

A GUIDE TO MONSTERING



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Welcome Legend!

This guide serves as a guide to monster abilities you may encounter during your monster slots. It should be read in conjunction with the Nero World Rulebook and serves as a supplementary guide





CONTENTS

Contents	3
Delivery Methods	5
Contact	5
Gaze	5
Ingested	5
Packet	5
Touch	5
Weapon	6
Vengeance	6
Area of Effect	6
Effect Types	8
Arcane	8
Magic	8
Elemental	8
Physical	8
Poison	9
Spell	9
Spellstrike	9
Protection Hierarchy	9
Calling Weapon Damage	10
Damage Amount	10
Weapon Type	10
Damage Type	10
Effect	10
Negating Attacks	11
Special Abilities	11
Base Claws & Body Weaponry	11
Control Undead	11
Curse of Transformation	11
Drain	12
Drain Life	12
Fear	12
Infection	12
Lesser <effect>	12
Massive	13
Superhuman Strength	13



Vampire Charm	13
Special Defences & Vulnerabilities	14
Damage Cap <X>	14
Double from <damage type or effect>	14
<Effect> Shield	14
Focus	14
Gaseous Form	14
Gate	15
Harmed by <damage type or effect>	15
Healed by <damage type or effect>	15
Immune to/from <damage type or effect>	15
Immune to <Type> Weapons	15
Natural Armour	15
No Metabolism	15
Non-Corporeal Form	16
Phase	16
Reduced Damage	16
Regenerate	16
Renew <option>	16
Resist <effect>	17
Return <type>	17
Revive	17
Rift	18
Solidify	18
Suicide Ability	18
Threshold	18

DELIVERY METHODS

Characters may be affected by damage or effects in many different ways in-game. These are called Delivery Methods and may be any of the following: Area of Effect, Contact, Gaze, Ingested, Packet, Touch, Weapon, and Vengeance.

CONTACT

The effect is delivered when the character makes contact with an object or surface. Any applicable Defences may be used. An Alchemical Contact Poison is an example of this type of effect.

GAZE

The effect is delivered through continuous eye-contact for a specified time (usually ten-seconds). The attack will bypass Barrier Effects such as a Circle or Ward. The effect may not be Dodged or Phased and will not trigger Spell Defences. The character may still use Resist, Cloak or Bane against the effect, if applicable. A Gaze attack is delivered as “<spell name or effect> Gaze”. This is an out-of-game call which may be used while silenced, but anyone who hears the call might recognize an ability was used. Vampire Charm is an example of this delivery method (see Special Abilities on page 83 of the Nero rulebook or page 9 of this guide).

INGESTED

The effect is delivered through consumption. The effect may not be Dodged or Phased and will not trigger protections and Spell Defences. The character may still use Resist against the effect, if applicable.

PACKET

The effect is delivered through a thrown packet-attack. The attack is successful if the packet hits the character, their clothing, or carried possessions. This type of delivery includes gas globes, spells, and specified NPC abilities. The effect is delivered even if it hits an Illegal Target (such as the head), but you should still not purposely target these areas (accidents will happen sometimes however). The effect will trigger protections and Spell Defences, and may be Dodged, Phased, Resisted, Returned, Reflected, Cloaked, or Banned, if applicable. Arrows are weapons and not packets, even though they use yellow packets.

TOUCH

The effect is delivered by Touch-Cast. The recipient must choose to “accept” a Touch-Cast for the effect to be delivered. The effect will not trigger protections and Spell Defences, and may not be Dodged, Phased, Resisted, Returned, Reflected, Cloaked, or Banned (see Touch-Casting on page 40 of the Nero Rulebook). Acceptance occurs after the effect is delivered to the recipient and may still be refused once cast if the recipient wishes (within three-seconds).

WEAPON

The effect is delivered by safe foam weapons hits, Thrown Weapons, or Arrows/Bolts (yellow packets). These are physical attacks and are blocked by armour. The effect will trigger protections and Spell Defences, and may be Parried, Dodged, Phased, Resisted, Returned, Reflected, Cloaked, or Banned, if applicable.

