The Purpose of Monsters

In *Draw Steel*, you will face monsters. Each goblin, human, or zombie you encounter has the potential to become a monster that the heroes must overcome. This book provides you with tools to use in these moments, as well as opportunities to explore who these creatures are before and after coming to blows.

Every Goblin Has a Story

In *Draw Steel*, the relationship between hero and monster is a contextual one. Before and after conflict, a monster is another character in the story. Their status doesn't rely on whether a creature who regularly acts as a hero is nearby.

Therefore, the monster stat block represents a moment in time. It is an imperfect translation of a creature while they act as a monster in opposition to a hero. While the hero players have to keep track of a character sheet for the entirety of the game, the Director player uses a monster stat block solely while running combat. Including every detail about each creature they need to control in conflict with the heroes *can and will* slow the game down.

The game asks you to imagine these creatures more complexly than the damage they deal to each other. Hero players have access to abilities, skills, and motivations that don't involve fighting monsters, and the same is true for all creatures. Most creatures in this book have a language, a culture, and some multifaceted relationship to the world they exist in. They can share the same careers, upbringings, and complications that the heroes can. They can even become allies to the heroes, adventuring alongside them as retainers or in contest with them as rivals.

Directors can utilize their own character sheets that detail important creature's motivations, skills, and features in addition to their stat block. This can be a useful reference for keeping a character consistent across adventuring tests and negotiations, especially for enduring villains.

When Creatures Become Monsters

A monster imposes their will on the world at the expense of someone else. They take control of the land, summon a terrible force to destroy it, or simply bring harm to someone weaker than them.

However, a creature driven by instinct that hunts for food is not a monster unless they hunt outside their needs or their territory. Without malice or cruel ambitions that can be opposed, they are no different from a force of nature.

Therefore, a creature becomes a monster when their malice meets opposition. This often boils down to the monster fights the hero over the fate of someone else. The game utilizes each monster in a way that challenges the hero players to use their abilities and overcome their will.

When Monsters Become Villains

If a creature is *always* a monster, then they are a villain. Every aspect of a villain's values and worldview is imposed upon someone else, to the point where a villain's very existence is always in direct opposition to a hero.

Villains tend to have more personal relationships to heroes. There are universal or moral reasons for heroes and monsters to come to blows with one another, such as "hurting people is wrong" or "that doesn't belong to you." But only a villain can take something important from a hero, stand for everything that they oppose, or reflect the hero's worldview in a way that leaves the world worse off.

Usually, villains last much longer than their Stamina would imply. It's not enough to oppose a villain with might; the hero needs justice! Their will needs to be deconstructed and proven wrong before the villain is defeated in a way that is cathartic to the hero and satisfying for all players.

The stat block only represents the creature in battle. If the villain is reduced to 0 Stamina in combat but their main conflict with the heroes is not resolved, then they have only lost the battle instead of the war. They can make their retreat, lick their wounds, and try again later. Or if death is inevitable and their will is strong enough, they can haunt the hero as a revenant until one side finally relents.

Coming to the Table

Each person who plays *Draw Steel* will have a different impression of monsters based on their own experience. In the real world, "monster" has come to mean other, or that which is not us. The monster is an unknowable threat until it is either known or no more. Often, "monster" describes ferocious beasts that can't be prevented from doing us harm. Horrifyingly more often, "monster" is used as a label for groups of people and whole cultures, usually as a means of denying their humanity.

Meanwhile in games, "monster" is a clinical term for an opposing force. The monster is the away team. It describes game actors that challenge the player's ability to achieve their goal. The monster has traits and actions that the player must overcome using their own traits and actions. The monster provides the reason for the player to have those traits and actions *in the first place.*

It's worthwhile to discuss how each of you would like to engage with *Draw Steel* ahead of embarking on a new adventure. Because again, you will face monsters, and conflict in the game should be more interesting than disagreements above it.

Everyone Loves Zombies

There are going to be groups of players for whom imagining monsters beyond their game definition isn't fun and requires too much effort to be satisfying. *Draw Steel* comes with an assortment of zombies, undead, demons, and now war dogs that can be fought with impunity. There will always be a need for heroes to rise up and protect innocent people from these monsters, and it is no less heroic than overcoming a complex monster.

Monster Basics

To use this book, you'll also want to review the information found in *Heroes*. If you read that first, most of the information presented in a creature's stat block is self-explanatory, and matches the statistics of hero player characters. However, a few differences are worth noting.

(Playtest note: Right now, creatures are color coded, but this won't be the only way we indicate different features. Icons are coming too. What are presented in this packet are temporary playtest stat blocks until we get real layout.)

For the Director

The information in this *Bestiary* playtest packet is for the Director, and all references to "you" in the packet refer to the director. If you're a player who isn't planning on also running games, you should stop reading now so your foes' abilities remain a surprise.

Languages

If a creature knows at least one language, their stat block has a Languages entry that shows the languages they know. Creatures who don't know any languages don't have this entry.

Keywords

Each creature has one or more keywords. These keywords don't necessarily mean anything on their own, but special rules might apply to them. For instance, a creature with the Goblin keyword benefits from and can contribute to goblin Malice features.

General Keywords

While many keywords are specific to a group of creatures, like Gnoll or Human, there are also keywords that are found across different monster groups.

- **Abyssal:** Abyssal creatures, like demons and gnolls, can trace their origins back to the Abyssal Wasteland—a chaotic manifold where the natives hunger for the souls of mortal creatures.
- **Accursed:** Accursed creatures, like medusas and werewolves, are under the effect of a powerful supernatural curse that changes their very nature.
- **Animal:** This is an easy one! Animals are bears, wolves, and really big spiders! Aside from the animals of the real world, creatures with a similar level of sapience and who are part of the natural world have the Animal keyword. Animals have only natural defenses.
- **Beast:** Beasts are creatures with animal-level sapience who have supernatural abilities or traits. Basilisks and chimeras are examples of beasts—they don't have a society, but one has eye beams that can turn you into a statue and the other has three heads, each normally found on a different species and one of which breathes fire!
- **Construct:** Construct creatures, like the ashen hoarder and valok, are manufactured. Magic or psionics play a role in giving these creatures life. Their level of sapience is determined by the will and skill of their creator. Some function entirely on their own while others serve as mindless drones, who only take action if given orders. Unless otherwise noted, these creatures don't need to eat, drink water, sleep, or breathe to survive.
- **Dragon:** Dragons, the giant reptilian creatures with breath weapons, wings, claws, and jaws, aren't the only creatures who get the Dragon keyword. Creatures who are related to dragons, such as draconians, also have this keyword.
- **Elemental:** If a creature can trace their origin back to Quintessence, the Manifold of Elements, they're an elemental. This includes creatures of raw elemental power, such as the crux of fire, and creatures who merely trace some part of their origin back to the plane, like meteor dragons.
- **Fey:** Fey creatures can trace their origin back to Arcadia, a manifold of nature and magic—the home of all elves. Creatures from this plane tend to have a natural connection to nature, magic, or both.
- **Giant:** Giants include ogres, trolls, and, of course, fire, frost, hill, and stone giants. Giants have a similar limb arrangement to humanoid, but they're much larger. Despite their similar appearance, these creatures have no relation to most humanoids (other than the mighty hakaan). Their origins are entirely separate.
- **Horror:** Horrors creatures, including overminds and voiceless talkers, are creatures who seem unnatural on most worlds, particularly Orden. Everything about them is alien. Most have potent psionic abilities.
- **Humanoid:** Humanoids, like dwarves and time raiders, are size 1 creatures who have similar limb arrangements and sapience on par with humans. Many humanoids gather in communities and form societies to survive and prosper.
- **Infernal:** Infernal creatures, like devils and hobgoblins, can trace their origins back to the Seven Cities of Hell—an ordered manifold where the natives make plans to tempt mortals into contracts for their souls.
- **Plant:** Plant creatures, like the shambling mound, are made of vegetation. Like other creatures (and unlike plant objects), they can move and interact with their environment. They're living plants!
- **Swarm:** Swarm creatures are actually more than one creature! They're a whole bunch of creatures, like a swarm of spiders, that move and act together as if they were one creature.
- **Undead:** Undead creatures, like ghosts and zombies, are the reanimated flesh and spirits of creatures who have died. Their level of sapience is determined by the will and skill of the creature who brought them back from the dead. Some function entirely on their own while others mindlessly seek to harm the living if given no instructions from their creator. Unless otherwise noted, these creatures don't need to eat, drink water, sleep, or breathe to survive.

Encounter Value

Each Director-controlled creature has an encounter value (abbreviated EV) that is used in building encounters. See Encounter Building for more information.

Creature Free Strikes

When a Director-controlled creature makes a free strike, they don't roll. Instead, their stat block features a Free Strike stat representing the amount of damage they deal with a melee free strike with a distance of melee 1 or the creature's signature action, whichever is higher. This is also

the amount of damage they deal with a ranged free strike with a distance equal to 5 or the range of the creature's signature action, whichever is higher. A creature's free strike has the Strike keyword and any of the following words found in their signature action: Magic, Psionic, or Weapon. Additionally, if the creature's signature action deals damage with a type, the free strike also uses that type. If the creature's signature action deals more than one type of damage, the Director decides which damage type the creature's free strike uses when the attack is made.

Creature free strikes are a static number for two reasons. First, it keeps gameplay fast. You don't have to stop play to roll dice, and there's no chance of a creature rolling a critical hit and bogging things down further when it isn't their turn. Second, by keeping these static values relatively low, heroes are encouraged to take more risks when it really counts, even if that might result in them taking damage from a free strike.

Creature Opportunity Attacks

Even though a Director-controlled creature doesn't have to roll when they make a free strike, if they have a bane on attacks against a creature, they still can't make an opportunity attack against them.

Signature Action

Every creature has a signature action, which is the first action that appears in their stat block.

Traits

Many creatures have traits, which are features that don't require an action, maneuver, or triggered action to activate, such as the goblin monarch's Crafty trait.

Malice

Many creatures have abilities and features that require a resource called malice to activate. See Malice for more information.

End Effect

Certain creatures have the ability to take damage in order to end one EoE (end of encounter) effect currently affecting them. The damage the creature takes to end the effect can't be reduced in any way.

Villain Actions

The solo and leader creatures presented in this book are designed to be fought in climactic battles at the end of an adventure or campaign. Because of this, they get special abilities called villain actions.

A creature with villain actions always has three. Each villain action can be used only once per encounter, and no more than one villain action can be used per round. A creature can use a villain action at the end of any other creature's turn during combat. Villain actions are numbered and intended to be used in a specific order that creates a logical encounter flow and cinematic arc, but you can use them in any order you choose.

The first villain action is an opener, which shows the heroes they're not battling a typical creature. Openers generally deal some damage, summon a lackey or three, buff the leader, debuff the heroes, or move the creature into an advantageous position. They're a taste of what's to come.

The second villain action provides crowd control. It typically activates after the heroes have had a chance to respond once or twice to the villain, move into position, and surround the villain. This second action helps the villain regain the upper hand. Like an opener, this action comes in many flavors, but it's even more powerful than an opener.

The third and final villain action is an ultimate move or "ult"—a showstopper that the villain can use to deal a devastating blow to the heroes before the end of the battle.

If you have more than two creatures with villain actions in an encounter (which should be a rare, if at all occurrence), only one villain action total may be used per round.

Monster Organizations

A level 1 ghoul isn't necessarily as strong as a level 1 orc! Most creature types have an overarching organization that determines the power level and encounter value of the monsters within it. Some organizations prefer to use large amounts of weaker creatures in encounters while others prefer fewer, more formidable threats.

The monster organizations of a creature type are labeled near the front of each type's writeup. Many creature types either have a main organization and a handful of minions, while several creature types are a collection of a few different monster organizations. The following list offers an overview of each organization and suggestions for deploying them within an encounter.

Minion

Minions are weaker enemies who are made to die fast and threaten heroes en masse. A battle with minions is one where the heroes are outnumbered and get the joy of cutting through fields of their enemies. Creatures organized as minions are meant to support other monster organizations and have a special set of rules for doing so.

Minions die quickly! Some may die before they get a chance to act. That's okay! It's why you build encounters with them eight at a time.

See Minions for more information.

Band

Monster bands are hardier and work in smaller groups than minions, but it still takes multiple of these creatures to effectively threaten a single hero of the same level. A battle against all band creatures has them outnumbering the heroes at a ratio of about two to one. Creatures under the band organization can be especially effective when brought into encounters alongside other monster bands.

Band creatures are more fragile than anything that isn't a minion, so be sure to double or triple up on stat blocks that you think are key to a combat encounter with them. There's a chance that if the heroes win initiative and have a lot of victories, they can kill a key band creature before they get to act. That's why the encounter-building guidelines allow you to have lots of them.

Platoon

Monster platoons are highly organized and usually self-sufficient armies. Platoons are well-rounded organizations that usually come equipped to handle most combat objectives. A single platoon creature is a decent threat to a hero of the same level, so an encounter consisting entirely of these creatures typically has one per hero. Platoon creatures can often fight alongside minions and a troop or two to round out their ranks.

Troop

Troops are the functional opposite of minions. A creature under the troop organization is hardy and can usually stand up to two heroes of the same level on their own. Troops also have a high encounter value. They work well when individually supporting other monster organizations, but they can also be effective on their own.

Leader

A leader is a powerful who buffs their allies and grants them extra actions. They utilize villain actions and can stand toe-to-toe with at least two heroes of the same level all on their own. Typically only one leader appears in a battle at a time alongside minions, band creatures, platoon creatures, and troops.

Solo

A creature under a solo organization is an encounter all on their own. They have a special set of rules within their stat block. Solos can be deployed, well, solo! They can typically stand toe-to-toe with five heroes of their level.

Creature Roles

A creature's role describes its function in combat in a general sense. Roles are descriptive, and most don't follow special rules—they simply help you build encounters and use creatures effectively in combat.

Ambusher

Ambushers are melee warriors who can slip by beefier heroes to reach squishier targets in the back lines.

Artillery

Artillery creatures fight best from afar, and can use their most powerful abilities at great distance.

Brute

Brutes are hardy creatures who have lots of Stamina and deal lots of damage. They have abilities and traits that make them difficult to ignore and hard to get away from, and that let them push enemies around.

Controller

Controllers are creatures who change the battlefield, often with magic or psionics. They reposition foes and alter terrain to make it more advantageous for their allies. Controllers are often on the squishier side, so they need some protection!

Defender

Defenders are tough creatures able to take a lot of damage, and who can force enemies to attack them instead of squishier targets. Defenders often act in squads with allies who have lower Stamina, such as controllers and hexers.

Harrier

Harriers are mobile warriors who make definitive use of hit-and-run tactics. Their traits allow them to make the most of their positioning on the battlefield.

Hexer

Hexers specialize in debuffing enemies with conditions and other effects. They are generally squishy and rely on allies to help defend them.

Mount

Mounts are mobile creatures meant to be ridden in combat, and who make their riders even more dangerous.

Support

Support creatures specialize in aiding their allies, providing buffs, healing, movement, or action options.

Creatures Who Defend

If a creature takes the Defend action, they can't take additional actions during their turn. Likewise, if a creature has already taken an action on their turn, they aren't able to also take the Defend action. This applies even if the creature is granted an additional action on their turn, unless they are specifically granted an additional Defend action.

Creatures Who Grab

If a creature has an ability or trait that allows them to grab another creature, they can have only one creature grabbed at a time unless their stat block specifies otherwise. If the creature has already grabbed the maximum number of creatures, the ability or trait used to grab can't be used against another target unless the creature releases an already grabbed target.

Creatures Who Summon

Unless otherwise specified, a creature or object that is summoned to the field by another creature takes their turn immediately after the summoner. Once a summoning ability has been used, it can't be used again until the start of the summoner's next turn.

Malice

Just as every hero has a Heroic Resource determined by their class, so too do the heroes' foes need their own juice to fuel their strongest threats. Malice is a resource gained by the Director. You use malice to let enemies in the game activate their most powerful abilities and throw surprises at the heroes during combat.

Earning Malice

At the start of combat, you gain malice equal to the average number of Victories per hero. Then at the start of each round of combat, you gain malice equal to the number of heroes in the battle, plus the number of the round of combat that has just begun. For instance, if five heroes with three Victories each are just starting their first round of combat, then you gain 9 malice—3 for the average number of Victories, 5 for the number of heroes, and 1 for it being the first round of combat. At the start of the second round, provided all the heroes are still alive, you gain 7 malice. Third round: 8 malice, fourth round: 9 malice, and so on.

If a hero dies, they stop generating malice for you in this way. At the end of an encounter, all your malice disappears.

It's up to you if you want to show your players how much malice you have. Some Directors feel the tension of watching malice creep up and can create great drama, while others like to keep the players guessing about what could come next. Do whatever is most fun for your group, and if you're not sure, ask your players what they would prefer!

Spending Malice

Non-minion monsters can spend malice the way heroes spend their heroic resources, activating and enhancing their abilities. Abilities that make use of malice have the cost noted in a creature's stat block.

Specific types of monsters sometimes have other ways they can spend malice, typically on features that affect an entire group of enemies, actions or maneuvers they can take during their turn, or events that affect the encounter environment. Such features can be found in the "[Creature] Malice" stat block after the creature type's overall write-up.

You won't be able to spend your malice on every single option a given encounter has to offer. It's totally up to you how you deploy malice. You can spend it on smaller, but still impactful, features each round. You can save it up and use it on some very dramatic abilities. You can spend it on the same feature that uses all your malice each round and then forget about it until the next. Do whatever is most fun for you and your players in a given encounter.

Minions

What they lack in power, minions make up for in flexibility and controlling the map. Creatures under this monster organization work a little differently from other creatures—they're multiple monsters that function as a single unit under your control.

The knowledge of how minions work isn't a secret and shouldn't be kept from the players. Share the information in this section with them! They'll have a lot more fun battling minions and shaping narrative around taking out multiple foes at once if they understand how the rules work.

Organized as Squads

Minions with the same name (for instance, "goblin sniper") can be organized into squads of up to eight creatures. All members of a minion squad act together on the same initiative, and can make squad attacks (see Squad Action).

Shared Low Stamina

Minions have low Stamina and fall quickly in battle. They allow heroes to feel extra heroic, since a hero might kill several minions at once, depending on those minions' level and encounter value!

Each squad of minions shares a Stamina pool, with initial Stamina equal to each individual minion's Stamina multiplied by the number of minions in the squad. For example, goblin spinecleavers each have Stamina 5, so a squad of eight runners has a Stamina pool of 40. Whenever a minion in a squad takes damage, the squad's Stamina pool is reduced by a number equal to the damage taken.

Because minion Stamina is tracked as a pool, minions can't be winded and can't regain Stamina during a battle.

Dropping One Minion

Whenever a minion squad's Stamina pool is reduced by an amount equal to an individual minion's Stamina, one minion dies or otherwise gets taken out of the fight. If a squad of goblin spinecleavers has its Stamina pool reduced to 35, then the minion who took the damage that reduced the pool dies. When the Stamina pool hits 30, 25, 20, 15, 10, 5, and finally 0, another minion in the squad dies. If multiple minions take the damage that results in the pool dropping low enough to kill one minion, the creature who dealt the damage to the minions decides which of those minions dies.

Dropping Multiple Minions

If a single strike reduces a minion squad's Stamina pool by an amount of damage equal to the Stamina of multiple minions, multiple minions are taken out by the damage. Start with minions who took the damage first. If all those minions are eliminated and there is still more damage to account for, the minions nearest to the ones who were taken out suffer the same fate.

For instance, if one goblin spinecleaver takes 12 damage from a fury's Brutal Slam ability, that runner dies and another nearby spinecleaver also gets taken out. Allow the player to narrate how their hero takes out additional minions killed by a single attack. Maybe each minion is within striking distance of the hero, who makes multiple brutal weapon attacks with a single action. Maybe the body of the original target is hurled into an unfortunate ally. Maybe additional minions affected by a single attack pass out from fright! Taking out multiple minions is a chance to play up the cinematic part of the game.

Damaging Multiple Minions

Minion squads are particularly susceptible to damage-dealing area abilities and attacks that target multiple creatures, because the minion squad's Stamina pool takes damage each time an individual minion takes damage. If three goblin minions are hit with a conduit's Lightfall ability that deals 4 holy damage to each target in its area, the minion pool loses 12 Stamina!

Prepping Minion Stamina Pools

When you're preparing a battle with minions, it helps to take a moment and write out the different amounts of damage at which a minion squad suffers a loss of one of

their minions. For instance, a squad of goblin spinecleaver loses a minion when they take a total of 5, 10, 15, 20, 35, 30, 35, and 40 damage. If you do the math before combat starts (or take a quick moment to jot it down during a pause in combat), it'll help things run smoothly.

WHOA! THOSE MINIONS DIED TOO QUICKLY!
Minions are made to die fast, but if the heroes get to go first, have a lot of damaging area abilities and your minions are all bunched together, your minions might all go down a little faster than you planned—before they even get a chance to do anything. It's a good idea to start with minions a little bit spread out from each other, enough so heroes can still make use of their area abilities without entirely decimating your forces. If they do manage to kill all your minions in one fowl swoop, remember that you can always have some reinforcements show up!

ACTING TOGETHER

When minions act, each minion in the squad must use their action in concert. This is because minions have squad attacks that require participation from all minions, requiring all individual attacks to happen at the same time.

Like all creatures, an individual minion—or all the minions in a squad—can elect to take no action on a turn.

MINION ACTION ECONOMY

Minion turns are meant to be short. On their turn, each minion can take only a move action and an action, a move action and a maneuver, or two move actions.

Minions can make opportunity attacks, but they typically don't have bespoke triggered actions, keeping them easy to run.

SQUAD ACTION

Each minion has a signature action that is an attack ability targeting one creature or object. When multiple minions in a squad use their signature action on a turn, make one roll for the whole squad. Each target of their signature action is only affected by one instance of the ability—when two (or three at maximum) of the squad's minions target the same creature or object with their signature action, each additional minion makes a free strike against that target instead. It's usually more effective to have each minion target a different hero.

As an example, a squad of three demon pitlings are attacking a shadow and a conduit with their Spit ability. One pitling targets the shadow while two pitlings target the conduit. The additional pitling targeting the conduit makes a free strike against them. The shadow and the conduit take 4 damage each from the ability, and the conduit takes an additional 2 damage from the free strike.

If a minion squad gets a critical hit with their signature action, then all the minions who participated in using the action can use the action again.

TRACKING SQUADS

If you use multiple squads made up of the same type of minions in an encounter—for instance, two squads of goblin spinecleavers—it's important to make it easy for the players to tell the squads apart. You can use different miniatures for each squad, or give each squad's miniatures an indicator (a colored magnet, ring, sticker, and so forth) to help you and your players keep track of which minions are part of the same squad as they start moving around on the battlefield. Many online virtual tabletops have tools for adding colors or textures to icons that make tracking different squads easy.

ATTACHED CAPTAIN

Any non-mount creature who speaks a language a squad of minions can understand can be attached to that squad as a captain. Captains aren't necessarily strategic leaders with brilliant strategies. Sometimes they're just powerful creatures who bully, inspire, or have some supernatural influence that drives other creatures to action.

A squad of minions can only have one captain, and a creature can't be captain to more than one squad of minions.

SEPARATE ACTIONS AND STAMINA

A captain takes their turn at the same time as the members of their squad but isn't limited in their action options as minions are. A captain's Stamina isn't added to a minion squad's Stamina pool and is tracked as for any other creature in combat.

CAPTAIN BENEFITS

While a minion squad has a captain, each minion in the squad gains the With Captain benefits listed on their stat block. Usually, this benefit is either a damage boost, a bonus to speed, or starting the encounter with temporary Stamina.

I AM THE CAPTAIN NOW

If a squad of minions loses their captain, a new allied creature can become that squad's captain at the start of the round (no action required).

ENCOUNTER BUILDING

We're still working on these guidelines, and need to add information about how environment, party composition, and the like affect encounters. But for this playtest, the basics of encounter building are as follows.

IT'S NOT SCIENCE
While we'd love to create an encounter building formula that could predict the exact difficulty of encounter, there are too many variables beyond the monsters you choose that we can't account for. The heroes your players build, the maps you choose, the number of treasures they have, lucky and unlucky dice rolls, each player's tactical acumen, and a bad day at the office before game night can all contribute to an encounter going better or worse for the heroes as they play the game. While these guidelines can help get you closer to the difficulty you desire, it's going to take a little bit of trial and error to get things right. For example, if your group has a lot of damaging abilities with the Area keyword, they're going to have an easier time standing up to minions. If you have heroes who specialize in single-target abilities, then they might be able to quickly destroy a solo.

Learn what makes a fun, challenging encounter for your group and adjust these guidelines to fit your needs. Remember—there can always be reinforcements on the way for any side who needs it if your encounter is too easy or hard.

Step 1: Choose Encounter Difficulty

First, determine how difficult an encounter you want to create based on the following guidelines.

Trivial Encounters

Trivial encounters are easier than easy. They present no challenge at all for the heroes, who are guaranteed to survive the battle with their Stamina mostly, if not entirely, untouched. Think 10th-level heroes taking on a small band of typical kobolds. There's no way it ends well for the kobolds. These encounters can be fun to occasionally throw into your game, but for many groups, the novelty disappears quickly, so that too many trivial encounters can feel like a waste of time.

Unless you determine otherwise, trivial encounters don't earn the heroes any Victories.

Easy Encounters

Unless the heroes have already depleted most of their Stamina and Recoveries, easy encounters won't threaten their lives. Easy encounters are great for adventures that want to give the heroes a lot of battles between respites, or for when you want the heroes to feel like superheroes while still overcoming a combat challenge that feels as though it's within their pay grade.

An easy encounter is worth 1 Victory.

Standard Encounters

Standard encounters are the most common for many adventuring groups. These battles deplete some of the heroes' Stamina and Recoveries, especially from melee-focused heroes. Although character death is uncommon in a standard encounter, it isn't impossible, especially if a player makes a poor tactical choice or just finds that the dice are against them.

A standard encounter is worth 1 Victory.

Hard Encounters

Hard encounters are typically climactic encounters with leaders and their loyal servants, or some other scenario that puts the heroes' lives in an equal amount of peril. Hard encounters are winnable, but the heroes need to play smart to survive.

A hard encounter is worth 2 Victories.

Extreme Encounters

Extreme encounters feature threats of a level that the heroes aren't likely to survive if they try to fight to the bitter end. Such encounters rarely appear in most campaigns, though if the heroes are 8th level or higher, they can typically survive such encounters—or have a good chance of coming back to life afterward.

If the heroes overcome an extreme encounter, they should be awarded at least 2 Victories.

Encounters Should Have Narrative Importance

Combat encounters should hold narrative weight. *Draw Steel* isn't a game of attrition, where a few trivial combat encounters can weaken the heroes to winnow down some of their resources to make the final, important, epic clash with the villain a bit more of a struggle. A quick combat encounter with two bumbling guards at a gate is likely over in a matter of less than a round and shouldn't give the heroes a Victory. It's probably better handled with a test. These can be fun scenes to roleplay, but they aren't going to make full use of your heroes' features and should only occur sometimes. Most of the time when combat occurs, the stakes for the heroes and the story should be high!

Step 2: Determine Encounter Difficulty

To determine how many creatures and other types of challenges you should have in an encounter, you need to figure out the heroes' encounter strength (abbreviated ES).

To calculate a group's ES, first determine each hero's encounter worth. This starts at a baseline of 4, then you add 2 for each level of the hero. For instance, a 3rd-level hero has an encounter worth of 10 (4 + 2 + 2 +2). Then add the encounter worth of all heroes together, and that's your ES. For instance, a group of five 3rd-level heroes has an ES of 50.

Level	1 Hero or 3 Victories	Two Heroes	Three	Four	Five	Six	Seven	Eight
1	6	12	18	24	30	36	42	48
2	8	16	24	32	40	48	56	64
3	10	20	30	40	50	60	70	80
4	12	24	36	48	60	72	84	96
5	14	28	42	56	70	84	98	112
6	16	32	48	64	80	96	112	128
7	18	36	54	72	90	108	126	144
8	20	40	60	80	100	120	140	160
9	22	44	66	88	110	132	154	176
10	24	48	72	96	120	144	168	192

Factor in Victories

Victories make heroes more powerful on their way to the next level. For each 2 Victories the heroes earn, increase the overall ES as if there were another hero in the party. For instance, if a party of 3rd-level heroes has 3 Victories, increase the ES by 21. If they have 6 Victories, increase the ES by 42. Be careful that the larger ES doesn't lead you to using more creatures than recommended in Number of Creatures. It's usually better to use higher cost creatures in an encounter rather than add lots when increasing ES thanks to Victories.

Since you can rarely predict the exact order in which the heroes will face encounters during an adventure, it helps to keep a list of monsters with an EV cost worth roughly the encounter worth of one, two, and three heroes that make sense for the adventure you're running. You can easily drop or swap these creatures into an encounter on the fly.

Step 3: Determine Encounter Budget

Once you know your ES and have chosen your encounter difficulty, you can determine your encounter budget as follows:

- **Trivial encounters** have a budget that is anything less than your ES minus one hero's encounter worth.
- **Easy encounters** have a budget of anything less than your ES but more than a trivial encounter budget.
- **Standard encounters** have a budget that is between your ES and your ES plus one hero's encounter worth.
- **Hard encounters** have a budget greater than a standard encounter but no more than your ES plus three heroes' encounter worth.
- **Extreme encounters** have a budget that is anything greater than hard.

How Fights Many Before a Respite?

Many Directors want to know how many encounters a group can handle before they need to take a respite to regain their recoveries. Like encounter building, there isn't an exact science behind how many encounters a party can experience before needing to take a respite. The luck of the dice, number of treasures, and the exact composition of encounters and the party of heroes all factor into this math. Heck, some heroes will want to stop for a respite while they still have plenty of Recoveries because they have a downtime project they want to advance or enough Victories to turn into XP and level up. Even if we could account for all those things, there would still be some outlier experiences where your party might have to stop and rest a little earlier than you predicted or they'll be able to push through. We think that's a good thing. Part of the fun of roleplaying games is the fact that they're unpredictable and the dice and decisions the heroes make are a big part of the story. When players push on because they have a lot of Victories, that's the game working as intended.

We can give you some idea of when a party of heroes will have to stop and take a respite. A group can generally handle about 4 to 6 Victories worth of combat encounters before needing to stop for a respite to refresh their Stamina and Recoveries.

Step 4: Spend Encounter Budget

You spend your encounter budget to "buy" hostile creatures to take part in your encounter. Each hostile creature costs a number of budget points equal to its encounter value (EV). When choosing creatures, try to choose a variety of roles for a more dynamic combat experience.

Consider Creature Level

To ensure an encounter is challenging but not devastating for the players, you want to choose creatures whose level is no more than 2 greater than the heroes' level. For instance, creatures of level 7 and below are appropriate challenges for a party of 5th-level heroes. If the heroes have 6 or more Victories, you can push the upper limit to within 3 levels of the heroes.

Some creatures outside of this level range might fall into your EV budget, but these creatures have the potential to deal devastating damage before a hero gets to do anything about it. That means players could die after relatively few strikes or abilities from such a creature and that the creature's potencies may be nearly impossible to resist. It won't feel very heroic.

This is really the only indicator that level serves in encounter building. Everything else relies on EV and organization.

Minions Come in Groups of Eight

Whenever you spend EV to buy minions for a combat encounter, you buy them eight at a time. There's no point in buying fewer minions than this for an encounter, as they won't be very effective.

Number of Creatures

Too many creatures or too many different stat blocks in an encounter can create a big cognitive load for you and turn exciting encounters into slogs.

In general, you don't want more than eight creatures per hero at a time in an encounter. If the encounter has more than three creatures per hero, at least half the creatures in that encounter should be minions.

When it comes to number of stat blocks, you generally don't want to use more than six different kinds of stat blocks in an encounter, though you can probably manage more if you're using a lot of simple minion stat blocks. If you're just starting out as a Director, keep the variety small until you're confident in your ability to run a complex combat encounter.

Star of the Show

Sometimes a combat encounter features a creature that you want to stick around for more than a round of combat and leave a lasting impression on the heroes. These are typically the named villains who the heroes face in the climax of an adventure or campaign.

If you want a creature to stick around and leave a lasting impression in a combat encounter, make it a hard encounter and choose a leader or solo creature with an EV that is at least one third of the encounter budget to be the star of the show.

Dynamic Terrain Objects

The end of this book features dynamic terrain objects. You can spend your EV budget on these objects the same way you do on monsters. Adding one or two to an encounter gives the heroes a challenge to overcome that is something over than another creature. See Dynamic Terrain for more information.

Step 5: Build Initiative Groups

Once you have your creatures selected, you'll put them together in initiative groups, with all creatures in the same initiative group acting on the same turn.

Though it's not a hard and fast rule, you can keep the following guideline in mind as you build initiative groups: The total EV of an initiative group should be between the encounter worth of one to two heroes (see Step 2 above). This helps to ensure that each encounter group can hold its own against any hero in the party without overwhelming that character.

It's okay to have one group with a total EV less than that. It's also okay for a group to be worth more than two heroes, as long as that group consists of a single creature or the heroes have racked up a lot of Victories.

How Many Initiative Groups?

In a battle without a solo creature, you generally want about as many initiative groups as there are heroes plus or minus two. This gives you a healthy range to play with and makes your turns effective without being overwhelming for the heroes.

Parties Large and Small

This game was made and tested with groups of mainly three to six heroes, including retainers, since that's how most folks will play the game. If your group is smaller or larger than that, don't panic! You can still have a lot of fun, but you'll want to keep the following guidelines in mind:

- If a group has seven or more heroes, you'll find that solo creatures don't quite live up to their name. It's okay to give the solo creatures some lackeys to help them challenge the heroes.
- If a group has three or fewer heroes, consider giving them some retainers to make up for the difference. Parties with three or fewer heroes can struggle against solo creatures and big groups of minions, given how much damage they have to spread around each turn.

Quick Encounter Building

If you want to build an encounter quickly without doing a lot of math, good news! We've got a formula or two you can use to build an encounter quickly after you determine an encounter's difficulty. After going through this process, you can build initiative groups.

Step 1. Party Size, Level, and Victories

What level are the heroes? How many heroes are there? Write down the answers. You'll need that later.

How many Victories do they have (if they have different amounts take the average)? For every two they have, add another hero to the party for the purpose of this method of encounter building.

Step 2. Buy Creatures to Fill Hero Slots

Your encounter has a number of hero slots equal to the number of heroes in the party you calculated in step 1.

Here's how many creatures can fill a hero slot

- Eight minions
- Two band creatures
- One platoon creature
- One leader or troop fills two hero slots
- One solo fills five hero slots plus one slot for each level they are higher than the heroes

You'll want to fill hero slots according to encounter difficulty:

- For a trivial encounter, use only creatures of the hero's level or lower and leave at least two slots empty.
- For an easy encounter, use creatures of the hero's level or 1 higher and leave one slot empty.
- For a standard encounter, use creatures of the hero's level or 1 higher. Fill all slots, and you can give yourself an extra slot to fill if none of the creatures have a level higher than the heroes.
- For a hard encounter, use creatures of the hero's level and up to 2 higher. Fill all slots plus at least another one and up to another three. If all the creatures are higher level than the heroes, don't give yourself more than two extra slots.
- For an extreme encounter, fill all slots with creatures of the heroes level or higher plus another four or more slots.

Using Creature Roles

Creature roles help you build interesting encounters with varied challenges. While including every role in a combat encounter makes the battle too complicated for most groups, a fight with creatures who are all the same role typically leads to dull, grindy combat—and few players (or Directors) enjoy combat where both sides are just standing still and rolling to hit without anything dynamic or dramatic happening. For instance, an encounter with a controller, two defenders, and two harriers is more interesting and fun than an encounter with five harriers.

Ambusher Creatures

Ambusher creatures can hide, turn invisible, or otherwise find ways to get the drop of their enemies. They typically spend half their turn attacking a hero, and the other half slipping away and hiding. They focus on taking down a single hero, sometimes dragging their target into the place where they hide.

Encounters that include ambushers should have plenty of cover or concealment, giving them places to hide. Adding other creatures—typically brutes, defenders, harriers, minions—keeps other heroes busy while the ambusher focuses on taking down a single target.

Artillery Creatures

Artillery creatures are great at ranged combat and can damage heroes who typically hang back behind beefier counterparts. Most artillery creatures are weak in melee, so add some brutes, minions, or soldiers for them to hide behind during combat.

On their turn in combat, an artillery creature typically tries to move away from nearby foes and put a brute, defender, or other ally between themself and the threat, then attacks that enemy. If forced into melee, most artillery creatures do whatever they can to get away, including turning their action into a move action to flee further. If no enemies are closing in, artillery creatures move to keep the heroes at the edge of their range and often attack the biggest threat to their allies first.

Brute Creatures

Brute creatures hit hard and have a lot of Stamina. Their damage output can't be ignored, so heroes often focus on taking down brutes instead of other creatures who have fewer hit points or are weaker in melee. Brutes need to get up close to perform their most devastating attacks, so they work best on smaller battlefields. On their turn in combat, brutes move toward the closest group of enemies and attack, preferring to engage multiple foes at once. Brutes

tend to be simpler to run than other creatures, so you can include a lot of them in an encounter.

Controller Creatures

With their ability to hamper and move heroes, controllers make a dynamic addition to any battle. They tend to have more complicated actions and traits with unique effects, so most combat encounters shouldn't have more than two controllers.

Many controllers work best when they have brutes, defenders, harriers, and minions protecting them and taking advantage of the effects, they create. Controllers often use their biggest and most powerful effects at the start of an encounter, affecting as many foes as possible. If the controller can't affect multiple characters or use their most powerful feature, they focus on manipulating the battlefield and repositioning so they can use that feature on their next turn.

Defender Creatures

Defender creatures defend their allies by drawing the heroes' attacks. They make excellent protectors for ambushers, artillery creatures, controllers, leaders, and support creatures. Defenders don't need to stay very close to the creatures they protect—and it's better if they don't. A defender who breaks away from their charge can lock down a threat far from the rest of the fight.

During combat, defenders engage characters who are strong in melee. A defender battles as many foes as they can reach so their allies can freely move. If more than one defender is in a battle, they typically split up, each fighting a different hero.

Harrier Creatures

Harrier creatures make battles dynamic. They can move to attack vulnerable heroes who are weaker in melee, then retreat (if they can do so safely) to protect their artillery, controller, leader, and support allies. Since they can outrun and outmaneuver heroes, this forces the heroes to act tactically. Harriers pair well with each other creature role, including other harriers.

Hexer Creatures

Like controllers, hexers tend to be a little more complicated and squishy. One or two with a lot of protection from allies can make for a fun encounter.

Hexers like to hamper other creatures and target the foes they think are most-likely to succumb to their debuffs. If a hero has a great turn cutting down the hexer's allies, odds are they're the person the hexer wants to stop next time there's a chance.

Leader and Support Creatures

Leader creatures have villain actions (see Villain Actions) and fight best alongside allies. Support creatures function much like leaders, but they lack villain actions and are less complex.

Leader and support creatures can buff and heal their allies and grant allies extra movement and actions. As long as a leader or support creature stays in the fight, their allies are enhanced. They are most effective when protected by and buffing artillery, brutes, defenders, harriers, and minions.

You typically shouldn't use more than one leader or support creature in an encounter, as their overlapping enhancements can turn a seemingly normal encounter into a fatal one.

Leaders and support creatures remain close to their allies so their features can benefit as many creatures as possible.

Minion Creatures

As discussed in the Minions section, minions allow you to create cinematic battles where the characters feel heroic as they cut through several foes at a time. Using minions of a level within 2 of the characters' average level also keeps them dangerous and relevant. When minions work together, they can't be ignored, as they deal a lot of damage and can lock down the characters. Minions make decent protectors for ambushers, artillery, controllers, and leaders.

Mount Creatures

Mount creatures are good for carrying other creatures into battle. Mounts of size 2 and smaller are typically meant to carry a single rider into combat, while larger mounts are built to carry more creatures. Adding mounts to combat encounters make the creatures riding them much faster. They pair well with artillery, brutes, controllers, hexers, leaders, and support creatures. You can also use mounts without riders as harriers in combat.

Solo Creatures

Solo creatures have villain actions and are an encounter all on their own for a group of four to six heroes. Their villain actions and lair actions allow them to hamper and harm foes outside of the normal turn order. They're encountered alone and fight most effectively in environments with plenty of space to move around and find cover.

Solo creatures use every movement advantage they have, burrowing, climbing, flying, swimming, or teleporting around the battlefield on their turn. They focus on the hero threatening them most, but also position themselves to target as many foes as possible with their area abilities.

Choosing a Map

To get the most out of the rules for movement, difficult terrain, and falling, you should use encounter maps with interesting environmental features. You might have ledges, columns, walls, windows, dynamic terrain objects, and the like for creatures to be thrown into, thrown off of, or thrown through (and use for cover). You'll want most of your battles to take place in environments with plenty of space to move around, avoiding a lot of long corridors that are only 1 square wide.

You don't have to be a master artist to create a great tactical map. You can use hand-drawn shapes and lines on an erasable mat (or virtual tabletop) to represent cliffs, hazards, and more. You can also find incredible maps online. Some are free and others are available for a reasonable price on the websites of great cartographers.

Encounter Objectives

You can use objectives to create encounters that are about more than hacking down your foes to get to the last bit of Stamina. The Combat chapter in *Heroes* gives an overview

of different combat objectives you can set for heroes to achieve during an encounter. While that book gives an overview of what's achievable in each objective so that players know what's expected of them, this book gives more detailed examples that you can use and modify for your games.

The write up of these objectives in this book includes the following details:

- **Difficulty Modifier:** This tells you how the objective changes the encounter's difficulty. Pay attention to how objectives change the difficulty of an encounter. You might be able to turn up the head a bit!
- **Success Condition:** This tells you what the heroes must do to win the day. When these conditions are met, the heroes' enemies flee or surrender, or you can also utilize the Dramatic Finish or Event Ending described in the Combat chapter of *Heroes*.
- **Victories:** This tells you how many Victories the heroes earn.
- **Failure Condition:** This tells you when the heroes have failed and the enemies win. If this occurs, the heroes earn no Victories.

Let's get into a more detailed look at each of the objectives from *Heroes*.

Diminish Numbers

The simplest combat encounter objective is "defeat them before they defeat us." While the heroes don't have to kill every last enemy in a Diminish Numbers encounter, they do need to remove their opponents to win the day and get their opponents to a point where they flee or surrender.

Difficulty Modifier

This objective doesn't modify the encounter's difficulty.

Success Condition

Choose one of the following success conditions:

- An encounter that includes at least two groups of minions ends when the heroes have no nonminion enemies remaining.
- An encounter with mostly band creatures ends when the heroes outnumber their foes.
- An encounter with most platoon creatures ends when the heroes outnumber their foes two to one.
- The encounter ends when the number of the heroes' remaining foes is half or fewer what it was at the start.
- In a battle against a solo creature, the creature flees or surrenders when reduced to a quarter of their Stamina or less and after using all their villain actions.

Victories

If the heroes achieve success, they gain 1 Victory for an easy or standard encounter, or 2 Victories for a hard or extreme encounter.

Failure Condition

The heroes gain no Victories if they are killed, captured, flee, or otherwise fail to defeat their foes.

Making Objectives Known

Encounters work best if the players have a good idea of what they are working toward. You don't need to state objectives outright to the players at the start of the battle, though you can if they like. Not all groups want to start combat with the Director saying, "Your objectives are to break the eldritch machine and destroy the vampire lord," because doing so might take the players out of the game's narrative.

In many combat encounters, the objectives are obvious. For instance, in a battle against a necromancer controlling a horde of undead minions, the players probably don't need to be told that defeating the necromancer ends the encounter when that's an easy assumption. In an encounter against cultists performing a world-ending ritual, the heroes can guess that stopping the ritual is one of their objectives. In fact, they probably went on this adventure to specifically achieve that objective. They're not there for karaoke at the end of existence!

