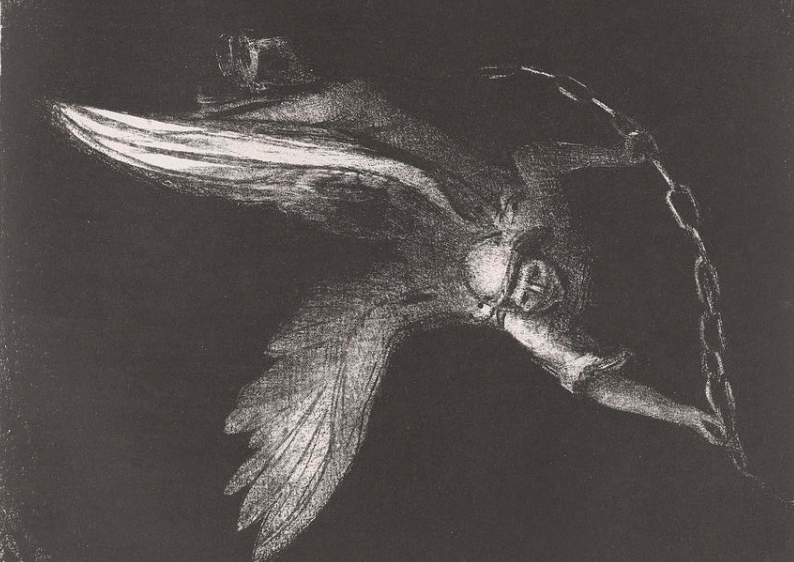




THANATOS, THE FEAR OF DEATH
AC 7(12), **HD** 1+2 (6pv), **Attack** 1 x reaping hook (1d8 + Drain), **THACO** 17 (1+2), **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 5,000, **NA** 0 (1), **TT** None.

- **SV Advantage:** Rolls 2 dice for any save, and keeps the best result.
- **Drain:** Each attack triggers a Save vs Magic. Targets who fail must subtract 1d6 points of Constitution for good.
- **Fear of Death:** This being must roll a d6 every time it gets a hit. The first damage triggers a roll. If this roll scores 1, the damage reflects back to the attacker, but if any other number is scored, it is converted into 1 point of damage subtracted from the Angel's Hit Points. The second damage will also trigger a d6 roll, but this time, a result of 1 or 2 means it will get reflected back to the attacker, and so on. When there is only 1 Hit Point left, the GM must roll 2d6, and both must score 6 in order for the Angel to die, otherwise, the damage will keep getting reflected.
- **Nightmare Stone:** Has 3 charges and can resurrect anyone with the use of 1 charge. To be recharged, the stone must be used to kill three different people. It causes 1d2 points of damage if used to hit.



PROMETHEUS, THE FEAR OF IMPOTENCE
AC -1(20), **HD** 1+2 (6pv), **Attack** 1 x chain (1d6 + Rot), **THACO** 17 (1+2), **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 5,000, **NA** 0 (1), **TT** None.

- **SV Advantage:** Rolls 2 dice for any save, and keeps the best result.
- **Random Spell:** Every time the Angel misses an attack, a random magic-user spell of a random level is cast against a random PC.
- **Rot:** Every time the Angel hits, the target loses 1 AC point of their armor. When the armor is worthless, their weapon loses 1 point of damage until this is also worthless.
- **Fear of Impotence:** Hitting the Angel it is already a very difficult task, but once a PC succeeds on this task, the angel must roll a d6. The damage is caused only if the dice scores a 1. However, this roll can be modified by the PC's Wisdom score.
- **Nightmare Stone:** Has 3 charges and can only be recharged with 3 tears of 3 different kings. Once activated, a charge must be spent in order to cause a total of 30 HD of characters, starting from the lowest HD character, will have their damage reduced to 0 for a whole day. Any test those are involved will also get disadvantage, rolling 2 dice and getting the worse result.

THE NIGHTMARE ANGELS



BY
 PASTORAL TERTOLEONE

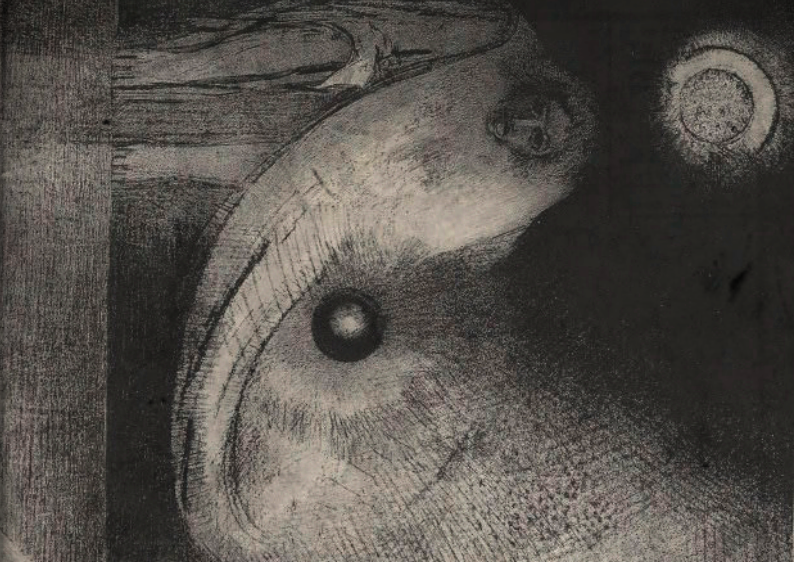
THE NIGHTMARE ANGELS

THERE WAS A NIGHT IN WHICH A BLAZING STONE FELL FROM THE SKIES. DURING THIS NIGHT, EVERYONE ON THE PLANET HAD THE SAME NIGHTMARE. THIS EVENT WAS SO POWERFUL, THAT 3 ANGELS EMERGED FROM PEOPLE'S NIGHTMARE. EACH ANGEL HOLDS A NIGHTMARE STONE WITH THEM, AND EACH STONE HOLDS THE POWER OF A NIGHTMARE CONCEPT. THOSE WHO DEFEAT AN ANGEL, ARE ABLE TO STEAL THEIR STONE.

BY
 @TERTOLEONE

DELFO, THE FEAR OF THE UNKNOWN
AC 7(12), **HD** 1+2 (6pv), **Attack** 1 x summoned stone (2d4 + Random Spell), **THACO** 17 (1+2), **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 5,000, **NA** 0 (1), **TT** None.

- **SV Advantage:** Rolls 2 dice for any save, and keeps the best result.
- **Random Spell:** Every time the Angel misses an attack, a random magic-user spell of a random level is cast against a random PC.
- **Fear of the Unknown:** Every hit against the angel is converted into 1 point of damage. However, right after the attack roll, the GM must roll a d6, and if a 1 or 2 is scored, the angel gets the damage, if any other number is scored, a random creature from the monsters list is summoned with half their Hit Points to fight for the Angel.
- **Nightmare Stone:** Has 6 charges, and every time it is used, it spends 1 charge. To be recharged, the stone must be left somewhere secluded into the wild for 1d6 days. After that time it will be fully recharged, but there is a 50% chance for the stone not to be there anymore, taken by someone or something. Each charge can be used to summon a random monster to fight for the PC, and after 1 turn, this being dissolves into the air.



THE NIGHTMARE ANGELS



BY
GUSTAVO TERTOLEONE