

ABRAXAS

Fierce, indomitable and arrogant, abraxases have bodies and heads of mammalian predators like lions, tigers and cougars, mixed with the bodies and heads of mammalian prey such as hogs, ponies, sheep, bison and horses. The combination is anything but docile, for along with the two bestial heads, abraxases have the tails, necks and heads of one breed of drake: ice, fire, plague, sludge, wind, storm, sky or gloom. Yet their wings are those of predatory avian beasts, such as vultures, harriers, kestrels and buzzards. In every case, the forelegs reflect the predatory beast, including wicked claws on paws, while the hindlegs reflect the hoofed prey beast, and each abraxas has three heads.

Abraxases dwell in the full range of climates and terrains, alone or gathering in small families of 2–6 creatures. As they inherited a healthy measure of the infamous draconic greed, they hollow out secure lairs in the ground and gather as much wealth as they can, guarding it jealously. Daring mortals may try to hire abraxases as mercenaries, but must always be wary of treachery (or assassination). While prone to pride, abraxases are not foolhardy in combat.

- Swine abraxases have the core bodies of pigs and panthers – featured specimen: boar-bobcat-vulture-plague drake.
- Equine abraxases have the core bodies of horses and panthers – featured specimen: zebra-cheetah-kestrel-wind drake.
- Cervine abraxases have the core bodies of elks and panthers – featured specimen: deer-jaguar-hawk-sky drake.
- Caprine abraxases have the core bodies of goats and panthers – featured specimen: ram-cougar-owl-storm drake.
- Bovine abraxases have the core bodies of cows and panthers – featured specimen: ox-lion-eagle-fire drake.

ABRAXAS TRAITS
Class: chimera
Origin: Midgard
Sapience: moral-agent Lifeviews: <i>lashful-wicked-leeward, laxful-wicked-leeward, lawful-wicked-leeward, lashful-detached-leeward</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Raising ½×1×½ to Reckoning 3×4×3
Role: warrior Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 16 • <i>Specific:</i> <i>nighlore</i> (imp) DR 21
Roottrait Points: 5+[3×(tier-1)] Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Glt/Brw • <i>Magical Strikes/Harm:</i> Glt/Smt
Augmentations/Lifeskills: Nml +1, Ftl +1, Mfl +2; hasten +1; physical strikes +3, physical harm +3; magical strikes +2, magical harm +2; <i>barter</i> +0 (train: sta); <i>clout</i> +4 (train: imp); <i>deepfare</i> +1 (train: sta); <i>dive</i> +1 (train: sta); <i>heed</i> +1 (train: sta); <i>landfare</i> +1 (train: imp); <i>look</i> +2 (train: adv); <i>lurk</i> +1 (train: imp); <i>nighlore</i> +1 (train: sta); <i>seafare</i> +0 (train: sta); <i>search</i> +3 (train: imp); <i>toil</i> +2 (train: adv); <i>tumble</i> +1 (train: imp)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d6)×cubes] meals; <i>cook</i> (sta) DR 14 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 21 • <i>Bones:</i> [(2d4)×cubes] silvers; <i>hew</i> (sta) DR 16 • <i>Fangs, Claws, Horns:</i> [(2d6)×cubes] silvers; <i>hew</i> (sta) DR 18 • <i>Hides, Pelts:</i> [(1d8)×cubes] silvers; <i>taw</i> (sta) DR 19 • <i>Scales:</i> [(3d4)×cubes] golds; <i>smith</i> (imp) DR 23
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> abundant • <i>Magical:</i> modest

