

MENAGERIE OF MAYHEM



FROM ONE OF THE DESIGNERS OF DAGGERHEART
MIKE UNDERWOOD

Welcome to the Menagerie of Mayhem! Making adversaries to use with the Daggerheart rules is one of my favorite ways of engaging with the game, and so I'm delighted to be bringing you the first installment of this series as I continue to explore the possibilities of adversary design.

In this first volume, you'll find: a couple of multi-phase, boss fight-style Solo adversaries, the Blood Mage and the Young Thorn Dragon; major Social adversaries like the Trickster Spirit and the Herald of Conquest; and some new adversary groups like the Grinning Legion and the Congregation of the End. I hope you enjoy using these foes!

MIKE UNDERWOOD AKA "MONSTER MIKE"

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TIER 1 ADVERSARIES



ARCANIST GUARD

Tier 1 Support

A magic-wielding guard with a ward-covered coat using magic to enhance their comrades.

Motives & Tactics: Create wards, strengthen allies, tag suspects, make it through the day

Difficulty: 11 | **Thresholds:** 4/9 | **HP:** 4 **Stress:** 4

ATK: +0 | **Wand:** Far | 1d8 mag

Experience: Mage +2

FEATURES

Tag and Tail - Action: Make an attack against a target within Far range. On a success, **mark a Stress** to make the target Tagged. The Arcanist always knows the direction and relative distance of a Tagged target (within a Very Far range). The Arcanist may only have one target Tagged at a time.

Empower Allies - Action: **Spend 2 Fear** and choose up to 3 allies within Close range to become Empowered. An Empowered target gains a **+1d4** bonus to damage rolls. All instances of Empowered given by the Arcanist clear if the Arcanist takes Severe damage, or at the end of the scene.

Spellshield - Reaction: When an ally within Close range would take damage, **mark a Stress** to reduce the severity by one threshold.

Warded Door - Reaction: When a PC investigates or tries to open a door in a building protected by the guard, **spend a Fear** to reveal that it has been magically warded by the Arcanist and activate a Progress Countdown (4). Until the countdown is triggered, that door cannot be opened or unlocked.

BUSYBODY

Tier 1 Social

A meddling civilian determined to meddle with other people's business.

Motives & Tactics: Exaggerate the truth, find gossip, glorify themselves, stir up controversy

Difficulty: 11 | **Thresholds:** 4/8 | **HP:** 2 | **Stress:** 4

ATK: -3 | **Knife:** Close | 1d4 phy

Experience: Local Knowledge +3, Gossip +3

FEATURES

Practiced Manipulator – Passive: Up to three times per scene, the Busybody may utilize an experience without spending Fear.

Meddling - Action: **Spend a Fear** to reveal that the Busybody has been following the current interpersonal situation as they step in to harass anyone opposing their agenda. Each PC present must make a Presence Reaction Roll. All targets that fail mark a Stress.

Somebody Has to Do Something About This! –

Action: **Mark a Stress** to have the Busybody rile up a crowd and activate a Consequence Countdown (5). When the countdown triggers, the crowd takes drastic action and you gain **1d4+1 Fear**. The Busybody may only have one of these countdowns active at a time.

How Rude - Reaction: When a target within Close range rebuffs or challenges the busybody, **mark a Stress** to force the target to mark a Stress.

GRINNING WOLFRIDER

Tier 1 Standard

A Grinning Legion warrior with a bird-skull mask wielding a short spear and riding a cackling wolf.

Motives & Tactics: Cause panic, encircle and harry, mock targets

Difficulty: 11 | **Thresholds:** 5/10 | **HP:** 3 | **Stress:** 2

ATK: +0 | **Spear:** Very Close | 1d6+2 phy

Experience: Malicious +2, Keen Senses +2

FEATURES

Mounted Duo - Passive: The Wolfrider can move up to a Far range as part of their action. If they move at least a Close range before making an attack, they gain advantage on the attack.

Menacing Howl - Action: Spend a Fear to force all targets within Close range to make a Presence Reaction Roll or lose a Hope.

Run Down - Reaction: When a target moves from within Very Close range, mark a Stress to move into Melee range with them and make an attack. On a success, they take an additional **1d6** damage and become Vulnerable until they next take the spotlight.

GRINNING LEGION MOB

Tier 1 Horde (3/HP)

An unruly mob of nihilistic ruffians from smaller-statured ancestries – goblin, halfling, goblin, and more.

Motives & Tactics: Find humor in horror, scream so they don't cry, thrive on fear