Not all objectives are so clear, however. In a battle against a goblin cursespitter, a kobold legionary, and three human knaves guarding the entrance to a bandit fortress, it can be difficult to know what the exact objective of the encounter is, beyond "Defeat them all!" The objective could be to simply diminish the enemy forces, but it could also be the case that the cursespitter leads the group, so that defeating the goblin causes the other forces to fall apart. In such a case, it helps if the Director provides at least a hint of that setup at the start of the battle. The cursespitter could clearly issue orders and even call the other bandits cowards, demanding that they not "run away like last time!"

Defeat a Specific Foe

A Defeat a Specific Foe encounter includes one or more of the heroes' enemies commanding the rest, such as a hobgoblin bloodlord leading a group of mercenaries, or one or more particularly powerful foes among a group of weaker ones, such as a pair of tusker demons in a gnoll war band. Because these enemies are the stars of the encounter, if only weak foes are left once the stars are gone, the battle loses its challenge and it's time to wrap it up. It makes sense that those weaker foes flee or surrender once their biggest advantage has gone down.

Difficulty Modifier

If the creature or creatures who need to be taken down for the encounter to end makes up one third or less of the opposing side's total EV, then the encounter is one step of difficulty easier (e.g. from hard to standard).

Success Condition

The heroes win when the designated creature or creatures are reduced to 0 Stamina.

Victories

The heroes gain Victories according to the encounter's difficulty after being adjusted for this objective. They earn 1 Victory for an easy or standard encounter or 2 for a hard encounter.

Failure Condition

The heroes gain no Victories if they don't defeat all the designated creatures. Note that designated creatures could choose to flee if all their allies start dying.

Fleeing Foes

When the heroes meet objective success conditions, many enemies head know it's time to flee. It's a bad idea to make a habit of having enemies who get away come back with reinforcements to punish the heroes. If you do this, the players will learn to make every combat a slog to the bitter end. Most would rather see every enemy go down than let one get away and come back stronger.

Make it clear that if someone is fleeing an encounter, it's because they don't want to face the heroes again. If you do plan to have a kobold gather reinforcements, make that little dragon swear vengeance and yell for help as they flee, so the heroes know that kobold in particular and not every other fleeing baddy is a problem.

Get the Thing!

Classic heroic fantasy is full of important objects that the heroes must protect from the forces of evil: magic rings, royal birth certificates, dragon eggs, and the like. Heroes often find themselves at violent odds with their enemies as they race to collect a valuable or important item from a guarded temple or castle, or when they need to steal the item from a group of enemies already in possession of it. Objectives in this category work well when paired with other objectives, such as Defeat a Specific Foe. For instance, the heroes must steal a ledger containing a record of criminal activity from an overmind and her lackeys. However, even if they obtain the ledger, the battle won't be over until they also defeat the overmind, who won't let the book go without a fight!

The Thing

The thing the heroes need to get is typically a 1T object. (If the thing is a creature or a bulky object that must be carried past enemies, this might instead be an Escort encounter!) Most or all approach routes to the thing are guarded by enemies, and often a trap or a particularly powerful monster stands guard over the object.

The thing might be fragile (like a document) or virtually unbreakable (like a magic weapon), but in any case, the enemies don't particularly want to harm it. However, in some cases it can be damaged accidentally.

Additionally, a thing can have one of the following extra defenses:

- **Hidden:** The heroes may need to make one or more successful tests to find the thing, or it may be behind a door or lid that must be opened. It might even be hidden in plain sight. The unassuming sword in an inanimate suit of armor's hand is really the magic sword they need!
- **Held:** The thing is possessed by an enemy. Perhaps it's in their pocket or, if the thing is a weapon or implement, the enemy might be using it.

Difficulty Modifier

If there is no powerful monster (at least one-third or more of the encounter's total EV) or trap directly guarding the thing, the encounter is one step easier. If the thing is hidden or held, the encounter is one stage harder.

Success Condition

The heroes win when all the heroes leave the encounter map with the thing.

Victories

The heroes gain 1 Victory if they leave the map with the thing and the encounter was easy, standard, or hard after being adjusted for this objective. They instead earn 2 Victories if the success condition is met and the encounter's difficulty is Extreme or none of the heroes take damage during the encounter.

Failure Condition

The heroes gain no Victories if the thing is destroyed or remains in the enemies' hands.

Destroy the Thing!

Combat doesn't always have to be about destroying your enemies. Sometimes it's about destroying their stuff! Burning a pirate captain's vessel, closing a portal to the Abyssal Wasteland before it lets in an army of demons, or shutting down a massive kobold trap made of spinning blades could so hamper the heroes' foes that the battle is no longer worth fighting once the damage is done.

Sometimes the thing is actually multiple things, all of which must be destroyed.

The Thing

A typical thing is an object with Stamina equal to the heroes' level times 20. Most objects have poison and psychic immunity. Additionally, the thing may have immunities or vulnerabilities to one or more damage types, for instance, a magic statue might be immune to fire damage but vulnerable to thunder damage.

Additionally, a thing can have one or more of the following extra defenses:

- **Hidden:** The heroes may need to make one or more successful tests to find the thing, or it may be behind a door or lid that must be opened. It might even be hidden in plain sight.
- **Held:** The thing is possessed by an enemy. A thing can't be both hidden and held.
- **Sturdy:** The thing's Stamina is twice what it was.
- **Multiple:** There are multiple things, all of which must be destroyed. Divide the thing's stamina between all of them.

Difficulty Modifier

If the thing doesn't have any extra defenses, the encounter is one step easier. If the thing has at least two extra defenses, the encounter is one stage harder.

Success Condition

The heroes win when they destroy the thing.

Victories

The heroes gain Victories according to the encounter's difficulty after being adjusted for this objective. They earn 1 Victory for an easy or standard encounter or 2 for a hard encounter.

Failure Condition

The heroes gain no Victories if the thing is not destroyed and remains in the enemies' hands.

Save Another

No one earns the mantle of hero without saving a few lives. Sometimes the point of an encounter isn't to kill, but to save as many folks as you can.

If the heroes rescue powerful allies from the clutches of their foes during combat, the added strength of those allies might be enough to make the remainder of the encounter trivial. When you and your companions save a griffon from a crew of poachers, the hunters become the … well, you know the rest.

Allies and Potential Allies

Some Save Another encounters feature willing allies (creatures that are able and willing to fight alongside the heroes), and some feature potential allies (creatures that can't or won't join the heroes right away—but might later in the battle). In combat, willing allies can be controlled by the heroes (and might use retainer stat blocks), while potential allies are controlled by the Director.

During an encounter, potential allies must be won over and freed from captivity before they become allies. This requires success on a **hard Presence test** made as a maneuver. Potential allies otherwise flee for the nearest exit on their turns.

Difficulty Modifier

For each willing ally the heroes can save who is of their level or higher, add one hero to the party for the purposes of building your encounter.

Success Condition

Once all allies are freed and have either joined the fight or retreated off the encounter map, and at least half of the allies lived through the encounter, the heroes win.

Victories

The heroes gain 1 Victory if the success condition was met and encounter was easy or standard after being adjusted by the objective's difficulty modifier. The heroes gain 2 Victories if the success condition is met and the combat encounter was hard or extreme or all of the allies were saved and survived.

Failure Condition

The heroes gain no Victories if half or more of the allies are dead or captured.

Escort

Surprising as it may seem, sometimes the fate of the mission doesn't rest on the heroes' shoulders at all! Sometimes it rests on the shoulders of someone standing next to the heroes. The heroes' job is to keep this important person safe as they travel to a specific destination.

Not every Escort encounter is on behalf of a wise or mighty ally. Sometimes the heroes are tasked with protecting a helpless or even an actively troublesome creature, such as a hapless noble or a wayward child. They might even have to protect a bulky or inconvenient inanimate object. Whatever the case, the enemies just keep coming until the heroes get their charge to their destination.

Ward

The creature or object to be protected is called the ward. At the start of each round, choose a hero. The ward moves on that hero's turn and is controlled by that hero. Most wards can take a move action or a maneuver on their turn, but not both. A ward's characteristics and speed are determined by the Director. Most humanoid wards have a speed of 5.

A sturdy ward, such as an able-bodied citizen, typically has Stamina equal to 10 times the heroes' level. A delicate ward, such as an elderly diplomat or an important object, typically has Stamina equal to 5 times the heroes' level.

Destination

Every Escort encounter has a destination: a place of safety beyond which the enemies won't follow.

Typically, when the encounter begins, the ward's distance from the destination is at least three times the ward's Speed (though they can start closer if difficult terrain or other obstacles complicate the route). The heroes' enemies can be placed anywhere on the encounter map, including between the ward and the destination, but not within 5 squares of the destination.

Reinforcements

At the start of each round, any minion that was killed during the last round is replaced by a reinforcement. The Director chooses their position, which can't be within 5 squares of the ward, the destination, or any hero.

Difficulty Modifier

A combat encounter's difficulty is one stage harder with a delicate ward.

Success Condition

The heroes win when the ward reaches their destination.

Victories

The heroes gain 1 Victory if the success condition is met. They earn 2 Victories if the success condition is met and the combat encounter's difficulty is extreme after being adjusted for this objective or the ward and all heroes reach their destination in fewer than 3 rounds.

Failure Condition

If the ward is reduced to 0 Stamina or is prevented from reaching their destination, the heroes gain no Victories.

Hold Them Off

Sometimes the heroes just need to buy time. They might need to battle a conquering tyrant's army to allow innocent villagers time to escape. They might need to hold off wave after wave of zombies while a group of priests completes a ritual to lay the undead to rest for good. To achieve this objective, the heroes need to stay alive and protect a particular position for a number of rounds determined by the Director.

Defensive Position

The Director (or the heroes) choose a defensive position, an area that must be held and controlled by the heroes. The fewer of the heroes' enemies that get passed the defensive position, the better their chances of success. The area can be any size. The defensive position blocks entry to a vulnerable area the heroes are defending.

Often, a defensive position grants bonuses to its defenders. The approach to the position might be narrow, over difficult terrain, or require climbing, or anyone inside the position might have the benefit of higher ground against anyone outside it.

Encounter Duration

The Director determines the encounter duration, the number of rounds that the heroes must defend the area in order to be successful. A typical encounter duration is 3 rounds.

Reinforcements

At the end of each round, the Director adds more enemies for the heroes to battle on the map. The new group should have an EV of all the enemies killed during that round plus the EV value of one hero (see Encounter Building). If the Director doesn't spend all of their EV in a round, the remainder can be added to a future round.

Reinforcements appear at least 10 squares from the defensive position.

Difficulty Modifier

A Hold Them Off encounter's difficulty is determined by the creatures present for the battle at the beginning of the first round of combat. Don't count reinforcements toward the difficulty. The encounter difficulty is one step harder if the encounter duration is 5 rounds or greater.

Success Condition

The heroes win if they survive for the encounter duration and let fewer creatures through the defensive position than there are heroes.

Victories

The heroes gain 1 Victory if the success condition is met. They earn 2 Victories if the success condition is met and the combat encounter's difficulty is extreme or the heroes hold off the enemy for an encounter duration of 5 rounds or more.

Failure Condition

The heroes earn now Victories if a number of creatures equal to or greater than their number get passed the defensive position.

Assault the Defenses

The enemy holds a strategically important position and the heroes want it. In a reverse of the Hold Them Off encounter, the heroes seize the enemy's defensive position. The encounter ends when the heroes secure this spot for themselves. Those enemies likely know better than to assault that position on a whim, because they just held it! Sometimes, and Assault the Defenses encounter is part of a combined objective. First you've got to assault the defenses, then you've got to hold off against counterattack.

Defensive Position

The Director choose a defensive position, an area that must be captured by the heroes. The area can be any size. Not all of the heroes' enemies in the encounter are in this position, as some are outside attempting to stop heroes before they get close.

Often, a defensive position grants bonuses to its defenders. The approach to the position might be narrow, over difficult terrain, or require climbing, or anyone inside the position might have the benefit of higher ground against anyone outside it.

Difficulty Modifier

An Assault the Defenses encounter's difficulty is one stage harder if the defensive position grants two or more bonuses to its defenders.

Success Condition

The heroes win when at least one hero and none of their enemies have been in the defensive position for four consecutive turns.

Victories

The heroes gain 1 Victory if the success condition is met, or 2 Victories if the success condition is met and encounter's difficulty is hard or extreme after being adjusted by the objective.

Failure Condition

The heroes only fail if they are unable to achieve the success condition.

Stop the Action

Sometimes combat is complicated by the fact that the heroes need to stop the villainous actions of their foes. It's not enough to simply defeat the warriors in a cult. The heroes must also stop the zealots' archdevil-summoning ritual! Or it might be that the heroes need to interrupt a wedding and make sure an evil mage doesn't marry the heir to the throne. Despite combat, the mage forces the ceremony to continue! Objectives in this category often have a timer associated with them. If the heroes don't achieve the objective in a certain number of rounds, the conditions of the battle often change. For instance, if the cultists summon the archdevil, defeating the devil suddenly becomes the heroes' new objective!

Encounter Duration

The Director determines the encounter duration, the number of rounds before the villains complete their plans. A typical encounter duration is 3 rounds. Sometimes, events can change the encounter duration Succeeding on a hard Reason test to dispute the wedding's legality increases the encounter duration by 1, or allowing zealots to sacrifice an innocent creature as part of their ritual decreases it by 1.

Stopping the Action

The villain's evil plan has certain requirements, and if those requirements aren't met, the action is stopped and the heroes are victorious. For instance, to complete a ritual, during each round at least one zealot priest might be required to spend an action to further the ritual. A wedding can't be completed if a participant or the officiant is killed or captured.

Failure Consequences

If the villains' plan succeeds, there may be additional consequences within the encounter. For instance, if the zealots summon a demon, or if a newly-crowned evil mage uses their new royal authority to summon guards, the heroes may face extra enemies. These potential reinforcements aren't counted towards the encounter's difficulty, since they only appear once the heroes have failed the encounter. This is an entirely new battle now!

Difficulty Modifier

A Stop the Action encounter's difficulty is one step harder if the encounter duration is 2 or less, and one Step easier if the action can be stopped by killing or removing any single creature.

Success Condition

The heroes win if they stop the action before the encounter duration is up.

Victories

The heroes gain 1 Victory if the success condition is met, or 2 Victories if the success condition is met and the combat encounter's difficulty is extreme or the heroes stop the action before the last round of the encounter duration.

Failure Condition

The heroes gain no Victories if they fail to stop the action before the end of the encounter duration. The heroes may earn Victories from any new encounters that occur because of a failure consequence.

Complete the Action

The opposite of a Stop the Action encounter, this objective ending sees the characters charged with initiating an event, performing a ritual, and so forth. For instance, if the heroes are attempting to launch an airship while repelling a time raider boarding party, the encounter could be over the moment the heroes manage to activate the vessel and take off with just a few time raiders actually aboard.

Encounter Duration

The Director determines the encounter duration, the number of rounds before the heroes can complete their plans. A typical encounter duration is 3 rounds.

Tasks and Failures

During each round, at least half the heroes must spend a maneuver performing a task that advances their plans. Each round, the Director decides what tasks are available and where they must be performed. For instance, to launch an airship, one hero might have to cast off an anchor on deck while another unfurls a sail at the top of a mast. The list of available tasks may change each turn.

If at the end of a round the heroes have failed to perform the required number of tasks, the party accumulates one failure.

For more difficult encounters, performing a task may require a successful test.

Difficulty Modifier

A Complete the Action encounter's difficulty is one step harder if the encounter duration is 5 or more, or if completing tasks requires a successful test. It is one step easier if the encounter duration is 2 or less.

Success Condition

The heroes win if they reach the end of the encounter duration with 1 or 0 failures.

Victories

The heroes gain 1 Victory if the success condition is met or 2 Victories if the success condition is met and the combat encounter's difficulty is extreme after being modified by this objective or the heroes reach the end of the encounter duration with zero failures.

Failure Condition

The heroes gain no Victories and the can't complete the action if they accumulate 2 or more failures during the encounter duration.

Running Encounters

Once you've built a combat encounter, it's time to run it! Here's a few tips to help you run fun and dynamic encounters:

- The monster stat blocks in *Draw Steel* are designed to be run as they're written. Most of the time if you take the actions and maneuvers in a creature's stat block, they'll be effective.
- If a non-minion creature doesn't have a maneuver in their stat block, remember that they can take the Grab, Hide, and Knockback maneuvers just like the heroes can!
- Keep creatures moving! The heroes will move in response to the monsters moving. If you want a dynamic combat, move your creatures to take advantage of flanking, get out of range of the heroes, and to attack vulnerable targets.
- Spread the damage around. If you've got an encounter with a lot of creatures, it's tempting to focus fire on a single hero. This can be a good tactical move, but it's not always fun for the players. Many heroes have triggered actions they get to use when they take damage, so spreading the damage around is giving them a chance to do a cool thing off turn.
- You can modify creature Stamina as you see fit. Do you really want that foe to live for one more turn? Give them a little extra Stamina! Is combat starting to drag? Look at that, every creature you control now has just 1 Stamina remaining.
- You can also utilize reinforcements. It can be tough to manage a lot of creatures at once on a battlefield, but bringing in new waves of creatures allows you to have a

lot of different stat blocks in an encounter without getting overwhelmed by trying to run all of them at once. Reinforcements can also make an encounter that seems like a cakewalk suddenly much more deadly and raise the stakes!
- You can end combat with a dramatic finish, which lets the heroes get in on the narrative fun, or an event ending.
- If the heroes decide to flee, you can have them escape in a montage test or simply describe them running away to live to fight another day—whatever you think will be the most fun for the players after a defeat.

LAST-STAND STAMINA

For players who like to always duke it out to the bitter end rather than ending combat early, you can use this optional rule to help bring things to a quicker conclusion. When it's clear that the heroes are going to win a battle, their enemies are overcome with fear, despair, and panic. In this weakened state, each enemy's Stamina drops to 1, and each minion has a damage threshold of 1. The heroes can then make short work of any remaining foes, getting the satisfaction of total annihilation via dice rolls.

RESKINNING MONSTERS

Even with a book chock full of monsters, you're likely to wish you had stat blocks for a specific kind of creature that isn't in this book (or another supplement we or a third party puts out). You might need snake people, fish people, or a fifty-story-tall crab. The good news is that you can modify all of the stat blocks in this book to make new creatures with a little work! Here's some tips for reskinning monsters for you:

- You can change any creature's description and still use the numbers in their stat block and create something new. If you want a weretiger instead of a werewolf, odds are just describing the werewolf as a tiger-humanoid hybrid and changing the word "wolf" with "tiger" everywhere it appears will get you what you need without changing much of anything else. If you find the existing creature that is closest to what you want, your job is a lot easier.
- Adding or removing the Climb or Swim keyword to a stat block and giving a creature the ability to breathe underwater doesn't change their level or challenge. You can do these things freely to create new climbing and aquatic variants of different stat blocks. Turn those demonic gnolls into rampaging fishfolk!
- You can swap damage types, immunities, and weaknesses easily. You can make the elemental crux of fire into a crux of acid by changing all the fire damage in the stat block to acid damage.
- The stat blocks in the Animals and Rivals sections are meant to be modified and have rules for creating new animal and humanoid stat blocks. You can use these to create nearly anything that falls into either of those categories (including many fantasy animals).

RETAINERS

A retainer is a type of follower who fights alongside the heroes. A retainer can gain levels just as heroes do, so their battlefield contributions remain relevant as the heroes advance.

Retainers have stat blocks similar to monsters. This book provides more than a dozen retainers. In addition, these rules allow you to create your own retainer using nearly any monster as a base creature. Some retainers, like the human warrior or the time raider mind healer, are members of playable ancestries; others, like the minotaur gorer, are more monstrous in nature.

A retainer is a follower of a specific hero. This hero is called the retainer's mentor, and the hero's player controls that retainer in battle. Each player can control only one retainer at once. If a hero acquires more than one retainer, all but one are considered to be waiting at the party's stronghold or at the periphery of battle, not contributing meaningfully to its outcome.

SIDEKICKS, NOT STARS

Retainers are useful allies, but the heroes are the stars of the show! Retainers are there to pitch in and to make the heroes look good.

Retainers are simpler to run than heroes. They have fewer abilities and fewer resources to manage. Usually, a retainer makes about one power roll per turn and then gets out of the way. But while a retainer's turn is quick, it can be tactically interesting! Often, besides dealing damage, a retainer's abilities allow their mentors to do interesting things on their turn.

GAINING RETAINERS

In many cases, heroes gain retainers as they acquire character features. For instance, a hero might gain a retainer from a title, a complication, or a similar game element. When a player gains Renown, they may be able to choose a retainer as a new follower.

At other times, the events of the story may dictate that a retainer joins the party. When the heroes rescue a prisoner or befriend a former rival, the Director may decide that the NPC joins the party, becoming a retainer of one of the characters.

Gaining a retainer is always at the Director's discretion. If a rules element grants a specific retainer, the Director can always substitute another that works better for their campaign.

RETAINERS LEAVING THE PARTY

A retainer doesn't always travel with the party; when they're not called on to adventure, they can remain behind at the party's stronghold or otherwise live their own lives. Even when they're not present, they're still considered to be a retainer of the party.

But there might be cases when a retainer does permanently leave. Retainers aren't invulnerable—they can be killed in battle. Retainers can leave under less extreme circumstances as well. If the events of an adventure set a retainer against their former mentor, or if the retainer's story naturally comes to an end, the party and the Director can decide that it's time for the retainer to ride off into the sunset. The players may meet their former adventuring buddy again, perhaps as a friendly NPC or even as a foe!

Retainers in Combat

There are some special rules to keep in mind while using a retainer in combat.

Part of the mentor's turn. The retainer takes their turn as part of their mentor's turn. For the purposes of (EoT) effects or other rules elements that depend on the start or end of a creature's turn, the start of the mentor's turn is considered to be the start of the retainer's turn and the end of the mentor's turn is considered to be the end of the retainer's turn.

If a hero can't act on their turn (for instance they are unconscious), their player can still control their retainer.

Retainer Action Economy. On their turn, the retainer can take only a move action and an action, a move action and a maneuver, or two move actions.

Recoveries. A retainer has 6 Recoveries.

Surges. When a retainer gains surges, they go to their mentor's surge pool, which the retainer shares. The retainer spends surges the same way a hero can, but the extra damage granted to them by surges is equal to their mentor's highest characteristic score.

Retainer Advancement

Some monsters have the Retainer type next to their level and role: for instance a goblin guide is a level 1 harrier retainer. These retainers can gain levels alongside the party. A lowly level 1 goblin guide can advance up to level 10, provided they adventure with a heroic party for long enough!

A retainer doesn't gain Victories or XP. Instead, a retainer usually has the same level as their mentor. When a character acquires a retainer, the retainer levels up to their mentor's level. Thereafter, each time a mentor gains a level, all of their retainers attain the same level (whether they are currently accompanying the hero or not).

If a character somehow acquires a retainer with a level higher than their own, the retainer doesn't lose levels—but they don't gain any new levels until their mentor's level exceeds their own.

Advancement Features

A retainer monster has a stat block much like that of other monsters, which includes characteristics, a level, a role, one or more abilities including a signature action, and other standard monster features. This stat block represents the monster's statistics at their lowest level. The monster's statistics improve as they gain levels, as shown on the **Retainer Advancement** table.

Depending on a retainer's starting level, they may be able to gain more or fewer levels. A voiceless talker exile, which starts at level 6, can only gain four levels before reaching level 10! If the level listed in a monster's stat block is higher than 1, they don't gain advancement benefits for any levels up to and including their starting level; as a high level monster, similar bonuses are already baked into their statistics.

Retainer Advancement

Level	Advancement Feature	Stamina Increase	Signature Action Damage Increase (Tier 1)	Signature Action Damage Increase (Tier 2 and 3)
2	+1 to one characteristic	+10	+1	+1
3	+2 free strike damage	+10		+1
4	Level 4 retainer advancement ability or level 4 role advancement ability	+10	+1	+1
5	+1 to all characteristics	+10		+1
6	+2 free strike damage	+10	+1	+1
7	Level 7 retainer advancement ability or level 7 role advancement ability	+10		+1
8	+1 to one characteristic	+10	+1	+1
9	+2 free strike damage	+10		+1
10	Level 10 retainer advancement ability or level 10 role advancement ability	+10	+1	+1

Characteristic Increase: At level 2, a retainer gains a permanent +1 bonus to one of their characteristics. At level 5, they gain an additional +1 to all their characteristics, and at level 8 they gain an additional +1 to one characteristic.

Free Strike Damage: The damage from the retainer's free strikes increases by +2 at level 3, again at level 6, and again at level 9, to a maximum of +6.

Advancement Abilities: A retainer gains new abilities at levels 4, 7, and 10 (unless the retainer's starting level is that high or higher).

If a monster has the Retainer type, their stat block includes new retainer advancement abilities, specific to that monster, for each level on which they qualify for a new advancement ability.

Whenever a monster would gain a new advancement ability, instead of choosing the retainer ability in their stat block they can choose a role advancement ability that matches the monster's role and level. Advancement abilities for each role are given in the next section.

Stamina Increase: At each level, a retainer's Stamina increases by 10.

Signature Action Damage Increase: A retainer's signature action is unique in that it gets stronger as the retainer advances in level. Only their signature action improves in this way!

Each retainer's advancement chart includes two Signature Action Damage Increase columns: one for a tier 1 power roll and one for a tier 2 or 3 power roll. Whenever the retainer deals damage with their signature action, they deal extra damage equal to their total accrued damage bonuses for the appropriate tier.

Advancement Example: A level 4 hero convinces a goblin guide, a level 1 harrier retainer, to join the party. The goblin guide immediately gains 3 levels. At level 2, the guide adds +1 to their Agility. At level 3, the guide gains a +2 bonus to free strike damage. At level 4, the guide chooses between the level 4 goblin guide advancement ability, Weaving Knives, or the level 4 support advancement ability, Knock Back.

Additionally, having gained three levels, the guide's Stamina increase by 30, to a total of 60. The damage dealt by their Signature Action increases by +2 (if they get a tier 1 result) or +3 (if they get a tier 2 or 3 result).

Encounter Abilities

Some retainer abilities have the Encounter keyword. Once a retainer uses this ability, they can't use the same ability again until their mentor gains a Victory.

Custom Retainers

<The bestiary> includes many prebuilt retainers, but you can turn most monster stat blocks into retainers, provided they're not a minion, a leader, or a boss. The Director has final say over whether any monster can be selected as a retainer.

To build a custom retainer, follow the steps above. A custom retainer has no retainer-specific advancement abilities, so they must take the role advancement ability specific to their level and role.

Advancement Example: A level 4 hero trains a striped condor griffon, a level 2 brute, gaining them as a retainer. The griffon immediately gains 2 levels. Since the griffon started at level 2, they don't gain any level 2 benefits or advancement features. At level 3, the griffon gains a +2 bonus to free strike damage, their Stamina increases by 10 (from 80 to 90), and their Signature Action damage increases by 1 for tier 2 and 3 attacks. At level 4, the griffon gains the level 4 brute ability Big Windup, an extra 10 Stamina (from 90 to 100), and an extra +1 Signature Action damage bonus for all tiers, for a total Signature Action damage increase of 1 (for tier 1) and 2 (for tier 2 and 3).

Role Abilities

When a retainer reaches level 4, 7, or 10, they can choose to learn one of the following role abilities. A retainer only qualifies for the role ability that matches their role and level.

Some role abilities have the magic or psionic keyword. Depending on the nature of a monster, you can swap the Magic keyword for Psionic or vice versa, or remove it entirely if your monster achieves the same results through gadgetry or martial prowess.

Ambusher Abilities

Level 4 Role Advancement Ability

Go for the Jugular (Action, Encounter) - 2d10 + highest characteristic

Keywords Melee, Strike, Weapon

Distance Reach 1 **Target** One creature

✦ ≤11 **5 damage; M (weak) bleeding (save ends)**

★ 12–16 **9 damage; M (average) bleeding (save ends)**

✸ 17 **12 damage; M (strong) bleeding (save ends)**

Effect If the target is grabbed or the retainer had an edge on the power roll, the retainer gains two surges.

Level 7 Role Advancement Ability

Hamstring Slice (Action, Encounter) - 2d10 + highest characteristic

Keywords Melee, Ranged, Strike, Weapon

Distance Reach 1 or Ranged 5 **Target** One creature

✦ ≤11 **7 damage; M (weak) slowed (EoT)**

★ 12–16 **10 damage; M (average) slowed (save ends)**

✸ 17 **15 damage; M (strong) slowed and target can't use triggered actions (save ends)**

Effect The retainer and their mentor can move up to their speed.

Level 10 Role Advancement Ability

Hold 'Em Down (Action, Encounter) - 2d10 + highest characteristic

Keywords Melee, Ranged, Strike, Weapon

Distance Reach 1 or Ranged 5 **Target** One creature

✦ ≤11 **11 damage; if the target is size 1 or smaller, they are M (weak) grabbed**

★ 12–16 **16 damage; if the target is size 1 or smaller, they are M (average) grabbed**

✸ 17 **21 damage; if the target is size 1 or smaller, they are M (strong) grabbed**

Effect The retainer gains two surges when a creature attacks the grabbed target.

Artillery Abilities

Level 4 Role Advancement Ability

Supporting Volley (Triggered Action)
Keywords –
Distance Ranged 5 **Target** One creature
Trigger The retainer's mentor makes an attack against the target.
Effect The retainer makes a ranged free strike against the target.

Level 7 Role Advancement Ability

Line 'Em Up (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Ranged, Weapon
Distance 10 x 1 line within 1 **Target** All enemies
✦ ≤11 **7 damage; M (weak) prone**
★ 12–16 **11 damage; M (average) prone**
✸ 17 **16 damage; M (strong) prone**

Level 10 Role Advancement Ability

Ricochet Shot (Action, Encounter) - 2d10 + highest characteristic
Keywords Strike, Ranged, Weapon
Distance Ranged 5 **Target** One creature or object
✦ ≤11 **9 damage**
★ 12–16 **14 damage**
✸ 17 **19 damage**
Effect The retainer can also target a second creature or object within 5 squares of the target and with line of effect to the target. The retainer doesn't need line of effect to the second target but must be aware of their location.

Brute Abilities

Level 4 Role Advancement Ability

Big Windup (Maneuver)
Keywords –
Distance Self Target Self
Effect Until the next turn, attacks against the retainer gain an edge. At the beginning of the retainer's next turn, they gain two surges, and their forced movement abilities used that turn move a creature 2 extra squares.

Level 7 Role Advancement Ability

Overhand Swat (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature
✦ ≤11 **8 damage**
★ 12–16 **13 damage; push 2**
✸ 17 **16 damage; push 3; M (strong) prone**
Effect If a target ends their forced movement in a square adjacent to the retainer's mentor, the mentor can make a melee free strike against the target.

Level 10 Role Advancement Ability

Dizzying Sweep (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Melee, Weapon
Distance 1 burst **Target** All creatures
✦ ≤11 **10 damage; push 1**
★ 12–16 **14 damage; push 2**
✸ 17 **20 damage; push 4**
Effect The retainer is dazed until the end of their next turn.

Controller Abilities

Level 4 Role Advancement Ability

Fire Blast (Action, Encounter) - 2d10 + highest characteristic
Keywords Area
Distance 3 cube within 10 **Target** All creatures
✦ ≤11 **4 damage; push 2**
★ 12–16 **6 damage; push 3**
✸ 17 **10 damage; push 5**
Effect When the retainer chooses this ability, they can choose one of the following damage types: acid, cold, lightning, poison, sonic, weapon. The ability deals this damage instead.

Level 7 Role Advancement Ability

Oil Slick (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance 3 cube within 10 **Target** All enemies
✦ ≤11 **5 poison damage; M (weak) prone**
★ 12–16 **8 poison damage; M (average) prone**
✸ 17 **11 poison damage; M (strong) prone**
Effect The area becomes difficult terrain for every creature except the retainer's mentor. While in the area, a creature gains fire vulnerability 5, and if a creature ends their turn with 0 speed remaining while in the area they fall prone.

Level 10 Role Advancement Ability

Shattering Shards (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Ranged 10 **Target** One M or smaller object
✦ ≤11 **7 damage**
★ 12–16 **11 damage**
✸ 17 **16 damage**
Effect The area within 2 squares of the object becomes difficult terrain. Each enemy in the area takes the same damage that the object took.

Defender Abilities

Level 4 Role Advancement Ability

Watch Out! (Triggered Action, Encounter)
Keywords –
Distance Melee 1 **Target** 1 creature
Trigger The retainer's mentor is targeted with a melee attack.
Effect The retainer pushes the attacker or the mentor up to 2 squares. If the push moves the mentor out of range of the attack, the attack has no effect.

Level 7 Role Advancement Ability

It's Me You Want! (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 2 creatures
✦ ≤11 **7 damage; taunted (EoT)**
★ 12–16 **11 damage; taunted (save ends)**
✸ 17 **16 damage; taunted (save ends)**

Level 10 Role Advancement Ability

Last Stand (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Melee, Weapon
Distance Melee 1 **Target** 1 enemy
✦ ≤11 **8 damage**
★ 12–16 **13 damage**
✸ 17 **17 damage**
Effect The retainer and their mentor each gain 10 Temporary Stamina. Each winded ally within 2 of the retainer can spend a Recovery.

Harrier Abilities

Level 4 Role Advancement Ability

Knock Back (Action, Encounter) - 2d10 + highest characteristic
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** 1 enemy
✦ ≤11 **5 damage; push 1**
★ 12–16 **9 damage; push 2**
✸ 17 **12 damage; push 4**

Level 7 Role Advancement Ability

Meet You There (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature
✦ ≤11 **7 damage**
★ 12–16 **10 damage**
✸ 17 **15 damage**
Effect Before or after the attack, the retainer and their mentor can shift up to their speed.

Level 10 Role Advancement Ability

Nab and Stab (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Melee, Weapon
Distance 1 burst **Target** All creatures
✦ ≤11 **11 damage; M (weak) grabbed**
★ 12–16 **16 damage; M (average) grabbed**
✸ 17 **21 damage; M (strong) grabbed**
Effect After the attack, the retainer can shift 2 while carrying a grabbed creature their size or smaller.

Hexer Abilities

Level 4 Role Advancement Ability

Backfire Curse (Action, Encounter) - 2d10 + highest characteristic
Keywords Magic, Strike, Range
Distance Ranged 10 **Target** 1 enemy
✦ ≤11 **2 corruption damage; cursed (EoT)**
★ 12–16 **5 corruption damage; cursed (EoT)**
✸ 17 **7 corruption damage; cursed (EoT)**
Effect While cursed, when the target makes an attack that targets one creature, the retainer can use a free triggered action to choose a second target within the attack's range.

Level 7 Role Advancement Ability

Take Root (Action, Encounter) - 2d10 + highest characteristic
Keywords Attack, Magic
Distance Ranged 10 **Target** 1 creature
✦ ≤11 **5 damage; M (weak) slowed (save ends)**
★ 12–16 **9 damage; M (average) slowed (save ends)**
✸ 17 **12 damage; M (strong) slowed (save ends)**
Effect While slowed, if a target ends their turn without moving on that turn, they are restrained (save ends) instead of slowed (save ends).

Level 10 Role Advancement Ability

Mazed (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic
Distance ranged 10 **Target** 1 creature
✦ ≤11 **7 damage; M (weak) mazed**
★ 12–16 **11 damage; M (average) mazed**
✸ 17 **16 damage; M (strong) mazed**
Effect While mazed, the target is dazed. Also, at the end of the target's turn, the retainer can cause the target to move up to their speed in a straight line in a direction of the retainer's choice. This movement ends before the target enters damaging or difficult terrain. This is not forced movement.

Mount Abilities

Level 4 Role Advancement Ability

Cavalry Charge (Action, Encounter) - 2d10 + highest characteristic
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** 1 enemy
✦ ≤11 **6 damage**
★ 12–16 **8 damage**
✸ 17 **11 damage**
Effect If this ability is used as part of the Charge action, the mount's rider can make a melee free strike as a free triggered action.

Level 7 Role Advancement Ability

Giddyup! (Move, Encounter)
Keywords -
Distance Self **Target** Self
Effect The mount shifts twice their speed. They can jump as part of this movement.

Level 10 Role Advancement Ability

Rearing Trample (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Melee, Weapon
Distance 1 burst **Target** All enemies
✦ ≤11 **10 damage; M (weak) prone**
★ 12–16 **15 damage; M (average) prone**
✸ 17 **21 damage; M (strong) prone**
Effect If a creature is knocked prone by the ability or is already prone, the attack deals 5 damage.

Support Abilities

Level 4 Role Advancement Ability

Battlefield Medic (Maneuver)

Keywords –

Distance Melee 1 **Target** Self or ally

Effect The target spends a Recovery and gains a shield until the start of the retainer's next turn.

Level 7 Role Advancement Ability

Focus Fire (Action, Encounter) - 2d10 + highest characteristic

Keywords Range, Strike, Weapon

Distance Ranged 5 **Target** One creature

✦ ≤11 **9 damage**

★ 12–16 **13 damage**

✸ 17 **18 damage**

Effect Give an ally within range 2 surges.

Level 10 Role Advancement Ability

Back from the Dead (Action, Encounter)

Keywords Melee

Distance Melee 1 **Target** One ally

Effect If a target has 0 or less Stamina or has died due to Stamina loss since the end of the retainer's last turn, the target is alive with 1 Stamina and can spend a Recovery.

Ajax the Invincible

He has taken the land like history's great conquerors before him. Humble human beginnings have led way to a master tactician leading a massive army in control of countless priceless treasures and no one to stand in his way.

Through Merit and Might

Ajax the Invincible has earned his title. He graduated top of his class at Capital's military academy, and then immediately launched into a campaign across his country. At his side was his advisor Mortum, a nefarious wizard who guided Ajax in the footsteps of the Caelian Empire's conquests before them.

Together, Ajax and Mortum went on to subjugate and enlist hamlet after town after city after territory with little standing in their way. When they successfully returned the Chrysopolis to the sky, and their accomplishments literally rose above the country, no one could ignore their might any longer.

Treasures Abound

Ajax lays claims to many powerful treasures, both gifted to him in exchange for sanctuary and taken with by his own hands. The Mantle of the Phoenix Queen, a harness that conjures the wings of a phoenix. Uthgryl, the Negotiator, Blade of the Gol King, a sword so sharp that it could cleave a person's willpower in two. The Hand of Kukai, a gauntlet plated in jade that harbors powerful, forbidden magic.

His arsenal is vast and strategically picked to round out his strength. There are few situations he isn't prepared to handle.

Soul Chain

Ajax has conquered many foes, but it's not enough to kill those he considers threats. It sends a stronger message to the people when a detractor joins his ranks.

Among his most powerful treasures is the soul chain, a magical artifact that binds souls to his own and allows Ajax to call upon their knowledge and power. With the soul chain at his command, he has nearly limitless access to some of the most powerful forces in Vasloria and beyond.

Ajax does not wield the soul chain flippantly. He informs his opponents of his rules of engagement upfront, and among those rules, he informs them that they will be bound by the chain upon defeat. He considers it a mercy; a final opportunity to stand down before they are brought to heel.

The Iron Saint

While some of his forces may refer to Ajax as the Iron Saint, this version of him hasn't taken up the title yet. Ajax the Invincible will continue to amass followers, treasures, and titles until he can ascend to his rightful status as a saint. It's up to the heroes to make sure this will never come to pass.

Ajax's Languages

Ajax speaks Caelian.

Ajax the Leader

Ajax is a master tactician. It would stand to reason that Ajax can enter battle leading an army instead of facing the heroes solo.

Future adventures may feature different iterations and stat blocks for Ajax. For now, you can convert Ajax the Invincible into a Level 10 Leader with the following adjustments.

- Change his encounter value to EV 48
- Change his Stamina to 260
- Remove the **Ajax Turns** trait
- Remove all maneuvers
- Add the following maneuver: **Strike Them Down**, two allies within 10 squares of Ajax move up to their speed and use a signature action.
- Adjust **I'm Not Done Yet.** so Ajax dies at -130 Stamina instead of -300.

Ajax's Malice — **Malice Features**

At the start of Ajax's turn, you can spend malice to activate one of the following features.

Reason ◆ 2 Malice

Ajax attempts to instill doubt into a creature within line of effect through logic and reason. The creature and Ajax make an opposed **Reason test**. If Ajax wins, he chooses to gain either an additional action during this turn or a triggered action during the round. Ajax can't use this feature against the same target until the end of the encounter.

Nexus Jewel ◆ 5 Malice

Until the end of the round, Ajax chooses one of the following environments he has previously visited to overlay on top of the encounter map, temporarily merging multiple realities.

Swamp The ground is considered difficult terrain for enemies. A creature is restrained (save ends) if they start and end their turn in the same space.

Volcanic Canyon The air is stiflingly hot. An enemy takes 5 fire damage for each square they enter.

35,000 Feet Above the Ground The winds whip and bluster. Each creature that cannot fly has their stability reduced by 3 and forced movement effects targeting them increase by 3 squares.

Draw Steel (Action) ◆ 7 Malice

Keywords Area, Magic, Ranged, Weapon

Distance Four 3 cubes within 10 **Target** All enemies and objects

Effect Each target makes a **test** with their best characteristic.

✸ **≤11** **20 damage; bleeding and slowed (save ends)**

★ **12–16** **16 damage; bleeding (save ends)**

✦ **17** **10 damage**

Effect Ajax raises his blade of the Gol King above his head as four giant blades emerge from the ground. Each target is moved into unoccupied squares adjacent to the affected areas. Each blade blocks line of effect and can be dismissed by Ajax as a free action.

You Work for Me Now ◆ 10 Malice

Ajax binds the soul of a dead or unconscious enemy within line of effect into his service. An apparition of the enemy rises under the Director's control at half their maximum Stamina. The effect ends when they are reduced to 0 Stamina.

Ajax the Invincible — Level 10 Solo

Human, Humanoid — EV 120

Stamina 650
Speed 7 (fly, hover) — **Size** 1L / **Stability** 2
Free Strike 10

Might +5 **Agility +4** **Reason +5** **Intuition +5** **Presence +4**

Ajax

Ajax Turns Ajax takes up to three turns each round. He can't take turns consecutively. Additionally, Ajax can use three triggered actions in a round while he isn't dazed.

End Effect At the end of his turn, Ajax can take 20 damage to end up to two save ends effects affecting him. This damage can't be reduced in any way.

Tactical Stance

At the start of each round of combat, Ajax chooses a new stance from one of the following options and enables its benefits.

Vanguard Ajax has damage immunity 5. Enemies have a double bane on power rolls that include Ajax as a target.

Mastermind Ajax can either shift 2 or cause one creature within line of effect to slide 2 before using an ability, ignoring stability.

Insurgent Ajax automatically has a 17 on each of his power rolls. He can still roll to see if he gets a crit.

Blade of the Gol King (Action) ◆ 2d10 + 5 ◆ Signature

Keywords Charge, Magic, Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ **≤11** 15 damage; M<4 target loses 1d3 recoveries
★ **12–16** 21 damage; M<5 target loses 1d3 recoveries
✸ **17** 25 damage; M<6 prone, target loses 1d3 recoveries

Effect Ajax can shift 2 between striking each target.

1+ Malice Ajax strikes one additional target for each malice spent.

Decree by the Jade Hand (Action) ◆ 2d10 + 5

Keywords Area, Magic, Ranged
Distance 3 cube within 10 — **Target** All enemies and objects

✦ **≤11** 10 holy damage; slide 2; P<4 hexed (save ends)
★ **12–16** 16 holy damage; slide 5; P<5 hexed (save ends)
✸ **17** 20 holy damage; slide 8; P<6 hexed (save ends)

Effect A target hexed by this ability glows green and their heroic abilities have their cost increased by 2 until the condition ends.

3 Malice The potency of this ability increases by 1. The affected area becomes a 3 square deep hole and is considered difficult terrain. Each flying target is M<5 knocked prone.

Bead of Hell (Maneuver) ◆ 2 Malice

Keywords Area, Magic, Ranged
Distance 5 cube within 20 — **Target** Special

Effect Ajax throws a glowing bead into the area. It ignites at the start of Ajax's next turn, dealing 20 fire damage and A<5 dazed (save ends) to each enemy in the cube. An enemy who starts their turn in an affected square takes 10 fire damage.

