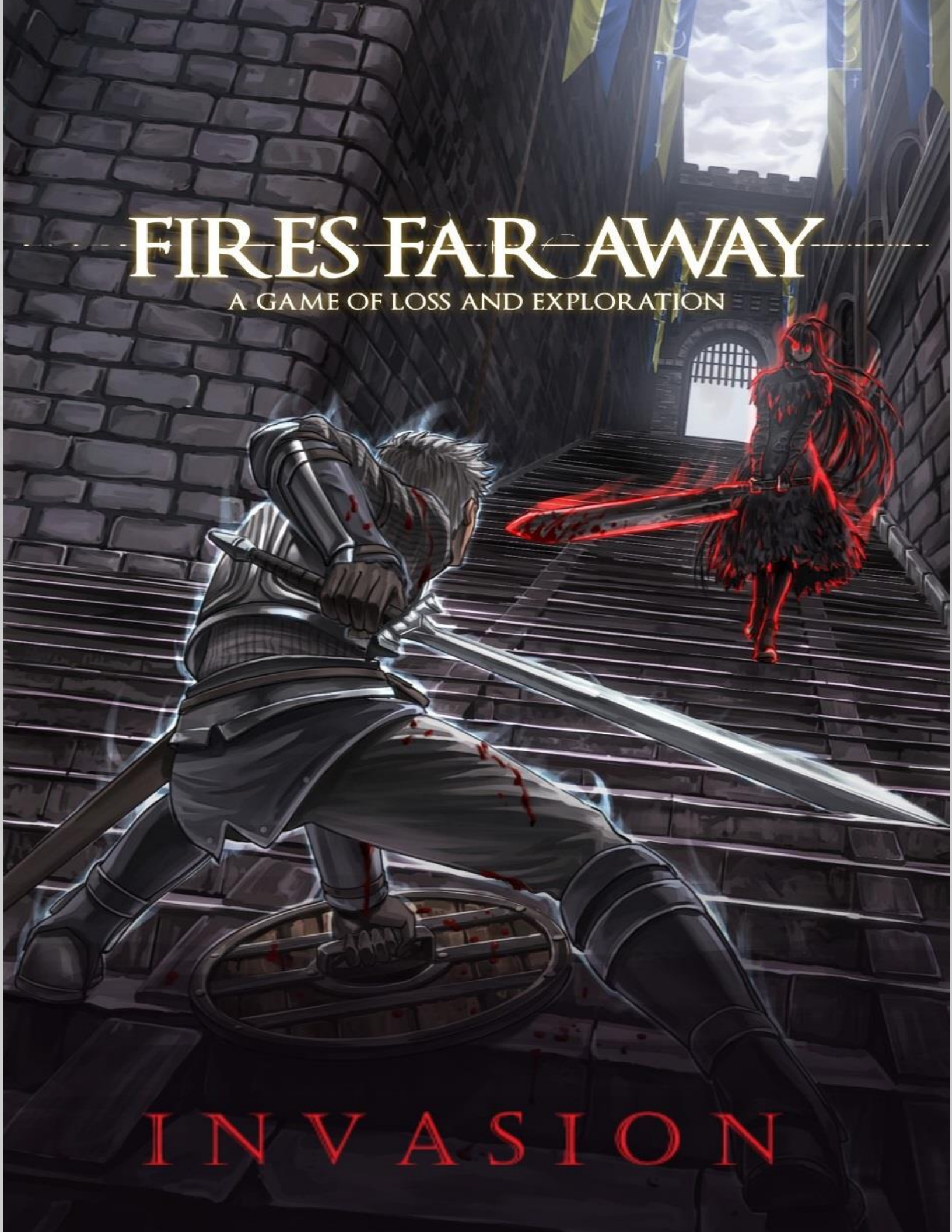


FIRES FAR AWAY

A GAME OF LOSS AND EXPLORATION

INVASION





SPECIAL COMBAT: INVADERS

There is a special class of enemy that is intelligent, ruthless, and dangerous. Many of the enemies that the players will encounter are mindless, ambling things or powerful beings holed up in their lairs.

Invaders are neither. Invaders are hunters of hollows that possess the minds and skills of accomplished killers. Many are fellow Hollows, seeking to take the Humanity and Souls they so desperately need by force. Others are mere mortals, seeking out and eliminating Undead for their own reasons.