Difficulty: 10 | **Thresholds:** 5/10 | **HP:** 5 | **Stress:** 3

ATK: -1 | **Claws and Knives:** Melee | 1d8+2 phy

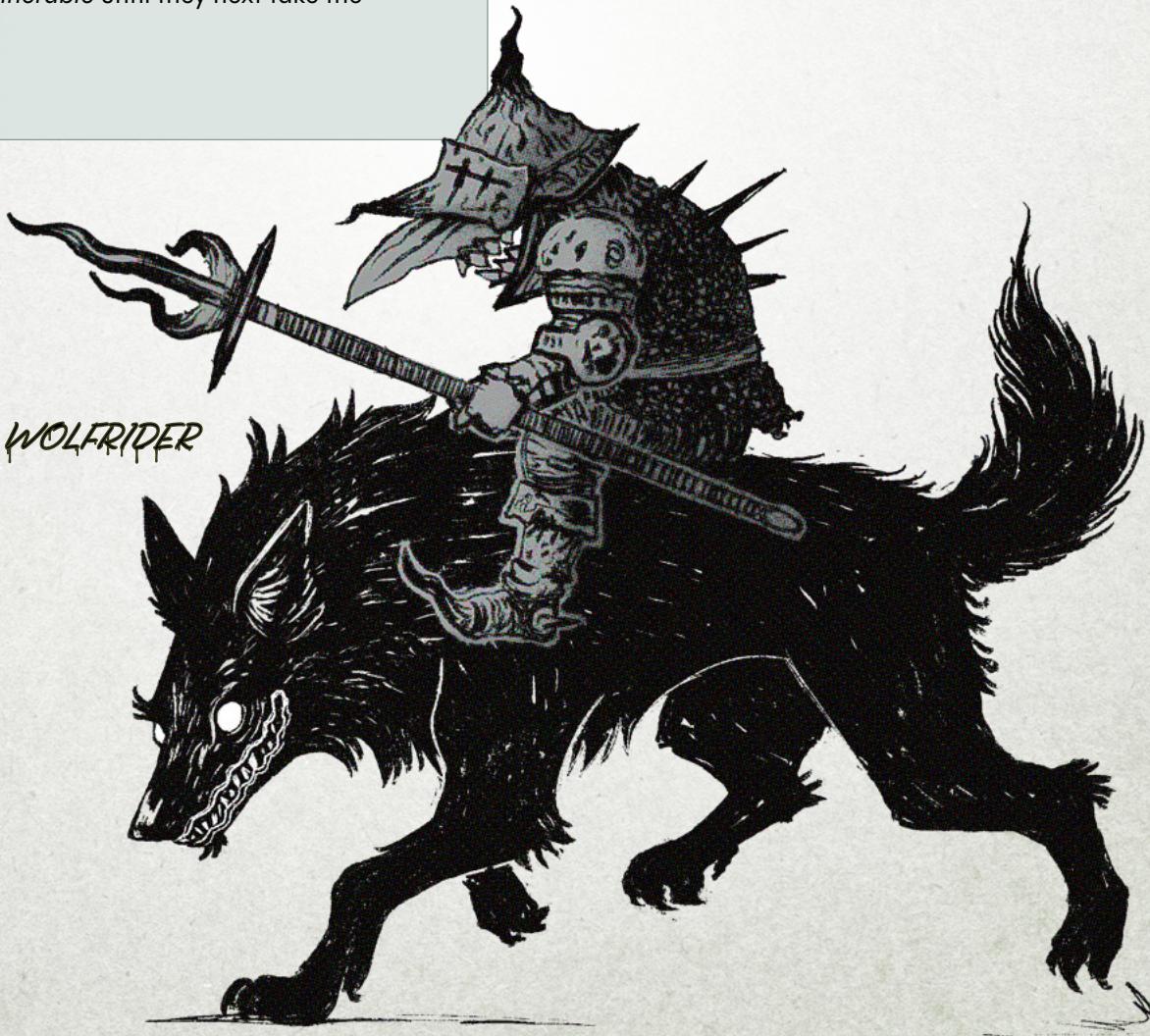
Experience: Annoying +2

FEATURES

Horde (1d4+1) - Passive: When the Mob has marked half or more of their HP, their standard attack deals **1d4+1** physical damage instead.

Make a Ruckus - Action: Mark a Stress to have the Mob yell and jeer in a cacophony, which unnerves all nearby. All targets within Close must make an Instinct Reaction Roll or mark a Stress.

GRINNING WOLFRIDER



NOXIOUS ZOMBIE

Tier 1 Support

A walking corpse emitting a cloud of toxic gas from various holes in its body.

Motives & Tactics: Consume flesh, flush out prey, sicken the living

Difficulty: 10 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 3

ATK: +0 | **Clumsy Bite:** Melee | 1d4+2 phy

Experience: Disgusting +2

FEATURES

Sickening Aura - Passive: A PC that makes an action roll within Very Close range of the Noxious Zombie must mark a Stress.

Toxic Breath - Action: **Mark a Stress** to breathe out a cloud of sickening gas that extends out to a Very Close range. All targets within or that enter the cloud must make a Strength Reaction Roll or take **1d10** direct physical damage. Activate a Countdown (3). When it triggers, the cloud dissipates.

Like a Balloon - Reaction: When the Zombie is defeated, **spend a Fear** to have it burst, releasing its gas. Every PC within Close range of the Zombie's last location must make a Strength Reaction Roll or mark 2 Stress. On a success, they still mark a Stress.

SKELETON BONEWRIGHT

Tier 1 Support

A skeleton medic preserving and restoring its allies to keep up the pressure.

Motives & Tactics: Assemble skeletons, mend allies, stay out of the fight, steal flesh

Difficulty: 11 | **Thresholds:** 4/9 | **HP:** 3 | **Stress:** 3

ATK: +0 | **Bone Fragments:** Close | 1d6+1 phy

Experience: Engineer +2

FEATURES

Work With What You've Got - Passive: The

Bonewright may mark their HP or mark HP on a skeleton ally within Very Close instead of marking a Stress.

Patch Up - Action: **Mark a Stress** and pick a skeleton ally within Very Close range. Clear up to 2 HP on that ally.

Get Back in There - Action: **Spend a Fear** and choose a defeated skeleton ally within Close. Activate a Countdown (1d4) as the Bonewright tries to re-assemble them. When the countdown triggers, **mark a Stress** to return that ally to the scene with up to 2 HP cleared.

Use This! - Reaction: When an ally within Close succeeds on an attack, **mark a Stress** to add **1d6** to their damage (combine this damage).

POSSESSED TOWNSFOLK

Tier 1 Horde (5/HP)

Everyday people possessed by malevolent spirits or mind-controlled by a magic-user.

Motives & Tactics: Destroy the living, obey orders, reflect suppressed humanity.

Difficulty: 11 | **Thresholds:** 5/11 | **HP:** 6 | **Stress:** 2

ATK: +0 | **Clubs and Pitchforks:** Melee | 1d8+2 phy

Experience: Self-Sufficient +3

FEATURES

Horde (1d4+1) - Passive: When the Townsfolk have marked half or more of their HP, their standard attack deals **1d4+1** physical damage instead.

Not in Control - Passive: When attacking the Townsfolk, PCs must mark a Stress or take disadvantage on their attacks. When the Townsfolk are defeated, the possession ends.

More Join In - Action: **Mark a Stress** to clear a HP on the Townsfolk as more people are possessed and join the crowd.

UMBRAL HUNTMMASTER

Tier 1 Leader

A living shadow commanding shadowy canines like a hunting pack.

Motives & Tactics: Claim shadow trophies, coordinate hounds with pack maneuvers, wreath skeletons in shadow

Difficulty: 14 | **Thresholds:** 7/14 | **HP:** 7 | **Stress:** 5

ATK: +3 | **Shadow Whip:** Very Close | 1d10+3 phy

Experience: Fearsome +2, Hunter +3

FEATURES

Umbral Form - Passive: The Huntmaster is Vulnerable while exposed to a source of extremely bright light (daylight or a large magical light).

Pack Leader - Action: Spend 2 Fear to spotlight the Huntmaster and up to 2d4 allies with Far range.

Loyal Pack - Reaction: When the Huntmaster would take damage, mark a Stress to make an ally within Very Close take the damage instead.

Shadow Trophy - Reaction: When an ally with a shadow token moves to within Melee range of the Huntmaster, the Huntmaster may mark a Stress to consume the shadow. The Shadowless character loses a Hope and you gain 2 Fear. The target can only clear Shadowless during their next rest.

UMBRAL HOUND

Tier 1 Skulk

A shadow-drenched canine skeleton, always hungry for the shadows of the living.