SWINE ABRAXAS
Tier: Surging Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Chimera, Dragon, Beast, Insect, Plant, Titan
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 11; fly 24
Roottraits: Brw 4; Lth 1; Smt 3; Wis 2; Glt 4 Hasten: 3 Defenses: Nml 19; Ftl 23; Mfl 23 Grit: 28+4d6 [42] Pneuma: 12
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>rasp</i> 8; <u>resistant</u> <i>wreck</i> 6, <i>whelm</i> 3, <i>rot</i> 16; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, charmed, enthralled</i>
Lifeskills: <i>barter</i> +6 (imp); <i>clout</i> +10 (imp); <i>deepfare</i> +5 (sta); <i>dive</i> +5 (sta); <i>heed</i> +5 (sta); <i>landfare</i> +7 (adv); <i>look</i> +8 (adv); <i>lurk</i> +4 (imp); <i>nighlore</i> +5 (sta); <i>seafare</i> +6 (sta); <i>search</i> +8 (imp); <i>toil</i> +10 (adv); <i>tumble</i> +4 (imp)
ATTACKS AND POWERS
Innate Weapons – 6 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • <i>1 Tusk:</i> targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+1 Option [adjutant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • <i>1 Bite:</i> targeted melee 1; strike +7; <i>wreck</i> (<i>stab</i>) harm 1d4+1 Option [adjutant; 1 pneuma]: <i>gore</i> (1d4) • <i>1 Bite:</i> targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+1 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • <i>2 Stomp-Claws:</i> targeted melee 1; strike +7; <i>wreck</i> (<i>beat-rend</i>) harm 1d8+1 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) or <i>rend</i> (1d6) • <i>1 Tail:</i> targeted melee 2; strike +7; <i>wreck</i> (<i>beat</i>) harm 1d12+2 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6)
Plaguebreath – 1 zone 2×2×2; assail Ftl [utilization; 2 pneuma]: blast area melee 1; strike +6; <i>rot</i> harm 2d4+5 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d4) Option [adjutant; 1 pneuma]: replace drake <i>bite</i> -strike with <i>plaguebreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>arcane shadow</i> ; <i>aspect of magician</i> ; <i>chargecrush</i> ; <i>deceiving distortion</i> ; <i>flankguard</i> ; <i>goonsmite</i> ; <i>grappling – improved</i> ; <i>inexcusable slothfulness</i> ; <i>lashout</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>slumberwatch</i> ; <i>soul desire</i> ; <i>unseen armor</i> ; <i>wild affinity</i>
Ascension-Point Value: 19

ALPENGARD | MONSTER STATISTICS

EQUINE ABRAXAS
Tier: Honing Lifeview: <i>lawful-wicked-leeward</i>
Languages: Common, Chimera, Dragon, Beast, Insect, Plant, Titan, Primal
Shape: 1×3×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 31; fly 22
Roottraits: Brw 4; Lth 3; Smt 4; Wis 1; Glt 5 Hasten: 2 Defenses: Nml 23; Ftl 25; Mfl 26 Grit: 43+5d6 [61] Pneuma: 15
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rasp, rot, logos, charis, heinous</i> ; <u>vulnerable</u> <i>shake 10</i> ; <u>resistant</u> <i>wreck 7, whelm 2, shock 20</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, charmed, enthralled</i>
Lifeskills: <i>barter +7 (imp); clout +12 (imp); deepfare +8 (sta); dive +6 (sta); heed +5 (imp); landfare +9 (imp); look +7 (adv); lurk +6 (adv); nighlore +5 (sta); seafare +7 (sta); search +8 (imp); toil +10 (adv); tumble +7 (imp)</i>
ATTACKS AND POWERS
Innate Weapons—6 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Nip: targeted melee 1; strike +8; <i>whelm</i> harm 1d4+1 Option [adjutant; 1 pneuma]: <i>squash</i> (1d4) • 1 Bite: targeted melee 1; strike +8; <i>wreck (stab)</i> harm 1d8+1 Option [adjutant; 1 pneuma]: <i>gore</i> (1d4) • 1 Bite: targeted melee 2; strike +8; <i>wreck (rend-stab)</i> harm 1d12+2 Option [adjutant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8) • 2 Stomp-Claws: targeted melee 1; strike +8; <i>wreck (beat-rend)</i> harm 1d6+1d4+1 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) or <i>slash</i> (1d6) • 1 Tail: targeted melee 2; strike +8; <i>wreck (beat)</i> harm 2d6+1d4+2 Option [adjutant; 1 pneuma]: <i>squash</i> (1d8)
Windbreath—1 zone 3×3×3; assail Ftl [utilization; 2 pneuma]: blast area melee 1; strike +7; <i>rasp</i> harm 2d6+6 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d6) Option [adjutant; 1 pneuma]: replace drake <i>bite</i> -strike with <i>windbreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>ability substitution (Glt); arcane shadow; aspect of magician; chargecrush; deceiving distortion; flankguard; goonsmite; grappling – improved; inexcusable slottfulness; lashout; magic channeling; magic countering; magic deciphering; magic sensing; slumberwatch; soul desire; unseen armor; wild affinity</i>
Ascension-Point Value: 26

