another. All PCs within Close range must make a Presence Reaction Roll. You gain a Fear for each PC who failed.

Argumentative - Reaction: Whenever the Ettin fails a roll, you can **mark a Stress** to reroll it as the other head takes over. You must take the new result.