Motives & Tactics: Consume shadows, isolate prey, obscure hunting grounds, strike from the darkness

Difficulty: 13 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 3

ATK: +2 | **Shrouded Bite:** Melee | 1d6+2 phy

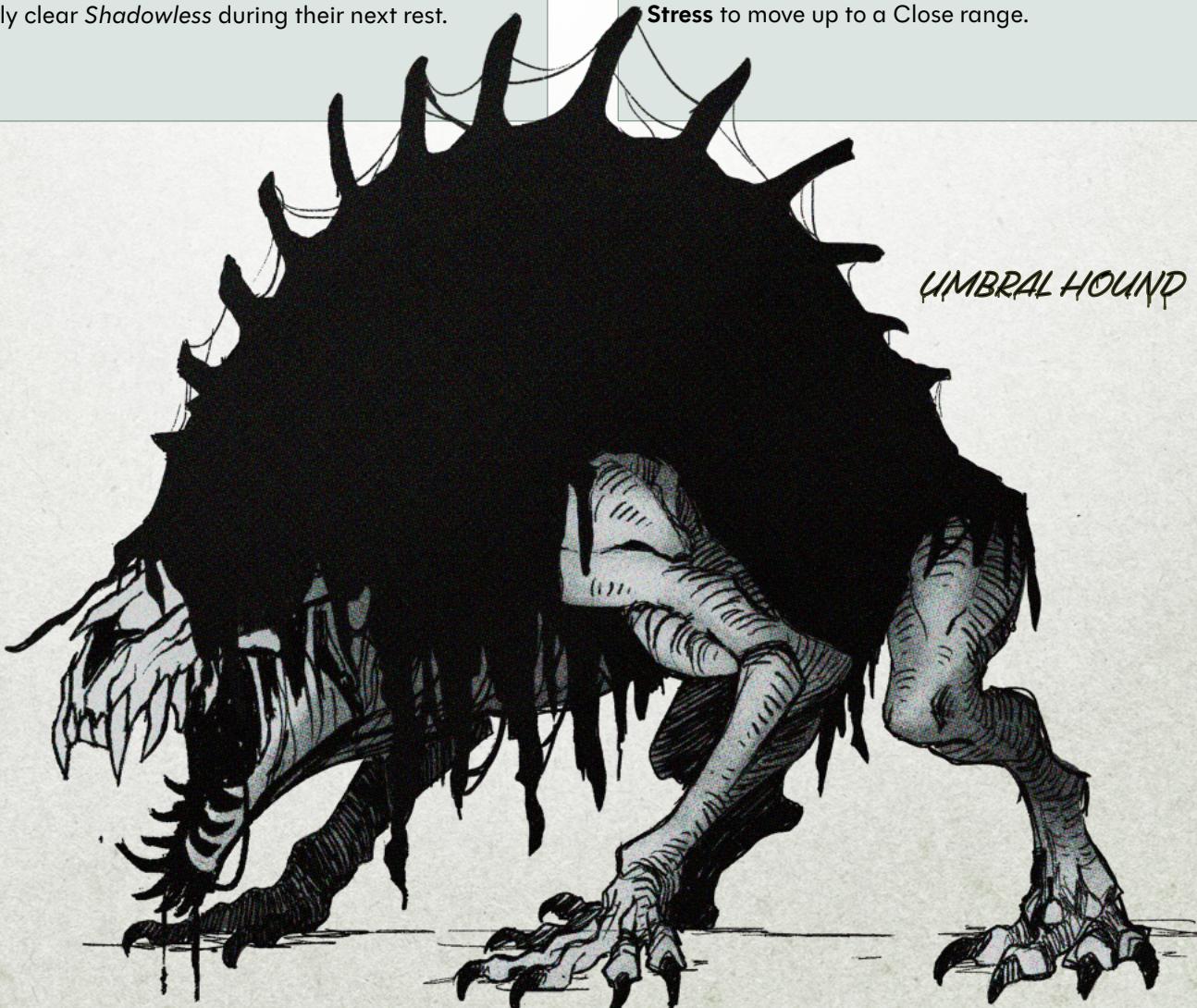
Experience: Predator +2

FEATURES

Shadow Step - Passive: The Hound may move from one shadow to another within Close range as if they were adjacent.

Capture Shadow - Action: Make an attack against a target within Melee range. On a success, spend a Fear to force the target to make a Presence Reaction Roll. On a failure, the Hound steals their shadow and the target becomes Shadowless. While Shadowless, a creature is Vulnerable. A creature clears Shadowless if the Hound suffers Major damage, is defeated, or when the target has their next rest.

Play Keep-away - Reaction: When a PC moves into melee range with the Hound, they can mark a Stress to move up to a Close range.



UMBRAL HOWLER

Tier 1 Support

A loud canine skeleton draped in shadow, with a howl that shatters the spirit.

Motives & Tactics: Consume shadows, dishearten prey, follow the pack

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 3 | **Stress:** 3

ATK: +0 | **Heartbreaking Howl:** Close | 1d8+1 mag

Experience: Frightening +2

FEATURES

Shadow Step - Passive: The Howler may move from one shadow to another within Close range as if they were adjacent.

Ear-splitting Voice - Action: Mark a Stress to make a Heartbreaking Howl attack against all targets within Close range. Each target the Howler succeeds against must mark a Stress.

UMBRAL MASTIFF

Tier 1 Bruiser

A large, shadow-drenched skeletal canine with soul-rending claws, always hungry and never satisfied.

Motives & Tactics: Protect pack, rend shadows, topple prey

Difficulty: 12 | **Thresholds:** 7/14 | **HP:** 6 | **Stress:** 3

ATK: -1 | **Shadowed Claws and Bite:** Melee | 1d10+1 phy

Experience: Aggressive +2

FEATURES

Shadow Step - Passive: The Mastiff may move from one shadow to another within Close range as if they were adjacent.

Rend Soul - Action: Make an attack against a target within Melee range. On a success, spend a Fear as the Mastiff bites and tears at the target's soul, dealing **1d10+2** direct magic damage. A Shadowless target must additionally mark a Stress.

Pack Protector - Reaction: When an ally within Very Close range would take damage, mark a Stress to move the Mastiff into Melee with the ally and take the damage instead.

TIER 2 ADVERSARIES

NECROMANCER

Tier 2 Leader

An aspiring tyrant who has embraced the power of death. Wearing a mantle of flesh and melted wax, they carry a staff with twisted branches and wear a cloak of shadow.

Motives & Tactics: Reap corpses, sow death, treat minions as disposable

Difficulty: 15 | **Thresholds:** 11/23 | **HP:** 7 | **Stress:** 5

ATK: +3 | **Twisted Staff:** Far | 2d12 mag

Experience: Medicine +3, Sorcery +3

FEATURES

Pain is an Illusion - Passive: The Necromancer has resistance to physical damage.