Divine Vine (Maneuver) ◆ 2d10 + 5

Keywords Magic, Ranged, Weapon
Distance Ranged 5 — **Target** 1 creature or object

✦ **≤11** No effect
★ **12–16** Grabbed
✸ **17** 10 damage; grabbed

Effect Upon grabbing the target, Ajax can choose to shift 5 or pull the target adjacent to him. The divine vine stays attached to a grabbed target until a creature strikes the vine, the target escapes the grab, or Ajax releases the grab as a free action.

Special This ability can be replaced with the features of a different treasure Ajax has acquired.

Shieldbreaker Talisman (Triggered Action)

Keywords Magic
Distance Melee 5 — **Target** Triggering creature
Trigger An enemy within distance uses a damage reducing ability.
Effect Ajax makes a free strike against the target, dealing additional damage equal to twice the amount that was reduced. The damage can't be reduced.

Is This What They Taught You? (Triggered Action)

Keywords —
Distance Ranged 10 — **Target** Triggering creature
Trigger A creature within distance marks Ajax.
Effect The target is also marked. Ajax has an edge on power rolls against the target. Whenever the target activates a triggered action using the mark, Ajax makes a free strike against them.

Your Obsession with Me Betrays You (Triggered Action)

Keywords Magic
Distance Ranged 10 — **Target** Triggering creature
Trigger Ajax causes a creature to gain rage or wrath.
Effect The target I<4 uses a signature action against a creature of Ajax's choice.

You Would Flounder Your Assault? (Triggered Action) ◆ 2 Malice

Keywords Magic
Distance Ranged 10 — **Target** Self
Trigger A creature within distance regains Stamina.
Effect Ajax regains the same amount of Stamina.

Who's Hesitating? (Triggered Action)

Keywords —
Distance Self — **Target** Self
Trigger A creature uses Hesitation is Weakness.
Effect Ajax shifts up to his speed and makes a free strike that inflicts R<4 weakened (EoT).

I'm Not Done Yet.

Ajax dies only when his Stamina reaches -325. While his Stamina is below 0, Ajax is bleeding, he can choose any two Tactical Stances each round, and the Director gains 2 more malice per round.

Phoenix Wing King (Villain Action 1) ◆ 2d10 + 5

Keywords Area, Magic, Melee, Weapon
Distance 5 burst — **Target** All enemies in the burst

✦ **≤11** 10 fire damage; A<4 weakened (save ends)
★ **12–16** 16 fire damage; A<5 weakened (save ends)
✸ **17** 20 fire damage; A<6 weakened (save ends)

Effect Ajax flies and cuts through each target at high speed and then appears in an unoccupied square within distance.

Their Power Is My Own (Villain Action 2)

Keywords —
Distance 3 burst — **Target** All enemies in the burst

Effect Ajax uses the soul of a shadow elf eclipse to remove each target's surges. Ajax ignores edges and additional effects of each target's damaging abilities until the end of the round.

Special This villain action can be replaced with a villain action from a creature an enemy has previously encountered.

Awe of the Iron Crown (Villain Action 3)

Keywords Area, Magic, Ranged
Distance 7 burst — **Target** All enemies and objects

Effect Each target is I<5 knocked prone and can't stand until Ajax deals damage to them. For each target that wasn't knocked prone, Ajax moves up to his speed and uses Blade of the Gol King against them.

Angulotls

If you see one, try surrendering! Because you're already surrounded.

-Pinna, Hedge Mage

Found in freshwater swamps, rivers, and rainforests, angulotls (anggwaLAHtulls) are diminutive, brightly colored amphibious humanoids. Rather than defending their settlements and breeding grounds against hostile creatures, these poisonous frog folk prefer to establish their homes in places that are nigh-impossible for other humanoids to find, such as underwater caves and other enclosed spaces only accessible by water. They are happy to hide and watch a gaggle of noisy adventurers stumble past the entrance to an angulotl clutch without realizing it. Though angulotls prefer to avoid combat, when they're threatened or pressed, they turn deadly.

Deadly Toxins

Angulotls are poisonous creatures, which suits their preference to avoid aggression—they don't need to be! The contact toxin secreted by their skin gives them an edge in close combat; they also distill this toxin into more potent forms for coating blades and tipping darts.

Indicator Species

Angulotl physiology is delicately balanced, and it doesn't take much to upset it. While toxins don't kill them, they are still affected by pollutants in their waters. Ongoing contamination of their environment can corrupt angulotls, making them aggressive, confused, and angry. Most pollution-corrupted angulotls eventually attack any creature who crosses their path—even other angulotls! Runoff from magical experimentation seems to affect them the most … and sometimes gives them strange abilities.

Moisture Dependent

Angulotls breathe through their skin, but they need to stay damp or they suffocate. They often avoid travel in very dry areas, and they prefer not to stray far from a source of freshwater … unless it's raining.

Clawfish

Known as q'ukutxal (*kooOOKootshaal*) to angulotls, the clawfish resembles a moray eel with eight reptilian legs. These small beasts can slither through grass and clamber up trees nearly as well as they glide through river currents. Angulotls train them not only to pull rafts, but to cleverly fight by choking or electrocuting foes.

Angulotl Languages

Most angulotls speak Filliaric.

Wet

Angulotls make use of a unique condition called wet. While wet, angulotls don't provoke opportunity attacks by moving. Meanwhile, wet non-angulotls that end their turn with 0 speed remaining slip and fall prone. Several angulotl abilities inflict wet, but a creature can also become wet by entering a body of water.

Angulotl Malice	**Malice Features**
At the start of any angulotl's turn, you can spend malice to activate one of the following features.	
Leapfrog ◆ 3 Malice Until the end of the round, when an angulotl moves through an ally's space, that ally can jump 3 squares as a free triggered action.	
Resonating Croak ◆ 5 Malice Each angulotl puffs out their throat and starts loudly droning. All non-angulotls adjacent to an angulotl must make an **Intuition test**. ✦ **≤11** **5 sonic damage; slowed (EoT)** ★ **12–16** **4 sonic damage** ✸ **17+** **No effect**	
Rainfall ◆ 7 Malice An angulotl calls clouds to cover the battlemap and rain until the end of the round. All creatures and objects that are exposed to the sky are wet for the rest of the encounter.	

Clawfish — Level 1 Minion Brute

Angulotl, Animal — EV 6 for eight minions

Stamina 5 — **Immunity** lightning 3, poison 2
Speed 5 (swim, climb) — **Size** 1S / **Stability** 0
With Captain Edge on strikes — **Free Strike** 2

Might 0 **Agility +2** **Reason −3** **Intuition −2** **Presence +1**

Hookclaw (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage; grabbed**

Effect A grabbed target takes 2 lightning damage at the start of each of their turns.

Shocking
The clawfish deals 2 lightning damage to each wet enemy within 2 at the start of each of the clawfish's turns.

Angulotl Cleaver — Level 1 Minion Ambusher

Angulotl, Humanoid — EV 6 for eight minions

Stamina 4 — **Immunity** poison 2
Speed 6 (swim, climb) — **Size** 1S / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might 0 **Agility +2** **Reason 0** **Intuition +1** **Presence 0**

Hop & Chop (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage**

Effect The cleaver jumps 4 squares before or after attacking.

Toxiferous
When an adjacent enemy grabs or uses a melee ability against the cleaver, they take 2 poison damage.

Angulotl Dart — Level 1 Minion Artillery

Angulotl, Humanoid — EV 6 for eight minions

Stamina 3 — **Immunity** poison 2
Speed 5 (swim, climb) — **Size** 1S / **Stability** 0
With Captain Ranged distance +4 — **Free Strike** 2

Might 0 **Agility +2** **Reason +1** **Intuition 0** **Presence 0**

Poison Dart (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 8 **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **4 poison damage**
✸ 17 **5 poison damage**

Effect This ability has an edge on targets that don't have full Stamina.

Toxiferous
When an adjacent enemy grabs or uses a melee ability against the dart, they take 2 poison damage.

Angulotl Pollywog — Level 1 Minion Harrier

Angulotl — EV 6 for eight minions

Stamina 4 — **Immunity** poison 2
Speed 6 (swim, climb) — **Size** 1S / **Stability** 0
With Captain Speed +2 — **Free Strike** 1

Might 0 **Agility +2** **Reason −2** **Intuition −2** **Presence 0**

Nip (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 poison damage; shift 1**
✸ 17 **3 poison damage; shift 3**

Quick Snack
An angulotl that can reach the pollywog can eat them as a maneuver, regaining 4 Stamina and becoming wet (EoT) (see Wet)

Angulotl Needler — Level 1 Band Artillery

Angulotl, Humanoid — EV 3

Stamina 10 — **Immunity** poison 2
Speed 5 (swim, climb) — **Size** 1S / **Stability** 0
Free Strike 2

Might 0 **Agility +2** **Reason +1** **Intuition 0** **Presence –1**

Blowgun (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** 1 creature or object

✦ ≤11 **4 poison damage**
★ 12–16 **6 poison damage**
✸ 17 **7 poison damage**

2 Malice **M<2** weakened (save ends). The target takes 2 poison damage at the start of each of their turns while they are weakened by this ability.

Camoufroge (Maneuver) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self (while Hiding)
Effect The needler isn't revealed after using their next action.

Toxiferous
When an adjacent enemy grabs or uses a melee ability against the needler, they take 3 poison damage.

Angulotl Slink — Level 1 Band Ambusher

Angulotl, Humanoid — EV 3

Stamina 15 — **Immunity** poison 2
Speed 7 (swim, climb) — **Size** 1S / **Stability** 0
Free Strike 2

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Tonguelash (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Attack, Melee, Weapon
Distance Melee 6 — **Target** 1 creature or object

✦ ≤11 **4 damage; pull 2**
★ 12–16 **6 damage; pull 4**
✸ 17 **7 damage; pull 6**

Effect The target is wet (save ends) (see Wet). Allies targeted by this ability take no damage and are pulled 6, ignoring stability.

Hop To It (Free Maneuver) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Effect The slink jumps 3 squares. If the slink lands in cover or concealment, they can immediately Hide.

Toxiferous
When an adjacent enemy grabs or uses a melee ability against the slink, they take 3 poison damage.

Adhesive
The slink excretes residue into their square at the end of each of their turns. A non-angulotl creature or object that enters or leaves the square must use a maneuver to withstand the adhesive or be restrained (EoT).

Angulotl Wave — Level 1 Band Controller

Angulotl, Humanoid — EV 3

Stamina 10 — **Immunity** poison 2
Speed 5 (swim, climb) — **Size** 1S / **Stability** 0
Free Strike 1

Might 0 **Agility 0** **Reason 0** **Intuition +2** **Presence +2**

Refulgent Beams (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 8 — **Target** 2 creatures or objects

✸ ≤11 **3 holy damage**
★ 12–16 **4 holy damage; R<1 illuminated (save ends)**
✦ 17 **5 holy damage; R<2 illuminated (save ends)**

Effect Illuminated creatures and objects can't Hide or turn invisible, and strikes made against them have an edge until the condition ends.

Noxious Bubble (Action) ◆ 3 Malice
Keywords Area, Magic, Ranged
Distance 3 Cube of unoccupied space within 10 — **Target** Special
Effect A bubble of toxic gas fills the area that lasts until the end of the encounter. If a creature or object touches the bubble, it bursts and each enemy within 3 makes a **Might test.**

✸ ≤11 **5 poison damage; wet and weakened (save ends)**
★ 12–16 **4 poison damage; wet (EoT)**
✦ 17 **Wet (EoT) (see Wet)**

Toxiferous
When an adjacent enemy grabs or uses a melee ability against the wave, they take 2 poison damage.

Angulotl Daybringer — Level 1 Leader

Angulotl, Humanoid — EV 12

Stamina 80 — **Immunity** poison 3
Speed 5 (swim, climb) — **Size** 1M / **Stability** 1
Free Strike 4

Might +3 **Agility +2** **Reason 0** **Intuition +2** **Presence 0**

Acid Grasp (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects
✦ ≤11 **7 acid damage; A<1 dazed (save ends)**
★ 12–16 **10 acid damage; A<2 dazed (save ends)**
✸ 17 **13 acid damage; A<3 dazed (save ends)**
Effect The next time the target strikes the daybringer, they immediately take 4 acid damage.
1 Malice The daybringer jumps 3 squares before or after using this ability.

Sun Lamp (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The daybringer expands their throat to resemble the sun until the start of their next turn. Each non-minion angulotl who starts their turn within 10 of the daybringer gains 5 temporary Stamina and has their Speed increased by 3 until the end of their turn.

Tongue Slap (Triggered Action)
Keywords —
Distance Melee 5 — **Target** 1 creature
Trigger The target targets the daybringer or an ally with a strike that isn't a critical hit.
Effect The daybringer reduces the power roll result by 1 tier.
2 Malice Pull 4.

Moisturizing End Effect
The daybringer either takes 5 damage or removes the wet effect from an adjacent creature and ends one save ends effect affecting them at the end of their turn.

New Dawn (Villain Action 1)
Keywords —
Distance Ranged 10 — **Target** Special
Effect Ten **angulotl pollywogs** escape the daybringer's back and waddle into unoccupied squares within distance.

Plague of Frogs (Villain Action 2)
Keywords —
Distance Self and 8 burst — **Target** Self and all allies in the burst
Effect Each target jumps 4 and makes a free strike.

It Is Day (Villain Action 3)
Keywords —
Distance Special — **Target** Special
Effect The encounter map dries up and becomes illuminated. Each wet enemy has the wet condition end and takes 6 acid damage. All angulotls have a double edge on their next attack.

Toxiferous
When an adjacent enemy grabs or uses a melee ability against the daybringer, they take 3 poison damage.

RETAINER

Angulotl Hopper — Level 1 Harrier Retainer

Angulotl, Humanoid — EV 13

Stamina 30 — **Immunity** poison 2
Speed 6 (swim, climb) — **Size** 1S / **Stability** 0
Free Strike 2

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Leapfrog (Action) ◆ 2d10 + Highest Characteristic ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **3 damage**
★ 12–16 **5 damage**
✸ 17 **7 damage**
Effect Before or after attacking, the hopper jumps two squares, or four squares if they jump over their mentor's space.

Toxiferous
When an adjacent enemy grabs or uses a melee ability against the hopper, they take 3 poison damage.

Level 4 Retainer Advancement Ability

Leaping Attack (Action, Encounter) - 2d10 + highest characteristic
Keywords Attack, Melee, Weapon
Distance Reach 1 — **Target** 1 creature or object
✦ ≤11 **5 damage; M (weak) prone**
★ 12–16 **9 damage; M (average) prone**
✸ 17 **12 damage; M (strong) prone**
Effect The hopper can jump in a straight line up to their speed before the attack without provoking opportunity attacks. If they jump at least 2 squares this way, they gain a surge.

Level 7 Retainer Advancement Ability

Three-Poison Dart (Action, Encounter) - 2d10 + highest characteristic
Keywords Attack, Range, Weapon
Distance Range 5 — **Target** 1 creature
✦ ≤11 **5 damage; M (weak) weakened (save ends)**
★ 12–16 **9 damage; M (average) slowed and weakened (save ends)**
✸ 17 **12 damage; M (strong) dazed, slowed, and weakened (save ends)**

Level 10 Retainer Advancement Ability

Trip of the Tongue (Triggered Action, Encounter)
Keywords -
Distance 5 — **Target** 1 creature
Trigger A creature moves to a square within range.
Effect The target is M (medium) prone. If they are knocked prone, their movement ends and until they stand up the next attack on them gains 2 surges.

Animals

The natural denizens of every world. Beasties ferocious, atrocious, and precocious roam the land between and among civilizations. Whether they graze or hunt, stay solitary, in packs, or in swarms, fight danger or fly from it, their goal is to live on.

Beware! Most animals are not monsters, but are often twisted by magic and malice to *become* monsters. A hero wouldn't mercilessly kill a pack of hungry wolves—they slay rot magic dire wolves created by vampires. When drawing steel, know what lies ahead of the heroes and handle the situation justly.

Animal Traits

You can adjust the animal stat blocks to more closely model the animal's most identifiable traits. You can freely spend up to 4 points on traits to add to a stat block. Each point you spend after 4 increases the EV of the stat block by 2. Unless otherwise specified, you can only buy a trait once.

Mobility Traits

Burrowing (Costs 2 Points)

The animal's movement has the burrow keyword.

+1 Point The animal can burrow through stone and creates a tunnel of their size while burrowing.

Typically used by Ants, Groundhogs, Mohlers

Climbing (Costs 1 Point)

The animal's movement has the climb keyword.

Typically used by Jaguars, Monkeys

Flight (Costs 2 Points)

The animal's movement has the fly keyword and their stability decreases by 2 (to a minimum of 0).

+1 Point Their movement also has the hover keyword.

Typically used by Birds, Bees

Leaping (Costs 2 Points)

On their turn, the animal can high or long jump up to half their speed in addition to their movement.

Typically used by Frogs, Rabbits

Slinking (Costs 1 Point)

The animal can use their move action to shift 3, even while prone.

Typically used by Snakes, Vermin

Swiftness (Costs 1 Point) (Can be bought 2 times)

The animal's speed increases by 2 and they ignore difficult terrain.

Typically used by Wolves, Tigers

Swimming (Costs 1 Point)

The animal's movement has the swim keyword.

Typically used by Fish, Penguins

Defensive Traits

Camouflage (Costs 1 Point)

The animal can hide even while observed. The animal automatically hides at the end of their turn while no enemy has line of effect to them.

Typically used by Chameleons, Foxes, Tigers

Fearsome (Costs 2 Points)

As a maneuver, the animal makes an imposing display. Each enemy within 2 of the animal **I<1** shifts 3 squares away.

Typically used by Aardvarks, Lions, Peacocks

Pachyderm (Costs 1 Point) (Can be bought 2 times)

The animal starts combat with 10 temporary Stamina.

Typically used by Bears, Elephants, Rhinoceroses

Pack (Costs 1 Point)

The animal can't be flanked or frightened while adjacent to an ally.

Typically used by Hyenas, Sheep, Wolves

Plated (Costs 1 Point)

The animal imposes a bane on incoming melee strikes and their stability increases by 2.

Typically used by Beetles, Crabs, Turtles

Slippery (Costs 1 Point)

The animal ignores opportunity attacks and has an edge on escaping grabs.

Typically used by Eels, Lizards

Spiny (Costs 1 Point)

When an adjacent enemy grabs or uses a melee ability against the animal, they take 3 damage.

Typically used by Porcupines, Urchins

Stench (Costs 2 Points)

At the start of the animal's turn, each enemy adjacent to the animal **M<1** shifts 1 square away.

Typically used by Skunks, Oxen, Wolverines

Unrelenting (Costs 2 Points)

Once per combat, when the animal is reduced to 0 Stamina, they can either survive with 1 Stamina or immediately move up to their speed and make a free strike before dying.

Typically used by Boars, Bears

Withdraw (Costs 2 Points)

When the animal takes damage, they can use a triggered action to reduce all incoming damage by half until the start of their next turn.

Typically used by Armadillos, Turtles

LOTS OF OPTIONS!
When using animal traits, focus on including just one mobility trait and either an offensive or defensive trait to get the idea across. Many animal traits emerge naturally through gameplay and don't need to be on the stat block, like a cat taking no fall damage.

OFFENSIVE TRAITS

CHARGER (COSTS 1 POINT)

The animal's signature action has the charge keyword. They have an edge on the ability while charging.

Typically used by Boars, Rhinoceroses, Swordfish

FRENZY (COSTS 1 POINT)

The animal has an edge on strikes against bleeding and winded creatures.

Typically used by Blood Bats, Piranhas, Sharks

GRAPPLER (COSTS 1 POINT)

The animal's signature action inflicts **A<1** grabbed.

+1 Point An enemy has a bane to escape the animal's grab.

Typically used by Apes, Octopuses, Snakes

HUNTER (COSTS 1 POINT)

The animal ignores concealment.

Typically used by Eagles, Rats, Wolves

MULTILIMB (COSTS 2 POINTS) (CAN BE BOUGHT 2 TIMES)

The animal can target an additional creature or object whenever they make a free strike, grab, or use knockback.

Typically used by Monkeys, Octopuses, Quadrakangas

PROJECTILE (COSTS 2 POINTS)

The animal's signature action gains the Ranged keyword, adds Ranged 10 to the distance, and the damage type of ranged strikes can become either acid or cold damage.

Typically used by Archer Fish, Snakes

POUNCER (COSTS 1 POINT)

As a maneuver, the animal jumps 3 squares. If they land on an enemy their size or smaller, that enemy is knocked prone and the animal makes a free strike against them.

Typically used by Foxes, Wild Cats

POWER (COSTS 1 POINT)

The forced movement of the animal's abilities increase by 2.

Typically used by Bears, Bulls, Lions

REACH (COSTS 1 POINT) (CAN BE BOUGHT 2 TIMES)

The distance of the animal's signature action increases by 2, and the damage type can become sonic damage.

Typically used by Frogs, Giraffes, Pistol Shrimp

VENOM (COSTS 1 POINT)

The animal's signature action deals an additional 2 poison damage and inflicts **M<1** weakened (save ends).

Typically used by Platypuses, Snakes, Wasps

WEB (COSTS 2 POINTS)

The animal gains the following ability.

Web (Maneuver)
Keywords Area, Weapon
Distance 3 cube within 1 **Target** All creatures in the cube
✦ ≤11 **A<0 restrained (save ends)**
★ 12–16 **A<1 restrained (save ends)**
✸ 17+ **A<2 restrained (save ends)**
Distance The affected area is considered difficult terrain for enemies.

Typically used by Pelagic Snails, Spiders

SUPERNATURAL TRAITS

DEATH FUMES (COSTS 10 POINTS)

When the animal takes damage, each creature adjacent to the animal **M<1** takes half their current Stamina in damage.

Typically used by Death Snails

ELEMENTAL (COSTS 2 POINTS)

The animal has an affinity for one of the following damage types: acid, cold, corruption, fire, lightning, poison. The animal has affinity immunity 3 and the damage type of their strikes becomes affinity damage.

Typically used by Fire Salamanders, Ice Bats

GELATINOUS (COSTS 2 POINTS)

The animal can move through spaces as if they were size-1T. When the animal takes damage, they can use a triggered action to separate into 2 animals, splitting their current Stamina in half between them. The animals have the same statistics as the original.

Typically used by Cats, Terrorjellies

HYPNOSIS (COSTS 2 POINTS)

As a maneuver, the animal targets an enemy within 5 to be **R<1** dazed (save ends) with their gaze or their roar.

Typically used by Angler Fish, Tigers, Snakes

IMPOSER (COSTS 2 POINTS)

The animal's size increases by 1 (to a minimum of size-2) and their stability increases by 2. The animal's strikes deal an additional 3 damage.

Typically used by Dire Animals, Terror Lizards

INCORPOREAL (COSTS 2 POINTS)

The animal can move through solid matter and imposes a bane on incoming strikes. If the animal ends their turn inside solid matter, they are shunted out into the space they originally entered.

Typically used by Barn Owls, Tiger Wraith

TRANSLATION (COSTS 2 POINTS)

The animal's movement has the teleport keyword.

+1 Point Their movement also has the hover keyword.

Typically used by Quantum Spiders, Thrazzes

Animal Notation

When the rules call for an animal stat block, they'll use a shorthand for building the animal quickly.

For example, a **Dire Wolf** (Predator B: Swiftness, Pack, Hunter) is calling for the Predator B stat block that uses the traits Swiftness, Pack, and Hunter. The traits are listed in category order.

Example Animals

The following table provides several animals that can be built with the stat blocks using animal traits.

Animal	Environment	Stat Block	Animal Traits	EV	Description
Rot Bat	Caves, Desolate Battlefields	Animal	Flight, Hunter, Elemental: corruption	14	A large, mangy bat with a skin-peeling bite and a terrible scream.
Thrazz	Timescape	Animal	Grappler, Hunter, Translation	12	A hexocular, hexapod canine with no fur and no fear.
Wild Horse	Grasslands, Canyons	Big Animal A	Swiftness ×2, Charger	12	A grazing equine with a remarkable top speed and powerful charge.
Quadrakanga	Timescape	Big Animal A	Leaping, Multilimb, Pouncer	14	A highly aggressive four-armed kangaroo with a punch that can pierce steel.
Rhinoceros	Grasslands, Deserts	Big Animal B	Plated, Charger, Power	16	A horn-nosed ungulate with a plated hide and poor eyesight.
Cass-o-war	Canyons, Jungles	Big Animal B	Swiftness, Fearsome, Reach	16	A long-limbed sprinting bird with a colorful collar of waddles and a whip-like tail.
Bear	Forests, Arctic	Predator A	Climbing, Pachyderm, Unrelenting	12	An imposing dog-like mammal with loose, thick skin and a huge appetite.
Titan Beetle	Caves, Jungles	Predator A	Flight, Plated, Multilimb	14	A hardy beetle that can stand on their hind legs, giving the appearance of an armored warrior.
Dire Wolf	Forests, Swamps	Predator B	Swiftness, Pack, Hunter	16	A massive wolf covered in rot and rigid fur.
Wode Toad	The Deep Wode	Predator B	Leaping, Grappler, Reach ×2	18	A giant hairy toad with clawed limbs and two tongues, one on both ends.
Piranha School	Rivers, Swamps	Swarm	Swimming, Spiny, Frenzy	12	An aggressive family of fanged fish that leave no remnants of their prey behind.
Slag Mite Swarm	Desolate Battlefields	Swarm	Burrowing, Venom	12	A family of silver bugs with excruciatingly painful mandibles for feeding on iron and copper with.

PREPARE YOUR STAT BLOCKS AHEAD OF TIME

The stat blocks in this section can be used on their own. Adding animal traits to the stat block may change their values and slow down play while you flip back and forth to read this section. We suggest building out your animals ahead of reaching the table.

ANIMAL — LEVEL 1 TROOP HARRIER

Animal — EV 12

Stamina 60
Speed 6 — **Size** 1M / **Stability** 0
Free Strike 4

Might +0 **Agility +2** **Reason -2** **Intuition +1** **Presence -2**

Natural Weapon (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ **≤11** **6 damage**
★ **12–16** **9 damage**
✸ **17** **12 damage**

Effect The animal can shift 2 between striking the first and second target.

Rush (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The animal moves up to their speed.

Nature Calls
The animal ignores 1 bane on their abilities while in an encounter outside or in a natural environment.

BIG ANIMAL A — LEVEL 1 TROOP MOUNT

Animal — EV 12

Stamina 60
Speed 6 — **Size** 2 / **Stability** 1
Free Strike 4

Might +1 **Agility +2** **Reason -2** **Intuition +1** **Presence -2**

Natural Weapon (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ **≤11** **6 damage**
★ **12–16** **9 damage; A<1 3 damage**
✸ **17** **12 damage; A<2 3 damage**

Toss (Maneuver)
Keywords —
Distance Melee 1 — **Target** 1 creature or object
Effect Vertical slide 3. If the target is an ally, they can make a free strike and then fall without taking damage.

Juke (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger The animal is targeted by an area ability.
Effect The animal shifts 2 before the ability activates.

Nature Calls
The beast ignores 1 bane on their abilities while in an encounter outside or in a natural environment.

BIG ANIMAL B — LEVEL 2 TROOP MOUNT

Animal — EV 16

Stamina 80
Speed 6 — **Size** 3 / **Stability** 3
Free Strike 5

Might +2 **Agility +1** **Reason -1** **Intuition +1** **Presence +0**

Natural Weapon (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **7 damage**
★ 12–16 **10 damage; push 1**
✸ 17 **13 damage; push 2**

Trundle (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The beast moves up to their speed. The beast can make a free strike on each creature that makes an opportunity attack against them during this movement.

Animal Rally (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger An ally within line of effect is knocked prone.
Effect The beast moves up to their speed. If they end their turn adjacent to the triggering ally, they can pick the ally up and allow them to climb on top of the beast.

Beast of Burden
Two of the beast's size 1 allies can occupy the same space while riding the beast.

Nature Calls
The beast ignores 1 bane on their abilities while in an encounter outside or in a natural environment.

Swarm — Level 1 Troop Hexer

Animal, Swarm — EV 16

Stamina 40
Speed 5 — **Size** 2 / **Stability** 1
Free Strike 4

Might -2 **Agility +1** **Reason -3** **Intuition +2** **Presence -3**

Flurry (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects
✦ **≤11** **6 damage**
★ **12–16** **9 damage; pull 1**
✸ **17** **12 damage; pull 2**
Effect The target can be pulled into the swarm without inflicting damage.

Impede (Maneuver)
Keywords —
Distance 1 aura — **Target** Special
Effect The swarm forces themselves in the way of their foes. The affected area is considered difficult terrain for enemies until the start of the swarm's next turn.

Swarm
The swarm can move through squares as if they were size-1M, and can occupy other creatures' spaces. At the start of the swarm's turn, they can make a free strike against each creature they share a square with.

Nature Calls
The swarm ignores 1 bane on their abilities while in an encounter outside or in a natural environment.

Predator A — Level 1 Troop Brute

Animal — EV 16

Stamina 80
Speed 5 — **Size** 2 / **Stability** 0
Free Strike 5

Might +1 **Agility +2** **Reason -2** **Intuition +1** **Presence +1**

Natural Weapon (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects
✦ **≤11** **7 damage**
★ **12–16** **10 damage; M<1 prone**
✸ **17** **13 damage; M<2 prone**

Ready to Strike (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The predator assesses their environment or lets loose a battle cry and gives themself an edge on their next strike.

Quick Strike (Triggered Action)
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Triggering creature or object
Trigger A creature or object comes within distance.
Effect The predator makes a free strike against the target. The predator deals an additional 3 damage if they were hidden from the target.

Nature Calls
The predator ignores 1 bane on their abilities while in an encounter outside or in a natural environment.

Predator B — Level 2 Troop Brute

Animal — EV 16

Stamina 100
Speed 5 — **Size** 3 / **Stability** 2
Free Strike 5

Might +2 **Agility +1** **Reason -1** **Intuition +1** **Presence +0**

Natural Weapon (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **7 damage**
★ 12–16 **11 damage; push 1; M<1 prone**
✸ 17 **14 damage; push 2; M<2 prone**

Wild Swing (Action) ◆ 2d10 + 2
Keywords Area, Melee, Weapon
Distance 1 burst — **Target** All enemies and objects
✦ ≤11 **3 damage**
★ 12–16 **6 damage**
✸ 17 **8 damage; A<2 bleeding (save ends)**
Effect The predator uses their weapons in a wanton flurry.

Swat (Triggered Action)
Keywords —
Distance Melee 1 — **Target** Triggering creature or object
Trigger The predator takes damage from a creature or object within distance.
Effect Push 5.

Trample
The predator can move through enemies and objects at normal speed. When the predator enters a creature's space for the first time on their turn, the creature takes 3 damage.

Nature Calls
The predator ignores 1 bane on their abilities while in an encounter outside or in a natural environment.

Ankheg

Pebbles dance as the ground quivers. A spray of rock and earth shatters the afternoon's peace, and an ankheg blooms from the earth. Their mandibles drip sizzling acid as a talon impales their next meal: sometimes a fat sheep, other times a shepherd.

An ankheg is a chitinous, burrowing monstrosity larger than a horse. Their hooked claws and serrated mandibles are fearsome weapons, but even more dangerous is the stream of caustic spittle they use to dissolve their prey.

Pastoral Pest

Although ankhegs can be found anywhere, they are a particular plague in settled lands. Ankhegs hunt alone, lurking a few feet below roadways and pastures. When their sensitive antennae detect movement above, they burst from the earth, dragging living prey into their tunnels to be devoured. These hit-and-run tactics make ankhegs virtually impossible to eradicate—unless they have the bad luck to ambush a party of well-armed adventurers. Many communities pay a handsome bounty for a slain ankheg.

Terror of the Thaw

Ankhegs are a year-round menace in the warmest lands. In temperate places, ankhegs hibernate during the winter, granting farmers a season of peace … but this respite is paid for on the first thaw of spring, when every ankheg awakens ravenous on the same day and bursts from the ground to feed.

Ankheg Malice	**Malice Features**
At the start of an ankheg's turn, you can spend malice to activate one of the following features.	

Burning Maw ◆ 3 Malice

The ankheg dribbles acid over their mandibles. Their next strike deals 6 acid damage until the end of their turn.

Geyser ◆ 5 Malice

The ankheg tunnels underneath the encounter map cause a sudden influx of hot gas to burst from a 2-square-by-2-square area on the ground. Each enemy in an affected square must make an **Agility test**.

✸	**≤11**	**3 damage; vertical push 5; prone**
★	**12–16**	**3 damage; vertical push 2**
✦	**17+**	**The target shifts to the nearest unoccupied space outside the area.**

Earth Sink ◆ 10 Malice

The area of the encounter map slowly sinks into the ground. Each creature who starts their turn on the ground and can't burrow must spend 1 extra square of movement to leave their starting position, or 2 squares if they start their turn prone or restrained. A creature who starts and ends their turn in the same space and can't burrow is restrained by the ground (save ends).

ANKHEG — LEVEL 1 SOLO

Ankheg, Beast — EV 30

Stamina 200
Speed 5 (burrow) — **Size** 2 / **Stability** 2
Free Strike 5

Might +3 **Agility +1** **Reason −3** **Intuition +1** **Presence −4**

Solo Monster

Solo Turns The ankheg takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the ankheg can take one action and one maneuver per turn.

End Effect At the end of their turn, the ankheg can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Soft Underbelly

A prone creature gains an edge on melee strikes against the ankheg instead of taking a bane.

Bite (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** One creature or object

✦ **≤11** 9 damage
★ **12–16** 13 damage; grabbed
✸ **17+** 16 damage; grabbed

Effect A size 1 target grabbed this way takes 3 acid damage at the start of each of their turns.

Claws (Action) ◆ 2d10 + 3

Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** Two creatures or objects

✦ **≤11** 8 damage; A<1 grabbed
★ **12–16** 11 damage; A<2 grabbed
✸ **17+** 14 damage; A<3 grabbed

2 Malice The ankheg can vertical slide each target up to 5 squares.

Spitfire (Action) ◆ 2d10 + 3

Keywords Area, Ranged, Weapon
Distance 1 cube within 5 — **Target** One creature or object

✦ **≤11** 5 acid damage
★ **12–16** 8 acid damage
✸ **17+** 11 acid damage

Effect The affected area is covered in burning acid. An enemy who enters an affected square for the first time on their turn or starts their turn there takes 2 acid damage.

Earth Eruption (Action) ◆ 2d10 + 2 ◆ 3 Malice

Keywords Area, Melee
Distance 4 burst — **Target** Each enemy in the burst

Effect The ankheg burrows up to their speed, then creates the burst when they breach the surface.

✦ **≤11** 4 damage
★ **12–16** 6 damage
✸ **17+** 7 damage; push 2

Dust Cloud (Maneuver)

Keywords Area
Distance 1 burst — **Target** Special

Effect The ankheg kicks up dust into the affected area that blocks line of effect for enemies. The ankheg then shifts or burrows up to their speed.

Skitter (Triggered Action)

Keywords —
Distance Self — **Target** Self
Trigger A creature damages the ankheg
Effect The ankheg shifts up to 3 squares.

Earthwalk

Difficult terrain composed of earth or loose rock doesn't cost the ankheg extra movement.

Tunneler

When the ankheg burrows, they create a size 2 tunnel. The tunnel remains stable for one day, then collapses.

Acid Spew (Villain Action 1) ◆ 2d10 + 3

Keywords Area, Weapon
Distance 10 x 1 line within 1 — **Target** Each creature in the line

✦ **≤11** 5 acid damage
★ **12–16** 8 acid damage
✸ **17+** 11 acid damage

Effect The ground within the affected area is covered in a puddle of acid. A creature who enters an affected square for the first time on their turn or starts their turn there takes 2 acid damage.

Sinkhole (Villain Action 2)

Keywords —
Distance Self — **Target** Self

Effect The ankheg shifts up to their speed by burrowing. If the ankheg ends this move underground and within 2 squares of a creature on the surface, the ankheg uses Bite against the creature.

Acid and Claws (Villain Action 3) ◆ 2d10 + 3

Keywords Area, Melee, Weapon
Distance 2 burst — **Target** Each creature in the burst

✦ **≤11** 5 acid damage; M<1 bleeding (save ends)
★ **12–16** 8 acid damage; M<2 bleeding (save ends)
✸ **17+** 11 acid damage; M<3 bleeding (save ends)

Ashen Hoarder

Grave robbing is dangerous business, but necromancers need bodies for their experiments. To procure supplies and stay out of danger, these mages build ashen hoarders—hulking constructs made of magically reinforced humanoid bones.

Appendages and Spikes

Ashen hoarders sport four long legs made from compact columns of bone, allowing them to move quickly and avoid creatures who might try to hinder the construct's grim work. Articulated arms with attached tools and weapons aid the hoarder in digging up corpses and fighting enemies.

When an ashen hoarder obtains a corpse, the construct impales it on one of the many sharp bones protruding from their back. These spikes secure the corpses and charge them with necrotic energy, ensuring the cargo is ready for experimentation when it arrives at the necromancer's door.

Weaponized Bodies

These automatons are equipped to protect their cargo. If enemies corner an ashen hoarder, the construct can use the energy stored within their corpses to reanimate them as deadly mines, detonating the remains with explosive corruptive energy. Once the threat is dead, the ashen hoarder can retrieve the enemies' remains and recollect the pieces of their original load.

Soul Shackle

Ashen hoarders require a vast amount of necromantic energy to create but also to power continuously. Along with an entire ossuary worth of bones to construct its body, powering it requires a soul. The soul is partially bound into an object known as a Soul Shackle, usually a ring or an amulet, and is used to command the construct. It's an agonizing process for the victim and freeing them is no easy task. Destroying the Soul Shackle is enough to send an ashen hoarder into an indiscriminate unshackled rage, as it can feel part of its soul shredded into oblivion. It will kill any living creature it can before collapsing in on itself. Freeing the soul trapped inside requires a long-term project and the assistance of a powerful holy figure.

Ashen Hoarder Malice	**Malice Features**
At the start of an ashen hoarder's turn, you can spend malice to activate one of the following features.	

Relentless Strikes ◆ 3 Malice

The ashen hoarder moves up to its speed and makes a free strike against two targets.

Blade Wall ◆ 5 Malice

The ashen hoarder unearths a 10 wall of bones and blades into unoccupied squares within 5. Each segment of the wall has 5 Stamina. An enemy that enters a square adjacent to a wall segment or starts their turn in one takes 4 damage.

Bone Storm ◆ 7 Malice

The ashen hoarder launches several bone lances into the air, raining them down on enemies and impaling those unlucky enough to be on the receiving end. Each enemy within 20 of the ashen hoarder must make an **Agility test.**

✸	**≤11**	**14 damage; restrained and bleeding (save ends)**
★	**12–16**	**11 damage; bleeding (EoT)**
✦	**17+**	**6 damage**

Ashen Hoarder — Level 4 Solo

Construct, Undead — EV 60

Stamina 350 — **Weakness** Holy 5
Speed 8 (burrow) — **Size** 3 / **Stability** 3
Free Strike 6

Might +4 **Agility -2** **Reason -2** **Intuition +0** **Presence -5**

Solo Monster

Solo Turns The ashen hoarder takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the ashen hoarder can take one action and one maneuver per turn.

End Effect At the end of their turn, the ashen hoarder can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Claw and Blade (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ **≤11** 10 damage; one target **M<2** bleeding (save ends); other target **A<2** grabbed
★ **12–16** 15 damage; one target **M<3** bleeding (save ends); other target **A<3** grabbed
✸ **17** 18 damage; **M<4** bleeding (save ends); **A<4** grabbed

Effect The ashen hoarder can have up to two Size 1 creatures grabbed at the same time.

Corpse Bomb (Action) ◆ 2d10 + 4

Keywords Area, Ranged
Distance 4 cube within 20 — **Target** All enemies in the cube

✦ **≤11** 4 damage; **A<2** weakened (save ends)
★ **12–16** 8 damage; **A<3** weakened (save ends)
✸ **17** 11 damage; **A<4** weakened (save ends)

3 Malice The ashen hoarder targets a second 4 cube within distance.

2 Malice An enemy weakened by a Corpse Bomb is also slowed (save ends)

Impale (Action) ◆ 2d10 + 4 ◆ 3 Malice

Keywords Area, Melee, Weapon
Distance 4 x 1 line within 1 — **Target** All creatures in the line

✦ **≤11** 6 corruption damage; **M<2** impaled (save ends)
★ **12–16** 11 corruption damage; **M<3** impaled (save ends)
✸ **17** 14 corruption damage; **M<4** impaled (save ends)

Effect An impaled creature is restrained and bleeding until the condition ends. Each impaled creature moves whenever the ashen hoarder moves. The ashen hoarder can have no more than 3 creatures impaled with this ability at a time.

2 Malice A creature impaled by this ability can be used with the Armor of Corpses ability instead of paying Malice.

Bone Dozer (Maneuver)

Keywords —
Distance Self — **Target** Self

Effect The ashen hoarder moves up to twice their speed in a straight line. Each creature and object in the ashen hoarder's way is either moved into the nearest unoccupied square to the side or **M<3** is pushed forward until the end of the ashen hoarder's movement. A target that is force moved into an obstacle is dazed (save ends).

Armor of Corpses (Triggered Action) ◆ 2 Malice

Keywords —
Distance Self — **Target** Self

Trigger The ashen hoarder takes damage.

Effect The ashen hoarder halves the incoming damage. If an impaled creature was used in place of spending Malice on this ability, the impaled creature takes the other half of the damage.

Unshackled Rage

The ashen hoarder is commanded by whoever holds its Soul Shackle. A Soul Shackle is a size 1T object with 5 Stamina.

If the Soul Shackle is destroyed, the ashen hoarder flies into an unshackled rage. While raging, the ashen hoarder has a double edge on their abilities, damage Immunity 5, ignores all commands, and is hostile to all living creatures within line of effect. At the start of each of their turns, the ashen hoarder takes 10 damage that can't be reduced.

Bladed Body

Whenever an enemy makes physical contact with the ashen hoarder or uses a melee ability against the ashen hoarder, they take 3 damage.

Soul Singularity

When the Ashen Hoarder is reduced to 0 Stamina it explodes in a swirling singularity of bone shards and soul energy. Each creature within 5 takes **M<3** 11 corruption damage. If a creature is killed by this explosion, their soul is sucked into the vortex and is lost somewhere on the plane of the dead. They cannot be resurrected until their soul is recovered.

Skeletal Eruption (Villain Action 1) ◆ 2d10 + 4

Keywords Area, Melee, Weapon
Distance 8 x 3 line within 1 — **Target** All creatures in the line

✦ **≤11** 6 damage, vertical push 2 straight upward
★ **12–16** 11 damage, vertical push 3 straight upward
✸ **17** 14 damage, vertical push 4 straight upward

Effect Each target that would normally fall prone is instead restrained (save ends).

Mobile Mine Field (Villain Action 2)

Keywords —
Distance 10 cube within 20 — **Target** Special

Effect The Ashen Hoarder sprays out a rain of zombie mines brimming with necrotic energy. Six size 1M zombie mines appear in unoccupied squares within distance. An enemy that moves into a square adjacent to a zombie mine or starts their turn there causes the zombie mine to explode, dealing 4 corruption damage to each creature adjacent to the mine. A zombie explosion can trigger other zombie mines adjacent to it to also explode. At the start of each of the ashen hoarders's turns, each zombie mine can be moved 2 squares.

Ossuary Assault (Villain Action 3)

Keywords Melee, Strike, Weapon
Distance Self — **Target** Self

Effect The Ashen Hoarder moves up to their speed and makes a Claw and Blade attack with a double edge against a single target. On a tier-3 result, the ashen hoarder then uses Impale without spending malice.

Basilisks

They're great guard dogs. You just gotta raise 'em from eggs. No, no. Don't look her in the eye. She turned the tax collector to stone the other day when he tried to pet her. She's just a big softie, really.

Stone Cold Looks

With eight legs, a scaled rough hide, and razor-sharp teeth coated in poison, the basilisk is a deadly threat—even aside from their petrifying eye beams. This dreadful creature can fell the mightiest of foes with a look, turning them into immobilized stone statues. Horrifyingly, the basilisk's petrified prey remain aware of their fate and surroundings, trapping them in an unending nightmare.