Invaders are intelligent, and fighting them is more like fighting a fellow player character. Perhaps even a stronger player character than your own. They appear as phantoms cast in eerie red light and obscuring shadows to hide their identity, though one can often recognize their weapons and armor. They are not to be taken lightly at any level, but the rewards for beating one can be great indeed.

Try as they might, your players cannot puzzle out the workings of the Rite of Invasion to act as Phantoms themselves. Perhaps that is for the best.

BEING INVADED

The Rite of Invasion makes use of dark sorcery to track and pursue sources of Humanity, often indiscriminately. As the focal point of the invasion, the target will often experience a strange tugging sensation on their soul, or hear the ringing of a sinister bell. The undead may not understand the nature of their peril, but they know they have been marked by some malign power.

Invaders are opportunistic hunters, and will never target an undead for death unless they have at least one Humanity to take. In addition, Invaders are more often to attack when the party is divided, preying isolated Undead. They are unlikely to ever attack a group of Undead that is at full

strength, though they might choose to take advantage of a group of Undead that have already exhausted themselves against other foes.

Whether it is a group or an individual, the goal of the Invader is usually to acquire their precious humanity and leave. As such, upon killing the first Undead that has Humanity to steal, the Invader will vanish from the battlefield at the end of the next combat round. You have until then to stop them and avenge your fallen foe if you can.

FIGHTING A PHANTOM

Invader phantoms work somewhere between a normal enemy and a player character in combat. They roll their listed Stamina Bar at the start of each round like a player, but they also have a certain number of Interrupts. Through this method, a Phantom must still spend Stamina to take actions both in and out of their turn, even allowing them to dodge as a player does, but they can have multiple points during the round where they count as having their turn: the Interrupts. This leads to Invaders being flexible enemies that can act with impunity and present a challenging and evasive foe even to multiple Undead.

Invaders can take any action that a player could in their situation, with the listed equipment described in their writeup. In addition, many Phantoms have so-called 'Signature Actions' with their own Stamina cost, allowing them to perform moves beyond those available to players.

Like players, a Phantom often carries an Estus Flask. They are not shy about using them during combat to recover health and press their attack either. Try not to let them have the opportunity, or the fight will drag on.

DEATH BY INVADER

If you are killed by an Invader phantom, you lose any and all Humanity you are carrying, as well as your souls. Since the Phantom fades away shortly after securing its kill, it is easy for such souls to be lost to the group entirely when they leave.

DEFEATING AN INVADER

If you successfully defeat an Invader, your group gains the souls and loot for beating them as normal. Invaders almost never return for a second go with you, though some persistent enemies with a personal grudge may ignore that advice.

Invaders always have at least one Humanity as part of their Drop, and usually have unique weapons or rare resources among their Loot.

In addition, all members of the group regain 1 Drink worth of Estus for beating an Invader, if their Flask has the room for it.

EXAMPLE INVADERS

Kirk, Knight of Thorns – [Human, Darkwraith/Chaos Servant]

Kirk is a notoriously bloodthirsty member of the Darkwraiths, who has taken many lives in his search for power. However, he seems to have abandoned his path to the Dark and instead gathers Humanity for someone other than himself: a pitiable Daughter of Chaos he has chosen to defend.

Targets: Any source of Humanity.

HP: 682	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	41	37	39	45	51	60	36	50, 65 Bleed

Stamina Bar: 6d6

Dodge Die: 2+

Interrupts: +2

Estus: 2 | 200 hp

Weapons

Name	Stamina	Damage	Damage Type(s)	Critical
Barbed Straight Sword	5	120	Thrust (T)	150
		Bleed	33 per hit	

+

Name	Bash	S/T/B	M	F	D	L	Special	Weight
Spiked Shield	78	90	28	69	59	40	Bash deals 30 Bleed	3.0

Special

Bloody Path: Whenever Kirk uses the Dodge action, all enemies adjacent to the space he dodges into gain 20 Bleed and 10 Stagger.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1050	1 Humanity	Barbed Straight Sword*, Spiked Shield, Estus Flask

Name					Stamina		Damage		Damage Type(s)		Critical	Weight
*Barbed Straight Sword					5		80		Thrust (T), 1H		150	1.0
							Bleed		33 per hit			
STR	10 D	DEX	10 D	INT	-	FTH	-					

Xanthous King Jeremiah – [Human, Chaos Servant?]