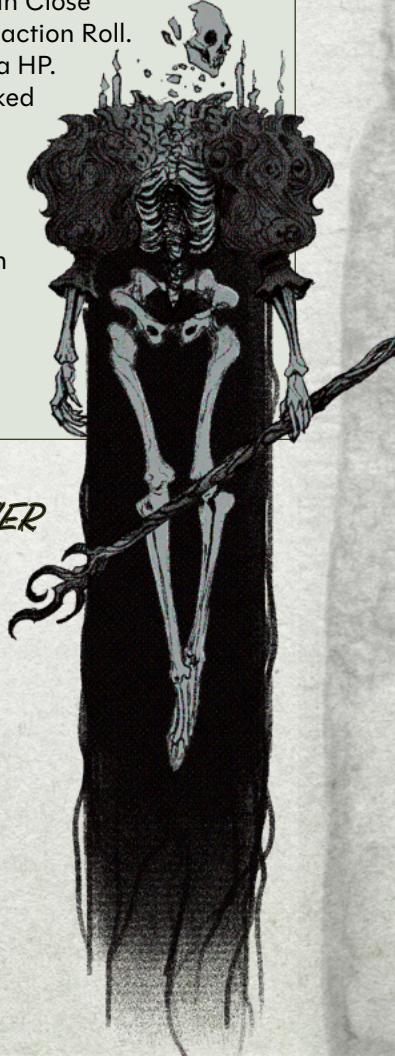
Enervating Blast - Action: Make an attack against a target within Far range. On a success, mark a Stress to deal **2d12** magic damage and make the target *Enervated* until they next clear Stress. An *Enervated* target has disadvantage on attacks.

Dance Until they're Dead - Action: Spend a Fear to activate **1d4** allies within Far range. Attacks they make while spotlighted this way deal half damage.

Leech Vitality - Action: Once per scene, spend 2 Fear to force all targets within Close range to make a Strength Reaction Roll. Each target that fails marks a HP. Clear a HP for each HP marked by targets.

Inhuman Shield - Reaction:

When the Necromancer would take damage, mark a Stress and pick an ally within Very Close range to take the damage instead.



NECROMANCER

BLOOD MAGE: MALEFACTOR

Tier 2 Solo

A corrupted mage with blood-red robes seeking slaughter to gain more power.

Motives & Tactics: Achieve bloody apotheosis, harvest power, spill blood

Difficulty: 15 | **Thresholds:** 12/24 | **HP:** 7 | **Stress:** 5

ATK: +2 | **Blood Lance:** Far | 2d12 mag

Experience: Mage +3, Forbidden Knowledge +2

FEATURES

Relentless (3) – Passive: The Malefactor can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Hemokinetic Burst – Action: **Mark a Stress** to pick a point within Far range. All targets within Very Close of that point must make a Strength Reaction Roll or be knocked prone and made temporarily *Vulnerable* until they next take the spotlight.

Sanguine Apotheosis (Phase Change) – Reaction: When Malefactor first spots a hostile target, activate a Countdown (4) that only advances when a PC rolls with Fear. If triggered, replace Malefactor with Abomination, who immediately takes the spotlight.

I Will Not Be Denied! – Reaction: When Malefactor marks their last HP, you may **spend any number of Fear** to reduce the Sanguine Apotheosis countdown by the same amount. If that would trigger the countdown, replace Malefactor with Abomination as per Sanguine Apotheosis.

BLOOD MAGE: ABOGNATION

Tier 2 Solo

A vaguely-humanoid soup of magical blood and malice, pseudopods forming weapons.

Motives & Tactics: Consume blood, harvest power, wreak havoc

Difficulty: 14 | **Thresholds:** 13/27 | **HP:** 8 | **Stress:** 4

ATK: +3 | **Bloody Scythe:** Very Close | 2d20 mag

Experience: Bloodthirsty +3, Forbidden Knowledge +2

FEATURES

Relentless (2) – Passive: The Abomination can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Crimson Whirlwind – Action: **Spend a Fear** to make a Bloody Scythe attack against all targets within Close range. On a success, targets hit by the attack must also mark a Stress.

Sanguine Ballista – Action: Make an attack against a target within Far range. On a success, the target takes **2d12+5** mag damage.

Blood Siphon – Reaction: When a PC marks 2 or more HP from one of the Abomination's Attacks, **mark a Stress** as the Abomination siphons their blood. The abomination clears 1 HP and you gain a Fear.

Unstable Form – Reaction: When the Abomination marks 2 or more HP from an attack within Close range, the attack causes a bloody detonation, forcing the attacker to make an Agility Reaction Roll or mark a Stress and become *Vulnerable* until their next roll with Hope.

COCKATRICE

Tier 2 Solo

A bipedal hybrid lizard-bird with a barbed tail, flightless wings, and a confounding stare.

Motives & Tactics: Lash with tail, make the world pay for their inability to fly, stun targets with frightening stare

Difficulty: 14 | **Thresholds:** 12/24 | **HP:** 8 | **Stress:** 4

ATK: +2 | **Razor Beak:** Melee | 2d10+2 phy

Experience: Predator +3

FEATURES

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

Terrifying - Passive: When the Cockatrice makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Barbed Tail Lash - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the attack succeeds against suffer 2d12 phy damage and must mark an armor slot without gaining its benefit (they may still use armor to reduce the damage).

Eyes of the Void - Action: Mark a Stress to force all targets in front of the Cockatrice within a Close range to make an Instinct Reaction Roll or become Disoriented. A Disoriented target gains disadvantage on action rolls. A target clears Disoriented when they succeed on an action roll or at the end of the scene.

Turn Inside Out - Reaction: When the Cockatrice succeeds on an attack against a Disoriented target, the target must mark a Stress and the Cockatrice clears a Stress.

COCKATRICE

GIANT LANDBREAKER

Tier 2 Support

A towering geomancer adorned in gems and rocks, manipulating the earth itself.

Motives & Tactics: Create earth constructs, deflect attacks with stone, drop enemies into sinkholes, seek glory

Difficulty: 14 | **Thresholds:** 10/22 | **HP:** 6 | **Stress:** 3

ATK: +2 | **Earth Spike:** Close | 2d6+2 mag

Experience: Medicine +3, Sorcery +3

FEATURES

Speak to the Land - Passive: When paying the cost for environment Fear features, instead of spending Fear, the Landbreaker can **mark the same number of Stress**.

Choke-Point - Action: Spend a Fear to pick a point with Far range. Landbreaker pulls up the earth and create two mostly-parallel walls a Close range high and long. They leave only a narrow path only a Melee range wide.

Earthen Shield - Reaction: When Landbreaker would take damage from beyond Very Close range, **mark a Stress** to halve the incoming damage.



Ooze Cube

Tier 2 Skulk

A quivering cube of slime as tall as a giant, transparent but deadly. In its form are bits of broken weapons, coins, and a partially digested skeleton.