Raising Young

Basilisks typically live in mated pairs and raise small clutches of younglings from the comforts of damp caves. Adults prefer to subsist on berries, fish, fowl, and carrion, resorting to eating their petrified victims only when starving. On the other hand, basilisk younglings can only eat petrified victims, and families of basilisk have been known to travel far from their nest to populated areas in search of prey for their babies.

Dangerous Servitors

Crime lords and overminds seek basilisk eggs to raise and train as bodyguards and pets. Training is dangerous, and many handlers (and their unscrupulous colleagues) find themselves turned to stone as the basilisk escapes and runs amok.

Some creatures keep basilisks not for their terrifying abilities, but for their immunity to petrification. Medusas, largely due to their own limited options for companionship, commonly keep basilisks as pets. Both parties benefit from this symbiotic relationship, as the medusa feeds their own victims to the basilisk and their younglings.

Alchemical Properties

Alchemists have discovered that after a basilisk eats petrified flesh, the basilisk's gullet produces an oil that can be used to restore a petrified victim. Unsavory alchemists pay good money to those willing to steal a basilisk youngling from their nest.

Alchemical Ingredients

After a basilisk dies, a creature can make a medium Reason test on the basilisk's gullet. On a success, the creature creates 3 doses of salve. One dose of salve can be applied to a petrified creature as an action, and 1 minute after the salve is applied, the petrified condition ends for that creature.

On a success with a consequence, you produce 1 dose of salve but cannot extract more from the spent gullet without completing a Find A Cure project. On a failure with a consequence, you can only rely on completing a Find A Cure project to extract enough salve from the gullet.

Basilisk Malice — **Malice Features**

At the start of a basilisk's turn, you can spend malice to activate one of the following features.

Stone Swim ◆ 3 Malice

A basilisk acting this turn adds the burrow keyword to their movement moves up to their speed. The basilisk can burrow into stone this way, including vertically. While burrowing, the basilisk has damage immunity 2.

Upchuck (Action) ◆ 5 Malice

Keywords Area, Ranged, Weapon

Distance 3 cube within 10 **Target** All enemies in the cube

✦	≤11	4 damage
★	12–16	4 damage; A<1 2 damage, prone
✸	17+	4 damage; A<2 5 damage, prone can't stand (save ends)

Effect A basilisk acting this turn spits out a chunk of a past petrified victim.

Walleye ◆ 7 Malice

A basilisk spews reflective spittle across an adjacent 3 × 3 segment of wall. Whenever the basilisk uses their petrifying eye beams ability targeting an affected square, the distance of the ability increases to include a 20 × 3 line within 1 of the wall.

Basilisk — Level 1 Troop Brute

Basilisk, Beast — EV 12

Stamina 80 — **Immunity** Poison 4
Speed 8 — **Size** 2 / **Stability** 2
Free Strike 5

Might +2 **Agility 0** **Reason −3** **Intuition −1** **Presence −1**

Noxious Bite (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ ≤11 **7 poison damage**
★ 12–16 **10 poison damage**
✸ 17 **13 poison damage**

Effect This ability has an edge against targets that the basilisk has previously dealt poison damage to.

Petrifying Eye Beams (Maneuver) ◆ 2d10 + 2
Keywords Area, Magic, Ranged
Distance 5 × 2 line within 1 — **Target** Special

✦ ≤11 **M<0 Restrained (save ends)**
★ 12–16 **M<1 Restrained (save ends)**
✸ 17 **Slowed (save ends) or M<2 Restrained (save ends)**

Effect The basilisk targets the first unobstructed creature in each column of the area. An already slowed target has -1 to resisting the potency. Each target magically begins to turn to stone. A creature restrained by this ability or a creature adjacent to them can use an action to cut the encroaching stone from their body, taking 8 damage which can't be reduced in any way and ending the effect.
A target that ends two consecutive turns restrained by this ability is petrified until they are cured (see Alchemical Ingredients).

Poison Fumes (Action) ◆ 2d10 + 2 ◆ 5 Malice
Keywords Area, Magic
Distance 3 cube within 1 — **Target** All creatures in the cube

✦ ≤11 **4 poison damage; M<0 weakened (save ends)**
★ 12–16 **6 poison damage; M<1 weakened and slowed (save ends)**
✸ 17 **9 poison damage; M<2 weakened and slowed (save ends)**

Lash Out (Triggered Action)
Keywords —
Trigger The basilisk takes melee damage.
Distance 1 burst — **Target** All enemies in the burst
Effect Each target takes 5 damage and is **A<2** bleeding (save ends).

Calcifying Presence
The area within 3 squares of the basilisk is considered difficult terrain for enemies.

Basilisk Tonguesnapper — Level 1 Troop Hexer

Basilisk, Beast — EV 12

Stamina 40 — **Immunity** Poison 2, Acid 2
Speed 8 — **Size** 2 / **Stability** 2
Free Strike 4

Might +1 **Agility +2** **Reason −3** **Intuition −1** **Presence −1**

Prehensile Tongue (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 1 creature or object

✦ ≤11 **8 acid damage; pull 1**
★ 12–16 **10 acid damage; pull 2**
✸ 17 **14 acid damage; pull 3**

Effect This ability can pull targets restrained by Petrifying Eye Beams, ignoring stability.
3 Malice The toungesnapper targets two additional creatures or objects.

Petrifying Eye Beams (Maneuver) ◆ 2d10 + 2
Keywords Area, Magic, Ranged
Distance 5 × 2 line within 1 — **Target** Special

✦ ≤11 **A<0 Restrained (save ends)**
★ 12–16 **A<1 Restrained (save ends)**
✸ 17 **Slowed (save ends) or A<2 Restrained (save ends)**

Effect The tonguesnapper targets the first unobstructed creature in each column of the area. An already slowed target has -1 to resisting the potency. Each target magically begins to turn to stone. A creature restrained by this ability or a creature adjacent to them can use an action to cut the encroaching stone from their body, taking 8 damage which can't be reduced in any way and ending the effect.
A target that ends two consecutive turns restrained by this ability is petrified until they are cured (see Alchemical Ingredients).

Wink (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Melee, Magic, Strike, Ranged
Distance Melee 1 or Ranged 10 — **Target** 1 creature

✦ ≤11 **8 corruption damage; R<0 dazed (save ends)**
★ 12–16 **10 corruption damage; R<1 dazed (save ends)**
✸ 17 **14 corruption damage; R<2 dazed and slowed (save ends)**

Effect A creature dazed by this ability can't benefit from edges or surges until the condition ends.

Neurotoxin Splash (Triggered Action)
Keywords —
Trigger The tonguesnapper takes melee damage.
Distance 2 burst — **Target** All enemies in the burst
Effect Each target takes 4 acid damage and is **M<2** slowed (save ends).

Petrifying Fumes
A creature that starts their turn adjacent to the tonguesnapper is **M<1** slowed (save ends).

Bredbeddle

In their true forms, bredbeddles are ogre-sized, headless giants. Forever searching for their missing heads, they are drawn to populous lands, where they decapitate passers-by and magically adopt their victims' forms.

Although bredbeddles have no traditional sensory organs of their own, they are keenly aware of their surroundings. Some lurk along dark country lanes in their monstrous true forms. Others walk disguised among crowds, dropping their facades only long enough to waylay a stranger and lop off their head.

Immortal Wanderers

Bredbeddles don't age, and if they are slain, their bodies reform a few days later. Long ago, bredbeddles were giants who stood high among the nobility of giant kind. But when they declared themselves rulers of all giant kind, their kin thwarted the coup and beheaded the bredbeddles. Now these fallen nobles search the world for their missing heads, each wielding the axe that decapitated them. Many claim their heads are kept for safekeeping in a fire giant's cellar to be returned after an indeterminate period of good behavior (which no bredbeddles has exhibited thus far).

Green with Frenzy

The longer a bredbeddle goes without a head, the more twisted and desperate their power grows. Their desire to be whole stretches out of their body in the form of shadowy dark-green ribbons, wrapping around and clinging to every surface they spill onto.

Travelers warn one another of roads rumored to be haunted by "wild green knights," often avoiding the routes for months. No journey is worth losing your head over.

Bredbeddle Languages

When a bredbeddle communicates, they usually use the languages that their head's previous owner knew or High Kuric. A bredbeddle that's taken multiple heads over their lifetime will most likely know Caelian as well.

Bredbeddle Malice	**Malice Features**
At the start of a bredbeddle's turn, you can spend malice to activate one of the following features.	
Engreen ◆ 3 Malice The bredbeddle's axe lengthens and turns a ghastly green, increasing the distance of the bredbeddle's melee strikes and the dimensions of their area abilities by 1 until the end of their turn.	
Shadow Stockade ◆ 5 Malice A ghostly size-1L stockade seeps out from under the bredbeddle's feet into an unoccupied square within 10 squares. When a size-1L or smaller enemy enters the stockade's square, they are restrained (save ends). When a restrained creature frees themself, the stockade fades away. At the start of each of the bredbeddle's subsequent turns, they can slide the stockade and any creature in it up to 3 squares.	
Green Phantom ◆ 7 Malice A phantom second bredbeddle phases into view, appearing in an unoccupied space anywhere on the encounter map, then vanishing at the end of the round. The phantom bredbeddle shares the original bredbeddle's statistics, has 24 stamina, corruption immunity 10, and can fly. The phantom bredbeddle can take one turn and use any of the bredbeddle's abilities except for villain actions. Only one phantom bredbeddle can be active during an encounter.	

BREDBEDDLE — LEVEL 3 SOLO

Bredbeddle, Giant — EV 50

Stamina 300
Speed 5 — **Size** 2 / **Stability** 4
Free Strike 6

Might +3 **Agility 0** **Reason −3** **Intuition +1** **Presence +2**

Solo Monster

Solo Turns The bredbeddle takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the bredbeddle can take one action and one maneuver per turn.

End Effect At the end of their turn, the bredbeddle can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Resilient Form

The bredbeddle can't be physically transformed in any way except by their Heady or Not trait.

Heady or Not

While headless, the bredbeddle can move into a space with a severed head and attach it to their neck as an action. Doing so physically transforms the bredbeddle, who takes on the size, weight, reach, and stability of the head's original owner. These effects last until the bredbeddle is killed or beheaded, or until the head falls off after 24 hours. A head that falls off this way can no longer be attached to the bredbeddle.

A creature must succeed on a **hard Might test** made as a maneuver to rip a head off the bredbeddle. If they fail, the bredbeddle makes a free strike against them.

Executioner's Swing (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Area, Melee, Weapon
Distance 2 burst — **Target** Each enemy in the burst

✦ **≤11** 2 damage; A<1 bleeding (save ends)
★ **12–16** 4 damage; A<2 bleeding (save ends)
✸ **17+** 5 damage; A<3 bleeding (save ends); M<2 dazed (save ends)

3 Malice The bredbeddle shifts up to 2 squares and can target additional enemies who come within distance of this ability during the move.

Lop (Action) ◆ 2d10 + 3 ◆ 3 Malice

Keywords Magic, Melee, Strike, Weapon
Distance Melee 2 — **Target** One creature

✦ **≤11** 9 damage; bleeding (save ends) or M<1 beheaded (see effect)
★ **12–16** 13 damage; bleeding (save ends) or M<2 beheaded (see effect)
✸ **17+** 16 damage; bleeding (save ends) or M<3 beheaded (see effect)

Effect A beheaded target has their head fall into an unoccupied square adjacent to the bredbeddle, but they remain alive. While beheaded, the target is bleeding and can't establish line of effect beyond 1 square. The beheaded target can survive without their head for 24 hours, and can reattach their head with a maneuver by entering its square. A target who remains beheaded for 24 hours dies.

Scramble (Maneuver)

Keywords —
Distance Self (while headless) — **Target** Self

Effect The bredbeddle shifts up to their speed, and can push each creature who comes within their reach during the movement 1 square. Each square the bredbeddle exits during the movement becomes difficult terrain.

Headway (Maneuver) ◆ 2d10 + 3 ◆ 5 Malice

Keywords Ranged, Strike, Weapon
Distance Ranged 20 — **Target** One creature or object

Effect The bredbeddle must have a head in their possession (attached to them or not), which they throw at the target. If the head was attached, the bredbeddle becomes headless.

✦ **≤11** 9 damage; M<1 dazed (save ends)
★ **12–16** 13 damage; prone; M<2 dazed (save ends)
✸ **17+** 16 damage; prone; M<3 dazed (save ends)

Envious Imitation (Triggered Action) ◆ 2 Malice

Keywords Magic
Distance Self — **Target** Self

Trigger A creature targets the bredbeddle with a ranged strike.

Effect The bredbeddle uses the same ability against the triggering creature, using that creature's bonus to any power rolls they have to make.

Turn Green (Villain Action 1) ◆ 2d10 + 3

Keywords Area, Magic
Distance 3 burst — **Target** Each enemy in the burst

✦ **≤11** P<1 The target turns green (save ends)
★ **12–16** P<2 The target turns green (save ends)
✸ **17+** P<3 The target turns green until the end of the encounter

Effect Green shadows crawl out from under the bredbeddle's feet and attempt to turn each target green. The bredbeddle has a double edge on attacks made against targets turned green until the condition ends.

Challenge (Villain Action 2)

Keywords —
Distance Ranged 5 — **Target** One enemy

Effect The bredbeddle points at the target and issues them a challenge. If the target refuses, they turn green until the end of the encounter (see Turn Green).

If the target accepts, the bredbeddle shifts to a space adjacent to the target, who must make a **hard Might test** with no additional modifiers. On success, the target can choose to deal 40 damage to the bredbeddle or remove the bredbeddle's head. On failure, the target is beheaded (see Lop).

Headlam Rampage (Villain Action 3) ◆ 2d10 + 3

Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** Four creatures

✦ **≤11** 6 damage; bleeding (save ends) or A<1 beheaded
★ **12–16** 7 damage; bleeding (save ends) or A<2 beheaded
✸ **17+** 8 damage; bleeding (save ends) or A<3 beheaded (see Lop)

Bugbears

They are *the Bu'gath* in the Kheltic tongue, or the bearers of the great fear. The modern bugbears come from early goblins who first stepped into the wode centuries ago. Fae magic twisted their bodies until they grew imposingly tall and hairy while removing all sound from their footsteps.

Many bugbears go on to become legendary hunters and mercenaries. Many more become reclusive and hide their whole lives in the shadows. A rare few dive into their magic potential and become living nightmares that haunt the wode.

Thrown Into The Fray

Bugbears seldom seek other civilizations for trade or allyship. They usually appear to defend their own homes or their neighbors' homes. This has given them a reputation of being covert, insurgent warriors, when in reality the bugbears fight to maintain their quiet solitude.

When bugbears are compelled to take action, they take to the high ground and use their powerful arms to throw anything they can down at the problem. This includes daggers, heavy iron balls, each other, and sometimes throwing the enemy *at* the enemy.

Goblin Bond

Bugbears value their shared origin with goblins and hobgoblins despite the three branching apart so dramatically. They prefer goblinoid in circles where humanoid is used and it provides a sense of common ground when cloistered bugbears come out of isolation. It's not uncommon to see bugbears work alongside groups of goblins or hobgoblins.

Bu'gathic Magic

Most bugbears have a minor level over their inherent magic, enabling them to perform a trick or two. Dedicated bugbear channelers have learned to evoke it as powerful shadow and rot magic. These shamans can reshape the appearance of the world around them and temporarily alter their foes as defensive tactics, providing ample warning to offenders that they are capable of far worse if they push onward. Bu'gathic magic also enables bugbears to hide their settlements behind shadowy veils within canyons and impenetrable swamplands.

Bugbear Languages

Most bugbears speak Caelian, Khelt, and Szetch.

Bugbear Malice	**Malice Features**
At the start of any bugbear's turn, you can spend malice to activate one of the following features.	
Goblin Malice Features ◆ X Malice The bugbear activates a malice feature available to goblins.	
Grab Iron Ball ◆ 3+ Malice For every 3 malice spent, one bugbear acting this turn grabs an iron ball. The iron ball can be thrown like a creature. A creature hit by the iron ball takes an additional 3 damage and is **M<1** slowed (save ends).	
Grab Javelin ◆ 5+ Malice For every 5 malice spent, one bugbear acting this turn grabs a javelin. The javelin can be thrown like a creature. A creature hit by the javelin takes an additional 7 damage and is **M<1** bleeding (save ends). While bleeding this way, an ally within 2 of the creature can use a free maneuver on their turn to pull the creature 2 squares.	
Show Them the Great Fear ◆ 10 Malice A bugbear infuses the battle map with bu'gathic magic. Until the end of the encounter, each bugbear and ally has their speed doubled, adds the Climb keyword to their speed, and inflicts **I<1** frightened (save ends) on their strikes. Each affected creature then moves up to their speed.	

Bugbear Channeler — Level 2 Troop Controller

Bugbear, Goblin, Humanoid, Fey — EV 16

Stamina 60
Speed 5 — **Size** 1L / **Stability** 0
Free Strike 5

Might +1 **Agility +1** **Reason +2** **Intuition +2** **Presence +2**

Shadow Drag (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Strike, Ranged
Distance Ranged 8 **Target** 2 creatures or objects on the ground
✦ ≤11 **7 damage; pull 2**
★ 12–16 **10 damage; pull 3**
✸ 17 **13 damage; pull 4**
Effect Each square that a target is pulled through becomes difficult terrain for enemies.

Blistering Element (Action) ◆ 2d10 + 2
Keywords Area, Magic
Distance 3 burst **Target** All enemies in the burst
✦ ≤11 **2 damage; M<0 bleeding (save ends)**
★ 12–16 **3 damage; M<1 bleeding (save ends)**
✸ 17 **4 damage; M<2 bleeding (save ends)**
Effect The channeler chooses one of the following damage types for the damage: acid, cold, corruption, fire, or poison.

Twist Shape (Action) ◆ 2d10 + 2 ◆ 5 Malice
Keywords Magic, Ranged
Distance Ranged 5 **Target** 1 creature
✦ ≤11 **5 corruption damage; P<0 slowed (save ends)**
★ 12–16 **8 corruption damage; P<1 shapechanged (save ends)**
✸ 17 **11 corruption damage; P<2 shapechanged (save ends)**
Effect A shapechanged creature has their limbs violently stretched and their skin becomes paper thin. They are slowed and have fire weakness 10 while they have this effect.

Throw (Maneuver)
Keywords Attack, Melee
Distance Melee 1 **Target** 1 creature or object grabbed by the channeler
Effect Vertical push 3. An ally target doesn't take damage from being force moved.

Catcher (Free Triggered Action)
Keywords —
Distance Melee 1 **Target** 1 size 1 creature or object
Trigger The target is force moved into a square adjacent to the channeler.
Effect The target is grabbed by the channeler.

Shadow Veil (Triggered Action) ◆ 1 Malice
Keywords Magic, Ranged
Distance Ranged 5 **Target** 1 ally
Trigger The target takes damage.
Effect The channeler collapses the target into their shadow and halves the damage. The target can't be targeted by strikes until they reform from the shadows at the start of their next turn.

Bugbear Commander — Level 2 Troop Support

Bugbear, Goblin, Humanoid, Fey — EV 16

Stamina 80
Speed 5 — **Size** 1L / **Stability** 0
Free Strike 5

Might +2 **Agility +1** **Reason +2** **Intuition 0** **Presence 0**

Inspiring Swordplay (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Attack, Melee, Weapon
Distance Melee 1 **Target** 2 creatures or objects
✦ ≤11 **7 damage**
★ 12–16 **10 damage**
✸ 17 **13 damage; one target is grabbed**
Effect 1 ally within 5 of the commander has an edge on their next attack until the start of the commander's next turn.

You Next! (Action)
Keywords —
Distance Ranged 8 **Target** 1 ally
Effect The target moves up to their speed and uses a signature action.

Fall Back! (Action) ◆ 5 Malice
Keywords —
Distance Self and 5 burst **Target** Self and all allies
Effect Each target shifts up to their speed. Each target can use the Throw maneuver if they are grabbing a creature or object.

Throw (Maneuver)
Keywords Attack, Melee
Distance Melee 1 **Target** 1 creature or object grabbed by the commander
Effect Vertical push 4. An ally target doesn't take damage from being force moved.

Catcher (Free Triggered Action)
Keywords —
Distance Melee 1 **Target** 1 size 1 creature or object
Trigger The target is force moved into a square adjacent to the commander.
Effect The target is grabbed by the commander.

The Commander's Watching
While an ally has line of effect to the commander, the ally can end one condition afflicting them at the start of their turn.

Bugbear Roughneck — Level 2 Troop Brute

Bugbear, Goblin, Humanoid, Fey — EV 16

Stamina 109
Speed 6 — **Size** 1L / **Stability** 0
Free Strike 5

Might +2 | **Agility +2** | **Reason 0** | **Intuition 0** | **Presence 0**

Haymaker (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ ≤11 **7 damage**
★ 12–16 **11 damage; one target is grabbed; one target is pushed 2**
✸ 17 **14 damage; one target is grabbed; one target is vertically pushed 3**

5 Malice The distance becomes 1 Burst, the Strike keyword is replaced with Area, and the roughneck targets all enemies instead.

Leaping Fury (Action) ◆ 2d10 + 3
Keywords Ranged, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **8 damage; M<1 prone**
★ 12–16 **13 damage; M<2 prone**
✸ 17 **16 damage; M<3 prone**

Effect The roughneck leaps 5 to an unoccupied space adjacent to the target before making the attack.

Drag Through Hell (Maneuver) ◆ 3 Malice
Keywords —
Distance Melee 1 — **Target** 1 creature or object grabbed by the roughneck
Effect The roughneck moves up to their speed, dragging the target across the ground. The target takes 2 damage for each square they were dragged through before being released prone. Each square the target was dragged through becomes difficult terrain for enemies.

Throw (Maneuver)
Keywords Attack, Melee
Distance Melee 1 — **Target** 1 creature or object grabbed by the roughneck
Effect Vertical push 5. An ally target doesn't take damage from being force moved.

Catcher (Free Triggered Action)
Keywords —
Distance Melee 1 — **Target** 1 size 1 creature or object
Trigger The target is force moved into a square adjacent to the roughneck.
Effect The target is grabbed by the roughneck.

Flying Sawblade (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger The roughneck is vertically moved by another creature.
Effect The roughneck uses their Haymaker ability against a creature or object at the end of the movement.

Bugbear Shadow Sneak — Level 2 Troop Ambusher

Bugbear, Goblin, Humanoid, Fey — EV 16

Stamina 80
Speed 7 — **Size** 1L / **Stability** 0
Free Strike 5

Might +2 | **Agility +2** | **Reason 0** | **Intuition 0** | **Presence 0**

Suckerpunch (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **8 damage; A<1 grabbed**
★ 12–16 **13 damage; A<2 grabbed**
✸ 17 **16 damage; grabbed**

Effect The target can't use triggered actions until the start of the next round. This ability deals an additional 4 damage if the sneak started their turn hidden from the target.

Shadow Cloak (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area
Distance 2 burst — **Target** All enemies in the burst

✦ ≤11 **2 damage; I<0 sneak is concealed from the target (save ends)**
★ 12–16 **3 damage; I<1 sneak is concealed from the target (save ends)**
✸ 17 **4 damage; I<2 sneak is concealed from the target (save ends)**

Effect The sneak shifts up to their speed and hides after using this ability.

Carving Dagger (Action) ◆ 2d10 + 2
Keywords Ranged, Strike, Weapon
Distance Ranged 8 — **Target** 2 creatures or objects

✦ ≤11 **7 damage; M<0 bleeding (save ends)**
★ 12–16 **11 damage; M<1 bleeding (save ends)**
✸ 17 **14 damage; M<2 bleeding (save ends)**

Effect The target can't hide from the sneak or their allies while bleeding from this ability.

Throw (Maneuver)
Keywords Attack, Melee
Distance Melee 1 — **Target** 1 creature or object grabbed by the sneak
Effect Vertical push 4. An ally target doesn't take damage from being force moved.

Catcher (Free Triggered Action)
Keywords —
Distance Melee 1 — **Target** 1 size 1 creature or object
Trigger The target is force moved into a square adjacent to the sneak.
Effect The target is grabbed by the sneak.

Clever Trick (Triggered Action) ◆ 1 Malice
Keywords —
Distance Special — **Target** 1 enemy
Trigger A target attacks the sneak.
Effect The sneak chooses an enemy within distance of the attack. The attack targets that enemy instead.

Bugbear Knightmare — Level 8 Minion Hexer

Bugbear, Goblin, Humanoid, Fey — EV 20 for eight minions

Stamina 12
Speed 5 — **Size** 1L / **Stability** 2
With Captain Edge on strikes — **Free Strike** 3

Might +4 **Agility +3** **Reason +1** **Intuition +1** **Presence +4**

Corrosive Blade (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 **3 corruption damage**
★ 12-16 **6 corruption damage; P<3 bleeding (save ends)**
✸ 17 **8 corruption damage; grabbed; P<4 bleeding (save ends)**

Effect A target grabbed by the knightmare can be immediately vertically pushed 5.

Bu'gathic Inspiration
Each ally has +1 on dice rolls for each adjacent knightmare.

Magic Terror
Each enemy has -1 to dice rolls for each adjacent knightmare.

Bugbear Mob — Level 5 Minion Brute

Bugbear, Goblin, Humanoid, Fey, Swarm — EV 14 for eight minions

Stamina 10
Speed 6 — **Size** 3 / **Stability** 2
With Captain Strike damage +2 — **Free Strike** 3

Might +3 **Agility -1** **Reason 0** **Intuition +1** **Presence 0**

Mug and Tear (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 **3 damage; pull 2**
★ 12-16 **6 damage; pull 3**
✸ 17 **7 damage; pull 4; grabbed**

Effect The target can be pulled into the mob without inflicting damage.

Swarm
The mob can move through squares as if they were size-1M, and can occupy other creatures' spaces. At the start of the mob's turn, they can make a free strike against each creature they share a square with.

Bugbear Snare — Level 5 Minion Ambusher

Bugbear, Goblin, Humanoid, Fey — EV 14 for eight minions

Stamina 9
Speed 6 — **Size** 1L / **Stability** 2
With Captain Speed +3 — **Free Strike** 3

Might +2 **Agility +3** **Reason 0** **Intuition 0** **Presence +1**

Cut Em Low! (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 **3 damage**
★ 12-16 **6 damage**
✸ 17 **7 damage; A<3 slowed (save ends)**

Effect The target is grabbed if the snare started their turn hidden from them. A target grabbed by the snare can be immediately vertically pushed 4.

RETAINER

Bugbear Commando — Level 2 Ambusher Retainer

Bugbear, Goblin, Humanoid, Fey — EV 17

Stamina 40
Speed 5 — **Size** 1L / **Stability** 0
Free Strike 2

Might +2 **Agility +2** **Reason 0** **Intuition +1** **Presence 0**

Bear Hug (Action) ◆ 2d10 + Highest Characteristic ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object

✦ ≤11 **5 damage**
★ 12–16 **8 damage**
✸ 17 **11 damage**

Effect Gain a surge if the commando started their turn concealed or hidden from the target.

Throw (Maneuver)
Keywords Attack, Melee
Distance Melee 1 **Target** 1 creature or object grabbed by the commando
Effect Vertical push 5. An ally target doesn't take damage from being force moved.

Catcher (Free Triggered Action)
Keywords —
Distance Melee 1 **Target** 1 size 1 creature or object
Trigger The target is force moved into a square adjacent to the sneak.
Effect The target is grabbed by the sneak.

Level 4 Retainer Advancement Ability

Face Grab (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Reach 1 **Target** 1 creature

✦ ≤11 **6 damage; M (weak) grabbed**
★ 12–16 **9 damage; M (average) grabbed**
✸ 17 **13 damage; M (strong) grabbed**

Effect While the target is grabbed by this ability, they can't speak and every creature and object has concealment from them.

Level 7 Retainer Advancement Ability

Shadow Drag (Action, Encounter) - 2d10 + highest characteristic
Keywords Magic, Range, Strike
Distance Range 10 **Target** 1 creature or object

✦ ≤11 **pulled 8**
★ 12–16 **pulled 10**
✸ 17 **pulled 12**

Effect The target takes 1 damage for each square they are pulled.

Level 10 Retainer Advancement Ability

Neck Snap (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature grabbed by the commando

✦ ≤11 **12 damage**
★ 12–16 **18 damage**
✸ 17 **24 damage**

Effect The target takes 15 damage, the grab ends, and the target falls prone

Chimera

Massive flexing claws. Lashing draconic tail. Nimble leathery wings. And not one, but three menacing heads: a snarling lion, a helix-horned ram, and a dragon with fire sparking in its throat. Many see the chimera as an aggressor, but few know its origins as a divine guardian.

The First Chimera

The first chimera was a gift. A deity gave a devout queen this young guardian—one with the cunning of a dragon, the bravery of a lion, and the tenacity of a ram. The queen raised the chimera to be a strong protector of not just her person, but of her people, who loved the chimera and their ruler. But neighboring lands feared the beast. As a conquering force swept into the land, their first defilement of peace was slaughtering the chimera.

The queen's resulting fury was said to be felt by the gods. As she screamed, a nearby volcano erupted, spewing basalt and chimeras over the land. With fiery might, the chimeras overtook the opposing army and dispersed. Each found a new territory and claimed the role of divine protector over that place, its inhabitants, and its treasures.

Tactical Warriors

Chimeras have many ways to keep themselves and their charges from being cornered. The lion head snaps up enemies in massive jaws and hurls them away, the ram head pummels them to the ground, and the dragon head bathes them in fire. The sound of the three heads crying together can shake even the most stalwart warriors.

One Being, Three Heads

Unlike many other multiheaded creatures, a chimera has a single mind. Their heads work together, never snapping at one another over food, favors, or personality conflicts. The heads often express the chimera's emotions in unison, braying together in times of battle or purring all at once to show affection.

Chimera Malice	**Malice Features**
At the start of a chimera's turn, you can spend malice to activate one of the following features.	
Defensive Snapping ◆ 3 Malice The chimera takes up a defensive stance. Until the start of their next turn, the chimera can make a free strike against each enemy that comes within 2 of them.	
Unstable Terrain ◆ 5 Malice The chimera shakes the crowd, causing loose rocks or debris to appear. Create three size 1L stone objects anywhere on the battlefield. Each creature adjacent to one of the objects when it appears takes **A<2** 5 damage.	
Ashen Clouds ◆ 7 Malice Until the beginning of the chimera's next turn, the entire battle map is concealed by a thick cloud of ash. The chimera ignores concealment. Each enemy **R<1** can't establish line of effect beyond 3 squares until the cloud dissipates. The potency of this feature increases by 1 each time it's used.	

CHIMERA — LEVEL 3 SOLO

Beast, Chimera — EV 50

Stamina 300 — **Immunity** Fire 6
Speed 10 (fly) — **Size** 2 / **Stability** 1
Free Strike 6

Might +3 **Agility +2** **Reason −2** **Intuition +1** **Presence 0**

Solo Monster

Solo Turns The chimera takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the chimera can take one action and one maneuver per turn.

End Effect At the end of their turn, the chimera can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Volant

When the chimera makes a creature winded or reduces them to 0 Stamina or less, the chimera can move their speed towards one enemy within line of effect.

Bite (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **9 damage**
★ 12–16 **13 damage**
✸ 17 **16 damage**

Effect This attack deals an additional 3 damage if the chimera has an edge on the attack.

Dragon's Eruption (Action) ◆ 2d10 + 3 ◆ 7 Malice

Keywords Area, Magic
Distance 3 cube within 10 — **Target** All enemies in the cube

✦ ≤11 **3 fire damage; A<1 3 fire damage**
★ 12–16 **5 fire damage; A<2 5 fire damage**
✸ 17 **7 fire damage; A<3 7 fire damage**

Lion's Toss (Maneuver) ◆ 2d10 + 3

Keywords Melee, Weapon
Distance Melee 2 — **Target** 1 creature or object

✦ ≤11 **vertical push 2**
★ 12–16 **vertical push 3**
✸ 17 **vertical push 5**

Roar (Action) ◆ 2d10 + 3 ◆ 5 Malice

Keywords Area, Magic
Distance 5 burst — **Target** All enemies in the burst

✦ ≤11 **4 psychic damage**
★ 12–16 **8 psychic damage; I<2 frightened (save ends)**
✸ 17 **10 psychic damage; I<3 frightened (save ends)**

Ram's Defiance (Triggered Action) ◆ 2d10 + 3

Keywords Melee, Strike, Weapon
Distance Ranged 5 — **Target** 1 creature
Trigger The target attacks the chimera and gets a tier-1 result.
Effect The chimera shifts 5. If they end this movement adjacent to the target, roll power.

✦ ≤11 **6 damage; M<1 slowed (save ends)**
★ 12–16 **8 damage; prone; M<2 slowed (save ends)**
✸ 17 **10 damage; prone; M<3 slowed (save ends)**

Overture of Destruction (Villain Action 1)

Keywords Area, Melee, Weapon
Distance 1 burst — **Target** All enemies in the burst
Effect The chimera uses Bite and Lion's Toss against each target.

Fire Solo (Villain Action 2)

Keywords Area, Melee, Weapon
Distance Self — **Target** Self
Effect The chimera uses Dragon's Eruption and Roar without spending malice.

Chorus of Destruction (Villain Action 3)

Keywords —
Distance Self — **Target** Self
Effect The chimera uses Roar. The chimera then shifts their speed and can make a free strike against each enemy who comes within 1 of them during the move. When the chimera ends this movement, they use Dragon's Eruption.

Demons

Demons spawn in the Abyssal Wasteland, where evil and chaos meet. These creatures of incarnate evil crave violence and suffering in the way most other creatures need food. A demon cares only for themself, and they torture and tear apart lesser demons for fun.

The bestial appearance of each demon is unique, composed of a chaotic arrangement of teeth, claws, and limbs meant for killing. Even demons of the same kind have unique features. One might bear an extra set of eyes or teeth, while another has a human arm growing from their forehead.

Mortal Alliances

Demons form temporary alliances with evil mortals in exchange for souls to consume. Such alliances create carnage with alarming efficiency, though they inevitably collapse when the demons decide to devour their foolish partners. The only creature who can truly keep a demon in line is a more powerful demon.

Soul Reavers

Demons feast not on food or water, but on souls. Souls fuel their anarchic powers, and while starved for souls, a demon can scarcely think. Whenever a demon kills a creature with a soul, they consume that soul and keep its energy within their body. A demon can then burn that soul energy to enact their most devastating abilities.

Demonic Hierarchy

Mortal scholars have classified demons into ten categories, and the higher a demon's category, the more powerful the fiend. Though demons don't use these classifications themselves, this system reflects their hierarchy, as stronger demons bully the weak into service.

Each time a demon consumes a soul, there's a chance they might evolve into a more powerful demon. The evolution from one category to the next can be instant, or it can take years. This inconsistency has led to much scholarly debate on whether all souls are equal, or whether demonic evolution is aided by the consumption of souls that are especially corrupt—or heroic.

The following demons have been identified across categories 1-3:

- **Pitlings** resemble rodents or insects, but possess gleaming green eyes and terrible body odor, and disgorge a viscous, toxic phlegm.
- **Ensnarers** are the result of pitlings getting ahold of an unfortunate soul. The pitling is in the process of digesting the soul of a creature, physically boring through its head, and flopping around like an appendage. The body is puppeteered and mid transformation into a demon, with mouths forming on the creature's hands and arms that shoot out long, barbed tongues as attacks.
- **Frenzied** are similar to ensnarers, but their transformation into a true demon is more advanced, resulting in a fast and viscous creature full of energy and hunger for more souls.
- Rumored to be the initial source of the teachings of all shadows through the College of Black Ash, **remasches** are demons whose physical form is blended with the nature of the wastes where they dwell. A remasch teleports around the battlefield, inflicting chaos on their enemies directly or through the minions they control.
- Possessed of glowing eyes and tendril-ringed maws, **ruinants** breathe with a sickening wheeze and have bodies covered in inflamed scars. A ruinant can inflict fresh wounds and burns on their victims in a pattern mirroring those on the demon's own body.
- **Torlases** are piecemeal abominations whose physical forms don't obey the normal laws of geometry. They control the battlefield by using living flesh and whipping allies and enemies alike into advantageous position.
- **Bendraks** appear as an amalgamation of flesh and shards of a broken mirror, able to shape their bodies to distract and confuse their foes. A bendrak can divert an enemy's attack to another enemy or hide themselves or allies behind dazzling reflections.
- **Mucerons** are the result of an ensnarer going through repeated demon evolutions to become a brutish creature, covered in several mouths that shoot out barbed tongues, pulling an enemy's attention along with pulling them physically.
- **Chorogaunts** are terrifying demon leaders. Each is an amalgamation of several demon bodies formed into a mobile, living musical instrument. Several heads are arranged into a chorus embedded in the demon's chest and its ribs are upturned into a fleshy pipe organ. Their attacks entrance and confuse enemies, making them more vulnerable to other demons.

Demon Languages

Demons speak Proto-Ctholl.

Demon Malice	**Level 1+ Malice Features**
At the start of any demon's turn, you can spend malice to activate one of the following features.	
Soulburn ◆ 3 Malice Each demon acting this turn has a double edge on their abilities.	
Abyssal Rift ◆ 7 Malice Two size 2 rifts to the Abyssal Wasteland appear at locations of your choosing. Any demon can use an abyssal rift as a portal to another abyssal rift in the encounter, moving into any space in one rift and appearing immediately in any unoccupied space in the other rift. A non-demon creature who enters the rift for the first time in a round or starts their turn there takes corruption damage equal to the level of the highest-level demon on the encounter map. An abyssal rift is an immovable object that has Stamina 25, weapon immunity 5, and holy weakness 5. A creature who has the Magic or Psionics skill can make a **hard Reason or Intuition test** as a maneuver while adjacent to a rift to destabilize it. On success, the rift closes. On failure, the rift regains 5 Stamina. The rift closes when there are no demons remaining on the encounter map.	
Abyssal Evolution ◆ 7 Malice A demon minion of your choice turns into a non-minion demon of the same level.	

Demon Ensnarer — Level 1 Minion Brute

Abyssal, Demon — EV 6 for eight minions

Stamina 5 — **Weakness** Holy 3
Speed 5 — **Size** 1M/ **Stability** 0
With Captain Melee distance +2 — **Free Strike** 2

Might +2 **Agility +0** **Reason −1** **Intuition −1** **Presence −1**

Barbed Tongues (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 **Target** One creature or object per minion

✦ **≤11** 2 damage; pull 1
★ **12–16** 4 damage; pull 2
✸ **17+** 5 damage; pull 3

Effect If the target is pulled adjacent to the ensnarer, the ensnarer makes a free strike against them.

Soulsight
Each creature within 2 of the ensnarer can't be hidden from them.

Demon Frenzied — Level 1 Minion Harrier

Abyssal, Demon — EV 6 for eight minions

Stamina 4 — **Weakness** Holy 3
Speed 6 — **Size** 1M/ **Stability** 0
With Captain Speed +2 — **Free Strike** 1

Might +0 **Agility +2** **Reason −1** **Intuition −1** **Presence −1**

Rip and Tear (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** 1 damage
★ **12–16** 2 damage
✸ **17+** 3 damage

Soulsight
Each creature within 2 of the frenzied can't be hidden from them.

Demon Pitling — Level 1 Minion Artillery

Abyssal, Demon — EV 6 for eight minions

Stamina 3 — **Weakness** Holy 3
Speed 5 (fly) — **Size** 1T/ **Stability** 0
With Captain Speed +2 — **Free Strike** 2

Might −2 **Agility +2** **Reason −2** **Intuition −2** **Presence −2**

Spit (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion

✦ **≤11** 2 poison damage
★ **12–16** 4 poison damage
✸ **17+** 5 poison damage

Horrid Stench
Any enemy who has three or more pitlings within 2 squares of them can't regain Stamina.

Soulsight
Each creature within 2 of the pitling can't be hidden from them.

Demon Bendrak — Level 2 Band Hexer

Abyssal, Demon — EV 4

Stamina 15 — **Weakness** Holy 3
Speed 5 — **Size** 1S/ **Stability** 0
Free Strike 2

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +2**

Warp Perceptions (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 **Target** One creature

✦ **≤11** 4 psychic damage
★ **12–16** 5 psychic damage; P<1 weakened (save ends)
✸ **17+** 7 psychic damage; P<2 weakened (save ends)

Effect If the target makes a strike while weakened this way, the bendrak can choose a second target within distance for the strike, then evenly divides any damage from the strike between the two targets.

Vanish (Maneuver) ◆ 1 Malice
Keywords Magic, Ranged
Distance Ranged 10 **Target** Self or one ally
Effect The target immediately becomes hidden, regardless of whether they have cover or concealment.

Lethe
While winded, the bendrak has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the bendrak can't be hidden from them.

Demon Muceron — Level 3 Band Brute

Abyssal, Demon — EV 5

Stamina 30 — **Weakness** Holy 3
Speed 5 — **Size** 1M/ **Stability** 0
Free Strike 3

Might +2 **Agility +2** **Reason +0** **Intuition +0** **Presence +1**

Barbed Tongues (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** One creature

✦ **≤11** 5 damage; pull 2
★ **12–16** 7 damage; pull 3
✸ **17+** 8 damage; pull 4

Effect If the target is pulled adjacent to the muceron, the muceron either makes a free strike against them or grabs them.

Tongue Pull (Maneuver) ◆ 2 Malice
Keywords Ranged, Strike, Weapon
Distance Ranged 5 **Target** Three creatures
Effect The muceron pulls each target 5 squares.

Lethe
While winded, the muceron has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the muceron can't be hidden from them.

Demon Remasch — Level 2 Band Ambusher

Abyssal, Demon — EV 4

Stamina 20 — **Weakness** Holy 3
Speed 5 (teleport) — **Size** 1S/ **Stability** 0
Free Strike 3

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +2**

Abyssal Strike (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 5 damage; the remasch teleports 2 squares
★ **12–16** 6 damage; the remasch teleports 3 squares
✸ **17+** 8 damage; the remasch teleports 5 squares

5 Malice The remasch takes an adjacent creature with them when they teleport. The creature appears in an unoccupied space adjacent to the remasch's destination.

Grasping Shadow (Maneuver) ◆ 3 Malice
Keywords Magic
Distance Self — **Target** Self
Effect The resmach teleports 2 squares and uses Abyssal Strike.

Lethe
While winded, the resmach has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the remasch can't be hidden from them.

Demon Ruinant — Level 1 Band Harrier

Abyssal, Demon — EV 3

Stamina 15 — **Weakness** Holy 3
Speed 6 — **Size** 1M/ **Stability** 0
Free Strike 1

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +1**

Bloodletting Claws (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ **≤11** 3 damage
★ **12–16** 4 damage
✸ **17+** 5 damage; M<2 bleeding (save ends)

Salt Wounds (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Magic, Ranged
Distance Ranged 10 **Target** Three creatures without full Stamina

✦ **≤11** 1 corruption damage
★ **12–16** 2 corruption damage
✸ **17+** 3 corruption damage

Lethe
While winded, the ruinant has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the ruinant can't be hidden from them.

Demon Torlas — Level 1 Band Controller

Abyssal, Demon — EV 3

Stamina 10 — **Weakness** Holy 3
Speed 5 — **Size** 1S/ **Stability** 0
Free Strike 1

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +2**

Floor to Flesh (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Magic, Ranged
Distance 3 cube within 10 — **Target** Each enemy in the cube

✦ **≤11** Slide 3
★ **12–16** Slide 4
✸ **17+** Slide 5

Effect The area turns into a morass of spongy flesh before the targets are force moved. Until the start of the torlas's next turn, the area is difficult terrain, and each creature who moves within the area takes 1 damage for each square moved.

Grasping Tendons (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** Three creatures
Effect The torlas pulls each target 3 squares.

Lethe
While winded, the torlas has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the torlas can't be hidden from them.

DEMON CHOROGAUNT — LEVEL 3 LEADER

Abyssal, Demon — EV 20

Stamina 120 — **Weakness** Holy 5
Speed 5 — **Size** 1L/ **Stability** 2
Free Strike 5

Might +2 **Agility +2** **Reason +2** **Intuition +2** **Presence +2**

Agonizing Harmony (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Area, Melee, Weapon
Distance 5 burst — **Target** Each enemy in the burst
✦ **≤11** **4 psychic damage; I<1 slowed (save ends)**
★ **12–16** **7 psychic damage; I<2 slowed (save ends)**
✸ **17+** **10 psychic damage; I<3 slowed (save ends)**
Effect An ally within 10 squares of the chorogaunt can shift up to their speed.