Little is known about the eccentric man that calls himself Xanthous King Jeremiah. Not what his title supposedly means, nor why he wears such an extravagant binding of yellow cloth or a bulbous cloth ‘crown’ of such unusual size. What is known is that he attacks with little warning, and wields powerful pyromancy. Is he some self-taught student of the practices of Izalith? Or is he truly some kind of King from an unknown land?

Targets: Any source of Humanity.

<i>HP: 719</i>	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	25	30	23	67	21	231	44	30

Stamina Bar: 6d6

Dodge Die: 1+

Interrupts: +3

Estus: 3 | 120 hp

Weapons

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Noticed Whip	3	4	96	Slash (S)	100
			Bleed	33 per hit	

Special

Spellcasting: Xanthous King Jeremiah can cast the following spells for their listed damage and stamina costs. You may need to see the spell’s description for its full effect.

<i>Name</i>	<i>Effect</i>	<i>Stamina</i>
<i>Fire Orb</i>	220 Fire to one target within range 3.	6
<i>Chaos Fire Orb</i>	310 Fire to one target within range 3, 130 Fire to any target that ends their turn in that space until end of round.	8
<i>Firestorm</i>	170 Fire to 6 spaces	10

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1107	1 Humanity, Fire Clutch Ring	Pyromancy Flame, Opal Estus Flask

Undead Prince Ricard – [Hollow]

Ricard was a prince of the honorable kingdom of Balder that foolishly set out in search of notoriety and adventure. He accomplished many noteworthy deeds in life, including attaining knighthood among the kingdom of Astora. His legend ends with his death. But it would seem death was not the end of his tale after all.

Targets: Any source of Humanity.

HP: 719	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	47	45	43	33	35	31	27	60

Stamina Bar: 7d6

Dodge Die: 3+

Interrupts: +2

Estus: 2 | 200 hp

Weapons

Name	Stamina	Range	Damage	Type(s)	Critical
Longbow	9	16	92	Thrust (T), 2H, Bw	100

OR

Name	Stamina	Damage	Damage Type(s)	Critical
Ricard's Rapier	4	137	Thrust (T), 1H	100

+

Name	Bash	S/T/B	M	F	D	L	Special	Weight
Buckler	67	49	35	30	33	11		1.5

Special

Rapid Assault: When Ricard spends Stamina to attack with Ricard's Rapier, if one or more unused Stamina on the die would be wasted due to exceeding the cost of the attack, immediately perform a second attack after the first for half damage. These second attacks also deal 10 Stagger each.

Souls	Drops	Loot
1350	1 Humanity, Ricard's Rapier	Elite Knight Set, Quiver of Heavy Arrows

Name					Stamina		Damage		Type(s)	Critical	Weight
Ricard's Rapier					4		97		Thrust (T), 1H	100	2.5
STR	8	D	DEX	20	C	INT	-	FTH	-	Weapon Skill(Rapid Assault*)	

***Rapid Assault:** Spend 12 Focus to assume a stance. Until the end of the current combat round any time you spend Stamina to attack with this weapon, if one or more unused Stamina on the die would be wasted due to exceeding the cost of the attack, immediately perform a second attack after the first for half damage. These second attacks also deal 10 Stagger each.

Maldron the Assassin – [Hollow, Criminal]

Little is known about this aggressive warrior, but his skill with a greatlance is extraordinary. He carries a shield baring an emblem of a disgraced knight, exiled for disfavor. But no one could ever mistake Maldron for that man. If rumors are to be believed, Maldron's profession is to kill dangerous men and hollows. Is his shield a trophy, then?

Targets: Any source of Humanity.

HP: 1100	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	41	40	35	29	34	33	29	50

Stamina Bar: 6d6

Dodge Die: 1+

Interrupts: +3

Estus: 6 | 220 hp

Weapons

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Heide Greatlance	2	7	155	Thrust (T), Sp	150
			90	Lightning	

+

Name	Bash	S/T/B	M	F	D	L	Special	Weight
**Rebel Greatshield	70	70	90	90	85	85		13.5

Special

Expert Spearman: Dodging attacks made by Maldron the Assassin requires stamina die of value 2 higher than normal.