VENGEANCE

This unique effect targets the person who issued a Killing Blow against the character. Vengeance is an Arcane effect and will bypass all protections and Spell Defences, and may not be avoided by any means (see Vengeance on page 44 of the Nero Rulebook).

AREA OF EFFECT

The effect is delivered by a Trap, Glyph, or an Environmental Hazard and might affect multiple characters simultaneously.

If the source is a Trap, the effect is delivered when the Trap is triggered. The result is either delivered directly to the character who triggered it (such as a poison) or to any character within a specified radius centred on the Trap (such as an explosive trap). A Hold may be called by Marshal to measure distance and determine who is within the Area of Effect and who is not. The effect may not be Dodged or Phased but will trigger protections and Spell Defences. The character may still use Resist, Cloak, and Bane against the effect, if applicable. A Bane defence may be used, but will simply negate the effect (because the

source was not a person). Explosive Traps are considered Fire effects.

If the source is a Glyph, each character breaking the plane of the doorway is affected individually each time they enter or leave the area. No character may be healed by the function of the Glyph. The effect may not be Dodged or Phased but will trigger protections and Spell Defences. The character may still use Resist, Cloak, and Bane against the effect, if applicable. A Bane defence may be used, but will simply negate the effect (because the source was not a person).

If the source is an Environmental Hazard, all characters who hear the out-of-game verbal phrase recited by a Marshal or NPC are affected, unless specifically limited by the Marshal or NPC. If limited to include only a specific targets or targets, the verbal must include the designated targets, and only those targets are affected. If limited to exclude a specific targets or targets, the verbal must include the designated targets, and only those targets are not affected. Designations may be by character name, race, class, skill, ability, active effect, transform, mark, spirit mark, or item.

The effect may not be Dodged, Parried, Phased, or Returned but it will trigger protections and Spell Defences. The character may still use Resist, Cloak, and Bane against the effect, if applicable. A Reflect or Bane defence may be used, but will simply negate the effect (because the source was not a person).

The out-of-game verbal phrase for an Area of Effect is "Area Effect <number> <spell name or effect> <damage type>."

The Marshal or staff member must announce any Area of Effects with specific or special conditions before the encounter starts. Information presented may be general enough so players are not given advance knowledge of how to solve the challenge. The goal is that the players understand they may be subject to in-game effects delivered by voice, instead of by packet or weapon.

Examples of Announcements

- "Touching specific objects or stepping on specific areas within the room may trigger effects." (all characters are affected because no specifics were designated)
- "If you are an Elf or Dwarf may take specific effects on this encounter. Any other race is not affected by the area."
- "The character wielding Grabthar's Hammer may take specific effects on this encounter. No one else is affected by the area."
- "Anyone who enters the building may take specific effects on this encounter."

Examples of Environmental Hazard Delivery

- The characters uncover a rotting tree in the dark forest. Svundar the Barbarian sees a sword sticking out of it and grabs the sword by the hilt to try and free it. The Marshal says "Svundar, Area Effect Arcane Cause Wounds 10."
- The characters open a Gate to the Elemental Plane of Fire because they heard they could find "Fire Essences" for a Formal Magic spell they wish to cast later. Upon entering the Gate, the Marshal says "Area Effect Elemental Fire 10." All the characters says "Elemental Shield" to negate the effect. After one minute, the Marshal says "Area Effect Elemental Fire 10." All the characters take the Fire Damage and flee back to the Gate to return to Tyrre, realising they are in deep trouble if they stay there without protection.

EFFECT TYPES

Effect Types work in conjunction with Delivery Methods to designate what kind of attack it is being delivered. Effect Types determine which protections and Spell Defences may be used to defend against the effect. Once the effect is delivered, it is removed by anything that would remove the effect, regardless of how it was delivered to the character.