Chaotic Entrancing Harmony (Maneuver)
Keywords Area
Distance 10 burst — **Target** Each enemy in the burst
Effect Each target slides 3, ignoring their stability.

I Thrive on Pain (Triggered Action) ◆ 3 Malice
Keywords Magic
Distance Self — **Target** Self
Trigger The chorogaunt is targeted by a strike.
Effect Any damage from the attack is halved, and the chorogaunt deals an additional 3 damage with their abilities until the end of their next turn.

End Effect
At the end of their turn, the chorogaunt can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Lethe
While winded, the chorogaunt has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the chorogaunt can't be hidden from them.

Frightening Tones (Villain Action 1)
Keywords Ranged
Distance Ranged 10 — **Target** Three enemies
Effect The chorogaunt allows each target to choose between taking 5 psychic damage or being frightened (save ends).

Bully the Weak (Villain Action 2)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** One ally
Effect The chorogaunt kills the target, and each other ally deals an additional 3 damage on attacks until the end of the round. The Director gains malice equal to the number of heroes.

Running Cacophony (Villain Action 3)
Keywords Magic
Distance Self — **Target** Self
Effect The chorogaunt shifts up to their speed, uses their Agonizing Harmony, shifts up to their speed, and then uses their Agonizing Harmony again.

Demons — 2nd Echelon

As demons consume more souls, and their mercurial forms shift into more powerful ones, they also begin to develop more distinct personalities, desires, and intelligence based on the souls consumed. It's now that demons begin to develop a particular taste for types of souls which, should they survive long enough, will eventually define them.

Higher Categories of Demons

The following demons have been identified across categories 4-6:

- **Grulqin's** consist of a bulbous head two powerful arms and circular bone saw blade that runs down the middle of its head.
- **Orliq** are made of shifting bone plates surrounding a swirling core of corruptive energy.
- The **wobalas** prefers to kill from afar while protected by allies, firing physic arrows from bows made from their very flesh and sinew.
- **Bale Eyes**, sometimes called a Flesh Moon, are colossal floating orbs of roiling, dripping flesh. A weeping seam opens to reveal a demonic eye whose gaze melts flesh from bone.
- **Fangling** bodies are overgrown with teeth, fangs, and tusks from a thousand different creatures. Deadly to take on in close quarters, they've been known to get caught on one another.
- **Gunge** demons are horrifically distended with maws that could swallow a horse whole. It vomits up bilious slime that traps and dissolves any unlucky enough to get caught in it.
- **Niktin** are cunning hunters that disguise themselves as mundane objects that leave an oily foul smelling red residue wherever they are left. Their natural form is a humanoid made of red oil.
- **Tourmenauk's** resemble a hulking ape with a dozen or more extra mouths distributed around their body. Though their brute force is formidable enough, this demon also inflicts raw psychic pain by screaming from their mouths in different voices—often using the agonized voices of souls the tormenauk has devoured.
- **The Lumbering Egress** is a walking mass of warped flesh around a giant whirling portal to the demonic realms. Lesser demons pour out at alarming rates making these creatures devastating siege engines.

Demon Malice — **Level 4+ Malice Features**

At the start of a level 4+ demon's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The demon activates a malice feature available to demons level 3 or lower.

Abyssal Jaunt ◆ 3 Malice

A demon acting on this turn folds space around them, temporarily slipping in and out of the abyss. Until the start of the demon's next turn, the demon ignores difficult terrain, can move freely through solid matter, and doesn't provoke opportunity attacks by moving. If the demon ends their turn inside solid matter, they are forced out into the space they originally entered.

Demon Grulqin — **Level 4 Minion Brute**

Abyssal, Demon — EV 12 for eight minions

Stamina 9 — **Weakness** Holy 5
Speed 8 — **Size** 1L / **Stability** 1
With Captain Strike damage +2 — **Free Strike** 3

Might +3 **Agility +2** **Reason -1** **Intuition -1** **Presence -1**

Spinning Bone Blade (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **3 damage**
★ **12-16** **5 damage**
✸ **17** **7 damage**

Effect The grulqin has an edge on this ability if they moved at least 3 squares in a line during their turn.

Soulsight

Each creature within 2 of the grulqin can't be hidden from them.

Demon Orliq — **Level 4 Minion Harrier**

Abyssal, Demon — EV 12 for eight minions

Stamina 8 — **Weakness** Holy 5
Speed 6 (fly) — **Size** 1T / **Stability** 0
With Captain Speed +2 — **Free Strike** 2

Might -1 **Agility +3** **Reason +1** **Intuition +0** **Presence -1**

Soul Prism (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **2 corruption damage; slide 2**
★ **12-16** **4 corruption damage; vertical slide 2**
✸ **17** **6 corruption damage; vertical slide 4**

Imposing Energy

A enemy who starts their turn with two or more orliqs adjacent to them is slowed (EoT).

Soulsight

Each creature within 2 of the orliq can't be hidden from them.

Demon Wobalas — **Level 4 Minion Artillery**

Abyssal, Demon — EV 12 for eight minions

Stamina 7 — **Weakness** Holy 5
Speed 6 — **Size** 1M / **Stability** 0
With Captain Strike damage +2 — **Free Strike** 3

Might +1 **Agility +3** **Reason +1** **Intuition +2** **Presence +1**

Despair Bolt (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike, Weapon
Distance Ranged 20 **Target** One creature or object per minion

✦ **≤11** **3 psychic damage**
★ **12-16** **5 psychic damage**
✸ **17** **7 psychic damage**

Effect The target has a bane on their next attack. If the target is winded, they have a double bane on their next attack instead.

Soulsight

Each creature within 2 of the wobalas can't be hidden from them.

Demon Bale Eye — Level 5 Band Hexer

Abyssal, Demon — EV 7

Stamina 30 — **Weakness** Holy 5
Speed 6 (fly) — **Size** 4 / **Stability** 2
Free Strike 3

Might +0 **Agility +0** **Reason +3** **Intuition +3** **Presence +3**

Wilting Visions (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Strike, Ranged
Distance Ranged 15 **Target** One creature or object
✦ ≤11 **6 psychic damage**
★ 12-16 **8 psychic damage**
✸ 17 **9 psychic damage**
Effect The target has corruption weakness 5 (EoT).
2 Malice The target has **I<2** corruption weakness 5 (save ends).

Demonwarp Tears (Action) ◆ 2d10 + 3 ◆ 5 Malice
Keywords Area, Magic
Distance 4 cube beneath Bale Eye within 5 **Target** All enemies
✦ ≤11 **3 psychic damage; A<1 warped (save ends)**
★ 12-16 **5 psychic damage; A<2 warped (save ends)**
✸ 17 **6 psychic damage; A<3 warped (save ends)**
Effect A warped creature has all of their characteristic scores reversed. A score of +1 becomes -1, -2 becomes +2, etc.

Lethe
While winded, the bale eye has an edge on strikes, and strikes have an edge against them.

Focused Soulsight
Each creature within 5 of the bale eye can't be hidden from them.

Demon Fangling — Level 4 Band Harrier

Abyssal, Demon — EV 6

Stamina 30 — **Weakness** Holy 5
Speed 8 — **Size** 1L / **Stability** 0
Free Strike 2

Might +3 **Agility +2** **Reason 0** **Intuition +0** **Presence 0**

Tooth! Tusk! Claw! (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12-16 **7 damage**
✸ 17 **9 damage**
Effect Each enemy adjacent to the fangling takes 2 damage.

Tumbling Gore (Maneuver) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Area, Melee, Weapon
Distance 8 × 3 line within 1 **Target** All enemies
✸ ≤11 **2 damage; pull 1; A<1 bleeding (save ends)**
★ 12-16 **3 damage; pull 2; A<2 bleeding (save ends)**
✦ 17 **4 damage; pull 3; A<3 bleeding (save ends)**

Made of Teeth
Whenever an enemy makes physical contact with the fangling or uses a melee ability against the fangling, they take 2 damage.

Lethe
While winded, the skitirin has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the fangling can't be hidden from them.

Demon Gunge — Level 4 Band Controller

Abyssal, Demon — EV 6

Stamina 25 — **Weakness** Holy 5
Speed 6 — **Size** 3 / **Stability** 0
Free Strike 2

Might +3 **Agility +2** **Reason +1** **Intuition +2** **Presence -1**

Bilious Expulsion (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Area, Melee, Ranged, Weapon
Distance 1 burst or 3 cube within 5 **Target** One creature or object in the area
✦ ≤11 **5 acid damage; M<1 slowed (save ends)**
★ 12-16 **7 acid damage; M<2 slowed (save ends)**
✸ 17 **9 acid damage; M<3 restrained (save ends)**
Effect The affected area pools with slime. The slime is difficult terrain for enemies, and an enemy is bleeding while occupying an affected square.

Spew Slide (Free Triggered Action) ◆ 1 Malice
Keywords Area
Distance Self **Target** Self
Trigger The gunge takes damage from a melee strike.
Effect The gunge vomits and shifts up to their speed, ignoring any additional effects from the strike. Each square they started in is covered in slime. The slime is difficult terrain for enemies, and an enemy is bleeding while occupying an affected square.

Lethe
While winded, the gunge has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the gunge can't be hidden from them.

Demon Niktin — Level 5 Band Ambusher

Abyssal, Demon — EV 7

Stamina 35 — **Weakness** Holy 5
Speed 6 — **Size** 1M / **Stability** 0
Free Strike 3

Might +2 **Agility +2** **Reason +2** **Intuition +1** **Presence +3**

Violent Transformation (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Area, Magic, Melee
Distance 2 burst **Target** All enemies in the burst
✸ ≤11 **3 corruption damage**
★ 12-16 **6 corruption damage**
✦ 17 **7 corruption damage; I<3 dazed (save ends)**
Effect The niktin violently changes shape. The niktin deals an additional 6 damage to each target they were hidden from with their Aggressive Mimicry ability.

Aggressive Mimicry (Maneuver) ◆ 1 Malice
Keywords Magic
Distance Self **Target** Self
Effect The niktin can become a mundane object the same size or smaller and is hidden. They can change back as a free action.

Lethe
While winded, the niktin has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the niktin can't be hidden from them.

Demon Tormenauk — Level 6 Band Brute

Abyssal, Demon — EV 8

Stamina 45 — **Weakness** Holy 5
Speed 6 — **Size** 1M / **Stability** 2
Free Strike 4

Might +3 **Agility 0** **Reason 2** **Intuition +1** **Presence +2**

Many Maws (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** **7 damage**
★ **12-16** **9 damage**
✸ **17** **11 damage; grabbed, target has a bane on escaping the grab**

Effect While the target is grabbed by this ability, they take 4 psychic damage at the start of each of the tormenauk's turns.

Agony Wail (Maneuver) ◆ 2d10 + 3 ◆ 5 Malice
Keywords Area, Magic, Melee
Distance 3 burst — **Target** All enemies

✦ **≤11** **4 psychic damage; I<1 dazed (save ends)**
★ **12-16** **6 psychic damage; I<2 dazed (save ends)**
✸ **17** **8 psychic damage; I<3 dazed (save ends)**

Effect The potency increases by 1 if the target is grabbed by the tormenauk.

Lethe
While winded, the tormenauk has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the tormenauk can't be hidden from them.

Lumbering Egress — Level 6 Leader

Abyssal, Demon — EV 32

Stamina 180 — **Weakness** Holy 5
Speed 6 — **Size** 3 / **Stability** 3
Free Strike 7

Might +4 **Agility -1** **Reason +1** **Intuition +2** **Presence +2**

Ensnarer Cannon (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** Two creature or objects

✦ **≤11** **11 corruption damage; A<2 restrained (save ends)**
★ **12-16** **16 corruption damage; A<3 restrained (save ends)**
✸ **17** **19 corruption damage; A<4 restrained (save ends)**

2 Malice An **ensnarer**(s) survives the launch, appearing adjacent to one of the targets. Two ensnarers appear on a tier-3 result.

Demonic Egress (Maneuver) ◆ 3 Malice
Keywords —
Distance 3 burst — **Target** Special
Effect Four level 1 demon minions (**ensnarer**, **frenzied**, **pitling**) burst forth from the egress and appear in unoccupied squares.
2 Malice A level 4 demon minion (**orflig, wobalas, grulqin**) also bursts forth and appears in an unoccupied square.

Abyssal Protectors (Triggered Action) ◆ 1 Malice
Keywords Magic
Distance 5 burst — **Target** Special
Trigger The last ally minion on the encounter map dies OR the Egress falls below 25 Stamina.
Effect A **muceron** and 2 **ensnarers** appear anywhere in range.

End Effect
At the end of their turn, the egress can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Soulsight
Each creature within 2 of the egress can't be hidden from them.

Frenzied Deluge (Villain Action 1) ◆ 2d10 + 4
Keywords Area, Magic, Melee
Distance 5 burst — **Target** All enemies

✦ **≤11** **7 corruption damage**
★ **12-16** **12 corruption damage**
✸ **17** **15 corruption damage; a frenzied appears in an unoccupied square adjacent to the target**

Fold Space (Villain Action 2)
Keywords —
Distance Ranged 20 — **Target** Self
Effect The egress folds into their own portal and teleports to an unoccupied space within distance. Four level 1 demon minions (**ensnarer**, **frenzied**, **pitling**) appear in the space the egress leaves behind.

Blood of the Abyss (Villain Action 3) ◆ 2d10 + 4
Keywords Area, Magic, Melee
Distance 10 × 3 line within 1**Target** All enemies and objects in the line

✦ **≤11** **5 corruption damage; R<2 weakened (save ends)**
★ **12-16** **10 corruption damage; R<3 weakened (save ends)**
✸ **17** **13 corruption damage; R<4 weakened (save ends)**

Effect The egress recalls and instantly destroys any ally minions on the encounter map. A torrent of churned up minion bodies and blood erupts from the egress, dealing an additional 2 damage for each minion destroyed this way.

Demons — 3rd Echelon

Soulraker Hivemind

In a plane of chaos, the soulraker demon is notable for fashioning a facsimile of order within themself. The demon's wasps make up a single, chaotic hive mind. They serve the demon's hivequeen, who relies on cannibalizing her children to ingest any souls they've consumed.

The soulraker utilizes handmaiden parasites to propagate. Handmaidens gestate inside a host until they're ready to emerge from the body, consuming souls until they're strong enough to transform into a new hivequeen.

Higher Categories of Demons

The following demons have been identified across categories 7-9:

- **Soulraker Scouts** are the vile progeny of a hivequeen, demonic wasps emerging from her distended abdomen with an earsplitting buzz.
- **Soulraker Soldiers** are armored wasps covered in hooked barbs that lock opponents into vicious combat.
- **Soulraker Stingers** are wasps covered in gnarled, poisonous stingers that launch like quills. Their wings are atrophied, tiny, and unusable.
- **Blight phages** were once angelic creatures. Corrupted by demonic forces, they're now a cruel, distended mockery of a cherubic form covered in with pustulant boils that seep ruinous blight.
- A horrifying amalgam of multiple demonic forms that have melded into a unique monstrosity. The **chimeron** feels as unslakable hunger for souls.
- The **Styrich's** lanky body is covered in a mane of long, razor sharp hair which it whips around the battlefield, shredding its enemies to pieces.
- **Soulraker Handmaidens** are abyssal parasites that are implanted in victims by Soulraker Hivequeens. They slowly feed on their hosts' souls little by little until they can assume full control of the body.
- **Soulraker Praetorians** are demonic wasps covered in hard chiton that drips with foul smelling ichors. The elite guard of the hivequeens.
- **Soulraker Hivequeen** is a wasp-like demon whose abdomen houses its own soulraker wasp hive and a vicious stinging ovipositor capable of implanting its victims with handmaiden parasites

Demon Malice — **Level 7+ Malice Features**

At the start of a level 7+ demon's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The demon activates a malice feature available to demons level 6 or lower.

Seeping Blight ◆ 5 Malice

A demon acting on this turn expels Blight, digested soul juice, onto the ground around them in a 3 burst that lingers until the start of their next turn. Enemies that enter or start their turn in an affected square take 6 damage and have a double bane on all power rolls until the start of their next turn.

Soulraker Scout — **Level 7 Minion Harrier**

Abyssal, Demon, Soulraker — EV 18 for eight minions

Stamina 12 — **Weakness** Holy 5
Speed 7 (fly) — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 3

Might +2 **Agility +4** **Reason +1** **Intuition +0** **Presence -1**

Soul Stinger (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **3 poison damage**
★ **12-16** **6 poison damage; shift 1**
✸ **17** **7 poison damage; shift 3**

Soulsight

Each creature within 2 of the scout can't be hidden from them.

Abyssal Buzzing

A creature who starts their turn with 2 or more soulraker minions adjacent to them takes 3 sonic damage.

Soulraker Soldier — **Level 7 Minion Brute**

Abyssal, Demon, Soulraker — EV 18 for eight minions

Stamina 13 — **Weakness** Holy 5
Speed 6 — **Size** 2 / **Stability** 2
With Captain Edge on strikes — **Free Strike** 4

Might +4 **Agility +2** **Reason -1** **Intuition -1** **Presence -1**

Chiton Bash (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **4 damage; push 2**
★ **12-16** **7 damage; push 2**
✸ **17** **8 damage; push 4**

Soulsight

Each creature within 2 of the soldier can't be hidden from them.

Abyssal Buzzing

A creature who starts their turn with 2 or more soulraker minions adjacent to them takes 3 sonic damage.

Soulraker Stinger — **Level 7 Minion Artillery**

Abyssal, Demon, Soulraker — EV 18 for eight minions

Stamina 10 — **Weakness** Holy 5
Speed 6 (climb) — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 4

Might +0 **Agility -1** **Reason +4** **Intuition +4** **Presence +0**

Barb Launch (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Attack, Magic, Ranged, Weapon
Distance Ranged 20 **Target** One creature or object per minion

✦ **≤11** **4 poison damage**
★ **12-16** **7 poison damage**
✸ **17** **8 poison damage**

Effect All soulraker demons are concealed from the target until the start of the stinger's next turn.

Soulsight

Each creature within 2 of the stinger can't be hidden from them.

Abyssal Buzzing

A creature who starts their turn with 2 or more soulraker minions adjacent to them takes 3 sonic damage.

Demon Blight Phage — Level 7 Band Controller

Abyssal, Demon — EV 9

Stamina 40 — **Weakness** Holy 5
Speed 6 — **Size** 3 / **Stability** 0
Free Strike 3

Might +0 **Agility +0** **Reason +4** **Intuition +2** **Presence +4**

Blight Puss (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** One creature or object
✦ ≤11 **7 corruption damage**
★ 12-16 **10 corruption damage**
✸ 17 **11 corruption damage**
Effect This ability leaves a puddle of Blight in the target's square (see Seeping Blight).

Blight Rain (Maneuver) ◆ 3 Malice
Keywords Area, Magic, Melee
Distance 5 burst — **Target** All enemies
Effect The blight phage floats 6 squares straight upward, spins, and sheds corruptive blight everywhere below it. The entire area is coated in blight (see Seeping Blight).
2 Malice The blight phage launches three additional 2 cube pools of Blight onto the ground within 10 of themself.

Lethe
While winded, the blight phage has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the blight phage can't be hidden from them.

Demon Chimeron — Level 9 Band Brute

Abyssal, Demon — EV 11

Stamina 90 — **Weakness** Holy 5
Speed 6 — **Size** 3 / **Stability** 2
Free Strike 5

Might +4 **Agility 0** **Reason 2** **Intuition +1** **Presence +2**

Flux Gnash (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✦ ≤11 **9 fire damage**
★ 12-16 **11 fire damage**
✸ 17 **13 fire damage; M<4 bleeding (save ends)**
Effect After rolling power, the chimeron can choose to replace the damage type and effect of the ability with sonic and dazed (save ends) or cold and slowed (save ends).

Pain Absorption (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Trigger The chimeron is targeted by an attack.
Effect The chimeron halves any damage dealt to them.

Lethe
While winded, the chimeron has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the chimeron can't be hidden from them.

Demon Styrich — Level 8 Band Hexer

Abyssal, Demon — EV 10

Stamina 45 — **Weakness** Holy 5
Speed 6 — **Size** 1L / **Stability** 1
Free Strike 3

Might +2 **Agility +4** **Reason 0** **Intuition +2** **Presence 0**

Hair Whip (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distnce Melee 4 — **Target** 1 creature or object
✦ ≤11 **7 damage; pull 1**
★ 12-16 **10 damage; pull 2; grabbed**
✸ 17 **12 damage; pull 3; grabbed**
Effect The styrich can pull targets restrained by their Tangled Nest ability.

Tangled Nest (Maneuver) ◆ 2d10 + 4 ◆ 5 Malice
Keywords Area, Melee
Distance 4 burst — **Target** All enemies
✦ ≤11 **A<2 slowed (save ends)**
★ 12-16 **slowed (EoT) or A<3 restrained (EoT)**
✸ 17 **restrained (EoT) or A<4 restrained (save ends)**
Effect The styrich makes a free strike against restrained targets.

Lethe
While winded, the styrich has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the styrich can't be hidden from them.

Soulraker Handmaiden — Level 8 Band Ambusher

Abyssal, Demon, Soulraker — EV 10

Stamina 50 — **Weakness** Holy 5
Speed 1 — **Size** 1M / **Stability** 0
Free Strike 4

Might +3 **Agility +0** **Reason +2** **Intuition +2** **Presence +4**

Emergent Horrors (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** One creature or object
✸ ≤11 **8 corruption damage**
★ 12-16 **11 corruption damage**
✦ 17 **13 corruption damage; M<4 frightened (save ends)**
Effect This ability deals an additional 8 damage if the handmaiden was concealed.

Conceal Parasite (Maneuver) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Effect The handmaiden can withdraw into their host, concealing them and making them impossible to detect without supernatural aid.

Implanted Parasite
A victim implanted with a handmaiden is unaware of their presence. The handmaiden cannot use any of their abilities until they emerge. After a 3-4 weeks they fully bond with the victim and emerge as a horrifying stalk of flesh and bone. An emerged handmaiden uses their victim's speed to move on their turn and has access to their victim's signature abilities. The handmaiden must be killed before they can be excised. Creatures implanted with a handmaiden parasite must complete the Find a Cure project to end this effect.

Soulraker Praetorian — Level 7 Band Harrier

Abyssal, Demon, Soulraker — EV 9

Stamina 45 — **Weakness** Holy 5
Speed 8 — **Size** 1L / **Stability** 0
Free Strike 3

Might +2 **Agility +4** **Reason 0** **Intuition +2** **Presence 0**

Barbed Stinger (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** 1 creature or object
✦ **≤11** **7 poison damage; push 2**
★ **12-16** **10 poison damage; push 2**
✸ **17** **11 poison damage; push 4; A<4 grabbed**
Effect The praetorian shifts into each square the target leaves.

Stinging Departure (Triggered Action) ◆ 2 Malice
Keywords —
Distance Self **Target** Triggering creature
Trigger A creature ends the praetorian's grab.
Effect The praetorian makes a free strike on the target, breaking off their stinger in their victim, and shifts up to half their speed. The target is bleeding until they remove the stinger as a free action, taking 6 damage in the process.

Praetorian Buzzing
A creature who starts their turn with 2 or more praetorians adjacent to them takes 6 sonic damage.

Lethe
While winded, the praetorian has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the praetorian can't be hidden from them.

Soulraker Hivequeen — Level 9 Leader

Abyssal, Demon, Soulraker — EV 44

Stamina 240 — **Weakness** Holy 5
Speed 6 (fly) — **Size** 5 / **Stability** 2
Free Strike 9

Might +5 **Agility -1** **Reason +3** **Intuition +3** **Presence +2**

Stinging Ovipositor (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 10 **Target** Two creatures or objects
✦ **≤11** **14 poison damage; M<3 bleeding (save ends)**
★ **12-16** **19 poison damage; M<4 bleeding (save ends)**
✸ **17** **23 poison damage; M<5 implanted**
Effect Implanted creatures have a **soulraker handmaiden** parasite gestating in them (see the handmaiden's Implanted Parasite).

Forced Gestation (Maneuver) ◆ 3 Malice
Keywords Area
Distance 10 burst **Target** All soulraker handmaiden parasites
Effect The hivequeen lets loose a subsonic call to each target, forcing them to immediately emerge as a matured **soulraker handmaiden** from their host's body and make a free strike.

For the Queen! (Triggered Action) ◆ 2 Malice
Keywords —
Distance 5 burst **Target** Special
Trigger The hivequeen is striked a second time during a turn.
Effect Two soulraker minions appear within distance.
2 Malice A **soulraker praetorian** also appears within distance.

Cannibal Queen
At the end of their turn, the hivequeen can consume an adjacent Soulraker demon to end one save ends effect affecting them (no action required).

Lethe
While winded, the hivequeen has an edge on strikes, and strikes have an edge against them.

Hive Soulsight
The hivequeen can see through the eyes of any Soulraker demons within 100 miles and benefits from their Soulsight.

Kicking the Nest (Villain Action 1)
Keywords Area
Distance 10 burst **Target** All creatures
Effect All minions within distance move their speed and take a free strike. If no minions are present, four soulraker minions are summoned into unoccupied squares within distance before the hivequeen uses this action.

Buzz Off! (Villain Action 2) ◆ 2d10 + 5
Keywords Area, Melee
Distance 5 burst **Target** All Enemies
Effect The hivequeen buzzes her wings at an earsplitting frequency then shifts up to her speed.
✦ **≤11** **push 3; I<3 dazed (save ends)**
★ **12-16** **push 3; I<4 dazed (save ends)**
✸ **17** **11 sonic damage; push 3; I<5 dazed (save ends)**

Bomber Wasp Warfare (Villain Action 3) ◆ 2d10 + 5
Keywords Area, Magic, Ranged
Distance Four 2 cubes within 10 **Target** All creatures
✦ **≤11** **7 poison damage; M<3 bleeding (save ends)**
★ **12-16** **11 poison damage; M<4 bleeding (save ends)**
✸ **17** **14 poison damage; M<5 bleeding (save ends)**

Demons — 4th Echelon

The more souls a demon consumes, the more they evolve. The more they evolve the more refined their tastes become, until eventually the demon can only be satisfied by souls that exemplify particular qualities.

Aurumvas stands among named demons for craving not only wealth, but highly avaricious souls. His powerful ilk have their tastes honored by their titles, such as Gorgino, the Sensuous Feast, Tyx, the Obliviated Spiral, and Lorikta, the Discarded Dream.

Aurumvas: Hungry for Riches

Aurumvas lords over vast vaults of treasure in the Abyssal Wastes he has slaughtered hundreds of creatures to acquire. The demon king gazes upon his riches and wants for more. He allures lesser demons and wicked mortals to work for him with minor treasures, knowing full well that one needs to spend wealth to make it. If left unchecked, Aurumvas will see to it that his glittering hoards and hordes will one day encompass the entire timescape.

Category 10 Demons

- **Optacus** is an abyssal eye atop a spindly flesh stalk supported by innumerable legs. Able to affix to any surface, it fires deadly beams at distant foes.
- A horrifying cross between a thresher shark and a terror lizard. **Tyburaki**'s tails are lined with tiny shark maws, able to bite multiple foes at once.
- **Unguloid**'s are similar to a centaur but with the body and head resembling a demonic rhinoceros with a devastating charge.
- The mercurial form of a **Izyak** ripples with psionic energy, looking different to everyone viewing it. It's true form is a brain supported four bone legs.
- **Vicisitator demons** are dangerous and horrifically unstable, with flesh and bone in a state of perpetual agonizing flux. Their very touch results in agonizing warps to flesh, bone, and soul.
- Covetous is too soft a word to describe the avarice of **Aurumvas** (*or-UM-vahs*). Towering, with a stack of crowns atop his ophidian head. A vision of opulence, excess, and absolute debasement.

Demon Malice — **Level 10 Malice Features**

At the start of a level 10 demon's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The demon activates a malice feature available to demons level 9 or lower.

Soul Flense ◆ 7 Malice

A demon acting on this turn unleashes their pent up agony and pain on every non-demon in a 5 burst. Each non-demon within distance must make a **Presence test.**

✸ **≤11** **10 corruption damage; Soul Flensed**
★ **12-16** **Soul Flensed**
✦ **17+** **No effect**

Effect The demon removes all save ends conditions from themself and transfers them to each Soul Flensed creature within 5.

Demon Optacus — **Level 10 Minion Artillery**

Abyssal, Demon — EV 24 for eight minions

Stamina 14 — **Weakness** Holy 5
Speed 6 (climb) — **Size** 1S / **Stability** 0
With Captain Speed +4 — **Free Strike** 5

Might +1 **Agility +3** **Reason +1** **Intuition +5** **Presence +1**

Optical Flare (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Ranged, Strike, Weapon
Distance Ranged 20 **Target** One creature or object per minion

✦ **≤11** **5 fire damage**
★ **12-16** **8 fire damage**
✸ **17** **10 fire damage, ignores Immunity**

Effect The optacus deals an additional 5 damage against winded targets.

Soulsight

Each creature within 2 of the optacus can't be hidden from them.

Demon Tyburaki — **Level 10 Minion Harrier**

Abyssal, Demon — EV 24 for eight minions

Stamina 15 — **Weakness** Holy 5
Speed 8 (swim) — **Size** 2 / **Stability** 0
With Captain Strike damage +4 — **Free Strike** 4

Might +2 **Agility +5** **Reason +0** **Intuition +3** **Presence -1**

Tail Bite (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 **Target** One creature or object per minion

✦ **≤11** **4 damage**
★ **12-16** **7 damage**
✸ **17** **9 damage**

Effect The tyburaki makes a free strike on each enemy adjacent to the target.

Breacher

The tyburaki can jump 5 squares while swimming as part of their movement.

Soulsight

Each creature within 2 of the tyburaki can't be hidden from them.

Demon Unguloid — **Level 10 Minion Brute**

Abyssal, Demon — EV 24 for eight minions

Stamina 17 — **Weakness** Holy 5
Speed 8 — **Size** 2 / **Stability** 3
With Captain Double edge on strikes — **Free Strike** 5

Might +5 **Agility +5** **Reason -1** **Intuition -1** **Presence -1**

Gore Horn (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **5 damage, push 2**
★ **12-16** **8 damage, push 4**
✸ **17** **10 damage, push 6**

Effect The unguloid deals an additional 10 damage if this ability is used while charging.

Soulsight

Each creature within 2 of the unguloid can't be hidden from them.

Demon Izyak — Level 10 Band Controller

Abyssal, Demon — EV 12

Stamina 55 — **Weakness** Holy 5
Speed 6 (teleport) — **Size** 2 / **Stability** 0
Free Strike 4

Might +0 **Agility +0** **Reason +5** **Intuition +2** **Presence +4**

Nostalgic Wanderlust (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Psionic, Ranged, Strike
Distance Ranged 10 — **Target** One creature

✦ ≤11 **9 psychic damage; R<3 restrained (save ends)**
★ 12-16 **12 psychic damage; R<4 restrained (save ends)**
✸ 17 **14 psychic damage; R<5 restrained (save ends)**

Effect A target restrained by this ability can be force moved and slides 3 squares.
2 Malice The izyak vertically slides the target 6 squares instead. A target restrained in midair doesn't fall until the condition ends.

Ruinous Temptation (Action) ◆ 2d10 + 5 ◆ 3 Malice
Keywords Area, Psionic, Ranged
Distance 4 cube within 10 — **Target** All enemies in the cube

✦ ≤11 **4 psychic damage; I<3 dazed (save ends)**
★ 12-16 **7 psychic damage; I<4 dazed (save ends)**
✸ 17 **9 psychic damage; I<5 dazed (save ends)**

Effect A dazed target must move their speed toward the izyak.
2 Malice The area increases to a 6 cube.

Lethe
While winded, the izyak has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the izyak can't be hidden from them.

Demon Vicisitator — Level 10 Band Harrier

Abyssal, Demon — EV 12

Stamina 60 — **Weakness** Holy 5
Speed 9 — **Size** 1M / **Stability** 0
Free Strike 4

Might +4 **Agility +5** **Reason -1** **Intuition -2** **Presence -3**

Warp Touch (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 10 — **Target** 1 creature or object

✦ ≤11 **9 damage**
★ 12-16 **12 damage**
✸ 17 **14 damage; I<5 flesh warped (save ends)**

Effect A flesh warped creature is slowed and weakened.

Soul Flay (Maneuver) ◆ 2d10 + 5 ◆ 5 Malice
Keywords Area, Melee
Distance 6 x 3 line within 1 — **Target** All enemies in the line

✦ ≤11 **4 psychic damage; P<3 soul flayed (save ends)**
★ 12-16 **7 psychic damage; P<4 soul flayed (save ends)**
✸ 17 **9 psychic damage; P<5 soul flayed (save ends)**

Effect A soul flayed creature is bleeding, except the Stamina they lose from the condition increases to 2d6.

Lethe
While winded, the vicisitator has an edge on strikes, and strikes have an edge against them.

Soulsight
Each creature within 2 of the vicisitator can't be hidden from them.

Aurumvas — Level 10 Leader

Abyssal, Demon — EV 48

Stamina 260 — **Weakness** Holy 5
Speed 8 (fly) — **Size** 3 / **Stability** 2
Free Strike 9

Might +5 **Agility +2** **Reason +5** **Intuition +3** **Presence +5**

Greedy Hands (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 2 — **Target** Two creatures or objects

✦ ≤11 **15 corruption damage; R<4 weakened (save ends)**
★ 12-16 **20 corruption damage; R<5 weakened (save ends)**
✸ 17 **24 corruption damage; R<6 weakened (save ends)**

2 Malice Aurumvas regains Stamina equal to the damage dealt.

Covetous Bolts (Action) ◆ 2d10 + 5 ◆ 3 Malice
Keywords Magic, Ranged, Strike
Distance Ranged 20 — **Target** Two creatures or objects

✦ ≤11 **15 psychic damage; P<4 dazed (save ends)**
★ 12-16 **20 psychic damage; P<5 dazed (save ends)**
✸ 17 **24 psychic damage; P<6 dazed (save ends)**

2 Malice Targets can't gain heroic resources while dazed.

Greed is Good (Maneuver) ◆ 2 Malice
Keywords —
Distance Ranged 10 — **Target** Special
Effect Aurumvas chooses a treasure or an object made of gold and teleports to an unoccupied space adjacent to the target, ending one save ends effect affecting him.

Absorb Soul (Free Triggered Action)
Keywords —
Distance 10 burst — **Target** Self
Trigger A demon dies within distance.
Effect The director gains 1 malice.

More… More…
While winded, Aruumvas has a double edge on strikes, and strikes have an edge against him.

Soulsight
Each creature within 5 of Aurumvas can't be hidden from him.

Time is Money (Villain Action 1)
Keywords —
Distance Self and 20 burst — **Target** Self and all allies
Effect Aurumvas warps time with his abyssal avarice. Each target teleports up to their speed and makes a free strike.

Hostile Acquisition (Villain Action 2)
Keywords —
Distance Ranged 10 — **Target** Special
Effect Aurumvas chooses up to three treasures he can see within distance that aren't artifacts. Until the end of the encounter, ethereal golden snakes burst from the ground and encircle the targets. While the object is worn or held, every time that hero gains a heroic resource, the director gains 1 malice.

No Matter The Cost (Villain Action 3) ◆ 2d10 +5
Keywords Area, Magic, Ranged
Distance Four 3 cubes within 10 — **Target** All creatures
Effect Aurumvas summons treasures from his vaults into the affected areas and causes them to explode.

✦ ≤11 **10 fire damage; push 1**
★ 12-16 **15 fire damage, push 2**
✸ 17 **19 fire damage, push 3**

Devils

In the lower plane of Hell, devils of the Seven Cities vie unceasingly against each other for power and control—a conflict fought foremostly through cunning and schemes. Devils are distinguished from other humanoids by skin in shades of azure and crimson and their hellmarks: horns, tails, hooves, wings, and other such infernal features.

Precarious Pyramids

The Seven Cities are built on a strict hierarchy and bureaucracy. Draconian chains of command place each devil in service to a higher authority—typically a more powerful devil. While devils are lawful, they're always looking for another way up the ladder. They twist every rule to their benefit to gain power and usurp those they answer to, eager to uncover loopholes in the eternal struggle for significance and supremacy.

Silver Tongues

These winsome devils can acquire great influence by bargaining for the souls of mortals on behalf of their archdevil. Virtuosos with words, devils are skilled at striking deals and forging contracts. They exploit the weaknesses of mortals—greed, revenge, vanity—or just simple desperation. In the heat of battle, a devil's supernatural charisma can influence a mortal to do their bidding, often without realizing until it's too late.

Negotiating with Devils

Devils are eager to negotiate and strike deals, but often require more compelling arguments and concrete evidence from the other party.

During a negotiation, an NPC devil has their impression and patience increased by 1. Their interest goes up to 10 instead of 5. When a devil is ready to make an offer, divide their interest by 2 to get their final response.

A devil typically never accepts an offer where they don't get something in return. They are often motivated by greed, power, or legacy, while their pitfalls often involve benevolence, freedom, or protection.

True Names

All devils have two names: one they're commonly known by, and another secret true name. Every devil zealously safeguards the latter, as their true name can be spoken aloud to aid in summoning them or to strip them of their power.

Hell's Defectors

Not every devil in the Seven Cities wants to ruthlessly ascend the hierarchy. Some others do desire advancement, but they remain dissatisfied at the bottom. As luck would have it, these fiends can free themselves from Hell's bureaucracy—for when a mortal overestimates their fortitude and dies while enacting an infernal summoning, it can leave an enterprising devil stranded in the Mundane World.

Some of these defectors cling to old habits, acquiring power in mortal spheres of business, law, or politics. Others, inspired by mortals, join adventuring parties or set out to explore the world.

Devil Languages

Most devils speak Anjal and Caelian, among other languages. The more powerful a devil, the more languages they tend to learn—to better make ironclad contracts with a wide variety of people and cultures. Outside of rare circumstances, devils are always willing to negotiate, ever desiring to twist a situation in their favor.

Devil Malice	**Malice Features**
At the start of any devil's turn, you can spend malice to activate one of the following features.	
Bureaucratic Tape ◆ 3 Malice A devil acting on this turn uses a signature action against an adjacent creature. If they roll a tier-3 result, the target has a double bane on strikes (save ends).	
Underhanded Tactics ◆ 5 Malice Each devil in the encounter can teleport to a space adjacent to another non-hidden creature in the encounter and make a free strike.	
Read the Small Print ◆ 7 Malice Each enemy in the encounter is subject to a bad deal proposed by the devils. An enemy must choose between damage weakness 5 or having a bane on power rolls. The bad deal lasts until the end of the encounter.	

Devil Clerk — Level 5 Minion Brute

Devil, Infernal — EV 14 for eight minions

Stamina 10 — **Immunity** Fire 5
Speed 6 — **Size** 1M / **Stability** 0
With Captain Strike damage +2 — **Free Strike** 3

Might +3 **Agility 0** **Reason +1** **Intuition +1** **Presence +2**

Quill Pushing (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 3 damage; push 1
★ 12–16 6 damage; push 2
✸ 17 7 damage; push 3

Effect A target adjacent to 2 or more clerks is taunted (EoT).

True Name
If a creature within 10 squares of the clerk speaks the clerk's true name aloud, the clerk loses their fire immunity and the additional effects on their signature action.

Devil Notary — Level 5 Minion Hexer

Devil, Infernal — EV 14 for eight minions

Stamina 8 — **Immunity** Fire 5
Speed 6 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 3

Might 0 **Agility +1** **Reason +3** **Intuition +1** **Presence +2**

Importunity (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 3 fire damage
★ 12–16 5 fire damage; R<2 target has a bane on their next strike
✸ 17 6 fire damage; R<3 target has a bane on their next strike

Effect A non-minion devil within 5 has an edge on their next strike.

True Name
If a creature within 10 squares of the notary speaks the notary's true name aloud, the notary loses their fire immunity and the additional effects on their signature action.

Devil Scrivener — Level 5 Minion Harrier

Devil, Infernal — EV 14 for eight minions

Stamina 9 — **Immunity** Fire 5
Speed 6 (fly) — **Size** 1M / **Stability** 0
With Captain Speed +3 — **Free Strike** 3

Might 0 **Agility +3** **Reason +1** **Intuition +1** **Presence +2**

Litigation (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Magic, Melee, Strike
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 3 corruption damage
★ 12–16 5 corruption damage; slowed (EoT)
✸ 17 6 corruption damage; slowed (EoT)

Effect Shift 1.

True Name
If a creature within 10 squares of the scrivener speaks the scrivener's true name aloud, the scrivener loses their fire immunity and the additional effects on their signature action.

Devil Jurist — Level 5 Troop Artillery

Devil, Infernal — EV 28

Stamina 120 — **Immunity** Fire 5
Speed 6 (fly) — **Size** 1M / **Stability** 0
Free Strike 7

Might 0 **Agility +2** **Reason +1** **Intuition +1** **Presence +3**

Fire and Brimstone (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 12 **Target** 2 creatures or objects

✦ ≤11 10 fire damage
★ 12–16 15 fire damage; A<2 burning (save ends)
✸ 17 18 fire damage; A<3 burning (save ends)

Effect A burning creature or object takes 1d6 fire damage at the start of each of their turns until the condition ends.
1+ Malice The jurist can target one additional creature or object for each malice spent.

Dismissal with Prejudice (Action) ◆ 2d10 + 3
Keywords Area, Magic
Distance 2 burst **Target** Each enemy in the burst

✦ ≤11 6 damage; slide 1
★ 12–16 10 damage; slide 3
✸ 17 12 damage; slide 5

Effect M<2 the target slides an additional 3 squares.

Ashes to Ashes (Maneuver)
Keywords Magic
Distance Ranged 12 **Target** 1 burning creature
Effect The target takes 6 fire damage.

Devilish Charm (Triggered Action) ◆ 2 Malice
Keywords Magic
Distance Ranged 5 **Target** Triggering creature
Trigger A creature targets the jurist with a strike.
Effect The target makes a **Presence test.**

✸ ≤11 The jurist chooses a new target for the strike
★ 12–16 The jurist halves the incoming damage
✦ 17 The target is dazed (EoT)

Hellfire
Fire damage dealt by the jurist ignores immunity.

True Name
If a creature within 10 squares of the jurist speaks the jurist's true name aloud, the jurist loses their immunities, the additional effects on their signature action, and their Devilish Charm ability.

Devil Legate — Level 5 Troop Defender

Devil, Infernal — EV 28

Stamina 160 — **Immunity** Fire 5
Speed 6 — **Size** 1M / **Stability** 2
Free Strike 6

Might +3 **Agility +1** **Reason 0** **Intuition +1** **Presence +2**

Infernal Pike (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ **≤11** 9 damage
★ **12–16** 14 damage; A<2 slowed (save ends)
✸ **17** 17 damage; A<3 slowed (save ends)
Effect If the targets are adjacent to each other, this ability deals an additional 3 damage.

Writ of Execution (Action) ◆ 2d10 + 3
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✸ **≤11** 6 damage; M<1 prone
★ **12–16** 11 damage; M<2 prone can't stand (save ends)
✦ **17** 14 damage; M<3 prone can't stand (save ends)
Effect If the legate charges while using this ability, they ignore difficult terrain and target each creature and object they move through with the power roll (but not its additional effects).

Law and Order (Maneuver)
Keywords —
Distance Melee 1 — **Target** 1 creature
Effect The target is taunted by the legate (save ends). The legate can only have one creature taunted at a time.

Devilish Charm (Triggered Action) ◆ 2 Malice
Keywords Magic
Distance Ranged 5 — **Target** Triggering creature
Trigger A creature targets the legate with a strike.
Effect The target makes a **Presence test.**
✸ **≤11** The legate chooses a new target for the strike
★ **12–16** The legate halves the incoming damage
✦ **17** The target is dazed (EoT)

Hellish Bailiff
The legate has damage immunity 3 while in one of the nine Hells or within 10 squares of a non-minion devil that is a higher level than them.