Counterattack (1): This enemy can, once per turn, spend Stamina as normal to perform an attack in response to an action being performed by a player before that action resolves. If the player Dodges their action is cancelled and they receive no benefit from it despite any Stamina or Focus they may have spent on it. This does not require use of an Interrupt.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1107	1 Humanity, Large Estus Flask	Heide Greatlance*, Rebel Greatshield**

Name					Stamina		Damage		Damage Type(s)		Critical	Weight
*Heide Greatlance					7		135		Thrust (T), Sp, 1H		150	10.0
							70		Lightning, Scales with FTH			
STR	20	C	DEX	16	D	INT	-	FTH	C			

The Forlorn – [Other]

The Forlorn may once have been a single individual, but they are now many shades, displaced in location and even time. Experiments into the nature of the soul have shattered this man and left him disconnected from any place in the world. Even his identity and name are lost to him. Now he is just The Forlorn, lashing out in agony and drawn to taking the souls of other to stem the bleeding of his own.

Targets: Any person carrying more than 10,000 unspent souls, or carrying a Boss Soul.

<i>HP: 1900</i>	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	34	36	32	38	44	56	34	80, Poison Immune

Stamina Bar: 6d6

Dodge Die: 3+

Interrupts: +2

Estus: 2 | 200 hp

Weapons

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Scythe of the Forlorn	2	9	210	Slash (S), Hb	110
			70	Dark	

OR

Name	Stamina	Damage	Damage Type(s)	Critical
Greatsword of the Forlorn	8	220	Slash (S), Thrust (T), GS	100
		80	Dark	

Special

Punishment: Whenever a player drinks from a Flask, The Forlorn gets a free special attack that does not require an interrupt at the end of the current player Act. This Special Attack consists of The Forlorn moving up to 5 spaces towards that player that drank from the Flask and then performing a melee attack against them if this would put them within range.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1107	1 Humanity, 1d6 Lifegems	Twinkling Titanite, Human Effigy

Carim Temple Knight – [Human]

The Carim Temple knights serve the Way of White, protecting the faithful and the blessed Firekeepers in particular. They are sent out to perform missions for the church on occasion, mostly to bring the church's justice to those who deserve it.

It is uncommon to come across a single such Temple Knight, however. More often, any target marked by the church will be pursued by a team of three such knights.

Targets: Any person who has killed a Firekeeper.

HP: 1000	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	53	48	52	48	47	39	47	65

Stamina Bar: 5d6

Dodge Die: 3+

Interrupts: +2

Estus: 0 | 0 hp

Weapons

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Carim Greathammer	2	10	348	Bash (B), Hm	110
			Stagger	100	

Special

Counterattack (1): This enemy can, once per turn, spend Stamina as normal to perform an attack in response to an action being performed by a player before that action resolves. If the player Dodges or is Staggered their action is cancelled and they receive no benefit from it despite any Stamina or Focus they may have spent on it. This does not require use of an Interrupt.

Lloyd's Talisman: No one can drink from Flasks this combat.

Spellcasting: Carim Temple Knights can cast the following spells for their listed damage and stamina costs. You may need to see the spell's description for its full effect.

Name	Effect	Stamina
<i>Med Heal</i>	Heals Carim Temple Knight and other enemies for 330 hp.	8
<i>Wrath of the Gods</i>	110 Bash, 110 Stagger to all enemies within 2 spaces.	6
Souls	Drops	Loot
1100	1 Humanity, Holy Silver	Pages From a Legend, Gold Coin, Lloyd's Talisman

Morion, Ambitious Darkwraith – [Hollow, Abyssal, Darkwraith]

A high ranking Darkwraith that thinks themselves a monarch, wishing to become the Lord of Dark in a coming age of hollows. They are on the hunt for humanity, and think you to be prey.

Targets: Any source of humanity, taking special delight in targeting members of the Blades of the Darkmoon or Undead Legion covenants. Will typically only invade when the players are vulnerable, such as being exhausted from a brutal battle or already being down a member due to death.

<i>HP: 700</i>	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	36	65	60	61	59	57	39	70, Poison Immune, Stagger Immune

Stamina Bar: 7d6

Dodge Die: 2+

Interrupts: +3

Estus: 2 | 550 hp

Weapons

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Morion Blade	Melee	5	228	Slash (S)	100
			Bleed	33	

Special

Counterattack (1): This enemy can, once per turn, spend Stamina as normal to perform an attack in response to an action being performed by a player before that action resolves. If the player Dodges or is Staggered their action is cancelled and they receive no benefit from it despite any Stamina or Focus they may have spent on it. This does not require use of an Interrupt.