CERVINE ABRAXAS
Tier: Helming Lifeview: <i>lawful-wicked-leeward</i>
Languages: Common, Chimera, Dragon, Beast, Insect, Plant, Titan, Primal
Shape: 2×3×1 Size Modifier: -1 Mass Modifier: +3 Speed: walk 20; fly 23
Roottraits: Brw 5; Lth 3; Smt 4; Wis 2; Glt 6 Hasten: 3 Defenses: Nml 23; Ftl 28; Mfl 28 Grit: 62+6d6 [83] Pneuma: 18
Harm Yields: <u>susceptible</u> <i>flare, frost, rasp, rot, shake, shock, chaos, charis, heinous</i> ; <u>vulnerable</u> <i>gloom 12</i> ; <u>resistant</u> <i>wreck 8, whelm 3, gleam 24</i> ; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, charmed, enthralled</i>
Lifeskills: <i>barter +7 (sta); clout +13 (imp); deepfare +5 (sta); dive +7 (sta); heed +7 (imp); landfare +6 (imp); look +9 (adv); lurk +8 (adv); nighlore +6 (sta); seafare +8 (sta); search +10 (adv); toil +12 (adv); tumble +7 (imp)</i>
ATTACKS AND POWERS
Innate Weapons—6 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Antler: targeted melee 2; strike +9; <i>wreck (stab)</i> harm 1d6+1 Option [adjutant; 1 pneuma]: <i>gore</i> (1d6) • 1 Bite: targeted melee 1; strike +9; <i>wreck (rend-stab)</i> harm 1d10+1 Option [adjutant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6) • 1 Bite: targeted melee 2; strike +9; <i>wreck (rend-stab)</i> harm 1d8+1d6+2 Option [adjutant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8) • 2 Stomp-Claws: targeted melee 2; strike +9; <i>wreck (beat-rend)</i> harm 3d4+2 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) or <i>slash</i> (1d6) • 1 Tail: targeted melee 3; strike +9; <i>wreck (beat)</i> harm 3d6+3 Option [adjutant; 1 pneuma]: <i>squash</i> (1d10)
Skybreath—1 zone 4×4×4; assail Ftl [utilization; 2 pneuma]: blast area melee 1; strike +9; <i>gleam</i> harm 2d8+6 Option [adjutant; 1 pneuma]: <i>smolder</i> (1d8) Option [adjutant; 1 pneuma]: replace drake <i>bite</i> -strike with <i>skybreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>ability substitution (Glt); arcane shadow; aspect of magician; chargecrush; deceiving distortion; flankguard; goonsmite; grappling – improved; inexcusable slottfulness; lashout; magic channeling; magic countering; magic deciphering; magic sensing; slumberwatch; soul desire; unseen armor; wild affinity</i>
Ascension-Point Value: 33

ALPENGARD | MONSTER STATISTICS

CAPRINE ABRAXAS
Tier: Quelling Lifeview: <i>lashful-detached-leeeward</i>
Languages: Common, Chimera, Dragon, Beast, Insect, Plant, Titan, Weird, Fiend
Shape: 2×3×2 Size Modifier: -3 Mass Modifier: +6 Speed: walk 24; fly 19
Roottraits: Brw 6; Lth 2; Smt 5; Wis 4; Glt 6 Hasten: 5 Defenses: Nml 22; Ftl 30; Mfl 30 Grit: 86+7d6 [111] Pneuma: 20
Harm Yields: susceptible <i>flare, frost, gleam, gloom, rasp, rot, logos, charis, heinous</i> ; vulnerable <i>shock 14</i> ; resistant <i>wreck 9, whelm 4, shake 28</i> ; immune <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent (avail:1)</u> <i>imbalanced, prostrated, charmed, enthralled</i>
Lifeskills: <i>barter +8 (sta); clout +14 (adv); deepfare +8 (sta); dive +9 (imp); heed +8 (sta); landfare +9 (imp); look +11 (adv); lurk +7 (adv); nighlore +8 (sta); seafare +9 (sta); search +11 (imp); toil +13 (adv); tumble +7 (adv)</i>
ATTACKS AND POWERS
Innate Weapons—6 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Horn: targeted melee 2; strike +9; <i>wreck (stab) harm 2d4+2</i> Option [adjutant; 1 pneuma]: <i>gore (1d6)</i> • 1 Bite: targeted melee 1; strike +9; <i>wreck (stab) harm 1d12+2</i> Option [adjutant; 1 pneuma]: <i>gore (1d8)</i> • 1 Bite: targeted melee 2; strike +9; <i>wreck (stab) harm 2d8+3</i> Option [adjutant; 1 pneuma]: <i>gore (1d10)</i> • 2 Stomp-Claws: targeted melee 2; strike +9; <i>wreck (beat-rend) harm 2d4+1d6+2</i> Option [adjutant; 1 pneuma]: <i>squash (1d8) or slash (1d8)</i> • 1 Tail: targeted melee 3; strike +9; <i>wreck (beat) harm 1d12+1d10+4</i> Option [adjutant; 1 pneuma]: <i>squash (1d12)</i>
Stormbreath—1 zone 5×5×5; assail Ftl [utilization; 2 pneuma]: blast area melee 1; strike +8; <i>shock harm 2d10+7</i> Option [adjutant; 1 pneuma]: <i>smolder (1d10)</i> Option [adjutant; 1 pneuma]: replace drake <i>bite-strike</i> with <i>stormbreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>ability substitution (Glt); arcane shadow; aspect of magician; chargecrush; deceiving distortion; flankguard; goonsmite; grappling – improved; inexcusable slothfulness; lashout; magic channeling; magic countering; magic deciphering; magic sensing; slumberwatch; soul desire; unseen armor; wild affinity</i>
Ascension-Point Value: 38