ARCANE

The effect is raw potent magical energy which mimics a spell or effect. Arcane will bypass all protections and Spell Defences, will not trigger any defences. The victim may not use Resist, Cloak, Bane, Dodge, or Phase or defend against the effect in any way, even if it would be normally applicable. Arcane effects do not require the caster to be able to speak (they may still be used while Silenced) and may be used even if the character is bound (such as in a Bind or Web); all other standard rules for casting spells must be followed. The effect is delivered as “Arcane <spell name or effect> <option or number>.”

MAGIC

The effect is a magical effect which mimics a spell or effect. The magic will trigger protections and Spell Defences (such as Shield Magic and Reflect Magic). The character may use Dodge, Phase, Resist, Return, Reflect, Cloak, or Bane, to defend against the effect, if applicable. Magic Deliverance follows all the same rules as spells, except the caster does not need to have a hand free (they may still be used while in Bind or Web). The effect is delivered as “Magic <spell name or effect> <option or number>.”

ELEMENTAL

The effect draws power from the Elemental Planes and its energy is elemental rather than magical. The elemental effect mimics a spell, effect, or damage and will trigger protections and Spell Defences (such as Elemental Shield or Guardian of the Four). The character may use Dodge, Phase, Resist, Return, Reflect, Cloak, or Bane, to defend against the effect, if applicable.

PHYSICAL

The attack is a physical force which mimics a spell or effect (such as a gust of wind acting as a Physical Repel, a large rock for Physical Stone Bolt 25, a spider shooting out a sticky string of Physical Web, or a creature breathing fire for a Physical Flame Bolt 20). If the Physical effect duplicates a spell or effect with a number, the verbal delivery phrase must also include the number. The Physical effect will trigger protections and Spell Defences (such as Magic Armour). The character may use Dodge, Parry, Phase, Resist, Return, Reflect, Cloak, or Bane, to defend against the effect, if applicable. Physical attacks which hit the physical Shield of a character are defended against in the same way as a blocked weapon blow.

POISON

The effect is a toxin which mimics a spell or effect (usually represented by claws or spittle). The poison effect will trigger protections and Spell Defences (such as Poison Shield). The character may use Dodge, Phase, Resist, Return, Reflect, Cloak, or Bane, to defend against the effect, if applicable.

SPELL

The effect is a spell, following all rules for casting spells (see Chapter Five: Spells on page 54). The spell will trigger protections and Spell Defences (such as Shield Magic and Reflect Magic). The character may use Dodge, Phase, Resist, Return, Reflect, Cloak, or Bane, to defend against the effect, if applicable.

SPELLSTRIKE

The effect is a spell which is delivered through a special form of weapon hit (the weapon is the Delivery Method) and follows all rules for spells (above). The effect will not trigger a Magic Armour and the character may not Parry or use Resist Physical to defend against it, because the effect is a spell and not a weapon attack. The character must have the skill to use the weapon which is delivering the Spellstrike spell. The attack is delivered as "Spellstrike <effect>."

PROTECTION HIERARCHY

The following list is how Protections and Defences are applied in order of protection. Each layer of Defences forms a barrier between the character and appropriate attacks, with layers on top of layers (sort of like an onion) until all layers are exhausted at the centre, where the character resides.

1. Dodge*, Parry*, Phase*, Cloak*, Bane*
2. Displacement
3. Elemental Shield, Magic Armour, Poison Shield, Shield Magic, Reflect Magic
4. Guardian of the Four, <Effect> Shield
5. Shield (spell), Eldritch Shield (cantrip)
6. Physical Armour, Natural Armour**
7. Dexterity Armour
8. Arcane Armour
9. Immunity**
10. Resist <Option>*, Return *
11. Damage Cap**, Reduced Damage**
12. Threshold**
13. Bless, Eldritch Bless (cantrip)
14. CHARACTER / CREATURE

** Defences with (*) are by choice, all other defences are triggered by the next appropriate effect/attack which hits the character.*

*** Monster Ability Only.*

CALLING WEAPON DAMAGE

Every player using a weapon must call out their damage using the correct out-of-game verbal phrase to indicate to their opponent the attributes of the attack. The player may always call less than their full damage amount if they wish (minimum of 0). This will still trigger automatic Spell Defences.