Motives & Tactics: Creep, dissolve, engulf victims, hide in plain sight

Difficulty: 14 | **Thresholds:** 8/16 | **HP:** 5 | **Stress:** 4

ATK: +1 | **Pseudopod:** Very Close | 2d8 +1 mag

Experience: Camouflage +2, Hungry +2

FEATURES

Inching Ooze - Passive: The Cube can only move within Very Close range as their normal movement.

Transparent - Passive: Before they make their first attack in a fight or after they become *Hidden*, the Cube is indistinguishable from the landscape around it until they next act or a PC succeeds on an Instinct Roll to identify it.

Engulf! - Action: **Mark a Stress** to force a target within Melee range to make a Finesse Reaction Roll or become *Engulfed* inside the cube and *Vulnerable* until they escape. Whenever the Cube takes the spotlight, all targets it has *Engulfed* take **2d10** direct magic damage and must mark an armor slot without receiving its benefits. An *Engulfed* target can make an action roll to escape the cube.

I Didn't See It - Reaction: When a PC moves within Melee range of the Cube while it is *Hidden*, the cube can immediately use its **Engulf** feature on that PC.

BLABBERING MOUND

Tier 2 Support

A horrid mass of eyes, mouths, and formless flesh. Staring in all directions, its countless maws yammer ceaselessly.

Motives & Tactics: Blind, consume flesh, disorient prey, defile reality

Difficulty: 13 | **Thresholds:** 9/18 | **HP:** 3 | **Stress:** 4

ATK: +2 | **Bite:** Melee | 2d8 +1 phy

Experience: Confounding +2

FEATURES

Crawling Confusion - Passive: The Mouther can only move within Very Close range as their normal movement.

Gibbering - Action: **Spend a Fear** and target all PCs within Close range. They must make an Instinct Reaction Roll or mark a Stress and become *Disoriented*. When a *Disoriented* target takes the spotlight, the GM suggests a course of action. The player can take that action or mark a Stress. A PC clears *Disoriented* when they clear Stress or when they take the spotlight and there are no Blabbering Mounds within a Far range.

Blinding Spittle - Action: **Mark a Stress** and pick a point within Close. All targets within Very Close range of that point must make an Agility Reaction Roll or mark a Stress and become *Vulnerable* until they next take the spotlight.

Warped Ground - Reaction: When a PC moves into or within Very Close range of the Mouther, they must make a Finesse Reaction Roll or mark a Stress.

JUNIOR SERAPH

Tier 2 Leader

A holy warrior and protector, leading a divine power's forces into battle.

Motives & Tactics: Bolster allies, punish the wicked, spare the righteous

Difficulty: 15 | **Thresholds:** 12/24 | **HP:** 8 | **Stress:** 4

ATK: +2 | **Flying Hammer:** Close | 2d12+2 mag

Experience: Religion +3, Soldier +3

FEATURES

Winged Leader - Passive: Junior Seraph can fly and carry one ally up to a Close range as part of an action.

Many as One - Action: Spend 2 Fear to activate **1d4** allies within Far range. Attacks they make while spotlighted this way deal half damage.

Offer Alternatives - Reaction: When a target within Close range rolls a failure with Hope, **mark a Stress** to offer them another solution to the challenge they face. If the target changes their mind and takes the offer, they gain 2 Hope.

Spare the Righteous - Reaction: When an ally within Very Close range would mark HP, **mark a Stress** to allow them to mark 1 fewer HP.

STORM MAGE

Tier 2 Support

A vengeful storm-maker with wild hair and fierce eyes, seeking power to never feel helpless again.

Motives & Tactics: Disrupt foes, master nature, throw lightning

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 5 | **Stress:** 5

ATK: +2 | **Lightning Bolt:** Far | 2d8+4 mag

Experience: Magic Knowledge +3, Wrathful +3

FEATURES

Stormrider - Passive: Storm Mage hovers a few feet off the ground and can fly up to a Close range when they take the spotlight. They gain advantage on Reaction Rolls related to being knocked back or knocked down.

Powerful Gust - Action: **Mark a Stress** to force all targets within Close range to make a Strength Reaction Roll or be knocked back to a Far range. If they collide with anything, they suffer **1d6** phy damage.

Rolling Fog - Action: **Mark a Stress** to create a cloud of fog with Far range, which covers a Close range. Attacks made against a target within the cloud are made with disadvantage.

Static Shock - Reaction: When Storm Mage takes damage from an attacker within Very Close range, the attacker must **mark a Stress**.

TRICKSTER SPIRIT

Tier 2 Social

A mischievous fae spirit that feeds on drama, anguish, and conflict. Takes many forms, never reveals their true visage.

Motives & Tactics: Be the most, do it for the drama, impersonate loved ones, provoke heartfelt confession, sow doubt, mine guilt

Difficulty: 15 | **Thresholds:** 8/15 | **HP:** 5 | **Stress:** 5

ATK: +3 | **Cutting Words:** Close | 1 Stress

Experiences: Manipulator + 3, Intuit Insecurities +3

FEATURES

Shapeshifting - Passive: The spirit can assume the form of any number of humanoids, including the PCs and their loved ones, as long as they've seen the target in person. When the spirit interacts with a PC while posing as someone the PC knows, the PC can make an Instinct Reaction roll to realize that something is off.

Emotional Assault - Passive: When the spirit succeeds with standard attack, the target marks a Stress instead of taking damage.

Unburden Your Heart - Action: **Mark a Stress** to begin a sensitive line of conversation to try and bait a PC into an emotional confession or to reveal a secret they'd been holding onto. If the PC takes up the topic and makes a meaningful confession or disclosure, they clear 2 Stress. If they do not take up the topic, gain a Fear.

Divided You Fall - Action: **Mark a Stress** to say something hurtful or mistrustful of other characters and force a PC to mark a Stress.

The Big Reveal - Reaction: When a character opens up to the spirit or when it would be most heartbreakingly, **spend a Fear** as the spirit drops their transformation and reveals that they were never the character the PC thought. The PC must make a Presence Reaction Roll or mark **1d4 Stress**. The Spirit clears a number of Stress equal to the number marked.

Watching From the Shadows - Reaction: When one or more PCs are having an emotionally-intimate conversation, **spend a Fear** to introduce the Trickster Spirit in hiding within Far range, learning their relationships and anxieties.

YOUNG THORN DRAGON LAUGHING LASHER

Tier 2 Solo

A spine-covered dragon with tattered wings, found in forests and jungles tormenting their prey.

Motives & Tactics: Dispel boredom at any cost, make it hurt, play with your food

Difficulty: 15 | **Thresholds:** 14/30 | **HP:** 8 | **Stress:** 4

ATK: +3 | **Barbed Tail:** Close | 2d10+3 phy

Experience: Predator +3, Magical Lore +3

FEATURES

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

Flawed Wings - Passive: The Lasher can fly up to a Far range as part of their action.