Blessed Agony: If Morion is below 350 health, his Morion Blade instead deals 278 Slash and 48 Bleed per hit.

Dark Hand: Can be used as a Shield to Block for 65 against all damage types. In addition, it may be used as a special 7 Stamina attack that deals 175 Dark Damage and they are Staggered.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1200	1 Humanity, 2 Cracked Red Eye Orbs	Carved Bone Flask

Abyss Watcher – [Hollow, Undead Legion]

A member of the Undead Legion, dispatched to hunt down and destroy any sign of the Abyss. Reckless and powerful, this enemy is prone to head on attacks without waiting for an opportunity for an easy kill.

Targets: Anyone strongly aligned with Dark or the Abyss, including Darkwraiths, Pilgrims of the Dark, and members of the Church of the Deep. The standards tolerated by the Abyss Watchers are quite low, and even attuning Hexes or having visited Abyss-infested land can draw their blade.

HP: 1048	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	22	50	52	48	48	51	48	80

Stamina Bar: 7d6

Dodge Die: 1+

Interrupts: +3

Estus: 4 | 200 hp

Weapons

Name	Stamina	Range	Damage	Type(s)	Critical
Crooked Dagger	3	Melee	55	Slash (S), 1H	200

+

Name	Stamina	Damage	Damage Type(s)	Critical
Old Wolf Curved Sword	7	216	Slash (S), CS, GS, 1H	120

Special

Frenzy: For each previous hit done with its weapons this turn, the Abyss Watcher deals an extra +10 damage. For each third time they hit an enemy in a round, they heal 60 hp.

Wolfdance: Spend 14 Stamina to perform the following attack chain: immediately perform a Spin attack at 186 Slash. Then, at the end of the next player act, move 2 and perform a second Spin attack at 196 Slash. Then, at the end of the player act after that, leap into the air and perform a single attack that deals 236 Slash damage and 20 Stagger to a single enemy within melee range.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1550	1 Humanity, Farron Ring	Sharp Gem, Heavy Gem, Twinkling Titanite, Humanity

Farron Ring: Weapon Skills cost you 4 less Focus to use, to a minimum of 1.

Dragonfang Villard – [Hollow, Path of the Dragon]

A warrior walking his own path to the power of the ancient dragons. His personal journey has made some obvious progress, judging by his lizard head and ability to breath fire. The armor he wears is likewise dragon themed, following the style of certain dragon cults to the north, and his skin beneath the armor seems to be oddly stonelike. Villard may not yet be a dragon, but he is something more than human.

Targets: Anyone carrying a Dragon Eye or Dragon Scale. Villard the Dragonfang has need of such scales to complete his own journey, and scales are hard to come by in this age.

HP: 780	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	76	73	74	41	85	28	13	50

Stamina Bar: 5d6

Dodge Die: 2+

Interrupts: +2

Estus: 4 | 200 hp

Weapons

Name	Stamina	Range	Damage	Type(s)	Critical
Drake Sword	6	Melee	243	Slash (S), Thrust, 1H	100

+

Name	Bash	S/T/B	M	F	D	L	Special	Weight
<i>Dragon Crest Shield</i>	95	100	67	89	53	43	+10 Fire Defense	5.0

Special

Fire Breath: As a 6 Stamina action, deal 203 Fire damage to all enemies in a 3 deep Forward Line.

Counterattack (2): This enemy can, once per turn, spend Stamina as normal to perform an attack in response to an action being performed by a player before that action resolves. If the player Dodges their action is cancelled and they receive no benefit from it despite any Stamina or Focus they may have spent on it. This does not require use of an Interrupt.

Scale Stealer: If a player carrying one or more Dragon Scale is killed by Dragonfang Villard, he takes that item from their corpse before he leaves.

Souls	Drops	Loot
1500	1 Humanity, Dragon Scale	Sharp Gem, Heavy Gem, Drake Sword

Dragon Sage – [Human, Path of the Dragon]

An acolyte of a dragon worshipping cult of scholars, hidden deep in the mountains. The strange glass mask that adorns their face is like a mirror. Is its purpose symbolic? Or to hide the identity of those who practice heretical dragon magics from the world?