Each attack has at least two attributes which are required, but may have as many as four attributes, in certain circumstances. The attributes are: <damage amount> <weapon type> <damage type> <effect>. All weapon damage verbal phrases are out-of-game and are made by the player (not the character). They are made regardless of character effects or if the character is Silenced. Any character who hears these calls is aware that combat is taking place.

DAMAGE AMOUNT

The total amount of damage being dealt by the attack is verbalised as a numerical value.

WEAPON TYPE

The “flavour” of the weapon is its Weapon Type. Only the following Weapon Types are allowed: Normal, Silver, Magic, and Massive. Some spells and weapon auras will allow characters to change their weapon type, either temporarily or permanently (see Weapon Auras on page 43 of the Nero rulebook).

DAMAGE TYPE

This is an additional qualifier which may determine if certain characters or creatures alter the amount of damage they take from attacks. Some creatures are vulnerable to certain damage types, others might have a reduction to certain damage types, and some creatures might be immune to certain damage types altogether (these are spelled-out on their stat card). Damage Types are wide

and varied and under the purview of the Plot Team, but may never duplicate a game effect. The most commonly encountered Damage Types are elements (fire, ice, lightning, stone, essence, destruction, etc.) but never “Magic” or “Spell”. If no Damage Type is specified in the delivery phrase, the default Damage Type is “Physical”.

EFFECT

If the character suffers Body Damage, the attack also causes a second specific effect to the character, known as a “carrier attack”. The spell or effect name must be designated in the delivery verbal phrase of the attack. The carrier effect is ignored if the character does not suffer Body Point damage, or if the damage is taken but the character is fully protected by armour points or Bless, Eldritch Bless, Shield, or Eldritch Shield; the character always takes damage part of the attack unless it is negated by a Spell Defence or other protection. If the character is already affected by an Enduring effect, they still take the damage of the attack (see Stacked Effects on page 40 of the Nero rulebook, see also Target Specific & Sub-Target Effects on page 41)

NEGATING ATTACKS

If any portion of an attack is negated or defended against, the whole attack is prevented and no effects or damage are conveyed to the character. Some attacks target both the character (damage) and an item in their possession. In these special cases each part of the attack is applied to only the target it is actually affecting. For Example: “10 Normal Shatter Weapon” would target the character for the damage portion of the attack (“10 Normal”) and the item for the Shatter effect (“Shatter Weapon”). Negating the Shatter effect does not prevent the damage to the character, neither would preventing the damage to the character negate the Shatter Weapon effect; they are separate attacks with one delivery phrase.

SPECIAL ABILITIES

BASE CLAWS & BODY

WEAPONRY

The creature has special body weaponry which functions exactly like a weapon, except it cannot be Fumbled, Shattered, or Destroyed (unless specifically noted on the monster stat card). The weaponry might be claws (swords), fists (hammers), bites (two-handed weapons), or spiked tails (polearms or axes). See Claw Mastery on page 25 of the Nero rulebook for additional information.

CONTROL UNDEAD

Certain powerful undead creatures are able to command less powerful undead creatures at-will by voice. The affected creatures must obey the commands to the best of their ability. Functionally, it is identical to the spell Control Undead except that the creature does not cast the spell, they simply issue commands. Each command spoken is considered a new Control Undead effect. This effect is more powerful than a Calm, Charm, or Fear, but less powerful than a Vampire

Charm or Enslavement in the Charm Group hierarchy.

CURSE OF TRANSFORMATION

Certain creatures have the ability to afflict their victims with a powerful curse which will cause the victim to change into a version of the creature under appropriate conditions. When the trigger conditions are met, the character becomes a lesser creature of the same type that cursed them. The plot team will supply the character with a stat card which indicates the trigger conditions and the creature stats while changed. The character cannot use Resist, Cloak, Bane or any protection or Spell Defence to negate this special curse effect. The Curse of Transformation is removed by a specific plot cure or by the resurrection of the character; the effect is not removed if the character dies and receives a Life spell.