True Name
If a creature within 10 squares of the legate speaks the legate's true name aloud, the legate loses their immunities, the additional effects on their signature action, and their Devilish Charm ability.

Devil Adjudicator — Level 6 Troop Controller

Devil, Infernal — EV 32

Stamina 140 — **Immunity** Fire 5
Speed 6 (fly) — **Size** 1M / **Stability** 1
Free Strike 7

Might 0 **Agility +1** **Reason +2** **Intuition +1** **Presence +3**

Infernal Injunction (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** 2 creatures or objects
✦ **≤11** 10 fire damage; I<1 frightened (save ends)
★ **12–16** 15 fire damage; I<2 frightened (save ends)
✸ **17** 18 fire damage; I<3 frightened (save ends)
Effect The adjudicator can slide a target frightened by this ability 2 squares.

Adjudicator's Interdiction (Action)
Keywords Magic
Distance Ranged 10 — **Target** 1 creature
Effect The target makes a **Presence test.**
✸ **≤11** Slowed, bane on power rolls, can't regain Stamina (save ends)
★ **12–16** Slowed, bane on power rolls (save ends)
✦ **17** Slowed (save ends)

Quid Pro Quo (Maneuver)
Keywords Magic
Distance Ranged 10 — **Target** 1 ally or 1 frightened creature
Effect The adjudicator switches places with the target.

Devilish Charm (Triggered Action) ◆ 2 Malice
Keywords Magic
Distance Ranged 5 — **Target** Triggering creature
Trigger A creature targets the adjudicator with a strike.
Effect The target makes a **Presence test.**
✸ **≤11** The adjudicator chooses a new target for the strike
★ **12–16** The adjudicator halves the incoming damage
✦ **17** The target is dazed (EoT)

Vexatious Litigation
A creature has -2 on saving throws while within 10 of the adjudicator if their Presence score is lower than the adjudicator's.

True Name
If a creature within 10 squares of the adjudicator speaks the adjudicator's true name aloud, the adjudicator loses their immunities, the additional effects on their signature action, and their Devilish Charm ability.

Devil Magistrate — Level 6 Troop Harrier

Devil, Infernal — EV 32

Stamina 160 — **Immunity** Fire 5
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 7

Might +1 **Agility +3** **Reason 0** **Intuition +1** **Presence +2**

Edge of the Law (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects
✦ **≤11** 10 damage
★ **12–16** 15 damage
✸ **17** 18 damage; R<3 dazed (save ends)
Effect The magistrate can shift up to 3 squares before or after using this ability, or between targets.

Verdict (Action) ◆ 2d10 + 3
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature
✸ **≤11** 11 damage
★ **12–16** 17 damage
✦ **17** 21 damage
Effect This ability has a double edge if the magistrate was hidden before using this ability and deals an additional 5 damage if the target is dazed.

Justice Turns Its Gaze (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The magistrate becomes hidden, even if they are being observed.

Devilish Charm (Triggered Action) ◆ 2 Malice
Keywords Magic
Distance Ranged 5 — **Target** Triggering creature
Trigger A creature targets the magistrate with a strike.
Effect The target makes a **Presence test.**
✸ **≤11** The magistrate chooses a new target for the strike
★ **12–16** The magistrate halves the incoming damage
✦ **17** The target is dazed (EoT)

Leading
If the magistrate moves away from an enemy who is adjacent to one of the magistrate's allies, the movement is considered shifting.

True Name
If a creature within 10 squares of the magistrate speaks the magistrate's true name aloud, the magistrate loses their immunities, the additional effects on their signature action, and their Devilish Charm ability.

Archdevil — Level 6 Leader

Devil, Infernal — EV 32

Stamina 181 — **Immunity** Fire 8
Speed 7 (fly) — **Size** 1M / **Stability** 2
Free Strike 6

Might +1 **Agility +3** **Reason +2** **Intuition +1** **Presence +4**

Infernal Decree (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 12 — **Target** Three creatures or objects
✦ **≤11** 10 damage; P<2 the target can't hide (save ends)
★ **12–16** 15 damage; P<3 the target can't hide (save ends)
✸ **17** 19 damage; P<4 the target can't hide (save ends)
2 Malice Each devil has an edge to strike a target that can't hide.

Compel the Jury (Maneuver) ◆ 2d10 + 4
Keywords Magic, Ranged
Distance Ranged 12 — **Target** 2 creatures
✦ **≤11** I<2 charmed (save ends)
★ **12–16** I<3 charmed (save ends)
✸ **17** I<4 charmed (save ends)
Effect Until the condition ends, a charmed creature considers the archdevil an ally, and the archdevil can spend 1 malice on their turn to force move a charmed creature up to 3 squares.

Devilish Suggestion (Triggered Action) ◆ 2 Malice
Keywords Magic
Distance Ranged 5 — **Target** Triggering creature
Trigger A creature targets the archdevil with a strike.
Effect The target makes a **Presence test.**
✸ **≤11** Charmed (save ends) (see Compel the Jury)
★ **12–16** The archdevil chooses a new target for the strike
✦ **17** The archdevil halves the incoming damage

End Effect
At the end of their turn, the archdevil can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

True Name
If a creature within 10 squares of the archdevil speaks the archdevil's true name aloud, the archdevil loses their immunities, the additional effects on their signature attack, and their Devilish Suggestion triggered action.

Welcome, Friends (Villain Action 1)
Keywords Area, Magic
Distance 3 burst — **Target** Each enemy in burst
Effect Each target makes a **Presence test.**
✦ **≤11** 15 psychic damage; charmed (save ends)
★ **12–16** 12 psychic damage; charmed (save ends)
✸ **17** 7 psychic damage

Heed My Commands! (Villain Action 2)
Keywords —
Distance Self and 5 burst — **Target** Self and each allies in the burst
Effect Each target shifts up to their speed. The archdevil can force move each charmed creature up to half their speed.

Deceptive Stratagem (Villain Action 3)
Keywords —
Distance Ranged 12 — **Target** 1 ally or charmed creature
Effect The archdevil swaps places with the target. Then, each ally and charmed creature within 12 of the archdevil make a free strike against a target of the archdevil's choice.

RETAINER

DEVIL DEFECTOR **LEVEL 5 HEXER RETAINER**

Devil, Planar EV 23

Stamina 60 **Immunity** fire 5
Speed 6 (fly) **Size** 1M / **Stability** 0
Free Strike 5

Might +3 **Agility +2** **Reason +3** **Intuition +1** **Presence +2**

Corrupting Flame (Action) ◆ 2d10 + Highest Characteristic ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 **Target** 1 creature or object
✦ ≤11 **6 fire or corruption damage**
★ 12–16 **10 fire or corruption damage**
✸ 17 **13 fire or corruption damage**

Tempting Offer (Free Triggered Action, Encounter)
Keywords Attack, Melee
Distance Ranged 10 **Target** Triggering creature
Trigger A sapient enemy is reduced to 0 Stamina.
Effect If the creature takes the defector's offer, the creature is reduced to 1 Stamina instead of 0. If they do so, on their next turn the defector controls the creature's move action, and the creature must use a Signature Action against a creature of the defector's choice or immediately die. The Director must spend 3 Malice to have the creature turn down this offer.

True Name
If a creature within 10 squares of the defector speaks the defector's true name aloud, the defector loses their immunities, the additional effects on their signature attack, and their Devilish Charm triggered action.

LEVEL 7 RETAINER ADVANCEMENT ABILITY

Flames of Revenge (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic
Distance 3 cube within 10 **Target** All enemies
✦ ≤11 **6 corruption damage**
★ 12–16 **10 corruption damage**
✸ 17 **14 corruption damage**
Effect If the defector's mentor is in the area, they burn with harmless flame until the end of the defector's next turn. While this fire burns, the mentor has fire immunity 10 and any creature that hits the mentor takes 10 fire damage.

LEVEL 10 RETAINER ADVANCEMENT ABILITY

Hell On Earth (Action, Encounter)
Keywords Area, Magic
Distance 5 cube within 10 **Target** --
Effect The area burns with infernal fire until the end of the devil's next turn. An enemy of the defector that ends their turn in the area takes 10 fire damage and is **P (medium) frightened** (save ends).

Draconians

Draconians—or wyrmwights as some call them—are a people created through a obscure ritual known as Dracogenesis. Most draconians have an elemental affinity connected to their scales, which they can change given enough time and training.

The draconians presented in this section aren't a band, but five individual draconian warriors whose reputations precede them. You likely won't find them all working together, but instead serving in other forces as high-ranking commanders.

Aeolyxria the Uncanny

From the moment she hatched, Aeolyxria has enjoyed a fascination for the occult. She wanders the land gathering strange tomes and artifacts so she can study them in action. When she takes a job, it's because she has a new doohickey she wants to test out. Aeolyxria possesses a sharp, tactical mind that can turn any battlefield into her homefield advantage. If she could just get a handle on all of her equipment, she'd be unstoppable!

Locratix the Morningstar

A traveler from a faraway land and the sole progeny of her Dracogenesis clutch, Locratix puts survival over all things. The very concept of the Dragon Knights is anathema to her; there is no reason a wyrmwight should hand over the power that keeps them alive. Locratix wanders the land taking up mercenary jobs, but she is always one better deal away from skewering her employer on the end of her lance.

Lydixavus the Deadeye

Nothing escapes Lydixavus or their unrivaled precision. After decades of careful training, they have honed their breath weapon into a swift and far-traveling bullet of ice. Lydixavus is motivated by revenge. Each scar, each dent in their scales has a story, and Lydixavus plans to return the favor tenfold to the perpetrator of each one.

Myxovidan the Sintaker

Myxovidan was raised by a secluded order of monks who claimed his obsidian-black scales and nausea-inducing breath were an evil that must be purged. They subjected him to an austere lifestyle, full of intense training, meditation, and denial of worldly pleasures. But Myxovidan's hunger would be satisfied, one way or another. When Myxovidan departed the order, he left behind little more than a group of emaciated monk corpses who looked like they had the life sucked right out of them.

Phrrygalax the Subduer

Phrrygalax was once a Dragon Knight in the service of Good King Omund. Though he took the oath, he was always keenly aware he was created for violence. When Mandrake's betrayal fractured the order, Phryygalax gleefully renounced his oath to follow what he believes to be his true, brutal purpose. Many who served with him believed he was merely waiting for a convenient excuse to do so.

Dorzinuuth the Base

To those who know the Dragon Phalanx of old, no name inspires more awe and fear than that of Dorzinuuth. A mastermind on the battlefield and the foundation of the Dragon Knights' fraternity, Dorzinuuth was known for mounting daring campaigns and always returning with the same number of soldiers (if not more). In the wake of the death of Good King Omund, many were shocked to see him debase himself with banditry and petty mercenary jobs. Others hold on to the hope that he makes moves in darkness, waiting for the day when he can once again uphold his oath in the light.

Draconian Languages

Most draconians speak Caelian and the language of their employers and creators.

Draconian Malice — **Malice Features**

At the start of any draconian's turn, you can spend malice to activate one of the following features.

Guarding Gale ◆ 3 Malice

A draconian acting this turn flaps their wings and creates a powerful gale. Each creature adjacent to the draconian is pushed 4 and **M<2** knocked prone.

Breath Weapon (Action) ◆ 2d10 + 3 ◆ 5 Malice

Keywords Area, Magic, Melee

Distance 4 × 2 line within 1 — **Target** All enemies in the line

✦ ≤11 **6 damage**

★ 12-16 **10 damage**

✸ 17+ **13 damage**

Effect The damage type changes to match a damage type that the draconian has immunity to.

Scaleshatter Burst (Free Action) ◆ 2d10 + 3 ◆ 7 Malice

Keywords Area, Magic, Melee

Distance 2 burst — **Target** All enemies in the burst

✦ ≤11 **7 damage**

★ 12-16 **13 damage**

✸ 17+ **16 damage**

Effect The draconian's scales shatter from battle damage. The draconian has damage weakness 5, but the draconian can now take two turns per round.

Aeolyxria the Uncanny — Level 6 Troop Controller

Draconian, Dragon, Humanoid — EV 32

Stamina 140 — **Immunity** poison 6
Speed 5 (flying) — **Size** 1M / **Stability** 2
Free Strike 7

Might -1 **Agility +2** **Reason +4** **Intuition +3** **Presence +1**

Spittlesplash (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 2 enemies
✦ ≤11 **10 poison damage; M<1 slowed (save ends)**
★ 12-16 **15 poison damage; M<2 slowed (save ends)**
✸ 17 **18 poison damage; M<3 slowed (save ends)**

Experimental Treasure (Action)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** 2 creatures or objects
✦ ≤11 **The target regains 10 Stamina**
★ 12-16 **12 corruption damage; A<2 weakened (save ends)**
✸ 17 **12 lightning damage; A<2 bleeding (save ends)**
Effect The first time in an encounter that Lydixavus rolls a result with this ability, she can choose that result instead of rolling whenever she uses this ability for the rest of the encounter.
2+ Malice Aeolyxria targets an additional creature or object for every 2 malice spent.

Elevate! (Maneuver) ◆ 2 Malice
Keywords —
Distance 1 cube within 5 — **Target** Special
Effect The ground is elevated by 5 squares, creating a pillar of dirt. Each creature in the affected area is lifted along with it.
1+ Malice Aeolyxria creates an additional pillar for each malice spent.

Blood For Blood (Triggered Action) ◆ 2d10 + 3
Keywords Ranged, Weapon
Distance Ranged 5 — **Target** One creature
Trigger The target inflicts the bleeding condition on an ally.
✦ ≤11 **7 poison damage; A<2 bleeding (save ends)**
★ 12-16 **12 poison damage; A<3 bleeding (save ends)**
✸ 17 **15 poison damage; bleeding (save ends)**

That's Our Opening!
The Director gains 1 malice whenever Aeolyxria inflicts a condition on an enemy.

Lokratix The Morningstar — Level 6 Troop Harrier

Draconian, Dragon, Humanoid — EV 32

Stamina 160 — **Immunity** acid 6
Speed 8 (flying) — **Size** 1M / **Stability** 2
Free Strike 7

Might +1 **Agility +3** **Reason +1** **Intuition +2** **Presence +2**

Skewer (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects
✦ ≤11 **10 damage**
★ 12-16 **15 damage; M<1 slowed (save ends)**
✸ 17 **18 damage; M<2 slowed (save ends)**
Effect Lokratix deals 6 damage to each creature or object in a line up to two squares behind the target.

Acidic Stun (Action) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Area, Magic, Melee
Distance 3 × 1 line within 1 — **Target** All enemies in the line
✦ ≤11 **7 acid damage; M<1 dazed (save ends)**
★ 12-16 **12 acid damage; M<2 dazed (save ends)**
✸ 17 **15 acid damage; M<3 dazed (save ends)**
Effect Lokratix deals an additional 6 damage on abilities targeting enemies dazed by this ability.

Takeoff (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect Lokratix lifts off from the ground and flies up to her speed. All creatures adjacent to the square she took off from are **A<2** knocked prone.

Stay Back! (Triggered Action) ◆ 2d10 + 3
Keywords —
Distance Melee 2 — **Target** One creature
Trigger Target enters a square within distance.
✦ ≤11 **7 acid damage; A<1 speed is 0 (EoT)**
★ 12-16 **12 acid damage; A<2 speed is 0 (EoT)**
✸ 17 **15 acid damage; A<3 speed is 0 (EoT)**

Flighty
When Lokratix deals damage to an enemy, the enemy can't use her as the trigger for any of their triggered actions until the start of her next turn.

Absorbing Scales
When Lokratix takes damage of a type she has an immunity for, she has damage immunity 6 against the next strike made against her.

Lydixavus the Deadeye — Level 6 Troop Artillery

Draconian, Dragon, Humanoid — EV 32

Stamina 140 — **Immunity** cold 6
Speed 5 (flying) — **Size** 1M / **Stability** 2
Free Strike 7

Might -1 **Agility +3** **Reason +3** **Intuition +3** **Presence +1**

Breathsnipe (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** 1 enemy

✦ ≤11 **10 cold damage**
★ 12-16 **16 cold damage; the target has a bane on their next strike.**
✸ 17 **19 cold damage; the target has a double bane on their next strike.**

Ice Lob (Action) ◆ 2d10 + 3
Keywords Area, Magic, Ranged
Distance 2 cube within 10 **Target** All enemies and objects in the cube

✦ ≤11 **7 cold damage; M<1 dazed (save ends)**
★ 12-16 **13 cold damage; M<2 dazed (save ends)**
✸ 17 **16 cold damage; M<3 dazed (save ends)**

Parting Gift (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect Lydixavus flies up to their speed, leaving a size 1S ice mine in the square they took off from. The ice mine explodes when an enemy enters a square containing it. Lydixavus rolls power for an exploding ice mine as if they used their Ice Lob ability, targeting the triggering creature and each creature and object within 1 of the ice mine.

Wasn't Aiming For You (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger Lydixavus gets a Tier 1 result on their signature action
Effect Lydixavus uses an additional signature action targeting a creature within 5 of the original target.

Scorekeeping Scales
Lydixavus knows the location of every creature who has ever dealt damage to them and has line of effect to each of these creatures while they're within 20 of Lydixavus.

Myxovidan the Sintaker — Level 6 Troop Hexer

Draconian, Dragon, Humanoid — EV 46

Stamina 140 — **Immunity** corruption 6
Speed 5 (flying) — **Size** 1M / **Stability** 2
Free Strike 7

Might -1 **Agility +3** **Reason +2** **Intuition +2** **Presence +1**

Breaking Palm (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 enemies

✦ ≤11 **10 damage; M<1 weakened (save ends)**
★ 12-16 **15 damage; M<2 weakened (save ends)**
✸ 17 **18 corruption damage; M<3 weakened (save ends)**
2 Malice Myxovidan regains Stamina equal to half the damage dealt.

Expunging Exhalation (Action)
Keywords Area, Magic, Melee
Distance 2 burst — **Target** All enemies in the burst

✦ ≤11 **7 corruption damage; M<1 condemned (save ends)**
★ 12-16 **12 corruption damage; M<2 condemned (save ends)**
✸ 17 **15 corruption damage; M<3 condemned (save ends)**
Effect A condemned creature has corruption weakness 3 until the condition ends.

Step and Swap (Maneuver)
Keywords —
Distance Ranged 3 — **Target** 1 ally
Effect Myxovidan and the target shift and swap places.

Anyone Can Do That (Triggered Action) ◆ 2 Malice
Keywords —
Distance Self — **Target** Self
Trigger An adjacent creature damages Myxovidan
Effect Myxovidan perfectly recreates the damaging move. If the move requires a Power Roll, Myxovidan rolls power using his stats. If Myxovidan gets a higher tier on this roll than the triggering creature, the Director gains 2 Malice.

Stench of Death
Whenever an enemy regains Stamina while within 5 of Myxovidan, they regain 3 less Stamina.

PHRRYGALAX THE SUBDUER — LEVEL 6 TROOP BRUTE

Draconian, Dragon, Humanoid — EV 32

Stamina 180 — **Immunities** fire 6
Speed 5 (flying) — **Size** 1L / **Stability** 5
Free Strike 7

Might +3 **Agility +2** **Reason +0** **Intuition +0** **Presence +3**

Baneful Blade (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ ≤11 **10 damage**
★ 12-16 **16 damage; M<1 bleeding (save ends)**
✸ 17 **19 damage; M<2 3 damage, bleeding (save ends)**

Spinning Spit (Action) ◆ 2d10 + 4 ◆ 2 Malice
Keywords Area, Magic, Melee
Distance 1 burst — **Target** All enemies in the burst

✦ ≤11 **7 fire damage**
★ 12-16 **13 fire damage**
✸ 17 **16 fire damage**

Heavy Landing (Maneuver)
Keywords Area
Distance Self — **Target** Self
Effect Phrrygalax flies up to his speed and lands in an unoccupied space on the ground. Each creature adjacent to where he lands is **A<2** knocked prone.

Armor of the Ancients (Triggered Action) ◆ 2 Malice
Keywords —
Distance Self — **Target** Self
Trigger Phrrygalax takes acid, cold, corruption, fire, lightning, or poison damage.
Effect Phrrygalax absorbs the damage instead, recovering Stamina equal to the damage dealt. Phrrygalax swaps his current immunity with the triggering damage type.

STILL YOUR TONGUE! (Free Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger Phrrygalax hears a creature within 5 reciting the oath of Good King Omund's Dragon Phalanx
Effect Phrrygalax shifts up to his speed and uses Baneful Blade against the enemy, dealing an additional 7 damage.

Oathbreaker's Vengeance
When Phrrygalax fails a saving throw, he deals an additional 7 damage on his next strike.

DORZINUUTH THE BASE — LEVEL 6 LEADER

Draconian, Dragon, Humanoid — EV 32

Stamina 180 — **Immunity** lightning 6
Speed 5 (flying, hover) — **Size** 1L / **Stability** 6
Free Strike 7

Might +4 **Agility +1** **Reason +1** **Intuition +2** **Presence +3**

Punishing Flail (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ ≤11 **11 damage; M<2 prone**
★ 12-16 **16 damage; M<3 prone**
✸ 17 **19 damage; M<4 prone**
2 Malice M<4 bleeding (save ends).

I'll Cut A Path (Maneuver) ◆ 2d10 + 4
Keywords Area, Melee, Weapon
Distance 5 × 1 line Within 1 — **Target** All enemies in the line
Effect Dorzinuuth shifts to an unoccupied square adjacent to the end of the line and then rolls power.

✦ ≤11 **7 damage**
★ 12-16 **12 damage; M<3 prone**
✸ 17 **15 damage; M<4 prone**

Watch Your Six! (Triggered Action)
Keywords —
Distance Melee 1 — **Target** 1 Ally
Trigger An ally within distance takes damage while Dorzinuuth isn't flying.
Effect Dorzinuuth shields his ally with his wings, halving the damage.

End Effect
At the end of his turn, Dorzinuuth can take 10 damage to end one save ends effect affecting him. This damage can't be reduced in any way.

Sheltering Wings
Strikes made against Dorzinuuth have a bane while he isn't flying.

Remember Your Oath
After Dorzinuuth hears a character recite the Dragon Phalanx oath, he has a bane on all strikes made against that character.

Roaring Gambit (Villain Action 1)
Keywords —
Distance 5 burst — **Target** All enemies in the burst
Effect Dorzinuuth lets loose a powerful roar. Each target must make a **Reason test.**

✸ ≤11 **frightened (save ends)**
★ 12-16 **frightened (EoT)**
✦ 17 **no effect**

Effect Each ally within distance has an edge on their next attack.

Wings of Second Wind (Villain Action 2)
Keywords —
Distance Self and 10 burst — **Target** Self and all allies
Effect Each target shifts or flies up to their speed and regains 10 Stamina.

Snap, Crackle, Pop (Villain Action 3)
Keywords Magic, Melee
Distance 5 burst — **Target** All allies in the burst
Effect Dorzinuuth covers all allies in an electrifying mesh. Whenever a target takes damage from a melee strike or ability, the attacker takes 6 lightning damage.

Retainer

The Nameless — **Level 6 Defender Retainer**

Draconian, Humanoid — EV 30

Stamina 90 — **Immunities** Corruption 6
Speed 5 (flying) — **Size** 1M/**Stability** 4
Free Strike 6

Might +3 **Agility +2** **Reason +1** **Intuition +1** **Presence +2**

Malice Mace (Action) - 2d10 + highest characteristic ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — Target One creature or object
✦ **≤11** **6 damage**
★ **12–16** **11 damage**
✸ **17+** **14 damage; push 2**

I'm Not a Steed, You're Equipment (Action, Encounter)
Keywords -
Distance Melee 1 — **Target** the Nameless's mentor
Effect The Nameless's mentor enters their square and rides on their back. The Nameless or the mentor can move the mentor to an adjacent square as a free maneuver. While in the Nameless's square, the mentor moves with them, can't take their own move action, and gains 1 shield.

Wing Block
Ranged attacks against the Nameless suffer a bane.

Level 7 Retainer Advancement Ability

Looming Wings (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Melee, Weapon
Distance 1 burst — **Target** All enemies
✦ **≤11** **5 corruption damage; I (weak) weakened (save ends)**
★ **12–16** **9 corruption damage; I (average) weakened (save ends)**
✸ **17+** **12 corruption damage; I (strong) weakened (save ends)**
Effect If the Nameless's mentor is in the area, they gain 2 shields until the start of their next turn.

Level 10 Retainer Advancement Ability

Spew Death (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic
✦ **≤11** **11 corruption damage**
★ **12–16** **16 corruption damage**
✸ **17+** **21 corruption damage**
Effect The Nameless must be winded to use this ability. Any living minions reduced to 0 Stamina by this ability regain all their Stamina and become corporeal undead under the Nameless's control until the end of the Nameless's next turn, after which time they are destroyed.

Dragons

We fear dragons above all else. Not only are they an expression of annihilation—our oldest and most basic dread—but they are a symbol of everything ancient, inscrutable, and unconquerable about our world.

Where the Elements Meet Anguish

As elementals are pure expressions of the Mundane World, their shapes can become hardened and bent by intense energies permeating their world. Over time, an elemental entangled in extreme concentrations of rancor or grief may crystallize into a terrifying beast known as a dragon.

Dragons are both a provocateur and a consequence of people's anguish. A thorn dragon will overtake crops and forests in a fortress of bramble vines and threaten to starve the people living there, yet it was born out of decades of hunger and strife that came before them. Vanquishing a dragon may be necessary to save innocent lives, but until the underlying problems are addressed, another dragon will take their place in time.

Draco Vulgaris

Many regular dragons share a number of commonalities between them, such as powerful wings, whiplike tails, and reptilian faces adorned with horns. People categorize them more specifically based on where they're found and how those environments have shaped their forms, such as the gloom dragon's telltale mantle of fog. Some individual dragons retain a trait or two from their primordial forms, while more powerful dragons have been known to intentionally change their shapes to distinguish themselves even further.

Across all dragons, the dragon's breath is their most violent form of self-expression. Whether they roar to ward off threats or charge their breath with elemental energy, no good comes from a dragon opening their mouth.

Wyrmscale

Most dragons are covered in wyrmscale, a hardy plate that both absorbs and emits elemental energy. They not only protect dragons but allow them to ignite their bodies and further shape their environment. The crucible dragon, for example, lights their tail on fire to decimate structures that their breath cannot melt alone.

When a dragon feels threatened, their wyrmscale radiates massive amounts of energy and creates a barrier around them. This barrier buffers both incoming and outgoing force, allowing the dragon to become even more fearsome should their defenses break down.

A Lord of their Domain

It's said that a dragon's physical form includes the land they're found in. The longer a dragon spends time in a location, the more control they have over it. The land becomes barren in an omen dragon's domain as old souls become suspended in its thickened air and new life can't breach its soil.

This impact is more than a passive consequence of a dragon's presence; dragons use their magic to set seals upon creatures and lands that they claim as their own. To be dragonsealed is to become an extension of the dragon's might and subject to their fury.

Some cultures that have developed in close proximity to a dragon may give alms to the dragon as if they were a saint, and treat the dragon's seal as a blessing. There is some truth to this—few other predators are foolish enough to encroach on a dragon's territory.

Dragon Hoards

Legendary heroes protect the layperson from dragons. Foolhardy adventurers brave a dragon's lair to take their treasure.

Mature dragons hoard vast amounts of treasure and wealth as a hunting technique. The more valuable their trove, the more prey they lure into their clutches. Desperate kings have sent armies to their deaths for the opportunity to expand their kingdoms' wealth. Their efforts only further these dragon hoards as they continue to pile with enchanted armors and magical trinkets that can't be ignored.

Younger dragons still settling their domains have been known to scour ruins and old cities for treasures to start their hoard. It is not unheard of for a dragon to either repeatedly visit or settle near people who willingly give them their valuables and heirlooms.

Draco Nobilis

Regular dragons should not be confused for the elder dragons. They are known otherwise as true dragons, legendary beings that are said to devour entire worlds when they finally awaken. Even the most fearsome meteor dragon only possesses a modicum of a true dragon's power and wiles.

No one has recognized a true dragon for thousands of years. However, rumor has it that a true dragon sleeps at the sun's core and is responsible for bringing light to the entire Mundane World.

Thorn Dragon

Thorn dragons take root in the destitution of nature and are cultivated by the suffering of those who struggle against the green's cruelty. Though a region's people may have long overcome past famine, the desperation of those who came before has already nurtured their future scourge.

These dragons appear born of the wood, living thickets bedecked in torturous thorns. With twisting briar horns and wings shaped by tangled roots, thorn dragons embody the richness of nature they so readily constrict the life from.

Conquerors of the Green

Thorn dragons cultivate their lairs in lush farmlands or flourishing forests. They overtake these beautiful regions with massive briar thickets, choking out the existing flora until the only thing that can grow are their own brambles.

In forests, this ravaging drives out the local fauna smart enough to flee rather than foolishly fight against the wood's new ruler. When a thorn dragon establishes their lair over a village's farmlands, the populace either wisely flees or starves for their pride.

Natural Curators

More intelligent dragons seek all forms of riches for their hoard, but thorn dragons have no eye for manmade treasures. Instead, they amass the wealth of the wild they represent. Thorn dragons stockpile food, even food they won't eat, alongside uncut gemstones, minerals and ore, wood, oils, and spices.

Bestial Instincts

Compared to more powerful dragons, thorn dragons are closer to beasts. They are incapable of speech and act primarily on instinct to expand their territory, defend their lair, and grow their hoard.

Despite this, some villages manage to avoid being driven from their homes or starved within them—at the expense of being dependent on a thorn dragon's bestial ego. These villagers come to a tenuous understanding with the dragon, trading it the kinds of treasure it desires in exchange for meager foodstuffs from the dragon's hoard.

Territorial Bloodletters

Thorn dragons are highly territorial against unexpected threats to their lair. In order to defend their home, these dragons take advantage of the thicket—by dragonsealing intruders, pushing and pulling them across the briars and letting the thorns bleed them dry. When the brambles aren't enough, thorn dragons either imbue the barbs with poison or breathe the toxins directly, taking advantage of another way to slowly drain the life from their enemies.

Thorn Dragon — Level 2 Solo

Dragon, Elemental — EV 40

Stamina 250 — **Immunity** poison 5
Speed 8 (fly) — **Size** 3 / **Stability** 6
Free Strike 5

Might +2 **Agility +3** **Reason -1** **Intuition +1** **Presence +2**

Solo Monster

Solo Turns The dragon takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the dragon can take one action and one maneuver per turn.

End Effect At the end of their turn, the dragon can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Withering Wyrmscale Aura

The dragon's scales emit a 2 aura barrier of withering green magic. When a creature in the affected area regains Stamina, they only regain half the Stamina. A winded creature who enters an affected square or starts their turn there takes 1d6 poison damage.

Virulent Breath (Action) ◆ Signature

Keywords Area, Magic, Melee
Distance 10 x 1 line within 1 — **Target** All enemies
Effect Each target makes a **Might test**.

✸ **≤11** 12 poison damage; P<4 dragonsealed (save ends)
★ **12–16** 9 poison damage; P<3 dragonsealed (save ends)
✦ **17** 5 poison damage; P<2 dragonsealed (save ends)

Effect Until the condition ends, a creature dragonsealed by the dragon has their wounds overtaken by nettles and thorns, and they take an additional die of damage from conditions that deal damage, the dragon's Wyrmscale Aura, and the dragon's Malign Thicket Villain Action.

Spinous Tail Swing (Action) ◆ 2d10 + 3

Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** Two enemies or objects

✦ **≤11** 8 damage; push 2
★ **12–16** 12 damage; push 4
✸ **17** 15 damage; push 8

3 Malice Each target is A<3 bleeding (save ends).

Investiture of Verdure (Maneuver) ◆ 5 Malice

Keywords Area
Distance 10 burst — **Target** All dragonsealed enemies
Effect Each target is pulled 5 toward the dragon. For each creature pulled, the dragon gains 5 temporary Stamina.

Provoking Nettles (Free Maneuver)

Once per turn, the dragon shifts 5 and can move through enemies at normal speed. The first time the dragon passes through a creature's space during this movement, the creature takes 3 damage.

Prickly Situation (Triggered Action)

Keywords Magic
Distance 10 — **Target** Triggering creature
Trigger A creature successfully saves to end their dragonsealed condition.
Effect The target is pulled 5 toward the dragon and is restrained (EoT).

Thorny Scales (Free Triggered Action) ◆ 1 Malice

Keywords —
Distance Self — **Target** Triggering creature
Trigger A creature deals damage to the dragon with a melee strike.
Effect The dragon makes a free strike against the target. The target is M<2 bleeding (EoT).

Thorn Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, each space on the map is considered difficult terrain for all creatures except for the dragon. Each such creature who moves within the area takes 1 damage for each square they enter. A creature restrained in this area is also bleeding.

Briar Bindings (Villain Action 1) ◆ 2d10 + 3

Keywords Area, Magic
Distance 4 burst — **Target** All enemies

✦ **≤11** 5 damage; A<2 restrained (save ends)
★ **12–16** 9 damage; A<3 restrained (save ends)
✸ **17** 12 damage; A<4 restrained (save ends)

Thorned Armor (Villain Action 2)

Keywords —
Distance Self — **Target** Self
Effect The dragon grows longer, sharper thorns upon their scales. A creature who targets the dragon with a melee strike takes 3 damage.

Malign Thicket (Villain Action 3)

Keywords —
Distance Self — **Target** Self
Effect The dragon's domain becomes imbued with deadly poison. A creature who takes damage from the dragon's domain or from striking the dragon takes an additional 1d6 poison damage.

Thorn Dragon Malice — Malice Features

At the start of a thorn dragon's turn, you can spend malice to activate one of the following features.

Cage of Thorns ◆ 3 Malice

A dragonsealed enemy within the encounter map is restrained (EoT) as a cage of thorns is grown around them.

Bramble Barricade ◆ 5 Malice

The dragon grows a 10 Wall of briars in unoccupied spaces on the encounter map. The wall doesn't block line of effect for the dragon, but it does for other creatures. Each square of the wall has 5 Stamina and fire weakness 5. A creature who is force moved into this wall takes an additional 1 damage per square moved and is bleeding (EoT).

Afflictive Overgrowth ◆ 7 Malice

The dragon rapidly grows poisonous, biting thorns around their foes. Each enemy within the encounter map must make an **Agility test.**

✸ **≤11** 12 poison damage; restrained (save ends)
★ **12–16** 9 poison damage; bleeding (save ends)
✦ **17** 5 poison damage; bleeding (EoT)

Gloom Dragon

Where twilight spills long and cold over the lands and chilling fog hangs heavy and wet through long autumns and winters, there you will find gloom dragons. Wreathed in churning shadows and glittering dark scales, gloom dragons bring with them heavy fog and mist that manifest hallucinations, trapping their prey in nightmares.

Thrill of the Hunt

While many dragons command grand enclosed spaces, gloom dragons make their lair within sprawling, murky wilds, commanding vast territories. As clever as ravens and as cunning as hunting beasts, they use mimicry and hallucinations to draw unsuspecting travelers further and further into the mists of their domain, until the fog swallows the sound of their prey's screams.

Where gloom dragons settle, people are known to have more nightmares than usual.

Intangible Treasures

Gloom dragons are eerie collectors of voices, memories, nightmares, and items. As they can only repeat exactly what they've heard, they prize their vast collections of voices, tongues, and phrases, using these sounds to lure in mortals so they might draw out their memories and fears. Endlessly curious and fascinated by terror, they are keen to see what hallucinations terrorize their prey before they slaughter them.

When they have slain their foe, they take not just whatever is valuable from their person, but also whatever is *meaningful* to their fears. A broken mirror from a dead lover will always fascinate a gloom dragon more than a perfect ruby brooch.

Unnerving Neighbors

Instinct and curiosity drive these enshrouded hunters. It is rare to find one that can be reasoned with, but some may develop an *understanding* with a nearby town, each leaving the other to their business. Since gloom dragons focus on individual terrorizing over mass destruction, it is easier to coexist with one lurking in the swamps nearby—but then these dragons become myths and stories told to children, ensuring they never follow voices into the fog.

When such an understanding is not reached, gloom dragons are feared for their command over illusions, darkness, and trickery. They have been known to torment entire regions, and as their knowledge grows, they only become more dangerous.

Gloom Dragon Languages

Eerie myths surround gloom dragons, as they wield languages they do not themselves speak. These draconic nightmares can mimic any sound they've heard, but more mysteriously, the magic that produces their hallucinations also mimics the sounds their foe's mind produces, no matter their tongue. Should a hero hallucinate their kin dying, everyone—friend or foe—would hear their screams for help.

Gloom Dragon — Level 4 Solo

Dragon, Elemental — EV 60

Stamina 350 — **Immunity** psychic 5
Speed 8 (fly, hover) — **Size** 4 / **Stability** 4
Free Strike 6

Might +2 **Agility +4** **Reason +1** **Intuition +3** **Presence +4**

Solo Monster

Solo Turns The dragon takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the dragon can take one action and one maneuver per turn.

End Effect At the end of their turn, the dragon can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Gloaming Wyrmscale Aura

The dragon's scales emit a 4 aura of dark fog. An enemy who starts their turn in an affected area takes 2 psychic damage, and the dragon deals an additional 2 psychic damage on abilities per number of enemies in the aura (to a maximum of 6).

Breath of Brume (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Area, Magic, Ranged
Distance 4 cube within 10 — **Target** All enemies and objects
Effect Each target makes an **Agility test**.

✦ **≤11** 6 cold damage; P<3 dragonsealed (save ends)
★ **12–16** 11 cold damage; P<4 dragonsealed (save ends)
✸ **17** 14 cold damage; P<5 dragonsealed (save ends)

Effect The affected area becomes an area of magical darkness. The dragon ignores concealment granted by the darkness. A creature dragonsealed by the dragon has psychic weakness 3 and cold weakness 3 until the condition ends.

Phantom Tail Swing (Action) ◆ 2d10 + 4

Keywords Charge, Magic, Melee, Strike
Distance Melee 3 — **Target** Two creatures or objects

✦ **≤11** 10 psychic damage; pull 2
★ **12–16** 15 psychic damage; pull 4
✸ **17** 18 psychic damage; pull 6

2 Malice The pull becomes a vertical slide.

Visions in the Dark (Maneuver) ◆ 5 Malice

Keywords Area, Magic
Distance 10 burst — **Target** All dragonsealed enemies
Effect Each target takes 3 psychic damage and is I<3 compelled to immediately make a free strike against one of their allies within range as they hallucinate a threat.

Shadow Skulk (Free Maneuver)

Once per turn, the dragon shifts up to their speed and leaves behind a 4 cube area of magical darkness. The dragon ignores concealment granted by the darkness. An enemy that ends their turn in the affected area is I<3 frightened of the dragon.

Shroud (Triggered Action) ◆ 1 Malice

Keywords Area, Magic
Distance Self — **Target** Self
Trigger The dragon takes damage.
Effect The dragon reduces the damage by 2 for each enemy in their aura.

Encroaching Darkness (Free Triggered Action) ◆ 1 Malice

Keywords —
Distance Ranged 10 — **Target** Special
Trigger A creature moves.
Effect The dragon moves two cubes of magical darkness up to 10.

Gloom Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, illusory magic drenches the air such that even the scenery emanates malice. Each creature other than the dragon in the affected area has a -2 on saving throws made to end the frightened condition. A frightened enemy in the affected area takes an additional 3 psychic damage whenever they take damage.

Enveloping Umbrage (Villain Action 1) ◆ 2d10 + 4

Keywords Area, Magic
Distance 5 burst — **Target** All enemies

✦ **≤11** Pull 2; I<3 frightened (EoT)
★ **12–16** Push 4; I<4 frightened (save ends)
✸ **17** Push 6; I<5 frightened (save ends)

Pall of Nightmares (Villain Action 2)

Keywords Area, Magic
Distance 10 burst — **Target** All dragonsealed enemies

✦ **≤11** 6 psychic damage
★ **12–16** 11 psychic damage
✸ **17** 14 psychic damage

Effect The targets are I<4 dazed as they are assaulted by their hallucinations.

Absence of All Light (Villain Action 3)

Keywords —
Distance Special — **Target** Self
Effect The dragon disappears, then reappears anywhere on the encounter map, as do three hallucinatory versions of it at other points on the encounter map (the director determines which one is real). The dragon and each hallucinatory version of it immediately uses Breath of Brume. A creature who deals damage to a hallucination of the dragon causes it to immediately dissipate.

Gloom Dragon Malice — Malice Features

At the start of a crucible dragon's turn, you can spend malice to activate one of the following features.

Dread and Terror ◆ 3 Malice

The dragon thickens the supernatural fog and the horrors within it, imposing a bane on strikes made against them until the start of their next turn.

Doleful Visions ◆ 5 Malice

The dragon manifests four 2 cubes of nightmarish apparitions across the encounter map. Each creature in an affected square must make an **Intuition test.**

✸ **≤11** 14 damage; dazed (save ends)
★ **12–16** 11 damage; dazed (EoT)
✦ **17** 6 damage

Phantasmagoria! ◆ 7 Malice

The dragon causes the area within 5 of them to warp into macabre, disquieting phantasms. Each enemy who enters an affected square or starts their turn in one takes 6 psychic damage, or 11 psychic damage if they are dragonsealed, and their Intuition score is considered 1 lower when resisting potencies until the end of the encounter.

Crucible Dragon

Crucible dragons are born from metallic elementals touched by the toxic combination of fiery rage and ice-cold grief, born from failure in the pursuit of perfection. A dark forge of abandoned creativity melted down in fires of spite, jealousy, and hate.

These metallic dragons are massive, heavy creatures requiring an immense release of heat to engage in flight. Their scales range from gleaming silver to blackened iron, depending on fastidiously they are about cleaning, and occasionally gilded with more precious metals. When threatened, they can encase themselves in shields they have embedded subcutaneously beneath their scales. Their long tails terminate with a massive, hammer-like tip that can freeze over and instantly cool hot metal.

Bastions of Steel

Crucible dragons make their homes high in the mountains, most commonly in those cut with thick veins of iron. Occasionally they will take over a fortress or outpost, but wherever they settle the first thing in place is their colossal anvil. From there, the dragon consumes vast amounts of iron, expressing their dragonseal by slagging it in their belly to create a fortress of steel around them. Much of the slag is expelled into heated vats for forging, but they keep a small reserve inside their gut in case they need to melt any intrusive adventurers.

Eventually their entire lair is coated with hardened metal and discarded weapons, armor, and shields. This makes the lair of any crucible dragon hazardous to navigate, and extremely conductive of electricity.

Discerning Collectors

The dragons tend to be obsessive collectors. They have a habit of hyper focusing on a singular creation when it comes to collection and replication. Bynirak, The Rain of 10,000 Spears, is known to collect only the most finely crafted and powerful magic polearms in Valsoria. Joris'nyrathi, The Scorching Aegis, is said to have a collection of shields that would rival any god of the forge.

Obsession aside, crucible dragons do manage to accrue large amounts of armaments and armor in their hoards. They care little for gems and gold, other than melting them down for filigree and embossment on the weapons and armor they forge. Adventurers plundering a crucible dragon's hoard may not find much wealth but will usually find enough materials and armaments to supply several wars simultaneously.

Flawed Pursuits

The failure that spawned the crucible dragon drives their obsessive pursuits. They will endlessly attempt to reproduce the perfect treasures they find among their most prized possessions but can only recreate flawed copies at a fraction of their original power. Discarded projects, melted heaps of raw iron, and scrap angrily embedded in the walls perpetually surround crucible dragons as examples of their failures, perpetuating a cycle of obsessive rage, grief, and inescapable decline.

Hammers in Search of Nails

There is nothing a crucible dragon hates more than creativity, beauty, and exquisite craft. When raiding with a particular object in mind, they are not acute in how they make their entrance. Collateral damage is part of the equation and the message. Along with whatever they take, they'll endeavor to destroy any great works of art, beautiful architecture, and slay craftspeople and artists who are considered the pinnacle of their craft within the immediate proximity.

The most notorious of these attacks was made by Nuvithiabalca the Hammer of the Spiteforge, who destroyed a dwarven Forgetemple at its grand opening. To add insult to injury, she killed the Forgetemple's priesthood and its architect and absconded with the temples sacred Sainthammer before the stunned and horrified congregants could flee the grounds.