Fly-By – Action: **Mark a Stress** and draw a line to a point within Far range. The Lasher makes an attack against every target along that line. Targets the attack succeeds against must mark an armor slot without gaining its benefit (they may still use armor to reduce the damage).

Shred Magic – Reaction: When the Lasher is the target of a spell, make a Reaction Roll (12). On a success, **spend a Fear** to force the spellcaster to mark a Stress or cancel the spell effect.

Momentum – Reaction: When this adversary makes a successful attack against a PC, you gain a Fear.

Deadly Serious (Phase Change) – Reaction: When the Lasher marks their last HP, replace them with Snarling Sadist and immediately spotlight them.

YOUNG THORN DRAGON

SNARLING SADIST

Tier 2 Solo

Now bloodied, this spine-covered dragon discards its playful façade and becomes ruthless, going straight for the kill.

Motives & Tactics: End the fight, hurl spines, target the vulnerable

Difficulty: 14 | **Thresholds:** 13/27 | **HP:** 7 | **Stress:** 4

ATK: +5 | **Bite:** Very Close | 2d12+6 phy

Experience: Predator +3, Magical Lore +3

FEATURES

Relentless (3) - Passive: The Sadist can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Terrifying - Passive: When the Sadist makes a successful attack, all PCs within Farrange lose a Hope and you gain a Fear.

Injured Wings - Passive: The Sadist can leap up to a Close range as part of their action.

Spine Storm - Action: **Mark a Stress** and make an attack against all targets within Far range. Targets the attack succeeds against take 2d10+5 physical damage and become Vulnerable until their next roll with Hope.

Merciless Gouge - Action: Make an attack against a Vulnerable target within Very Close. Twice per scene on a success, **spend 2 Fear** to force the target to mark 3 HP. Armor may not be used to reduce this damage.

YOUNG
THORN DRAGON



TIER 3 ADVERSARIES



CONTRACT KILLER

Tier 3 Solo

A veteran criminal and murderer working for a crime syndicate.

Motives & Tactics: Get in and get out, go for the jugular, leave no witnesses, make money while you can

Difficulty: 15 | **Thresholds:** 19/30 | **HP:** 5 | **Stress:** 5

ATK: +3 | **Bloodstained Dagger:** Close | 3d10+4 phy

Experience: Lethal + 3, Intrusion +3

FEATURES

Terrifying - Passive: When the Killer makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Like a Scythe Through Wheat - Action: The Killer may defeat **2d4** Minions or civilians within Close range. All allies of defeated characters within a Far range of the Killer must mark a Stress.

Just Another Face in the Crowd - Action: Spend a Fear to reveal that the Killer was already in the scene as they throw off their surprise. Immediately make an attack with advantage against a target within range.

Gap in the Armor - Reaction: When the Killer inflicts at least Major damage, you may **mark a Stress** to make it direct damage.

Uncanny Dodge - Reaction: When an attack would hit the Killer, you can **mark a Stress** to force the attacker to re-roll and take the new result.

MASTER ELEMENTALIST

Tier 3 Ranged

A powerful sorcerer drawing upon the elements, clad in robes from different regions representing their travel and studies.

Motives & Tactics: Dance like air, endure like earth, flow like water, rage like fire

Difficulty: 17 | **Thresholds:** 19/30 | **HP:** 5 | **Stress:** 6

ATK: +4 | **Elemental Blast:** Far | 3d10+4 phy

Experience: Mage + 3, Nature +3

FEATURES

Wings of Air - Passive: Master Elementalist can fly up to a Far range as part of their action.

Crashing Waters - Action: Spend a Fear to force all targets within Close range to make a Strength Reaction Roll or take **3d10** physical damage and be knocked back to Far range.

Darting Flames - Action: Mark a Stress to make an Elemental Blast attack against **1d4+2** targets within range.

Earthen Armor - Reaction: When the Elementalist suffers damage, **mark a Stress** to encase themselves in rock armor and suffer half damage.

HERALD OF CONQUEST

Tier 3 Social

A majestic messenger adorned in menacing finery, delivering news of imminent conquest to a nervous populace.

Motives & Tactics: Cow civilians, deliver fell tidings, satisfy their master, undermine resistance

Difficulty: 16 | **Thresholds:** 13/25 | **HP:** 3 | **Stress:** 5

ATK: +1 | **Wand:** Far | 3d6 mag

Experience: Geography +3, Orator +4

FEATURES

Aura of Superiority – Passive: Any time a PC rolls with Fear while in the presence of the Herald, they must mark a Stress.

Your Doom Comes – Action: Spend 2 Fear to have the Herald deliver news of their master's imminent arrival to conquer the local community, boasting about the Warlord's many victories. All targets within Far range must make a Presence Reaction Roll or mark 2 Stress.

Silence, Worm! – Action: Mark a Stress and force a target within Far range to make a Presence Reaction Roll. On a failure, they become Cowed. While Cowed, they are Vulnerable and must mark a Stress any time they speak out against the Herald. The target clears Cowed on a success with Hope or during their next rest.

Withering Contempt – Reaction: When a PC makes a Presence Roll against the Herald, mark a Stress to give the roll disadvantage.

My Master Is Not Without Mercy – Reaction: Any target that pledges loyalty or surrenders proactively becomes Suborned. A Suborned target cannot clear Stress but is granted a reprieve from the worst of the oncoming conquest. A target can clear Suborned by taking dangerous action against the Herald's master.

EYEBALL ABERRATION

Tier 3 Solo

A monstrous spherical arcane beast with one huge eye, mouths on stalks, and a long, lolling tongue.