The most obvious examples of this ability are Werewolves and Vampires.

DRAIN

The victim is not able to run or use any in-game skill or ability. The effect lasts five-minutes and is removed by a Remove Drain or a Life spell. The effect is not removed by Dispel Magic.

DRAIN LIFE

The victim is not able to run or use any in-game skill or ability. The effect is Enduring and is removed by a Life spell or the resurrection of the victim. The effect is not removed by Dispel Magic or Remove Drain.

FEAR

The creature has the ability to invoke Fear. This effect is a Charm effect which alters the behaviour of the victim so they feel immense Fear when near the creature and a desire to flee as far from the creature as possible, in an attempt to break Line of Sight. The effects last for five minutes and do not end even if Line of Sight is broken. If the victim is cornered in such a way that it is impossible to flee except to move closer to the creature (due to obstacles or space limitations), they must instead only cower in place unable to move. The effect ends if the creature dies, or the character is affected by an Awaken, Remove Fear, or the character dies.

This effect is more powerful than a Calm, Calm Animal, Charm, Charm Animal, or Control Undead effects in the Charm-Group, but less-powerful than a Vampire Charm, or Enslavement in the Charm-Group hierarchy.

INFECTION

The creature has the ability to infect a helpless victim with a contagion which will cause the victim to change into a version of the creature. Only the physical form of the victim is changed but the victim loses all memory of their former life (they temporarily become an NPC), until they are dead. Once dead, the victim may be saved by a Life spell as normal which also cures the infection. The plot team will supply the character with a stat card which indicates the creature stats while changed. The character cannot use Resist, Cloak, Bane or any protection or Spell Defence to negate this special Curse effect.

The Curse of Transformation is removed by a specific plot cure or by the resurrection of the character; the effect is not removed if the character dies and receives a Life spell. The delivery of the Infection is performed by the NPC stating the verbal phrase (Counted Action) "I infect you one... I infect you two... I infect you three."

LESSER <EFFECT>

The creature has an ability which mimics a spell or effect, but which lasts only 10-seconds instead of the normal duration (if the duration is longer than Instant). The verbal phrase of delivery of the attack must start with "Lesser" to indicate the duration change. The effect automatically expires after 10-seconds or is removed by any means which would remove the effect.

MASSIVE

The creature is very powerful and may use the Massive weapon type to deliver attacks. The Massive attack is not blocked by weapons or shields, and physical hits to them are counted as valid hits against the victim. The attack is Physical and will trigger protections and Spell Defences (such as Magic Armour). The victim may use Dodge, Parry, Phase, Resist, Return, Reflect, Cloak, or Bane, to defend against the effect, if applicable.

SUPERHUMAN STRENGTH

The creature is extremely strong and is able to deal more damage with weapons they are wielding. The Superhuman Strength is noted as “plusses” on the monster stat card, and the bonus damage is divided between each hand (the full bonus is applied to creatures wielding two handed weapons). Endow or Delayed Endow have limitations for creatures with Superhuman Strength (see those spells for full details). Superhuman Strength does not automatically confer the ability to Rip from Binding-Group effects. These must be noted separately on the Monster Stat card.

VAMPIRE CHARM

The creature (usually a Vampire) can override the will of the victim through a powerful Charm effect which lasts 5-minutes. The Delivery Method is often a Gaze attack, but some powerful creatures might deliver it using a packet attack or other delivery method. The Vampire Charm effect gives the creature complete control over the victim and the victim must obey every command issued unquestioningly, even if they are commanded to commit suicide. Vampire Charm is an

Enduring effect with a maximum duration of 1-year. If the victim is subjected to a second Vampire Charm, it is replaced by the new effect (the old one immediately expires). This effect is more powerful than a Calm, Calm Animal, Charm, Charm Animal, Control Undead, or Fear effects in the Charm-Group, but less-powerful than an Enslavement in the Charm-Group hierarchy.