Crucible Dragon Languages

Only the oldest of crucible dragons have been known to speak some Vastariax. However, few survivors of an encounter with a younger crucible dragon have reported the monster used the Caelian phrases "not enough" and "mine."

Crucible Dragon — Level 6 Solo

Dragon, Elemental — EV 80

Stamina 450 — **Immunity** fire 6
Speed 8 — **Size** 4 / **Stability** 6
Free Strike 7

Might +4 **Agility -1** **Reason +3** **Intuition +3** **Presence +2**

Solo Monster

Solo Turns The dragon takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the dragon can take one action and one maneuver per turn.

End Effect At the end of their turn, the dragon can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Magnetized Wyrmscale Aura

The dragon's scales emit a 3 aura of magnetism that affects metal equipment and objects A creature that enters an affected square or starts their turn there while slagged or wearing metal is pulled 2 towards the dragon and is **M<3** unable to move away.

Slag Spew (Action) ◆ Signature

Keywords Area, Magic, Melee
Distance 10 × 2 line within 1 — **Target** All creatures and objects
Effect Each target makes an **Agility test.**

✸ **≤11** 13 fire damage; **A<4** slagged (save ends)
★ **12–16** 10 fire damage; **A<3** slagged (save ends)
✦ **17** 6 fire damage; **A<2** slagged (save ends)

Effect Until the condition ends, a slagged target is coated in molten metal, takes 2d6 fire damage at the start of each of their turns, and is **M<3** restrained (save ends) whenever they take cold damage.

Forge Hammer Tail Slam (Action) ◆ 2d10 + 4

Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** Two creatures or objects

✦ **≤11** 11 damage; **M<2** prone
★ **12–16** 17 damage; **M<3** prone
✸ **17** 20 damage; **M<4** prone

Effect The dragon makes a free strike against each slagged target knocked prone by this ability.

1 Malice The hammerhead freezes, dealing 1d6 cold damage.

Thermodynamic Flight (Maneuver) ◆ 1 Malice

Keywords Area, Melee
Distance 2 burst — **Target** All enemies in the burst
Effect The dragon expels blistering steam straight down, dealing 7 fire damage to each target. The dragon then shifts up to their speed vertically and adds the fly keyword to their movement until the end of the round.

Heat Buffer (Free Maneuver)

Keywords —
Distance Self (while flying) — **Target** Self
Effect The dragon can use this ability once per round. They continue to give off steam to extend the duration of their flight for an additional round. Each creature under the dragon when they use this ability takes 7 fire damage.

Polarize Aura (Triggered Action) ◆ 2d10 + 4

Keywords Area, Magic
Distance 3 burst — **Target** All creatures and objects
Trigger The dragon is targeted by 2 melee attacks in a single turn.

✦ **≤11** push 5
★ **12–16** push 7
✸ **17** push 10 (ignores stability)

Hammer and Anvil (Free Triggered Action) ◆ 1 Malice

Keywords —
Distance Self — **Target** Self
Trigger The dragon starts their turn or moves while flying.
Effect The dragon plumets to the ground and uses Forge Hammer Tail. They deal an additional 4 damage for each square they fell.

Crucible Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, melted metal and blades coat nearly every wall and column. A creature or object other than the dragon that comes into physical contact with an affected surface takes 5 damage. Whenever an enemy uses an ability that deals electric damage, they take 1d6 damage and deal half the amount of damage to each adjacent enemy and object.

Heart of the Forge (Villain Action 1) ◆ 2d10 + 4

Keywords Area, Magic, Melee
Distance 6 burst — **Target** All enemies

✦ **≤11** 4 fire damage; **I<2** frightened (save ends)
★ **12–16** 6 fire damage; **I<3** frightened (save ends)
✸ **17** 8 fire damage; **I<4** frightened (save ends)

Effect The dragon roars, venting scorching air in every direction.

Subdermal Shielding (Villain Action 2)

Keywords —
Distance Self — **Target** Self
Effect Shields embedded under their scales emerge, giving the dragon damage immunity 6 at the start of each round for the rest of the encounter. The dragon loses this immunity for the rest of the round if they take any damage.

Polarity Chaos (Villain Action 3)

Keywords Area, Magic, Melee, Ranged
Distance 10 burst — **Target** All creatures and objects in the burst
Effect The dragon charges their wyrmscale aura, whipping metal into a magnetized frenzy. Each target makes an **Agility test.**

✸ **≤11** 16 damage; **M<4** pull 10 or push 10
★ **12–16** 13 damage; **M<3** pull 8 or push 8
✦ **17** 7 damage, **M<2** pull 5 or push 5

Crucible Dragon Malice — Malice Features

At the start of a crucible dragon's turn, you can spend malice to activate one of the following features.

Swordfall (While Flying) ◆ 3 Malice

The dragon forms their body into a blade and drops out of the sky. Each creature under the dragon and in a 6 × 4 line within 1 takes 7 damage, **A<4** 4 damage for each square the dragon fell, and is restrained (save ends). On resist, the creature moves into an unoccupied adjacent square.

Shower of Blades ◆ 5 Malice

Each creature and object in 6 × 4 line within 1 of the dragon must make an **Agility test.**

✸ **≤11** 16 damage; bleeding (save ends)
★ **12–16** 13 damage; bleeding (EoT)
✦ **17** 7 damage

Meltdown ◆ 7 Malice

The dragon superheats the floor until the end of the round. An enemy who starts their turn grounded is slagged (see Slag Spew).

Omen Dragon

They have been known by many names: Reaper, Blight, Sorrow, Stillness, Vengeance, Grief. The omen dragon carries as many meanings and interpretations as death itself – for they are death embodied. This dragon is a coalescing of wayward souls, the stench of death solidified, that clings to the last vestiges of this world to the detriment of themself and their surroundings.

Life and Death

The opposite of life isn't death; it's stagnation. When a soul refuses to move on, it lives outside the cycle of life. Souls may have a number of reasons to linger: anger, fear, sadness, a thirst for revenge. One skilled at dealing with the undead may even be able to shepherd such a soul back into its cycle. But when hundreds of souls with hundreds of unique motivations bind themselves to an elemental and form an omen dragon, the only practical way to stop them is to destroy what they've become.

As the embodiment of these souls, the omen dragon wields them like weapons. They can send restless souls to grab creatures and pull them in, or to possess their attackers, compelling them to distraction the middle of a fight. They wrap themselves in the most durable of souls, creating a stifling aura.

Life Outside Life

Just as the omen dragon exists outside the cycle of life, so too does their domain. The omen dragon's dragonseal brings desolation and stagnancy to all living things. But for nonliving things – constructs, buildings, rock formations – it's useless.

Growth does not happen. Living things who reside in these places do not age. One can often find secret societies researching lichdom residing in the domain of an omen dragon. What better place to study than a stagnant wasteland that grants one infinite time?

This also means new life cannot begin. Civilization cannot exist, let alone prosper, without a reliable food source. When living things die in this place, their bodies do not decompose. Their souls are sucked into the omen dragon, granting the creature more power than they had before.

Wicked Visions

To face off against an omen dragon is to stare down death itself. You can only spend so long near a choir of restless souls before you are compelled to sing. For the sin of defiance, this dragon bestows upon their attackers an omen of their own death. Tarry too long near the creature, and you risk fulfilling their prophecy, even if you can weather their unrelenting, corrosive attacks.

Omen Dragon Languages

An Omen Dragon speaks with the voices of all the souls they have collected. In addition to Vastariax, the dragon speaks and understands whatever languages those souls knew in life.

Omen Dragon — Level 8 Solo

Dragon, Elemental — EV 100

Stamina 550 — **Immunity** corruption 6
Speed 10 (fly) — **Size** 5 / **Stability** 6
Free Strike 9

Might +3 **Agility +4** **Reason +2** **Intuition +3** **Presence +5**

Solo Monster

Solo Turns The dragon takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the dragon can take one action and one maneuver per turn.

End Effect At the end of their turn, the dragon can take 15 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Stagnant Wyrmscale Aura

The dragon's scales emit a 4 aura barrier of stagnancy. The affected area is considered difficult terrain for enemies, and no creature but the omen dragon can regain Stamina in the aura. Whenever a dragonsealed creature starts their turn in the dragon's aura without a Deathcount, they gain a Deathcount of 12.

Deathcount

Several of the dragon's abilities impose a Deathcount on the target. At the end of every turn, a creature with a Deathcount has their Deathcount reduce by 1 if they are within the dragon's aura. When a creature's Deathcount hits 0, they die. Multiple instances of a Deathcount don't stack; only the lowest value takes effect. Each Deathcount is lifted when the dragon is destroyed.

Corroding Breath (Action) ◆ Signature

Keywords Area, Magic, Ranged
Distance 5 cube within 10 — **Target** All enemies and objects
Effect Each target makes an **Agility test.**

✸ **≤11** 18 corruption damage; P<5 dragonsealed (save ends)
★ **12–16** 14 corruption damage; P<4 dragonsealed (save ends)
✦ **17+** 9 corruption damage; P<3 dragonsealed (save ends)

Effect Only creatures with souls can be dragonsealed. Until the condition ends, a dragonsealed creature appears ghastly and pale, their Presence score is considered 1 lower when resisting potencies, and they can't regard other creatures as allies.

Barbed Tail Swing (Action) ◆ 2d10 + 5

Keywords Charge, Melee, Strike, Weapon
Distance Melee 4 — **Target** Two creatures or objects

✦ **≤11** 14 damage; M<3 bleeding (save ends)
★ **12–16** 19 damage; M<4 bleeding (save ends)
✸ **17+** 23 damage M<5 bleeding (save ends)

3 Malice Pull 5. The potency of this ability increases by 2.

Detonation (Maneuver) ◆ 5 Malice

Keywords Area
Distance 10 burst — **Target** All dragonsealed enemies in the burst
Effect Each target takes 9 corruption damage, and the omen dragon regains Stamina equal to half the total damage dealt. This lifts the dragonseal on the target.

Blood! Blood! (Free Maneuver)

Once per turn, the dragon chooses 1 dragonsealed target within line of effect and imposes the bleeding condition (save ends).

Don't Turn Away (Triggered Action)

Keywords —
Distance Self — **Target** Self
Trigger A creature leaves the dragon's aura
Effect The dragon shifts up to their speed. The Deathcount of each dragonsealed creature that comes within 1 of the dragon during their movement is reduced by 1.

Repent! (Free Triggered Action) ◆ 2 Malice

Keywords —
Distance Melee 2 or Ranged 5 — **Target** Triggering creature
Trigger A dragonsealed creature deals damage to the dragon.
Effect The dragon allows the target to choose between making a free strike against themself or gaining a Deathcount of 5.

Omen Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, all healing abilities used in the area are only half as effective. Additionally, when a creature with a soul dies, the dragon absorbs the soul, granting the Director 1 Malice (or 3 if the creature is a hero). The creature can't be resurrected until the dragon is destroyed.

What You Deserve (Villain Action 1) ◆ 2d10 + 5

Keywords Area, Magic
Distance 5 burst — **Target** All enemies in the burst

✦ **≤11** Pull 1; Deathcount 10
★ **12–16** Pull 2; Deathcount 8
✸ **17+** Pull 3; Deathcount 6

Effect The dragon delivers each target a premonition of their imminent death. (See Deathcount)

Souls of the Broken (Villain Action 2) ◆ 2d10 + 5

Keywords Magic, Strike, Ranged
Distance Ranged 10 — **Target** 5 creatures or objects
Effect The dragon spits fragments of souls to possess targets, making a separate roll for each target.

✦ **≤11** P<5 frightened (save ends)
★ **12–16** P<5 moves up to their speed towards the dragon
✸ **17+** P<5 makes free strike against closest ally

So Long, and Goodnight (Villain Action 3)

Keywords Area, Magic
Distance 6 burst — **Target** All dragonsealed creatures in the burst
Effect The dragon's eyes glow with malicious intent. If a target has a Deathcount, it is reduced to 1. (See Deathcount)

Open Dragon Malice — Malice Features

At the start of an omen dragon's turn, you can spend malice to activate one of the following features.

Black Skies ◆ 3 Malice

The dragon expands their wings to blot out the sun, imposing a bane on attacks against them until the start of their next turn.

Rise and Fall ◆ 5 Malice

The dragon flies 10 and carries all fated with them. Each creature that was in the dragon's aura makes a **presence test**:

✸ **≤11** Vertical pull 10
★ **12–16** Vertical pull 6
✦ **17+** Vertical pull 4

Burn It Right Down ◆ 7 Malice

The dragon causes the area within 6 of them to burn with purple flame for the rest of the encounter. Each enemy and object that enters an affected square or start their turn in one takes 7 corruption damage, or 12 if they are dragonsealed.

Meteor Dragon

They dwell in the cold, airless depths of space in lair-cities built of stolen kingdoms for centuries at a time. Then without warning or mercy, a meteor dragon attacks. Apocalypse rains down upon any petty mortal who dares to raise their eyes from the dirt.

Kingdom Killers

A meteor dragon's territory is hard to define; their attacks may come ages apart, and not every dead civilization or ruined city is the work of a dragon. But when a city grows too great, an empire too powerful, or a culture too advanced, the meteor dragon descends. Their violence isn't mindless or wanton, but cold and calculated. Often, they breach dams, trigger landslides, and devastate granaries and fields, knowing that this chaos and displacement will continue even after they have returned to their lairs.

Cities in the Sky

The other dragons hoard *trinkets* and *baubles*. Meteor dragons claim their domain over *infrastructure*. Palaces, fortresses, monuments, and towers have all been stolen by these creatures and brought back to their spacefaring lairs, arranged into dilapidated mementos of the places they have obliterated.

The floating lair-cities are the meteor dragons' hoard and homes, fused together and secured by the dragon's glittering crystal dragonseal. It is among these labyrinthine jumbles of ruination that meteor dragons lurk in wait for another grand civilization to grow too comfortable.

Avatar of the Infinite

Meteor dragons have an innate mastery over gravitational forces that allows them to crush enemies and buildings on a whim. They're among the smallest of the dragons, but the density of their bodies exudes an intense tractor field of the cold, airless void of space around them wherever they go.

Their bodies are infused with crystalline starlight, which they can convert to near-limitless barrages of white-hot energy rays. Even gazing at their visage for too long can forever sear the minds of lesser creatures.

Voidlight Annihilation

Voidlight is the name given to the unique energy produced by the breath of the meteor dragon. It is anathema to existence, an evil energy that destroys everything. Anything that exists, no matter its material, strength, or potency, will be inverted and cease to exist when bathed in voidlight.

It is debated that only gods and True Dragons can survive direct exposure to voidlight. Thankfully there haven't been any opportunities for this theory to be tested.

Meteor Dragon Languages

Meteor dragons are not known for their conversational habits. When they do deign to speak, it is exclusively in Vastariax and The First Language.

Meteor Dragon — Level 10 Solo

Dragon, Elemental — EV 120

Stamina 650
Speed 15 (fly) — **Size** 3 / **Stability** 6
Free Strike 10

Might +5 **Agility +5** **Reason +3** **Intuition +3** **Presence +5**

Solo Monster

Solo Turns The dragon takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the dragon can take one action and one maneuver per turn.

End Effect At the end of their turn, the dragon can take 20 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Voidshroud Wyrmscale Aura

The dragon's scales emit a 1 aura that transforms the area into the void of space. An enemy that starts their turn in an affected square takes 10 cold damage and begins to suffocate.

Each time the dragon takes damage, the area of the aura increases by 1 (to a maximum of 5) and the dragon deals an additional 5 damage on their next ability.

Gravity Well (Action) ◆ Signature

Keywords Area, Magic, Ranged
Distance 4 cube within 10 — **Target** All enemies and objects
Effect Each target makes a **Might test.**

✸ **≤11** 20 sonic damage; P<6 dragonsealed (save ends)
★ **12–16** 16 sonic damage; P<5 dragonsealed (save ends)
✦ **17** 10 sonic damage; P<4 dragonsealed (save ends)

Effect Each dragonsealed target emits a golden aura and takes an additional 2 damage per square moved from falling or from forced movement into obstacles until the condition ends.

Cosmic Tail Ray (Action) ◆ 2d10 + 5

Keywords Magic, Melee, Ranged, Strike
Distance Melee 2 or Ranged 15 — **Target** Two creatures or objects

✦ **≤11** 15 holy damage; A<4 weakened (save ends)
★ **12–16** 21 holy damage; A<5 weakened (save ends)
✸ **17** 25 holy damage; A<6 weakened (save ends)

Effect A target is dazed (EoT) if they are already weakened.

Investiture of Gravity (Maneuver) ◆ 5 Malice

Keywords Area, Magic, Melee
Distance 15 burst — **Target** All dragonsealed enemies
Effect The dragon chooses a direction. All targets vertically slide 10, ignoring stability, in that direction as if falling downward.

Crescent Claws (Free Maneuver)

Once per turn, the dragon chooses a target within 3 and makes a free strike against them. The dragon ignores banes when using abilities against the target until the start of their next turn.

A Hero Faces the Void (Triggered Action) ◆ 2d10 + 5 ◆ 2 Malice

Keywords Magic, Ranged
Distance Ranged 15 — **Target** 1 creature
Trigger The target uses an ability that costs 1 or more Heroic Resources.

✦ **≤11** 10 psychic damage; P<4 frightened (save ends)
★ **12–16** 16 psychic damage; P<5 frightened (save ends)
✸ **17** 20 psychic damage; P<6 frightened (save ends)

Effect A creature frightened by this ability can't use the ability that triggered it again until the condition ends.

Field Collapse (Free Triggered Action)

Keywords —
Distance Special — **Target** All enemies and objects
Trigger The dragon is targeted by an attack or an ability.
Effect The dragon halves the damage. Each target within the dragon's wyrmscale aura takes 5 sonic damage and is pulled 5. The area of the wyrmscale aura is reduced by 2.

Meteor Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, each creature and object other than the dragon has their stability reduced to 0 and they automatically get a tier-1 result on Agility tests. Additionally, suffocating in the area deals an additional 1d6 damage at the end of each round.

Impactful Arrival (Villain Action 1)

Keywords Area, Weapon
Distance 1 mile burst — **Target** All creatures and objects
Effect The target takes 30 fire damage and is M<5 knocked prone.
Special This ability is used before initiative is rolled.

Burning Aurora (Villain Action 2)

Keywords —
Distance Self — **Target** Self
Effect Until the end of the encounter, each dragonsealed and weakened enemy within line of effect to the dragon loses 1 Heroic Resource at the start of each of their turns (to a minimum of 0). The dragon then uses their Cosmic Rays ability two times with a double edge.

Voidlight Breath (Villain Action 3)

Keywords Area, Magic
Distance ∞ x 3 line within 1 — **Target** All enemies and objects
Effect Each target makes an **Agility test.**

✸ **≤11** 25 damage; I<6 annihilated
★ **12–16** 21 damage; I<5 annihilated
✦ **17** 15 damage; I<4 annihilated

Effect An annihilated target must make the test again. Each subsequent time the target makes the test, the potency decreases by 2 for them. A creature that is reduced to 0 Stamina in this way is instantly killed; their body, belongings, and soul are utterly destroyed.

Meteor Dragon Malice — Malice Features

At the start of a meteor dragon's turn, you can spend malice to activate one of the following features.

Liftoff ◆ 3 Malice

The next time the dragon uses the Cresent Claws ability, the target slides 5. If the target is dragonsealed, it's vertical slide 5 instead.

Starfall ◆ 5 Malice

The dragon drops stars on five 2 cubes across the encounter map. The affected area is considered difficult terrain. Each creature and object in an affected square must make an **Agility test.**

✸ **≤11** 20 holy damage; slowed (save ends); prone
★ **12–16** 16 holy damage; slowed (save ends)
✦ **17+** 10 holy damage

Event Horizon ◆ 10 Malice

The dragon creates a 1 cube black hole in an unoccupied square within 20. Each creature and object is M<5 vertically pulled 2 towards it at the start of each round, ignoring stability. A creature or object that starts their turn in the cube suffers the effects of the dragon's Voidlight Breath ability and the black hole disappears.

Dwarves

Possessed of a strength that belies their size, dwarven flesh is infused with stone—a silico-organic hybrid making them physically denser than humans or elves. They enjoy a reputation in Orden as savvy engineers and technologists thanks to the lore they inherited from their elder siblings, the long-extinct steel dwarves.

They are the children of the elder god Ord. A common phrase among the dwarves is "Ord made the world." Their way of saying, "What will be, will be." Dwarves take great pride in knowing that along with Aan, Eth, and Kul, their god created the mundane world, and many dwarves leave their homes to see the world and seek glory in Ord's name.

Tools of the Trade

Those raised within dwarven enclaves have a relationship with technology not found in many other places on Orden. The gifts of the Steel Dwarves are many in number, but the most prominent is that of pneumatic steam power.

Dwarves have incorporated steam into much of their warfare and weaponry, making them deadly opponents. But like all technology, it's a double headed hammer. As much as they use it for destruction, construction is where they truly shine. Creating the formidable and brutalist facades common dwarven architecture is made much easier with the use of tools created to utilize pneumatic power. Some of the larger and more metropolitan dwarven cities are rumored to power wealthier districts using steam from geothermal vents.

Innovative Operation

The dwarves have yet to crack all the secrets of the valok, their ancestors' greatest achievement, but they've made great strides in researching them. They've innovated ways to repurpose, recycle, and reverse engineer (to a limited degree) valok assemblage, giving rise to a new multifaceted occupation: the operator.

Operators now span the manifold and come from all walks of life, but the first among them were dwarves who built powered suits from excavated valok parts. These suits were initially used for utility and construction purposes but can be repurposed and refitted for warfare when the need arises.

Word of these wonderous dwarven creations quickly spread among the tunnels of the underground, and up into the overworld. This led to a brief arms race where smiths, artisans, and craftspeople from all over were commissioned by wealthy rulers and aristocrats to create mechanized suits to bolster their armies and personal guard.

The Press Gangs of Kas Kalavar

Before Ajax came to power, the dwarves of Kas Kalavar were renowned for their disciplined constabulary. The constables were kind, kept the order, and kept the city safe.

But now, the dwarves of Kas Kalavar have submitted to Ajax's rule and pay him tribute in prisoners. Ajax has need for bodies, either as forced labor or to be used to make war dogs and grant eternal life. Most dwarves do not like this deal, but the press gangs are committed to their work.

Marauder Lord

A press gang's marauder lord has in their possession a salvaged valok communication array, which they wear like a mohawk on their head. The array gives them access to magnetomancy, allowing them to shape and levitate metal, including multiple axes in battle.

Servitor War Walkers

The war walker is a common sight both in dwarven armies and cities. They vary in appearance and make, ranging anywhere from cobbled together heaps of gears, belts, and plates to elegant and sleek marvels of dwarven engineering. In battle, they carry multiple dwarves and keep foes at a distance. In society, they're used for public transit and accessibility needs within dwarven cities.

Stone Whisperers

Some dwarves are born with an innate talent to communicate with the stones. Young dwarves identified with this gift are taken to a secretive enclave where they are trained to manipulate the movement and shape of stones using only whispers. The stone whispering technique is a deadly and quiet force in battle; often the rumble of stone is the only precursor to a crushing defeat.

Legends speak of stone singers, dwarves who could move mountains with their song. However, those same legends tell a tale of two stone singers that harmonized their voices and nearly ended the world. This is why today's stone whisperers stay quiet, afraid of their own potential.

Dwarf Languages

Most dwarves speak Caelian and Zaliac.

Dwarf Malice — **Malice Features**

At the start of any dwarf's turn, you can spend malice to activate one of the following features.

Breaching Charge ◆ 3+ Malice

A dwarf can destroy one adjacent object or square of wall for every 3 malice spent. Each enemy adjacent to the destroyed object or square takes the object's Stamina in damage (3 wood / 6 stone / 9 metal).

Rappelling Barrage ◆ 5 Malice

All dwarves acting this turn gain the climb keyword to their movement. At any point during their movement, they can make a free strike.

Snaring Line (Maneuver) (Non-minion) ◆ 7 Malice

Keywords Area, Magic, Ranged

Distance 1 × 10 line within 10 — **Target** All enemies

Effect Each target makes an **Agility test**.

✸ ≤11 **8 damage; restrained (EoT)**

★ 12–16 **6 damage; slowed (EoT)**

✦ 17+ **No effect**

Effect The snaring line remains until the end of the encounter. An enemy that moves into an affected square for the first time on their turn must make the test.

Dwarf Axethrower — Level 1 Minion Defender

Dwarf, Humanoid — EV 6 for eight minions

Stamina 7
Speed 5 — **Size** 1M / **Stability** 2
With Captain 2 temporary Stamina — **Free Strike** 1

Might +1 **Agility 0** **Reason 0** **Intuition +2** **Presence 0**

Whistling Axes (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage; an ally adjacent to the target can make a free strike**

Effect The target can't use triggered actions until the start of the next round.

Dwarf Catchpole — Level 1 Minion Brute

Dwarf, Humanoid — EV 6 for eight minions

Stamina 7
Speed 5 — **Size** 1M / **Stability** 2
With Captain 2 temporary Stamina — **Free Strike** 2

Might +2 **Agility 0** **Reason 0** **Intuition 0** **Presence 0**

Maul (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage; grabbed or prone**

Effect The catchpole deals an additional 2 damage to restrained targets.

Dwarf Driver — Level 1 Minion Harrier

Dwarf, Humanoid — EV 6 for eight minions

Stamina 6
Speed 7 — **Size** 1M / **Stability** 1
With Captain 2 temporary Stamina — **Free Strike** 1

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence 0**

Handaxes (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 **1 damage; push 1**
★ 12–16 **2 damage; push 2**
✸ 17 **3 damage; push 4**

Effect A target restrained by a dwarf can be pushed by this ability.

Dwarf Hunter — Level 1 Minion Support

Dwarf, Humanoid — EV 6 for eight minions

Stamina 6
Speed 5 — **Size** 1M / **Stability** 1
With Captain 2 temporary Stamina — **Free Strike** 1

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Snaring Javelin (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 **1 damage; pull 1**
★ 12–16 **2 damage; pull 2**
✸ 17 **3 damage; pull 4**

Effect A target restrained by a dwarf can be pulled by this ability.

Dwarf Grenadier — Level 2 Platoon Hexer

Dwarf, Humanoid — EV 8

Stamina 39
Speed 5 — **Size** 1M / **Stability** 3
Free Strike 4

Might +1 | **Agility 0** | **Reason 0** | **Intuition +2** | **Presence 0**

Concussive Grenade (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Ranged, Weapon
Distance 3 cube within 5 — **Target** All enemies in the cube
✦ ≤11 **3 damage; push 1**
★ 12–16 **6 damage; push 3; M<1 slowed (save ends)**
✸ 17 **8 damage; push 5; M<2 slowed (save ends)**
Effect A target restrained by a dwarf can be pushed by this ability.

Sleep Grenade (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Ranged
Distance 3 cube within 5 — **Target** All enemies in the cube
✦ ≤11 **3 poison damage; I<0 dazed (save ends)**
★ 12–16 **6 poison damage; I<1 dazed (save ends)**
✸ 17 **8 poison damage; I<2 dazed (save ends)**
Effect A creature dazed by this ability has -1 to all characteristics while resisting potent effects until the condition ends.

Indirect Fire
The grenadier ignores cover and concealment and doesn't need to establish line of effect for their abilities.

Dwarf Gunner — Level 1 Platoon Artillery

Dwarf, Humanoid — EV 12

Stamina 26
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 4

Might 0 | **Agility +2** | **Reason 0** | **Intuition +1** | **Presence 0**

Portable Ballista (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 **6 damage; push 1**
★ 12–16 **9 damage; push 3**
✸ 17 **12 damage; push 5**
Effect If the target is adjacent to a wall or object after the power roll is resolved, they are restrained (EoT). A target restrained by a dwarf can be pushed by this ability.
5 Malice If the target is pushed into another creature, both the target and the creature are restrained (EoT).

Ensnaring Chains (Maneuver) ◆ 5 Malice
Keywords Ranged, Weapon
Distance Ranged 10 **Target** 1 restrained, slowed, or prone target
Effect The gunner makes a free strike against the target. The target loses any restrained, slowed or prone conditions and gains restrained (save ends).

Split Shot
Whenever the gunner deals damage to a creature or object, a creature or object within 1 of the recipient takes 3 damage.

Dwarf Reel Winch — Level 1 Platoon Support

Dwarf, Humanoid — EV 13

Stamina 36
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 3

Might 0 | **Agility +2** | **Reason 0** | **Intuition +1** | **Presence 0**

Snaring Crossbow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 damage**
✸ 17 **9 damage; M<2 restrained (save ends)**
Effect Pull 5. A target restrained by a dwarf, including by this ability, can be pulled this way.

Reel Them In (Maneuver) ◆ 3 Malice
Keywords Ranged, Weapon
Distance Ranged 10 — **Target** 3 creatures
Effect Pull 8. A slowed or restrained target is pulled an additional 2. A target restrained by a dwarf can be pulled this way.

We Have a Quota!
If the engineer applies the slowed condition to a target who is already slowed or grabbed, the target becomes restrained (save ends) and the slowed or grabbed condition ends.

Dwarf Shieldwall — Level 3 Platoon Defender

Dwarf, Humanoid — EV 21

Stamina 72
Speed 5 — **Size** 1M / **Stability** 4
Free Strike 5

Might +2 | **Agility 0** | **Reason +0** | **Intuition +0** | **Presence +1**

Wide Axe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **7 damage; slide 1**
★ 12–16 **10 damage; slide 1**
✸ 17 **13 damage; slide 1**
Effect The shieldwall can shift 1 to remain adjacent to the target. A target restrained by a dwarf can be slid by this ability.
3 Malice The shieldwall targets an additional creature or object.

Intercepting Shield (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Trigger A creature strikes an adjacent ally.
Effect The shieldwall becomes the strike's target and halves the damage.

Call to the Wall
The shieldwall inflicts taunted (EoT) on a creature whenever they deal damage to the shieldwall or take damage from the shieldwall.

Dwarf Stonewhisperer — Level 3 Platoon Controller

Dwarf, Humanoid — EV 10

Stamina 52
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 5

Might +1	Agility 0	Reason +2	Intuition +2	Presence 0

Tile Slide (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Magic
Distance 2 cube within 1 — **Target** All creatures and objects

✦ ≤11 **5 damage; slide 1; M<0 slowed (save ends)**
★ 12–16 **8 damage; slide 3; M<1 slowed (save ends)**
✸ 17 **11 damage; slide 5; M<2 restrained (save ends)**

Effect A target restrained by a dwarf can be slid by this ability.

Stone Wave (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Magic, Ranged
Distance 3 cube within 10 — **Target** All enemies in the cube

✦ ≤11 **4 damage; push 2; R<1 slowed (save ends)**
★ 12–16 **6 damage; push 3; R<2 slowed (save ends)**
✸ 17 **9 damage; push 3; R<3 slowed (save ends)**

Effect A target restrained by a dwarf can be pushed by this ability. The affected area is considered difficult terrain for enemies.

Stonewalker

The stonewhisperer can phase through 2 squares of stone as part of any movement they take. If they end their movement inside stone, they are shunted out into the square where they entered it.

Dwarf Trapper — Level 1 Platoon Harrier

Dwarf, Humanoid — EV 6

Stamina 36
Speed 7 — **Size** 1M / **Stability** 2
Free Strike 3

Might 0	Agility +2	Reason 0	Intuition +1	Presence 0

Concussive Bolts (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 10 — **Target** 1 creature or object

✦ ≤11 **5 damage; push 2**
★ 12–16 **7 damage; push 4**
✸ 17 **9 damage; push 6**

Effect A target restrained by a dwarf can be pushed by this ability.

Steam Powered Snare (Maneuver) ◆ 3 Malice
Keywords Area, Ranged
Distance 3 cube within 5 — **Target** All enemies in the cube
Effect Each target makes a **Might test**.

✸ ≤11 **7 damage; restrained (EoT)**
★ 12–16 **5 damage; slowed (EoT)**
✦ 17 **No effect**

Effect The snare remains until the end of the encounter. An enemy that moves into an affected square for the first time on their turn must make the test.

Dwarf Warden — Level 2 Platoon Brute

Dwarf, Humanoid — EV 8

Stamina 59
Speed 5 — **Size** 1M / **Stability** 3
Free Strike 5

Might +2	Agility 0	Reason 0	Intuition +1	Presence 0

Concussive Maul (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **7 damage; push 1**
★ 12–16 **10 damage; push 3**
✸ 17 **13 damage; push 5; M<2 restrained (save ends)**

Effect A target restrained by a dwarf can be pushed by this ability.

Concussive Shockwave (Maneuver) ◆ 2d10 + 2 ◆ 5 Malice
Keywords Area, Melee
Distance 3 cube within 1 — **Target** All enemies in the cube

✦ ≤11 **5 damage; push 2; A<0 slowed (save ends)**
★ 12–16 **8 damage; push 4; A<1 slowed (save ends)**
✸ 17 **11 damage; push 6; A<2 dazed (save ends)**

Effect A target restrained by a dwarf can be pushed by this ability.

Escort the Prisoners

Whenever the warden moves, they can carry an adjacent restrained enemy as if they were grabbed.

Dwarf Marauder Lord — Level 3 Leader

Dwarf, Humanoid — EV 20

Stamina 132
Speed 5 — **Size** 1M / **Stability** 4
Free Strike 5

Might +3 **Agility 0** **Reason +2** **Intuition +1** **Presence 0**

Levitating Axes (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 or Ranged 10 **Target** Two creature or objects
✦ ≤11 **8 damage; slide 1**
★ 12–16 **12 damage; slide 3**
✸ 17 **15 damage; slide 5**
Effect A target restrained by a dwarf can be slid by this ability.
3 Malice A target that is force moved adjacent to an ally with this ability is restrained (EoT).

Magnetomancy (Maneuver)
Keywords Psionic, Ranged
Distance Ranged 10 **Target** 1 creature or object
Effect Vertical slide 5. A target restrained by a dwarf can be slid by this ability.
5 Malice This ability gains the Area keyword, its distance becomes 10 burst, and it now targets restrained creatures.

Your Weapon is Useless (Triggered Action)
Keywords Psionic
Distance Self or ranged 10 **Target** Self or 1 ally
Trigger A creature makes a melee strike against the target.
Effect The target takes half damage from the attack. The attacker takes 4 damage.

End Effect
At the end of their turn, the marauder lord can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Ajax Will Pay Well for These Specimens (Villain Action 1)
Keywords Area, Psionic, Weapon
Distance 5 cube within 10 **Target** All enemies in the cube
Effect The marauder lord uses Levitating Axes against each target. The marauder lord makes one power roll against all targets.

Don't Let Them Escape! (Villain Action 2)
Keywords Area
Distance 5 burst **Target** All allies in the burst
Effect Each target shift up to their speed. The marauder lord then uses Levitating Axes.

Test Your Metal! (Villain Action 3)
Keywords Psionic
Distance Ranged 10 **Target** special
Effect The marauder lord creates three 2-square metal objects in unoccupied squares within distance. When the marauder lord uses Magnetomancy, they can additionally target one of these objects.

Servitor War Walker — Level 1 Troop Mount

Construct, Dwarf — EV 12

Stamina 60
Speed 8 (climb) — **Size** 3 / **Stability** 2
Free Strike 3

Might +2 **Agility +0** **Reason −2** **Intuition 0** **Presence −2**

Grasping Claws (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 **Target** 2 creatures or objects
✦ ≤11 **6 damage**
★ 12–16 **9 damage**
✸ 17 **12 damage; M<2 restrained (save ends)**
Effect Restrained targets and targets restrained by this ability are pulled 3. A target restrained by a dwarf can be pulled by this ability.

Stunning Blast (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Melee, Weapon
Distance 3 burst **Target** All enemies in the burst
✸ ≤11 **3 lightning damage; A<0 slowed (save ends)**
★ 12–16 **6 lightning damage; A<1 slowed (save ends)**
✦ 17 **8 lightning damage; A<2 slowed (save ends)**

Cupola
Three of the war walker's size 1 allies can occupy the same space while riding the war walker. Riders have cover against attacks that target them.

Mobile Prison Harness
Slowed or restrained creatures adjacent to the war walker become restrained (save ends) and have a bane on all power rolls. Adjacent restrained creatures are automatically moved with the war walker, ignoring stability.

Retainer

Dwarf Mortar **Level 1 Hexer Retainer**

Dwarf, Humanoid EV 11

Stamina 20
Speed 5 **Size** 1M/**Stability** 3
Free Strike 3

Might +2 **Agility 0** **Reason 0** **Intuition +1** **Presence 0**

Armor-Piercing Shell (Action) - 2d10 + highest characteristic - Signature
Keywords Range, Strike, Weapon
Distance Ranged 15 **Target** One creature or object
✸ ≤11 **3 damage**
★ 12–16 **5 damage**
✦ 17 **7 damage**
Effect The attack ignores cover and Temporary Stamina.

Voice Thrower
The mortar can use a gadget to talk to their mentor over any distance.

Level 4 Retainer Advancement Ability

Signal Shell (Action, Encounter) - 2d10 + highest characteristic
Keywords Range, Strike, Weapon
Effect The mortar fires a shell up to 2 squares vertically. The shell hovers in the air, shedding light in a 3 burst. Enemies illuminated by this light can't Hide or turn invisible and can't benefit from shields. At the start of the mortar's next turn, the shell explodes, damaging enemies in the area.
Distance (see above) **Target** All enemies
✸ ≤11 **5 fire damage**
★ 12–16 **8 fire damage**
✦ 17 **11 fire damage**

Level 7 Retainer Advancement Ability

Screaming Shell (Action, Encounter) - 2d10 + highest characteristic
Keywords Range, Strike, Weapon
Distance 10 x 1 line within 1 **Target** All creatures
✸ ≤11 **6 damage; P (weak) frightened**
★ 12–16 **9 damage; P (average) frightened**
✦ 17 **13 damage; P (strong) frightened**
Effect Until the start of the mortar's next turn, attacks against the mortar and allies within 1 suffer a bane.

Level 10 Retainer Advancement Ability

Pacifier Shell (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Weapon
Distance 3 cube within 15 **Target** All enemies
✸ ≤11 **8 damage; I (weak) dazed (save ends)**
★ 12–16 **12 damage; I (average) dazed (save ends)**
✦ 17 **16 damage; I (strong) dazed (save ends), prone**

Elementals

It is in changing that we find purpose.

Atæshia, Queen of Ash

When the gods formed the Mundane World, they took sparks of creation from the roiling plane of Quintessence and gave sentience to some of the universe's most basic elements—air, fire, earth, and water. Some elementals contain just one of these components, but can come to embody multiple reagents as they age.

Duality of Form

Elementals are mercurial creatures of transformation, creation, and destruction. Though the deities first created the Mundane World, elementals cultivated and shaped it. When a tree, stone, or other aspect of the world doesn't suit an elemental, they break it down with fire, wind, or another element, then build it anew.

Elementals themselves also change like the winds and the tides, and from age to age, they remake themselves to reflect what the world has become. They are protectors armored by stone, lizards ablaze with fire, and sometimes dragons clad in steel.

Rebirth and Reformation

When an elemental dies in the Mundane World, their spirit returns to Quintessence, where they must rest for decades to regain strength. Should the spirit return to the Mundane World, they take on a form that reflects a creature or other aspect of that plane.

Crux of Fire

The crux of fire, often called a *blazecaster*, takes the form of a fiery lizard. They often live in hot zones of planar convergence or areas of volcanic activity. These territorial elementals usually question interlopers from afar—and if they don't like the answers, they rain down fire before their foes can draw near.

While many elementals weave their innate gifts into oral storytelling, cruxes of fire are particularly adroit at animating their stories in silhouettes of flame.

Essence of Storms

At a distance, most would mistake an essence of storms, or *galeweaver*, for a large bird of prey. This majestic creature is formed from streaks of colored cloud stuff woven into the silhouette of a large eagle or falcon.

Galeweavers act as scouts for their ishkrars, and they're usually the first to see trouble. Also insatiably curious, the essences often swoop down to talk when they see travelers.

Essence of Tides

An essence of tides looks like a shimmering blue manta ray that glides over land as easily as through water, earning them the common name of *tidedrifter*. Most common along coastlines, essences of tides enjoy harmless pranks, especially against regulars who sail or swim in their waters. With the tidedrifter's healthy sense of humor, it's not hard to win their friendship—but their relaxed demeanor evaporates if friend or family faces threat.

Field of Growth

The field of growth takes the form of a massive centipede made of vegetation. Often called verdant primevals, these caretakers of the natural cycle of life (and death) fight those they see as upsetting that cycle. Fields of growth seek not only to destroy undead and those who create them, but to sabotage divine servitors who casually peddle resurrection magic.

Force of Earth

A protective earth elemental, a force of earth resembles a nine-foot-tall great ape formed of dirt and rough stone. They act as guardians and historians to their ishkrar, working tirelessly to thwart ills from befalling the group. These elementals are sometimes called *earthen bulwarks*.

Elemental Languages

Most elementals speak Low Kuric. Some can use Caelian when they need to.

Elemental Malice	**Malice Features**
At the start of any elemental's turn, you can spend malice to activate one of the following features.	
Elemental Swap ◆ 3 Malice Two elementals on the encounter map teleport and swap places, gaining damage immunity 2 until the end of the round.	
Split ◆ 5 Malice An elemental acting this turn cleaves themself into 2 separate elementals, splitting their current Stamina in half between them and becoming one size smaller. The elementals otherwise have the same statistics as the original. Both elementals then shift up to their speed.	
Convocation of Chaos (Maneuver) ◆ 7 Malice **Keywords** Magic, Ranged **Distance** Self or Ranged 8 **Target** Self or 1 elemental **Effect** Until the end of the encounter, the target's speed increases by 5 and their strikes deal an additional 5 damage. Whenever an elemental within line of effect uses another convocation ability, the target also gains the effects.	

Crux of Fire — Level 3 Troop Artillery

Elemental — EV 20

Stamina 80 — **Immunity** fire 5
Speed 6 — **Size** 1T / **Stability** 0
Free Strike 6

Might −1 **Agility +2** **Reason 0** **Intuition +1** **Presence +2**

Spitfire (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 12 — **Target** 2 creatures or objects
✦ ≤11 **8 fire damage**
★ 12–16 **12 fire damage; A<1 burning (save ends)**
✸ 17 **15 fire damage; A<2 burning (save ends)**
Effect A burning creature or object takes 1d6 fire damage at the start of each of their turns until the condition ends.

Convocation of Flames (Maneuver)
Keywords Magic, Ranged
Distance Ranged 5 — **Target** Self or 1 elemental
Effect The target receives fire immunity 5 until the start of the crux's next turn if they don't already have it.
3 Malice The ground within 3 of the target is wreathed in fire until the end of the encounter. Whenever an enemy first enters the affected area on a turn or starts their turn within it, they take 3 fire damage.

Flame Jet (Triggered Action) ◆ 1 Malice
Keywords Magic
Distance Self — **Target** Self
Trigger The crux takes damage.
Effect The crux ignores any effects associated with the damage and flies up to their speed. If the crux doesn't end this movement on solid ground, they fall prone.

Fickle and Free
The crux can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Essence of Storms — Level 3 Troop Harrier

Elemental — EV 20

Stamina 100 — **Immunity** lightning 5
Speed 8 (fly) — **Size** 1S / **Stability** 0
Free Strike 5

Might +1 **Agility +2** **Reason −1** **Intuition 0** **Presence +2**

Bluster (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Magic, Melee
Distance 1 burst — **Target** All enemies in the burst
✦ ≤11 **5 damage**
★ 12–16 **5 damage; 4 lightning damage; push 1**
✸ 17 **5 damage; 7 lightning damage; push 3**
Effect The essence shifts 3 before or after using this ability.

Convocation of Squalls (Maneuver)
Keywords Magic, Ranged
Distance Ranged 5 — **Target** Self or 1 elemental
Effect The target receives lightning immunity 5 until the start of the essence's next turn if they don't already have it.
3 Malice The target emits a 3 aura vortex until the end of the encounter. The aura is considered difficult terrain for enemies. At the end of each of the target's turns, the target can select 1 creature within the aura to push 5.