BOVINE ABRAXAS
Tier: Mastering Lifeview: <i>lashful-wicked-leeeward</i>
Languages: Common, Chimera, Dragon, Beast, Insect, Plant, Titan, Faerie, Giant, Genie
Shape: 3×5×2 Size Modifier: -7 Mass Modifier: +15 Speed: walk 27; fly 17
Roottraits: Brw 7; Lth 3; Smt 6; Wis 2; Glt 8 Hasten: 3 Defenses: Nml 21; Ftl 34; Mfl 34 Grit: 118+8d6 [146] Pneuma: 24
Harm Yields: susceptible <i>gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; vulnerable <i>frost 16</i> ; resistant <i>wreck 11, whelm 6, flare 32</i> ; immune <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent (avail:1)</u> <i>imbalanced, prostrated, charmed, enthralled</i>
Lifeskills: <i>barter +11 (imp); clout +15 (imp); deepfare +6 (sta); dive +9 (sta); heed +7 (sta); landfare +7 (imp); look +10 (adv); lurk +9 (imp); nighlore +8 (sta); seafare +10 (sta); search +11 (imp); toil +14 (adv); tumble +8 (imp)</i>
ATTACKS AND POWERS
Innate Weapons—6 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Horn: targeted melee 2; strike +11; <i>wreck (stab) harm 2d6+4</i> Option [adjutant; 1 pneuma]: <i>gore (1d8)</i> • 1 Bite: targeted melee 2; strike +11; <i>wreck (rend-stab) harm 4d4+4</i> Option [adjutant; 1 pneuma]: <i>slash (1d10) or gore (1d10)</i> • 1 Bite: targeted melee 3; strike +11; <i>wreck (stab) harm 2d10+5</i> Option [adjutant; 1 pneuma]: <i>slash (1d12) or gore (1d12)</i> • 2 Stomp-Claws: targeted melee 3; strike +11; <i>wreck (beat-rend) harm 3d6+3</i> Option [adjutant; 1 pneuma]: <i>squash (1d10) or slash (1d10)</i> • 1 Tail: targeted melee 4; strike +11; <i>wreck (beat) harm 3d10+6</i> Option [adjutant; 1 pneuma]: <i>squash (1d12)</i>
Firebreath—1 zone 6×6×6; assail Ftl [utilization; 2 pneuma]: blast area melee 1; strike +10; <i>flare harm 2d12+8</i> Option [adjutant; 1 pneuma]: <i>smolder (1d12)</i> Option [adjutant; 1 pneuma]: replace drake <i>bite-strike</i> with <i>firebreath</i> , incorporated into <i>innate weapons</i> utilization action
Monster and Mortal Powers: <i>ability substitution (Glt); arcane shadow; aspect of magician; chargecrush; deceiving distortion; flankguard; goonsmite; grappling – improved; inexcusable slothfulness; lashout; magic channeling; magic countering; magic deciphering; magic sensing; slumberwatch; soul desire; unseen armor; wild affinity</i>
Ascension-Point Value: 43