CHARM EFFECTS

These are effects which alter the perceptions and/or behavior of the victim causing them to act according to the conditions of the effect description. The Charm-Group encompasses many named effects which act in a similar (but not identical) way, and each has a hierarchy of strength. A less powerful effect is overridden by a more powerful effect if there is a conflict, however both effects are congruent (because they are not identically named). The most powerful effect in the Charm-Group takes precedence and is considered first, then then next powerful, and so on. If the commands or orders of a higher Charm Group effect is completed or is changed so there is no longer a conflict, then the next existing Charm-Group effect is considered in the chain, and its commands must be applied next (overriding effect less powerful than itself).

Higher value Charm-Group effects may never make a character immune to lower Charm-Group effects in the chain; they all coexist simultaneously. Commands may not circumvent game rules or stats effects in any way.

The hierarchy is as follows (from most to least powerful): Enslavement, Vampire Charm, Control Undead, Fear, Charm / Charm Animal, Shun / Shun Animal, Calm / Calm Animal.

SPECIAL DEFENCES & VULNERABILITIES

DAMAGE CAP <X>

The creature has a maximum amount of damage they will suffer from any weapon attacks which are able to affect it. All damage above the maximum is reduced to the maximum instead (any remaining amount is discarded). The NPC monster stat card will state the number of “x”. The verbal phrase for this ability is “Cap x”, where “x” is the damage amount. The Damage Cap of a creature will never affect Assassinate, Slay, Bladefury, or spell damage; they will always do full damage to the creature.

DOUBLE FROM <DAMAGE TYPE OR EFFECT>

The creature suffers double damage from the specified spell, effect, or damage type. The NPC monster stat card will document the vulnerability. The damage is doubled by the NPC when they take the damage or effect (not by the player dealing the damage).

<EFFECT> SHIELD

The creature has a specific defence against one type of spell or effect. The defence is triggered by the next appropriate weapon or any attack with the specific option, regardless of the delivery method, which hits them (in the same way as a Shield Magic). When triggered, the protection is expended, negating the attack. Spell Defences will be triggered before the <effect> Shield defence.

The NPC monster stat card will state the effect type. The creature may choose to use Cloak, Bane, or Dodge before the <effect> Shield, but may not use Resist or Return. The NPC must state the out-of-game verbal phrase “<effect> Shield” (replacing the word “effect” with the designated effect listed on the stat card) within three seconds of being hit.

Focus

The creature is immune to Spell Disruption. This ability might be limited to one or more of their spells or might be for all spells cast by the creature. The NPC must state the out-of-game verbal phrase “Focus” after the delivery of the spell or effect (See Spell Disruption on page 39 of the Nero rulebook for more information).

GASEOUS FORM

The creature is able to turn into a Gaseous Form making them immune to all attacks and effects except for Solidify. The creature may not use any other in-game skills, abilities, or powers while in a Gaseous Form (except to Solidify themselves). They may not speak, may not move objects, and may only move at a normal walking pace. The Gaseous Form does not allow the creature to pass through solid objects or obstacles. All personal possessions carried by the creature will also become gaseous with them, however the creature will drop any other characters they are carrying upon becoming a Gaseous Form. To use the ability, the player performs a three-count action with the out-of-game verbal phrase “I become gaseous one... I become gaseous two

... I become gaseous three.” (see Counted Actions on page 77). The creature may end the effect at-will by performing another three count action with the out-of-game verbal phrase “I become solid one... I become solid two... I become solid three.” If the creature is forced into a Gaseous Form when they are killed, they drop all their possessions and treasure.

GATE

The creature is able to open a Gateway to another place or plane. The Gate should be a prop, clearly defined doorway, or some other form of phys-rep used to define the Gate. If there is no prop, the NPC must perform a threecount action by stating the out-of-game verbal phrase “I open a Gate one... I open a Gate two... I open a Gate three” (if a prop is used, there is no three-count needed). Other characters may enter the Gate while it is open. Usually the creature may close the Gate at-will.