Motives & Tactics: Confound logic, shred the fabric of reality, terrify mortals

Difficulty: 17 | **Thresholds:** 18/37 | **HP:** 8 | **Stress:** 5

ATK: +4 | **Eye Beam:** Far | 3d12+3 mag

Experience: Observant +3, Magical Prowess +3

FEATURES

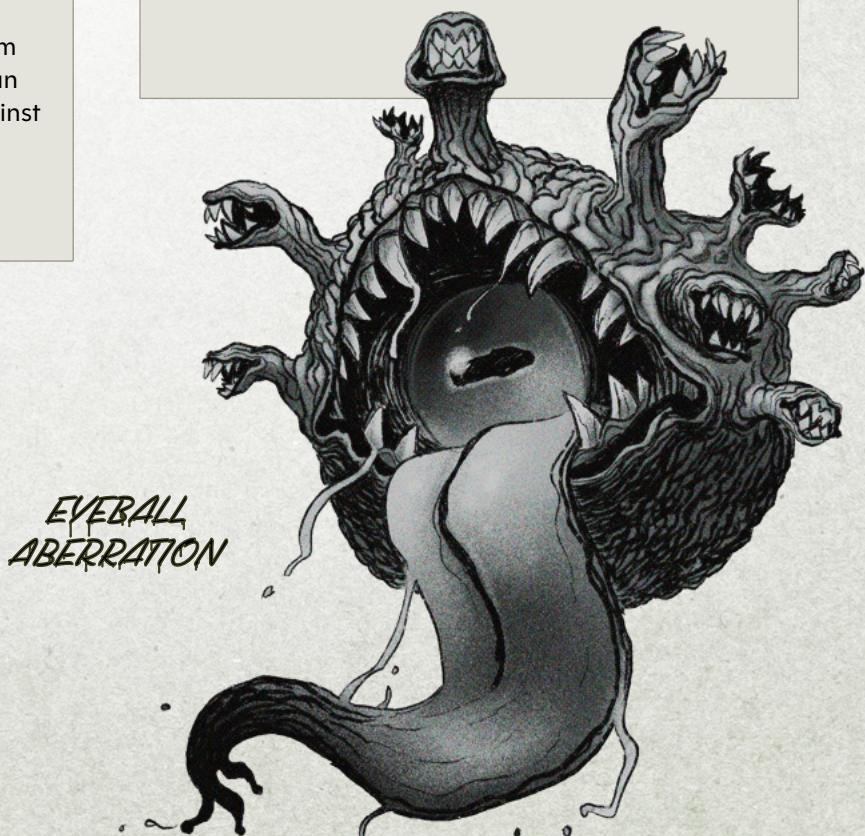
Hovering – Passive: The Aberration hovers several feet above the ground and has advantage on Reaction Rolls to avoid being moved or Restrained.

Relentless (2) – Passive: The Aberration can be spotlighted 2 times per GM turn. Spend Fear as usual to spotlight them.

Crushing Regard – Action: Mark a Stress and choose a target within Close range. The target must make a Strength Reaction roll or take **3d20** phy damage and become Vulnerable until their next roll with Hope.

Unmaking – Action: Spend 2 Fear to pick a point within Far range as the Aberration shreds the fabric of reality in the area. Every creature within Close range of the point must make a Presence Reaction Roll or take **3d12** direct magic damage. Mundane terrain, buildings, and objects within Close range of the point are severely damaged or destroyed.

Biting Stalks – Reaction: When the Aberration takes damage from a target within Melee range, mark a Stress to make an attack against that target. On a success, the target takes **3d8+4** phy damage.



EYEBALL
ABERRATION

PRIEST OF DECAY

Tier 3 Leader

A fungril sworn to the power of decay, preaching the inevitability of death for all things.

Motives & Tactics: Erode hope, grow new life from death, shepherd the living into decay

Difficulty: 16 | **Thresholds:** 21/40 | **HP:** 6 | **Stress:** 6
ATK: +3 | **Wand:** Far | 3d8+3 mag

Experience: Disheartening +3, Entropic Magic +3

FEATURES

Doctrine of the End – Passive: The Priest and all allies within Close range deal an additional **1d12** damage to *Vulnerable* targets.

Life From Death – Action: Spend a **Fear** to target a corpse or dead plant within Far range. Create **1d4** Treant Saplings at the location of the target.

We're All Dying Inside – Action: **Mark a Stress** and select a target within Far range. The target must make a Strength Reaction Roll. On a failure, the target marks a HP and becomes *Vulnerable* until they clear HP.

Psalm of Inevitability – Reaction: When a PC within Close range of the Priest fails a roll, they must mark a Stress.

Momentum – Reaction: When this adversary makes a successful attack against a PC, gain a **Fear**.

PRIEST OF DECAY



CONGREGATION OF THE END

Tier 3 Horde (5/HP)

Hopeless masses given over to the doctrine of the end, welcoming the death of the world to end their suffering.

Motives & Tactics: Erode hope, give over control to leadership, seek solace in oblivion

Difficulty: 16 | **Thresholds:** 20/35 | **HP:** 6 | **Stress:** 3
ATK: +2 | **Clubs and Knives:** Melee | 3d10+2 phy
Experience: Fanatic +2

FEATURES

Horde (3d6+1) – Passive: When the Congregation has marked half or more of their HP, their standard attack deals **3d6+1** physical damage instead.

Death Comes for Us All – Reaction: When this adversary makes a successful attack against a PC, **mark a Stress** to make the PC *Vulnerable* until they next take the spotlight.

TERROR OF THE DEPTHS

Tier 3 Solo

A squid-like primordial monstrosity with treetrunk-thick tentacles, from the deepest parts of the sea.

Motives & Tactics: Consume all life, crush the unready, move unseen through darkness

Difficulty: 18 | **Thresholds:** 22/42 | **HP:** 10 | **Stress:** 5

ATK: +4 | **Tentacles:** Very Close | 3d10+3 phy

Experience: Swimming +3, Unearthly Power +3

FEATURES

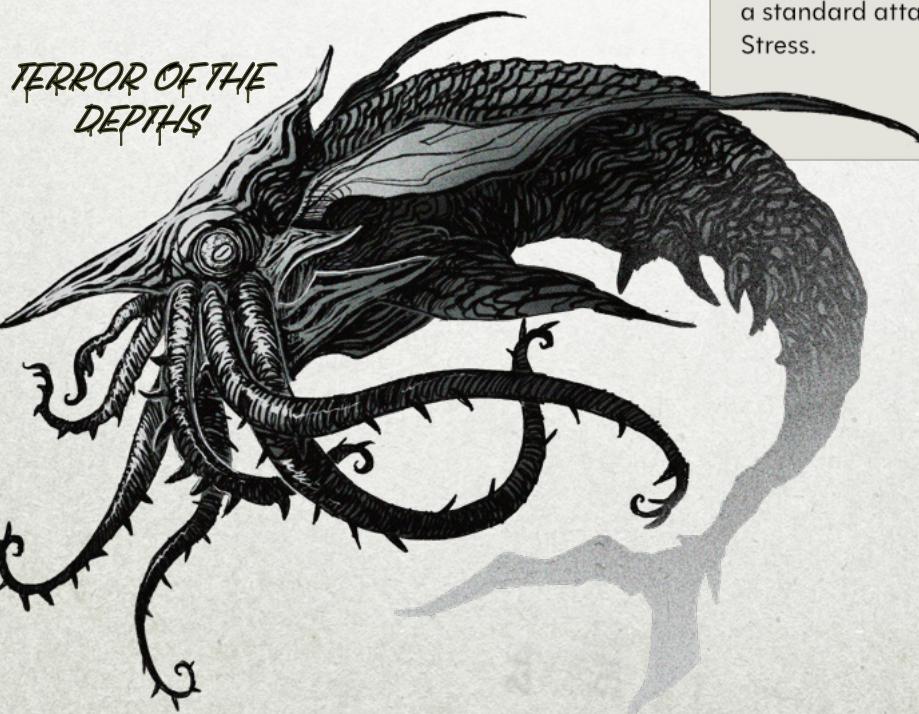
Born from the Void – Passive: The Terror may swim up to a Far range as part of an action, and suffers no penalties due to darkness.