Targets: Anyone carrying a Dragon Eye or Dragon Scale.

<i>HP: 910</i>	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	38	40	38	49	49	56	42	50

Stamina Bar: 5d6

Dodge Die: 2+

Interrupts: +2

Estus: 0 | 0 hp

Weapons

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Fainstone Hammer	Melee	6	128	Bash (B), Hm	100
			84	Magic	

<i>Name</i>	<i>Bash</i>	<i>S/T/B</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Special</i>	<i>Weight</i>
<i>Etched Bone Shield</i>	45	65	65	55	25	65	Bash additionally deals 100 Dark damage and 25 Stagger.	6.0

Special

Scale Stealer: If a player carrying one or more Dragon Scale is killed by the Dragon Sage, he takes that item from their corpse before he leaves.

Spellcasting: Dragon Sages can cast the following spells for their listed damage and stamina costs. You may need to see the spell's description for its full effect.

<i>Name</i>	<i>Effect</i>	<i>Stamina</i>
<i>Crystal Homing Soulmass</i>	4 orbs that trigger against nearby enemies, 155 magic and 10 Bleed per orb.	6
<i>White Dragon Breath</i>	Deal 120 Thrust damage in a Forward Line 3 deep. At the end of the round, deal 365 Magic damage to those spaces and 65 Magic Damage to any adjacent space.	7

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1100	1 Humanity, Dragon Scale	Homing Crystal Soulmass*, White Dragon Breath**, Dragon Sage Hood

	<i>Name</i>	<i>S</i>	<i>T</i>	<i>B</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Special</i>	<i>Weight</i>
Head	Dragon Sage Hood	3	3	4	2	2	3	2	+1 INT, +1 FTH	2.0

***Homing Crystal Soulmass Attunement Slots: 1**

Stamina: 6

Requires

Focus: 43

INT 30

Effect: Create 4 Floating orbs of magic that follow you. Any time movement (either your own or that of an enemy) would bring you within 2 spaces of an enemy, an orb automatically fires off at that nearby enemy. Each orb deals Magic damage equal to Spell Buff + your Magic Bonus and 10 Bleed. Any orbs remaining at the end of combat vanish.

****White Dragon Breath Attunement Slots: 1**

Stamina: 7

Requires

Focus: 25

INT 50

Effect: Cover the ground before you in rapidly growing crystals that explode. Deal damage equal to your Spell Buff in Thrust damage in a Forward Line 3 deep. At the end of the current round, those crystals explode, dealing (Spell Buff * 2.5) + Magic Bonus Magic damage to everyone standing in those spaces, and your Magic Bonus in Magic damage to any enemy in a space adjacent to those.

Followers of Farron – [Hollow, Undead Legion]

The Followers of Farron are the rank and file warriors of the Undead Legion. They serve alongside the Abyss Watchers on the hunt, bolstering their forces against agents of the Abyss. But, more importantly, it is the eternal duty of the Followers of Farron to keep watch on the Abyss Watchers themselves. Whenever an Abyss Watcher becomes contaminated by the very Dark they seek to destroy, the Followers of Farron are there to destroy him.

Targets: Followers of Farron primary target those that have broken their covenant with the Undead Legion. They also can sometimes be found serving alongside an Abyss Watcher hunting those aligned with the Dark.

Fire and Steel Follower

HP: 700	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	28	31	30	30	28	28	31	50, 80 Frost, 80 Bleed, 35 Poison

Stamina Bar: 6d6

Dodge Die: 2+

Interrupts: +2

Estus: 2 | 200 hp

Weapons

Name	Stamina	Range	Damage	Type(s)	Critical
Follower Saber	6	Melee	184	Slash (S), 1H, CS	100

+

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Follower Torch	Melee	4	116	Bash (B), Hm	100
			84	Fire	

Special

Prying Wedge: As an 8 Stamina action, perform a combo against an enemy in melee range that is Blocking. End their block, dealing 10 Stagger, and immediately follow up with a 284 Thrust attack.