HARMED BY <DAMAGE TYPE OR EFFECT>

The creature suffers damage when hit by specific spells or effects instead of its normal effect.

HEALED BY <DAMAGE TYPE OR EFFECT>

The creature is healed when hit by specific spells or effects instead of its normal effect. The creature is not healed by weapon attacks of the specified type, but is immune to the entire attack. They are healed by packet attacks and Spellstrikes of the specified type. If the creature is immune to the attack the

NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected.

IMMUNE TO/FROM <DAMAGE TYPE OR EFFECT>

The creature is immune to specific spells, effects, or groups of spells or effects. The NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected by the attack.

IMMUNE TO <TYPE> WEAPONS

The creature is immune to specific weapon types and attacks against the creature with these weapons causes no damage or effects when the hit the creature. Other weapon types deal full damage and/or effects. The NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected.

NATURAL ARMOUR

The creature has hardened skin (such as a carapace) or a shell which acts like armour. The Natural Armour has Armour Points and functions exactly like Physical Armour in every way except it cannot be Shattered or Destroyed. It may be refitted just like regular armour and affected by the spell Refit Armour or the Smithing Special Ability: Rapid Refit.

NO METABOLISM

The creature has no Metabolism and is immune to the following effects: Death, Disease, Drain, Drain Life, First Aid, Life, Nausea, Paralyse, Poisons (including all Alchemy), Sleep, Stabilise, Taint Blood,

Waylay, and Wither Limb. The NPC must say the verbal phrase “No Effect” to inform the attacker they were not affected by the attack.

NON-CORPOREAL FORM

The creature has no physical form and is made entirely of energy or magic. The creature is immune to the Weapon Type “Normal”, and all Binding-Group effects (Pin, Bind, Web, and Confine).

PHASE

The creature is able to momentarily become incorporeal, negating one attack or effect which hits them, even if they are completely immobilised (such as in a Confine or Paralyzed). The creature will have a specific number of times they may use the ability each day. When the ability is used, the NPC must say the out-of-game verbal phrase “Phase” to inform the attacker they were not affected by the attack. The Phase ability may not be used to negate a Killing Blow, Vengeance, Formal Magic Backlash effects, Arcane, or any effect which automatically hits and which cannot be defended against.

REDUCED DAMAGE

The creature suffers less damage from certain attacks than normal. The NPC must say the out-of-game verbal phrase “Reduced” when hit with an appropriate attack. If the attack is reduced to 1 point of damage, the NPC must state “Minimal”. This ability cannot reduce the damage below one point.

REGENERATE

The creature is able to heal themselves to their full Body Points over time (usually

one-minute, but could be any amount of time dictated by the Monster stat card, including Instant). They must sit at rest or stand completely still while they Concentrate on Regenerating (this is a Concentration action). The process is interrupted if the creature suffers Body Point damage or if the creature uses any other in-game skills or abilities while they Regenerate. If the process is interrupted, no Body Points are restored and they must start over from the beginning (if they are able). This ability does not remove any additional effects. The Monster stat card will designate the amount of time, conditions, and number of times the ability may be used.

Some powerful creatures can Regenerate at zero Body Points instead of becoming Dead; they are not reduced to -1 Body Points, but instead have zero Body Points and automatically begin to Regenerate without the need for them to Concentrate or be conscious.

NOTE: The Monster ability Regenerate is slightly different from the spells Corruption and Regeneration (see the those spell descriptions for more information) and is reserved for NPC monsters only.

RENEW <OPTION>

The creature is able to reset one or more of their expendable abilities or skills so they may use them again (in a similar way to Inspiration). The Renew ability usually has a specific set of conditions which allow for the use of the ability, but some power creatures might be able to use it when they choose. The Monster stat card will detail the conditions and number of times it may be used each day. Conditions could be anything including: entering an area, using a skill or ability, concentration for a specific amount of time (similar to refitting Armour), holding an

object, being affected by a specific spell or effect, etc. Certain very powerful creatures might Renew All, meaning all their abilities and skills are reset as if they had not used them for the day. The Renew ability does not refresh it's own daily uses and an Inspiration may not be used to reset a Renew ability. This ability will not renew Formal Magic levels, Cantrip levels, Crafting or Tradecraft skills.