Relentless (2) – Passive: The Terror can be spotlighted 2 times per GM turn. Spend Fear as usual to spotlight them.

Terrifying – Passive: When the Terror makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Swirling Darkness – Action: Spend a Fear and pick a point within Close. Until the end of the scene or when dispelled by completing a Progress Countdown (4), no light can penetrate an area with a radius of a Close range from that point.

Crushing Depths – Reaction: When the Terror makes a successful attack, mark a Stress to force the target to mark **1d4** armor slots without gaining their benefit (they can still use armor to reduce the damage).



WARLORD

Tier 3 Leader

A charismatic and skilled fighter seeking domination, riches, and the ruination of their foes. Adorned with trophies of their bloody conquests and wielding a massive hammer that is always bleeding.

Motives & Tactics: Convert defeated foes, die rich and feared, pick easy targets, salt the land, undermine opponents

Difficulty: 16 | **Thresholds:** 19/41 | **HP:** 8 | **Stress:** 4

ATK: +4 | **Blood-soaked Warhammer:** Melee | 3d12+4 phy

Experience: I am a Hammer and Everything is a Nail +3, Strategy +3

FEATURES

Relentless (2) – Passive: The Warlord can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Terrifying – Passive: When the Warlord makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Raiders – Action: Spend a Fear to activate a Long-Term Countdown (3) and describe the Warlord's troops preparing to head out and attack a settlement. When triggered, the raid begins. If not stopped, the raiders set fire to the buildings, steal everything of value, and you gain **1d4+1** Fear. The Warlord may only have one countdown from this feature active at a time.

Fight Like You Mean It! – Action: Spend 2 Fear to activate up to **1d4+2** allies. Attacks they make while spotlighted this way deal half damage.

Bloodthirsty Retaliation – Reaction: When the Warlord takes damage from within Close range, mark a Stress to have them move into Melee with the attacker and makes a standard attack. On a success, the target also marks a Stress.



TIER 4 ADVERSARIES



ARCHWIZARD

Tier 4 Solo

A veteran spellcaster commanding the most powerful magics.

Motives & Tactics: Achieve the impossible, conjure marvels, defy pursuit, reveal contingency plans, sunder the earth

Difficulty: 20 | **Thresholds:** 30/60 | **HP:** 9 | **Stress:** 8
ATK: +5 | **Staff:** Far | 4d10+4 mag

Experiences: Forethought +3, Magical Knowledge +4

FEATURES

Relentless (3) – Passive: The Archwizard can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Arcane Slip – Passive: Archmage may teleport up to a Far range as part of their action.

Decoys – Action: **Mark a Stress** to create 2 duplicates of the Archwizard within Close range, disguising which one is real. The duplicates have the same difficulty as the Archwizard, but cannot use any of the archwizard's action or reaction features. When a duplicate suffers damage, it disappears. Archmage may not have more than 2 duplicates active at once.

Rain of Fire – Action: **Mark 2 Stress** and pick a point within Far range. All targets within Close range of that point must make an Agility Reaction Roll or suffer **4d20** magic damage. If more than two targets fail, gain a Fear.

Casual Dismissal – Reaction: When a spell or feature from a class or subclass with a Spellcast Trait is used by a target within Far, force the caster to make a Spellcast Reaction Roll. On a failure, **spend a Fear** to force the target to **mark 2 Stress** or cancel the spell with no effect.

EXTRAPLANAR ARMY

Tier 4 Horde

Invasive forces from another plane, eager to conquer this world and consume its resources.

Motives & Tactics: Consume life, eradicate mortals, overwhelm opposition

Difficulty: 18 | **Thresholds:** 24/47 | **HP:** 7 | **Stress:** 3

ATK: +2 | **Claws and Fangs:** Melee | 4d10+4 phy

Experience: Mass Combat +3, Unpredictable +2

FEATURES

Horde (4d6+2) – Passive: When the Army has marked half or more of their HP, their standard attack deals **4d6+2** physical instead.

Relentless (2) – Passive: The Army can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Inexorable – Passive: When the Army marks 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.

World-Eater Locusts – Action: If no meaningful opposition remains within Very Far, the Army consumes all natural resources in the area. Gain a Fear and the Army clears all Stress and HP.

GOD-KING

Tier 4 Leader

A divinely-empowered monarch claiming dominion over the whole world.

Motives & Tactics: Assert divine mandate, be feared and loved, eradicate opposition

Difficulty: 19 | **Thresholds:** 35/65 | **HP:** 7 | **Stress:** 5

ATK: +6 | **Blessed Spear:** Very Close | 4d8+8 phy

Experience: Leadership +3, Soldier +3

FEATURES

Relentless (3) – Passive: The God-King can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Terrifying – Passive: When the God-King makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Kingsguard – Action: Spend a Fear to summon a number of Junior Seraphs equal to the number of PCs. They appear at a Close range.

None Shall Stand in My Way – Action: Spend 2 Fear to activate God-King and up to 2d4 allies.

Majestic Disdain – Reaction: When a PC succeeds on an action roll against the God-King, the PC must make a Presence Reaction Roll or mark 1d4 Stress. On a success, they still mark a Stress.

HALLOWED ASSASSIN

Tier 4 Skulk

A divinely-empowered killer dispatched to vanquish the gods' most persistent foes.

Motives & Tactics: Atone for unforgivable sins, distract targets' allies, embody divine wrath, utilize perfect disguises

Difficulty: 19 | **Thresholds:** 26 / 50 | **HP:** 6 | **Stress:** 5

ATK: +5 | **Hallowed Blades:** Melee | 4d6+10 mag

Experience: Athletic +3, Swordplay +3, Tracking +3

FEATURES

Relentless (2) – Passive: The Assassin can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Pierce Weakness – Passive: The Assassin does not lose Hidden by moving. When the Hallowed Assassin succeeds on an attack where they had advantage, they deal direct damage.

Cull the Chaff – Action: Spend 2 Fear to force all targets within Very Close range to make an Agility Reaction Roll. On a failure, they mark 3 HP.

Wreaked in Hallowed Grace – Action: Mark a Stress to move up to a Far range and become Hidden.

Peerless Disguise – Reaction: When a PC rolls with Fear, spend 2 Fear to reveal that an NPC or adversary in the scene is actually the Assassin. The Assassin immediately takes the spotlight, gaining advantage on their attack unless the target succeeds on an Instinct Reaction Roll.