Reclaim the Blood: Any player killed by a Follower of Farron loses the Blood of the Wolf License if they possess it, and has their Undead Legion Rank set to 0.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
800	1 Humanity	Estus Flask, Follower Torch

Name	Stamina	Damage	Damage Type(s)	Critical	Weight
*Follower Torch	4	90	Thrust (T), Sp, 1H	100	6.0
		65	Fire, Scales with INT and FTH		
STR 14 D	DEX 1 D	INT D	FTH D		

Javelin Follower

HP: 700	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	28	31	30	30	28	28	31	50, 80 Frost, 80 Bleed, 35 Poison

Stamina Bar: 6d6

Dodge Die: 2+

Interrupts: +2

Estus: 2 | 200 hp

Weapons

Name	Stamina	Range	Damage	Type(s)	Critical
Follower Javelin	5	2	166	Thrust (T), 1H,Sp	110

+

<i>Name</i>	<i>Bash</i>	<i>S/T/B</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Special</i>	<i>Weight</i>
* <i>Farron Shield</i>	80	80	50	35	85	55	Weapon Arts cost you 1 less Focus, to a minimum of 1.	3.5

Special

Throw Weapon: As a 7 Stamina action, the Follower may throw their spear as a ranged attack with Range 10 that deals 186 Thrust damage.

Reclaim the Blood: Any player killed by a Follower of Farron loses the Blood of the Wolf License if they possess it, and has their Undead Legion Rank set to 0.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
800	1 Humanity	Estus Flask, Farron Shield*

Knight of the Blue – [Human, Blue Sentinel]

A member of the Blue Sentinels, protectors of the weak and peacekeepers for hire following a god of dreams. It is not uncommon for Blue Sentinels to ride out in seek of criminals that have escaped justice, to put thieves and murderers to the sword.

Targets: Anyone who has used a Red Eye Orb, or performed some other noteworthy crime or act of cruelty against the powerless. It is unknown just how it is that the Blue Sentinels learn of these crimes. Maybe their god tells them.

HP: 750	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	44	45	41	38	37	38	34	60

Stamina Bar: 6d6

Dodge Die: 2+

Interrupts: +2

Estus: o | o

Weapons

Name	Stamina	Range	Damage	Type(s)	Critical
Blue Knight Halberd	8	2	233	Slash (S), Thrust, 1H, Hb	110

Darkmoon Knightess – [Hollow, Blade of the Darkmoon]

A loyal member of the Blades of the Darkmoon, covered in brass armor that cannot hide the fact that it is a woman that wears it. She fights with the fighting style of an accomplished noble, a dueling style that is typically taught to sons rather than daughters. It is said that she serves as a Firekeeper as well, but who ever heard of a knight Firekeeper?

Targets: Anyone who has used a Red Eye Orb, members of the Darkwraiths or the Church of the deep, and occasionally Pilgrims of the Dark as well. Others who have made themselves an enemy of Anor Londo can also expect to find themselves a target.

HP: 930	<i>S</i>	<i>B</i>	<i>T</i>	<i>M</i>	<i>F</i>	<i>D</i>	<i>L</i>	<i>Resistance</i>
<i>Defenses</i>	68	62	66	59	52	52	45	60

Stamina Bar: 7d6

Dodge Die: 2+

Interrupts: +3

Estus: 2 | 200

Weapons

Name	Range	Stamina	Damage	Damage Type(s)	Critical
Darkmoon Estoc	Melee	5	210	Thrust (T), 1H	120
			220	Magic	

+

Name	Stamina	Range	Damage	Type(s)	Critical
Parrying Dagger	3	Melee	90	Slash (S), Thrust, 1H, Dg	120

Special

Counterattack (1): This enemy can, once per turn, spend Stamina as normal to perform an attack in response to an action being performed by a player before that action resolves. If the player Dodges their action is cancelled and they receive no benefit from it despite any Stamina or Focus they may have spent on it. This does not require use of an Interrupt.

Parry Stance: Instead of Blocking, the Darkmoon Knightess adopts an obvious defensive stance that lasts until the Darkmoon Knightess's next Interrupt. If attacked by a melee weapon in this stance, negate that attack and immediately deal 330 Thrust and 340 Magic that cannot be Blocked or Dodged. This stance otherwise follows of the same rules as Blocking in terms of activation and ending it.

<i>Souls</i>	<i>Drops</i>	<i>Loot</i>
1100	1 Humanity, +5 Estoc	1 Human Effigy, Large Opal Flask