RESIST <EFFECT>

The creature has the ability to Resist a specific spell or effect a limited number of times per-day. The designated effect may be any specific spell, effect, or group of spells or effects (such as Resist Magic or Resist Binding). The creature decides when to use the ability. Spell Defences are expended before the creature may use the Resist ability (see Protection Hierarchy on page 9 of this guide). To use this ability, the creature must be conscious and the player must state the verbal phrase "Resist" within three-seconds of being affected. It is obvious to any observers the creature was not affected by the effect if they say "Resist".

RETURN <TYPE>

The creature has the ability to Return a specific spell or effect directed at it a limited number of times per-day. Return works exactly like Resist except the effect is restored to the origin of the effect instead of the being expended.

If the origin effect was generated by a character ability or skill (such as a Slay or Assassinate), the Returned ability or skill (or spell) may not be used by the original character until they Meditate (see Meditation on page 40 for additional information).

If the origin effect was generated by an item (such as Alchemy or Scroll), the item is not consumed and is restored to the original state it was before it was used (if the tag is still valid). The item may not be used again for ten-minutes (it is temporarily inert).

If the origin effect was generated by a Magic Item (such as spell or effect), the effect is not consumed and is restored to its original state before it was used (if the tag is still valid), but is suppressed. The character must spend one minute concentrating on the item (in the same way as refitting Armor) before the Returned effect is restored and can be used again. This must be done for each item separately (but not each effect on a single item).

To use this ability, the creature must be conscious and the player must state the verbal phrase "Return" within three seconds of being affected. It is obvious to any observers the creature was not affected by the effect if they say "Return".

REVIVE

The creature has the ability to enter a state of temporary pseudo-death. The creature does not fall below zero Body Points and instead lies "dead" for five-minutes and then returns to life with full Body Points. The Monster stat card will detail the number of times the creature may use the Revive ability each day. Some powerful creatures must be killed in a special way or with a specific Weapon Type (such as issuing a Killing Blow with a Silver Weapon) to prevent them from Reviving.

RIFT

The creature has the ability to step into another place and appear elsewhere later. The NPC must perform a threecount action by stating the out-of-game verbal phrase "I rift out one... I rift out two... I rift out three." after which, the NPC will don their white headband to designate they are no longer there. They Rift back in by stating the out-of-game verbal phrase "I rift in one... I rift in two... I rift in three."

Some powerful creatures are able to take others with them through the Rift or to cause others to Rift out against their will. It is the decision of the Rifting character to "accept" another into their Rift.

SOLIDIFY

The character has the ability to force a Gaseous Form to instantly become solid. To use this ability, the character must say the in-game verbal phrase "Arcane Solidify". This ability is also used by "Stake of Woe" (see the NERO World Classic Formal Magic Rulebook). This ability does not prevent the target from becoming a Gaseous Form immediately after they Solidified.

SUICIDE ABILITY

The creature is able to end their own life. The creature may have conditions or be able to perform the act at-will. The effect might reduce the creature to -1 Body Points and Dead (such as a Killing Blow) or might immediately destroy the creature entirely, causing them to dissipate immediately without a Dying Count or Death Count.

THRESHOLD

The creature suffers only one point of damage from weapon attacks which are equal to or less than its Threshold protection rating; all weapon damage above the Threshold does full damage. The creature's Threshold only applies to Body Point damage and other protections or Spell Defences will be triggered first (Threshold is last in the Protections Hierarchy; see page 82). The NPC must announce "Threshold" to each opponent if the damage dealt is less than the rating (once acknowledged, they are not required to state again). The NPC Monster stat card will state the number value of the Threshold. An Assassinate, Slay, or Bladefury will always do full damage regardless of the Threshold protection rating. A Killing Blow will always bypass a Threshold.

It's an NPC or Monster's role to entertain and make the game fun for everyone!