Thunderclap (Triggered Action) ◆ 1 Malice
Keywords Magic, Melee, Ranged
Distance Melee 1 or Ranged 5 — **Target** 1 creature or object
Trigger The essence takes damage from the target.
Effect The essence deals 5 lightning damage to the target.

Fickle and Free
The essence can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Essence of Tides — Level 3 Troop Controller

Elemental — EV 20

Stamina 80 — **Immunity** cold 5
Speed 7 (swim) — **Size** 1M / **Stability** 1
Free Strike 5

Might +2 **Agility 0** **Reason +1** **Intuition −1** **Presence +2**

Water Wing (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 1 — **Target** 2 creatures or objects

✦ ≤11 **7 damage; slide 1**
★ 12–16 **11 damage; slide 2**
✸ 17 **14 damage; slide 3**

Effect **P<2** the target's stability is reduced to 0 and they move 2 additional squares whenever they are force moved (save ends)

Convocation of Waves (Maneuver)
Keywords Magic, Ranged
Distance Ranged 5 — **Target** Self or 1 elemental
Effect The target receives cold immunity 5 until the start of the essence's next turn if they don't already have it.
3 Malice The target emits a 1 aura pool of water until the end of the encounter. The area beneath the aura becomes a river that trails behind the target as they move and is considered difficult terrain. An enemy that ends their turn standing in the river is **M<2** slowed (save ends).

Sea Salted Wounds (Triggered Action) ◆ 1 Malice
Keywords —
Distance Malice 1 — **Target** 1 creature
Trigger An ally deals damage to the target.
Effect The essence makes a free strike against the target.

Water Glide
When the essence starts their turn on a space containing water, they can add the flying keyword to their movement until the end of their turn. While flying, the essence doesn't provoke opportunity attacks.

Fickle and Free
The essence can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Field of Growth — Level 5 Troop Controller

Elemental — EV 28

Stamina 120 — **Immunity** poison 5
Speed 8 (climb) — **Size** 3 / **Stability** 2
Free Strike 6

Might +2 **Agility 0** **Reason 0** **Intuition +2** **Presence +2**

Hampering Roots (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 8 — **Target** 2 creatures or objects

✦ ≤11 **8 damage**
★ 12-16 **13 damage; R<1 prone can't stand (save ends)**
✸ 17 **16 damage; prone R<2 and can't stand (save ends)**

Effect This ability inflicts restrained (save ends) on targets that are already prone. When the restrained condition ends, any can't stand effects also end.

Convocation of Verdure (Maneuver)
Keywords Magic, Ranged
Distance Ranged 5 — **Target** Self or 1 elemental
Effect The target gains 15 temporary Stamina that lasts until the start of the field's next turn.
3 Malice The ground within 1 of the target is overgrown with thicket and vines until the end of the encounter. Whenever an enemy attacks the target while within line of effect of the affected area, they are pulled 5 towards the affected area. Whenever an enemy enters the affected area on a turn or starts their turn within it, they are knocked prone.

Rose Lash (Triggered Action) ◆ 1 Malice
Keywords Magic, Melee, Ranged
Distance Melee 3 — **Target** 1 creature or object
Trigger The field takes damage from the target.
Effect The field deals 6 damage to the target and **A<2** bleeding (save ends).

Roots Run Deep
The field can target creatures touching the ground with abilities, even if they don't have line of effect.

Fickle and Free
The field can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

FORCE OF EARTH — LEVEL 3 TROOP BRUTE

Elemental — EV 20

Stamina 132
Speed 5 (burrow) — **Size** 2 / **Stability** 2
Free Strike 6

Might +2 **Agility −1** **Reason 0** **Intuition +1** **Presence +2**

Slam Into Dirt (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **8 damage**
★ 12–16 **12 damage; M<1 restrained (save ends)**
✸ 17 **15 damage; M<2 restrained (save ends)**

Effect The area beneath the target becomes difficult terrain.

Convocation of Quartz (Maneuver)
Keywords Magic, Ranged
Distance Ranged 5 — **Target** Self or 1 elemental
Effect The target imposes a bane on melee strikes made against them until the start of the force's next turn if they don't already have it.
3 Malice The target grows a carapace of stone, increasing their stability by 3 and granting them 15 temporary Stamina until the end of the encounter.

Break Armor (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Trigger The force takes damage
Effect The force halves the damage, gains damage weakness 3, and increases their speed by 3. The damage weakness increases by 3 each time the force uses this ability in an encounter.

Primordial Strength
The force deals an additional 6 damage with strikes targeting objects.

Fickle and Free
The force can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Elves, High

The children of the solar celestials. The high elves were created to tend to the sun elves as librarians and heralds. They sequester themselves away from the world amid sky elf ruins, remembering a better age before the arrival of war.

Glamorous

The high elves hold an unwavering poise worthy of a noble background. They also emit a glamor that allows them to take on any skin, hair, or eye color they desire. Each person sees this glamor slightly differently, emphasizing some details over others based on one's own values and fascinations.

Loremasters

The adage “knowledge is power” is a rough translation of an ancient Hyrallic saying. A closer translation might be, “knowledge before power.” High elves believe knowledge is the pursuit from which all good things flow: life, power, legacy.

In their ruined towers they study ancient history and magic thought long extinct. They revive dead spells and languages and manipulate their use to suit their means. High elves can use this magic for wondrous creations. They can also use it to kill without lifting more than a few fingers.

Elemental Summoners

Through their studies of ancient magic, the high elves have cultivated a strong bond to elementals and can call upon their aid where they need it. Soot crows scout from the sky, living vine walls called brambleguards create labyrinthine barricades, and ceramic horses provide fast transport over long distances.

Most high elves have also learned to summon magical wisps called elemental motes. These sprites enervate their foes to expose them to high elf magic, and can transfer their energy into fallen elementals to revive them in a brilliant flash.

Surround and Suppress

Foes that threaten high elf armies are dealt with quickly and entirely. They take advantage of each other’s magic to corral enemies together and throw huge waves of destruction upon them. The more exposure a victim has to high elf magic, the more effective it is in destroying them. Wyrds ensure there’s no escape, warping the environment into treacherous pits and, eventually, graveyards.

Magical Manipulation

The high elves practice a tradition of group-casting magic that empowers their abilities as more elves participate. This enables them to extend their spells further, sometimes miles away from the caster with an entire platoon working in unison.

Many high elves have also collected extensive libraries of tomes over the centuries. Even on the battlefield, an elf can turn to a book to turn their mundane volleys into magical ones.

Unseen Hands Will Illuminate Their Unchanged Minds

Unseen Hands Will Illuminate Their Unchanged Minds are a sect of high elf radicals who believe they have stumbled upon sky elf texts detailing their downfall by the hands of the sun elves. The story surrounding their purported discoveries have twisted into a narrative decrying all modern society for benefiting from the lore accumulated in service to the sun elves. The sect hides among high elf society in plain sight, slowly manipulating nobles and reshaping the world as they see fit.

The Ordinator

Being in the presence of a high elf ordinator inspires an ancient fear in your chest. An ordinator is capable of focusing an army of high elves to precisely strike an arrow’s tip from the other end of the battlefield. These spellcasters are among the most studied elves in their circles, and their strategic minds are matched only by their affinity with elementals.

The ordinator is not only an illuminating beacon of command for their platoon; they are spiritual beacon of hope for their people. Ordinators carry out their circles’ will, knowledge, and power, not unlike a conduit’s duty to their saint.

High Elf Languages

Most high elves speak Caelian and Hyrallic.

High Elf Malice — **Malice Features**

At the start of any high elf’s turn, you can spend malice to activate one of the following features.

Chaincast ◆ 3 Malice

Until the end of the round, whenever a high elf uses a Magic ability, they can use it as if they were occupying the space of another high elf on the encounter map to whom they have line of effect.

Gift From an Accursed Tome (Action) (Non-minion) ◆ 5 Malice

Keywords Area, Magic

Distance 5 × 1 line within 1 — **Target** All enemies

✦ ≤11 **5 damage; R<1 condition (save ends)**

★ 12–16 **9 damage; R<2 condition (save ends)**

✸ 17 **12 damage; R<3 condition (save ends)**

Effect The high elf chooses damage type and condition afflicted from one of the following pairs: cold and slowed, poison and weakened, or corruption and frightened of the high elf.

In Defiance of Time ◆ 7 Malice

Until the end of the round, all high elves have their speed increased by 4. When a high elf uses an ability against an enemy, each high elf adjacent to the enemy can make a free strike against them.

Elemental Mote — Level 1 Minion Hexer

Elemental, High Elf — EV 6 for eight minions

Stamina 3
Speed 5 (fly) — **Size** 1T / **Stability** 0
With Captain Speed +2 — **Free Strike** 1

Might 0 **Agility 0** **Reason 0** **Intuition 0** **Presence +2**

Dweomer Plume (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 2 — **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage; R<1 Magic weakness 3 (save ends)**
✸ 17 **3 damage; R<2 Magic weakness 3 (save ends)**

Spark of Life
On their turn, the mote can choose to die to revive a dead soot crow, brambleguard, or ceramic horse within 1, returning with 3 Stamina.

High Elf Dawn Mage — Level 1 Minion Controller

Fey, High Elf, Humanoid — EV 6 for eight minions

Stamina 3
Speed 5 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 1

Might 0 **Agility 0** **Reason +1** **Intuition +1** **Presence +1**

Bright Bolt (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 5 — **Target** 1 creature or object per minion

✦ ≤11 **1 holy damage**
★ 12–16 **2 holy damage**
✸ 17 **3 holy damage**
Effect The target can't hide until the start of the dawn mage's next turn.

Otherworldly Grace
At the start of their turn, the dawn mage can turn the duration of one save ends effect they suffer from into EoT.

High Elf Quiver — Level 1 Minion Artillery

Fey, High Elf, Humanoid — EV 6 for eight minions

Stamina 3
Speed 5 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 2

Might 0 **Agility +2** **Reason +1** **Intuition 0** **Presence 0**

Heavy Arrow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage**
Effect Each ally adjacent to the target can shift 2.

Otherworldly Grace
At the start of their turn, the quiver can turn the duration of one save ends effect they suffer from into EoT.

Soot Crow — Level 1 Minion Harrier

Elemental, High Elf — EV 6 for eight minions

Stamina 4
Speed 7 (fly) — **Size** 1T / **Stability** 0
With Captain Edge on strikes — **Free Strike** 1

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Heckle (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage; taunted (EoT)**
Effect The soot crow ignores opportunity attacks from the target until the end of its turn.

Bramble guard — Level 2 Platoon Defender

Elemental, High Elf — EV 8

Stamina 59
Speed 4 — **Size** 2 / **Stability** 3
Free Strike 4

Might +2 **Agility 0** **Reason 0** **Intuition 0** **Presence +2**

Wall of Roses (Action) ◆ Signature
Keywords Area, Magic
Distance Self — **Target** Self
Effect The brambleguard's speed becomes 0 and they extend themself into a 5 wall until the start of their next turn. Each ally adjacent to the brambleguard at the start of their turn regains 5 Stamina and can apply the Magic keyword to their weapon abilities until the end of their turn.

Whip Frenzy (Action) ◆ 2d10 + 2
Keywords Area, Melee, Weapon
Distance 2 burst — **Target** Each enemy in the burst
✦ ≤11 **4 damage**
★ 12–16 **7 damage; push 3**
✸ 17 **10 damage; push 3; A<2 bleeding (save ends)**

Thicket and Thorns
The brambleguard blocks line of effect for enemies. An enemy that starts their turn adjacent to a brambleguard takes 4 damage.

High Elf Bloodletter — Level 1 Platoon Ambusher

Fey, High Elf, Humanoid — EV 6

Stamina 30
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 4

Might 0 **Agility +2** **Reason 0** **Intuition +1** **Presence 0**

Razor's Edge (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **6 damage**
★ 12–16 **9 damage**
✸ 17 **12 damage; R<2 bleeding (save ends)**
Effect The bloodletter and each ally has a double edge on abilities targeting a creature or object bleeding from this ability.

Blood Haze (Maneuver) ◆ 2 Malice
Keywords Area, Magic, Melee
Distance 3 burst — **Target** Special
Effect The bloodletter creates a cloud of blood vapor in the area until the end of the next round. The cloud blocks line of effect for enemies, and an enemy has Magic weakness 3 occupying an affected square. The bloodletter then shifts up to their speed, hiding if they end their movement under concealment.

Otherworldly Grace
At the start of their turn, the scribe can turn the duration of one save ends effect they suffer from into EoT.

High Elf Deathtouch — Level 2 Platoon Artillery

Fey, High Elf, Humanoid — EV 8

Stamina 30
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 5

Might +2 **Agility 0** **Reason +1** **Intuition 0** **Presence +1**

Heartpiercer (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** 1 creature
✦ ≤11 **7 damage**
★ 12–16 **10 damage**
✸ 17 **13 damage; R<1 bleeding (save ends) ; I<1 frightened (save ends) ; P<1 restrained (save ends)**
5 Malice The ability replaces Strike with the Area keyword, the distance becomes 3 cube within 10, and it targets all creatures in the cube.

Kiss of Death (Maneuver)
Keywords Magic
Distance Melee 1 — **Target** 1 ally
Effect The target's speed increases by 5 and they cannot get results lower than tier 3 on their power rolls. The target immediately dies at the end of their next turn.

Otherworldly Grace
At the start of their turn, the deathtouch can turn the duration of one save ends effect they suffer from into EoT.

High Elf Orbweaver — Level 3 Platoon Hexer

Fey, High Elf, Humanoid — EV 10

Stamina 40
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 5

Might 0 **Agility 0** **Reason +2** **Intuition +2** **Presence +2**

Awash (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Magic
Distance 3 cube within 1 — **Target** All creatures in the cube
✦ ≤11 **4 cold damage; M<0 push 3**
★ 12–16 **6 cold damage; M<1 push 5 or prone**
✸ 17 **9 cold damage; M<2 slide 5 or prone**

Aetherweb (Action) ◆ 2d10 + 2
Keywords Magic, Ranged
Distance Ranged 8 — **Target** 2 enemies or objects
✦ ≤11 **5 damage; R<0 slowed (save ends)**
★ 12–16 **8 damage; R<1 slowed (save ends)**
✸ 17 **11 damage; R<2 restrained (save ends)**
Effect Each enemy within 3 of a target suffers the same additional effects as the target unless they shift into an unoccupied square adjacent to them.

Otherworldly Grace
At the start of their turn, the orbweaver can turn the duration of one save ends effect they suffer from into EoT.

High Elf Palinode — Level 1 Platoon Support

Fey, High Elf, Humanoid — EV 6

Stamina 30 — **Immunity** psychic 5
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 3

Might 0 **Agility 0** **Reason 0** **Intuition +2** **Presence +1**

Instill Regret (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 8 — **Target** 1 creature
✦ ≤11 **5 psychic damage**
★ 12–16 **7 psychic damage; I<1 weakened (save ends)**
✸ 17 **9 psychic damage; I<2 weakened (save ends)**
2 Malice The potency of this ability increases by 1. If the target is still weakened by this ability at the end of the encounter, they cannot take a respite activity during their next respite.

Recall (Maneuver)
Keywords Magic, Ranged
Distance Ranged 5 — **Target** 2 allies
Effect Each target is teleported to an unoccupied square adjacent to the palinode. Then, the palinode and each target gain 5 temporary Stamina.

Otherworldly Grace
At the start of their turn, the palinode can turn the duration of one save ends effect they suffer from into EoT.

High Elf Wyrd — Level 3 Platoon Controller

Fey, High Elf, Humanoid — EV 10

Stamina 40
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 5

Might 0 **Agility +1** **Reason +2** **Intuition −1** **Presence +2**

Twystrd (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Magic, Ranged
Distance 1 cube within 5 — **Target** All enemies in the cube
✦ ≤11 **vertical push 3**
★ 12–16 **vertical push 5**
✸ 17 **vertical push 6**
Effect The area of the cube increases by 1 for each elemental mote adjacent to the wyrd.

Summon Elemental (Maneuver) ◆ 2 Malice
Keywords —
Distance Ranged 5 — **Target** Special
Effect The wyrd summons 2 **elemental motes** or 2 **soot crows** into unoccupied squares within distance.

Wyrd Warp (Maneuver) ◆ 2 Malice
Keywords Area, Magic, Ranged
Distance 8 wall within 8 — **Target** Special
Effect The wyrd shapes the land as if it were loose clay. Each wall segment takes up the entire square. A segment can also be used to push a square of the terrain further into the ground. An enemy on top of an affected square moves with the elevation of the terrain.

Otherworldly Grace
At the start of their turn, the wyrd can turn the duration of one save ends effect they suffer from into EoT.

High Elf Zephyr — Level 1 Platoon Harrier

Fey, High Elf, Humanoid — EV 6

Stamina 30
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 3

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Sweeping Blade (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 damage**
✸ 17 **9 damage; the zephyr makes a free strike on a creature adjacent to the target; both creatures are A<2 prone**
Effect Shift 2.

Windwalk (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The zephyr moves up to their speed through the air. They must end this movement on solid ground or immediately fall prone.

Like the Wind
All of the zephyr's movement is considered shifting.

Otherworldly Grace
At the start of their turn, the zephyr can turn the duration of one save ends effect they suffer from into EoT.

High Elf Ordinator — Level 3 Leader

Fey, High Elf, Humanoid — EV 20

Stamina 120
Speed 5 (fly, hover) — **Size** 1M / **Stability** 0
Free Strike 5

Might 0 | **Agility +2** | **Reason +3** | **Intuition +2** | **Presence +3**

Lightning Rod (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 20 — **Target** 1 creature or object
✦ ≤11 **9 lightning damage; R<1 dazed (save ends)**
★ 12–16 **14 lightning damage; R<2 dazed (save ends)**
✸ 17 **17 lightning damage; R<3 dazed (save ends)**
Effect High elves have an edge on abilities used against the target until the start of the ordinator's next turn.

Elemental Uproar (Maneuver)
Keywords Area, Magic
Distance 10 Burst — **Target** Each elemental ally in the burst
Effect Each target moves up to their speed or makes a free strike. An elemental mote target can use their Spark of Life trait.

Summon Elemental (Free Maneuver) ◆ 3+ Malice
Keywords —
Distance Ranged 10 — **Target** Special
Effect For every 3 malice spent, the ordinator summons 5 **elemental motes**, 3 **soot crows**, 1 **ceramic horse**, or 1 **brambleguard** into unoccupied squares within distance.

Enough! (Triggered Action)
Keywords —
Distance Ranged 10 — **Target** Triggering enemy
Trigger An enemy targets the ordinator or an ally within distance with an ability.
Effect The ordinator uses Lightning Rod against the target.

Otherworldly Grace
At the start of their turn, the ordinator can turn the duration of one save ends effect they suffer from into EoT.

Magic Beacon
While using Chaincast, magic abilities that use the Ordinator's space have a double edge (see Chaincast).

Fountains Roar, Now Free From The Earth (Villain Action 1)
Keywords Area, Magic
Distance 10 burst — **Target** All allies in the burst
Effect Each target glows, ending one condition on themselves and then moving up to twice their speed.

And The Sun Forsook Her Children (Villain Action 2)
Keywords Area, Magic
Distance 5 cube within 10 — **Target** All enemies in the cube
Effect Each target makes a **Presence test**.
✸ ≤11 **12 corruption damage; pull 5 towards center of cube**
★ 12–16 **9 corruption damage; pull 3 towards center of cube**
✦ 17 **Pull 1 towards center of cube**
Effect The affected area becomes darkened and its space warps violently in every direction.

But We Will Change Her Mind. (Villain Action 3)
Keywords Area, Magic
Distance Self and 10 burst — **Target** Self and each ally in the burst
Effect All elves radiate wisps of magic. Each target makes a free strike that has the Magic keyword and deals an additional 3 damage.

Ceramic Horse — Level 1 Platoon Mount

Elemental, High Elf — EV 6

Stamina 30
Speed 10 — **Size** 2 / **Stability** 2
Free Strike 3

Might +2 | **Agility +2** | **Reason 0** | **Intuition 0** | **Presence +1**

Elemental Charge (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 fire damage**
✸ 17 **9 lightning damage; M<2 prone**

Stomp (Action) ◆ 2d10 + 2
Keywords Area, Melee, Weapon
Distance 1 burst — **Target** All enemies in the burst
✦ ≤11 **3 damage**
★ 12–16 **5 damage**
✸ 17 **7 damage**
Effect This attack deals an additional 2 damage to prone targets.

Buck (Maneuver) ◆ 2 Malice
Keywords —
Distance Self — **Target** The horse's rider
Effect Vertical slide 3; The rider can use a ranged ability at any point during the movement and then fall without taking damage.

Shared Otherworldly Grace
If the ceramic horse's rider has the Otherworldly Grace trait, it also gains the Otherworldly Grace trait.

Retainer

High Elf Weatherwise **Level 1 Controller Retainer**

Fey, High Elf, Humanoid EV 11

Stamina 20
Speed 5 **Size** 1M/**Stability** 0
Free Strike 2

Might -1 **Agility +1** **Reason +2** **Intuition 0** **Presence +1**

Summer's Bolt (Action) - 2d10 + highest characteristic - Signature
Keywords Magic, Ranged, Strike,
Distance Ranged 10 **Target** One creature or object

✦ **≤11** **3 fire damage**
★ **12–16** **5 fire damage**
✸ **17+** **7 fire damage**

Effect If the weatherwise targets their mentor, instead of taking damage the mentor gains the same amount of Temporary Stamina.

Otherworldly Grace

At the start of their turn, the weatherwise can turn the duration of one save ends effect they suffer from into EoT.

Level 4 Retainer Advancement Ability

Winter's Breath (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Attack, Magic
Distance 3 cube within 1 **Target** All enemies

✦ ≤11 **3 cold damage; push 2**
★ 12–16 **5 cold damage; push 3**
✸ 17 **8 cold damage; push 5**

Effect The weatherwise can teleport 5 before or after using this ability.

Level 7 Retainer Advancement Ability

Spring's Rebirth (Action, Encounter)
Keywords Area, Magic
Distance 3 burst **Target** All allies
Effect Each target can spend a recovery. Additionally, they can turn the duration of one Save Ends effect they suffer from into EoT or end one EoT effect.

Level 10 Retainer Advancement Ability

Autumn's Decay (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic
Distance 3 cube within 1 **Target** All enemies

✦ ≤11 **6 corruption damage; P (weak) prone and can't stand (save ends)**
★ 12–16 **10 corruption damage; P (average) prone and can't stand (save ends)**
✸ 17 **14 corruption damage; P (strong) prone and can't stand (save ends)**

Elves, Shadow

Long ago, the shadow elves of the manifold Equinox committed the Great Sin and for their impunity were exiled to Orden. The descendants of those elves now skulk about the World Below, searching for a means to return to their home.

In Equinox's Shadow

Shadow elves are lit by an unseen sun. In places like Orden, they appear washed out, silhouetted, or grayscale. In Equinox, they lived in the shadow of their manifold's eternal dusk, making them incompatible with other light sources. Their skills, magic, and weapons do not fare well in the sun. However, this does allow them to blend in with existing darkness and dissolve out of sight.

Manifold Weaponry

The shadow elves have mastered the art of combining deep, ancient magic with cutting-edge technology. The closest they've gotten to reconnecting with their home is through their manifold weapons, blades crafted of shadow that strike and wound in many dimensions at once. A creature hit by one of these blades is injured in multiple worlds at a time. Only one of strong mind can compartmentalize and end these effects on their body in the here and now.

Brush Stalkers

When the shadow elves were exiled from Equinox, many left on ancient beasts known as brush stalkers, quadrupedal beasts that carry entire ecosystems on their rack of antlers. Brush stalkers cannot reproduce unless they are in Equinox, so the ones who still walk with Shadow elves are old indeed: overgrown with bioluminescent moss, cracks on their ancient cloven hooves.

A brush stalker's glamor allows it to look just like a normal deer. But when the glamour is off, the creature devours the light around it and plunges its surroundings into darkness.

Fractured Factions

Almost immediately upon arrival in The World Below, the shadow elves developed wildly different ideas for what to do about it. Some want desperately to return, while others seek to assimilate into their new home. As generations come and go, and memories of Equinox are lost to time, the shadow elves who have not yet carved a new place for themselves grow anxious.

One particularly fanatical sect has made it to Orden and mold the manifold in Equinox's image. They believe their home is lost to them forever, and their only recourse is to blot out Orden's sun and make a new one.

Duskcalling

Certain shadow elf warriors have a natural link to the unseen cosmos by which they are lit. With this link, a warrior can perform the Call: a mix of humming and throat singing that aligns celestial bodies across manifolds. This can temporarily induce an eclipse on the manifold in which the Caller is performing, allowing their comrades to gain the advantage.

A skilled duskcaller can lead a band in a group Call, which is powerful enough to recreate the conditions of Equinox for a short time. Some shadow elf factions are researching this connection in earnest, considering it a viable step towards terraforming a second Equinox.

Shadow Tactics

Since shadow elves have no permanent home, their military strength typically emphasizes both impenetrable defense and a swift and decisive offense. Since they cannot benefit from a home advantage, all warriors are taught to create one. If there are no places to hide, create them. If the light is too bright, remove it.

In many shadow elf societies, all people are given at least basic combat training and are expected to serve at least one military tour in their life. Those who excel move on to become duskcallers, mournblades, and eclipses: paragons of strength who are venerated by the people. Research and discovery are employed for the primary purpose of furthering military goals. Even the popular children's game hide and seek is a military device created to prepare a people for constant, imminent conflict.

Shadow Elf Languages

Most shadow elves speak Variac and Illyvric, though platoon leaders may speak some Caelian or Hyrallic.

Shadow Elf Malice	**Malice Features**
At the start of any shadow elf's turn, you can spend malice to activate one of the following features.	
Watch Me Disappear ◆ 3 Malice All shadow elves acting on this turn can hide as a free maneuver while concealed.	
Extra Dimension ◆ 5 Malice All shadow elves acting on this turn inflict **I<2** bleeding (save ends) or slowed (save ends) on their strikes, even if their attacks already inflict a condition.	
Home is Where the Hurt Is ◆ 7 Malice The shadow elves synthesize a concentrated pocket manifold reminiscent of Equinox and graft it onto the encounter map. Until the end of the encounter, all creatures can see shadow elves in full color, and shadow elves no longer benefit from their Of the Umbra ability. The potency of all shadow elf abilities increases by 2, and a creature needs an 8 or higher to end a save ends effect inflicted by a shadow elf, as they are impacted by the condition across two worlds.	

Shadow Elf Cloak — Level 4 Minion Harrier

Fey, Humanoid, Shadow Elf — EV 12 for eight minions

Stamina 8
Speed 8 (climb) — **Size** 1M / **Stability** 0
With Captain Speed +2 — **Free Strike** 2

Might +3 **Agility +1** **Reason +0** **Intuition +0** **Presence +0**

Stick and Poke (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 **2 damage**
★ 12-16 **4 damage**
✸ 17 **6 damage**

Effect Shift 2.

Of the Umbra

The cloak ignores concealment granted by darkness. While the cloak is in direct sunlight, they have damage weakness 3. While the cloak is concealed, they have damage immunity 3.

Shadow Elf Dusk Mage — Level 4 Minion Hexer

Fey, Humanoid, Shadow Elf — EV 12 for eight minions

Stamina 7
Speed 5 (climb) — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 2

Might +0 **Agility +3** **Reason +2** **Intuition +0** **Presence +0**

Gloom Strike (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 **2 damage**
★ 12-16 **4 damage; A<2 slowed (save ends)**
✸ 17 **6 damage; A<3 slowed (save ends)**

Of the Umbra

The dusk mage ignores concealment granted by darkness. While the dusk mage is in direct sunlight, they have damage weakness 3. While the dusk mage is concealed, they have damage immunity 3.

Shadow Elf Nightstrike — Level 4 Minion Ambusher

Fey, Humanoid, Shadow Elf — EV 12 for eight minions

Stamina 8
Speed 5 (climb) — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 3

Might +1 **Agility +3** **Reason +0** **Intuition +1** **Presence +0**

Vault (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ ≤11 **3 damage**
★ 12-16 **5 damage**
✸ 17 **7 damage**

Effect The nightstrike leaps over the target, shifting into an unoccupied square adjacent to the target opposite from their starting position.

Of the Umbra

The nightstrike ignores concealment granted by darkness. While the nightstrike is in direct sunlight, they have damage weakness 3. While the nightstrike is concealed, they have damage immunity 3.

Shadow Elf Sniper — Level 4 Minion Artillery

Fey, Humanoid, Shadow Elf — EV 12 for eight minions

Stamina 7
Speed 5 (climb) — **Size** 1M / **Stability** 0
With Captain Strike damage +2 — **Free Strike** 3

Might +1 **Agility +3** **Reason +0** **Intuition +0** **Presence +0**

Neon Arrow (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 7 **Target** One creature or object per minion

✦ ≤11 **3 damage**
★ 12-16 **5 damage**
✸ 17 **7 damage**

Effect The next strike made against the target has an edge.

Of the Umbra

The sniper ignores concealment granted by darkness. While the sniper is in direct sunlight, they have damage weakness 3. While the sniper is concealed, they have damage immunity 3.

Shadow Elf Assassin — Level 6 Platoon Artillery

Fey, Humanoid, Shadow Elf — EV 16

Stamina 70
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 7

Might +0 **Agility +3** **Reason +2** **Intuition +1** **Presence +1**

Neon Assault (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** One creature or object
✦ ≤11 **10 damage**
★ 12-16 **15 damage**
✸ 17 **18 damage**
Effect The next ability made against the target has a double edge.
5 Malice Each ally within 5 of the target makes a free strike against them.

Splitbow (Action) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Area, Ranged, Weapon
Distance 1 x 4 line within 10 — **Target** All enemies in the line
✦ ≤11 **5 damage; I<1 bleeding (save ends).**
★ 12-16 **10 damage; I<2 bleeding (save ends).**
✸ 17 **12 damage; I<3 bleeding (save ends).**
Effect Push 4.

Of the Umbra
The assassin ignores concealment granted by darkness. While the assassin is in direct sunlight, they have damage weakness 3. While the assassin is concealed, they have damage immunity 3.

Shadow Elf Dark Knight — Level 4 Platoon Defender

Fey, Humanoid, Shadow Elf — EV 12

Stamina 70
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 5

Might +0 **Agility +2** **Reason +0** **Intuition +3** **Presence +2**

Suffusing Strike (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 3 — **Target** One creature or object
✦ ≤11 **8 corruption damage**
★ 12-16 **12 corruption damage; R<2 taunted (EoT)**
✸ 17 **15 corruption damage; R<3 taunted (EoT)**

Trick of the Eye (Triggered Action)
Keywords Magic
Distance Melee 2 — **Target** 1 ally
Trigger An enemy within distance makes a strike against the target.
Effect The damage is halved. The dark knight takes the other half of the damage.

Of the Umbra
The dark knight ignores concealment granted by darkness. While the dark knight is in direct sunlight, they have damage weakness 3. While the dark knight is concealed, they have damage immunity 3.

Shadow Elf Duskcaller — Level 5 Platoon Controller

Fey, Humanoid, Shadow Elf — EV 14

Stamina 60
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 6

Might +0 **Agility +3** **Reason +3** **Intuition +2** **Presence +0**

Night Knife (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 **9 damage**
★ 12-16 **13 damage**
✸ 17 **16 damage**
Effect The duskcaller can target an additional creature or object while concealed.

Shadesong (Maneuver)
Keywords Area, Magic, Ranged
Distance 2 cube within 3 — **Target** Special
Effect The affected area is covered in darkness and is considered concealment until the start of the duskcaller's next turn.
2 Malice The area of the cube increases by 3.

Of the Umbra
The duskcaller ignores concealment granted by darkness. While the duskcaller is in direct sunlight, they have damage weakness 3. While the duskcaller is concealed, they have damage immunity 3.

Shadow Elf Luminator — Level 4 Platoon Support

Fey, Humanoid, Shadow Elf — EV 12

Stamina 60
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 5

Might +0 **Agility +1** **Reason +1** **Intuition +3** **Presence +2**

Neon Mark (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 3 — **Target** One creature or object
✦ ≤11 **8 lightning damage**
★ 12-16 **12 lightning damage**
✸ 17 **15 lightning damage**
Effect The next strike made against the target deals an additional 5 damage.

Mourning 'Til Dusk (Action) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Area, Magic, Melee
Distance 2 burst — **Target** All allies in the burst
✦ ≤11 **The target regains 2 Stamina**
★ 12-16 **The target regains 3 Stamina**
✸ 17 **The target regains 5 Stamina; the Director gains 3 Malice**
Effect Each target has an edge on their next strike.

Of the Umbra
The luminator ignores concealment granted by darkness. While the luminator is in direct sunlight, they have damage weakness 3. While the luminator is concealed, they have damage immunity 3.

Shadow Elf Moondancer — Level 5 Platoon Harrier

Fey, Humanoid, Shadow Elf — EV 14

Stamina 70
Speed 7 (climb) — **Size** 1M / **Stability** 0
Free Strike 6

Might +1 **Agility +3** **Reason +1** **Intuition +2** **Presence +0**

Crescent Sweep (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 **9 damage**
★ 12-16 **13 damage**
✸ 17 **16 damage**
Effect The moondancer ignores opportunity attacks from the target until the end of their turn.

Dissolve (Triggered Action)
Keywords —
Distance Self — **Target** Special
Trigger The moondancer takes damage from a strike
Effect The moondancer teleports to a square in concealment granted by darkness within 10.

Of the Umbra
The moondancer ignores concealment granted by darkness. While the moondancer is in direct sunlight, they have damage weakness 3. While the moondancer is concealed, they have damage immunity 3.

Shadow Elf Mournblade — Level 6 Platoon Ambusher

Fey, Humanoid, Shadow Elf — EV 16

Stamina 80
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 7

Might +2 **Agility +3** **Reason +1** **Intuition +2** **Presence +0**

Knife in the Dark (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 **10 damage**
★ 12-16 **15 damage**
✸ 17 **18 damage**
Effect The mournblade is invisible to the target until the start of their next turn.

Shadow Step (Maneuver)
Keywords —
Distance Self — **Target** Special
Effect If the mournblade is concealed, they can teleport to another square in concealment granted by darkness within 10.

Of the Umbra
The mournblade ignores concealment granted by darkness. While the mournblade is in direct sunlight, they have damage weakness 3. While the mournblade is concealed, they have damage immunity 3.

Shadow Elf Noctis Mage — Level 6 Platoon Hexer

Fey, Humanoid, Shadow Elf — EV 16

Stamina 70
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 6

Might +0 **Agility +2** **Reason +3** **Intuition +1** **Presence +1**

Blotting Bolt (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 5 — **Target** One creature or object
✦ ≤11 **9 damage**
★ 12-16 **14 damage**
✸ 17 **17 damage**
Effect The target has a bane on their next strike.
3 Malice The target has a double bane on the next signature action they use.

Enemies in the Dark (Action) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Magic, Ranged, Strike
Distance Melee 1 — **Target** Two enemies
✦ ≤11 **8 damage; R<1 the target makes a free strike against an enemy of the noctis mage's choice.**
★ 12-16 **10 damage; R<2 the target makes a free strike against an enemy of the noctis mage's choice.**
✸ 17 **13 damage; R<3 the target uses a signature action against an enemy of the noctis mage's choice.**

Of the Umbra
The noctis mage ignores concealment granted by darkness. While the noctis mage is in direct sunlight, they have damage weakness 3. While the noctis mage is concealed, they have damage immunity 3.

Shadow Elf Panther — Level 4 Platoon Brute

Fey, Humanoid, Shadow Elf — EV 12

Stamina 70
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 6

Might +3 **Agility +2** **Reason -1** **Intuition +1** **Presence +1**

Dusk Cleave (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 **9 damage**
★ 12-16 **13 damage**
✸ 17 **16 damage; I<3 bleeding (save ends)**
Effect The panther makes a free strike against a creature or object adjacent to the target.

Bladestorm (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Area, Ranged, Weapon
Distance 2 burst — **Target** All enemies in the burst
✦ ≤11 **5 corruption damage**
★ 12-16 **8 corruption damage; I<2 dazed (save ends)**
✸ 17 **10 corruption damage; I<3 dazed (save ends)**
Effect The panther has a double edge on strikes against targets dazed by this ability.

Of the Umbra
The panther ignores concealment granted by darkness. While the panther is in direct sunlight, they have damage weakness 3. While the panther is concealed, they have damage immunity 3.

Shadow Elf Eclipse — Level 6 Leader

Fey, Shadow Elf — EV 32

Stamina 180
Speed 6 (climb) — **Size** 1M / **Stability** 1
Free Strike 7

Might +4 **Agility +3** **Reason +2** **Intuition +1** **Presence +2**

Manifold Blade (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ ≤11 **11 damage; I<2 bleeding (save ends)**
★ 12-16 **16 damage; I<3 bleeding (save ends)**
✸ 17 **19 damage; I<4 bleeding (save ends)**

2 Malice The potency of this ability increases by 1.

Grasping Shadow (Maneuver) ◆ 2d10 + 4 ◆ 5 Malice
Keywords Magic
Distance Ranged 5 — **Target** Three creatures or objects casting a shadow

✦ ≤11 **pull 5; I<2 slowed (save ends)**
★ 12-16 **pull 7; I<3 slowed (save ends)**
✸ 17 **pull 10; I<4 slowed (save ends)**

Effect The eclipse makes a free strike against each target pulled into an adjacent square.

PUT IT OUT! (Triggered Action)
Keywords —
Distance Ranged 10 — **Target** Special
Trigger An enemy uses an ability that emits light, such as fire.
Effect The enemy has a double bane on the ability.

End Effect

At the end of their turn, the eclipse can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Of the Umbra

The eclipse ignores concealment granted by darkness. While the eclipse is in direct sunlight, they have damage weakness 3. While the eclipse is concealed, they have damage immunity 3.

From the Shadows (Villain Action 1)
Keywords —
Distance Ranged 5 — **Target** All allies
Effect The eclipse calls forth one **brush stalker** that appears within distance. Each target then shifts up to their speed and makes a free strike.

Cast Away All Hope (Villain Action 2)
Keywords Magic
Distance 3 burst — **Target** All enemies in the burst
Effect The eclipse dispels their enemies' hard-earned advantages, removing each target's surges. Each ally ignores edges and additional effects of each target's damaging abilities until the end of the round.

Umbral Hunger (Villain Action 3) ◆ 2d10 + 4
Keywords Area, Magic, Ranged
Distance 3 cube within 5 — **Target** All enemies in the cube

✦ ≤11 **7 corruption damage**
★ 12-16 **12 corruption damage**
✸ 17 **15 corruption damage**

Effect **R<3** speed becomes zero (save ends). The affected area is shrouded in darkness and becomes concealment. When an enemy starts their turn in an affected square, they take 5 corruption damage.

Brush Stalker — Level 4 Platoon Mount

Animal, Fey — EV 12

Stamina 60
Speed 8 — **Size** 2 / **Stability** 3
Free Strike 5

Might +3 **Agility +2** **Reason -1** **Intuition +0** **Presence +1**

Gore (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** Two creatures or objects

✦ ≤11 **7 damage**
★ 12-16 **10 damage**
✸ 17 **13 damage**

Reclamation (Action) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Area, Magic, Melee
Distance 2 burst — **Target** All enemies in the burst

✦ ≤11 **4 corruption damage; M<1 weakened (save ends)**
★ 12-16 **7 corruption damage; M<2 weakened (save ends)**
✸ 17 **10 corruption damage; M<3 weakened (save ends)**

Suneater

The brush stalker sheds darkness like other creatures would shed light. Each square within 2 of the brush stalker is devoid of light and provides concealment.

Wyrd Dyr

Each non-brush stalker creature with the Animal keyword is frightened while they have line of effect to the brush stalker.

Retainer

Shadow Elf Shade **Level 4 Ambusher Retainer**

Fey, Humanoid, Shadow Elf EV 23

Stamina 60
Speed 5 (climb) **Size** 1M/**Stability** 0
Free Strike 5

Might +1 **Agility +2** **Reason 0** **Intuition +2** **Presence +1**

Shadow Dagger (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 3 **Target** One creature or object

✦ ≤11 **6 damage**
★ 12-16 **10 damage**
✸ 17 **13 damage**

Effect When the shade starts their turn concealed from the target, gain a surge.

Gathering Gloom (Maneuver, Encounter)
Keywords Area, Magic, Ranged
Distance 3 cube within 1 **Target** -
Effect Until the end of the next turn, the area is filled with darkness. The shade's mentor ignores concealment granted by this darkness.

Of the Umbra
The shade ignores concealment granted by darkness. While the shade is in direct sunlight, they have damage weakness 3. While the shade is concealed, they have damage immunity 3.

Level 7 Retainer Advancement Ability

Slow-Poison Needle (Action, Encounter) - 2d10 + highest characteristic
Keywords Ranged, Strike, Weapon
Distance Ranged 5 **Target** 1 creature

✦ ≤11 **at the start of the target's next turn, 8 poison damage and weakened (save ends)**
★ 12-16 **at the start of the target's next turn, 12 poison damage and weakened (save ends)**
✸ 17 **at the start of the target's next turn, 16 poison damage and weakened (save ends)**

Effect The slow-poison needle is initially painless. When using this ability, the shade can remain hidden if they are already hidden.

Level 10 Retainer Advancement Ability

Shadow-Poison Dagger (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature

✦ ≤11 **12 poison damage; shadowed vision (save ends)**
★ 12-16 **17 poison damage; shadowed vision (save ends)**
✸ 17 **23 poison damage; shadowed vision (save ends)**

Effect While a creature has shadowed vision, every creature has concealment from them.

Elves, Wode

Children of the Sylvan Celestials, masters of the elf-haunted forests called wodes, these elves see all forests as their domain by birthright. They know and enjoy their reputation among humans as snatching children who wander too far into the woods. Humans should fear the trees.

Their natural ability to mask their presence, called glamor, compliments their guerilla style of fighting, striking quickly from cover and then melding back into the underbrush. These traits also make those few who dwell in human cities naturally adept at urban warfare.

Heart of the Wode

The primary value of wode elf culture is respect and reverence for their home, the wode in which they live. They speak of the wode as though it is alive and conscious, dangerous and delightful. Wode elves are more receptive to strangers who respect the land they trespass upon. Those who harm it, however, ruin their one and only chance of treating peacefully with the wode's beating heart.

Wodeworking

Wode elves know a secret technique to use the trees of the wode to craft materials as strong as metal and to create magical constructs that act as servitor creatures, including their mounts. To breathe life into these creations, the wode elves lift their voices in song. The more intricate the song, the more durable and autonomous the creation becomes. A wodenelg's rider is typically also their singer, creating a connection between the two that can last a lifetime.

Legends tell of ancient beings, older than the forests themselves, that were sung to life by an entire wode elf civilization joined in sixteen-part harmony. They outlived their creators and roam the world as unknowable guardians who answer to nothing but their final set of instructions.

Sylvan Surveillance

The wode elves' natural connection to the wode allows them to stay aware of the forest's goings-on while inside of it. This isn't some telepathic connection, but rather a great understanding of every corner of the wode and a hypersensitivity to changes within it. The stench of an amateur campfire, the sudden squawk of a raven, the forced march of a hungry ant colony: all of this information comes together to form a wode elf's understanding of their surroundings.

A wode elf develops this sense for their home over time, meaning that a wode elf who lives in an urban environment has just as much understanding of their neighborhood as their cousin in the forest does the trees.

Blightless Ambition

Not all wode elves are happy to negotiate with peaceful interlopers. Some groups view even the very presence of humans as a direct threat to their way of life. One group of scavenging parties, known as the Blightless, searches the forest for lost mortals. They seek to eliminate these threats by any means possible. Overzealous and aggressive, the Blightless seek to expand the boundaries of their home, attacking civilizations that exist close to the forest's edge. Because Blightless attacks constitute the majority of mortal interaction with the wode elves, they set the tone for mortal perception of a mostly peaceful people.

Chirugeons

When wode elves control the terrain, one of their primary strategies is divide and conquer. The chirugeons are strategists who enact their picture-perfect plans with their own hands, in the thick of battle. Enemies will never know exactly how many wode elves they're facing. Not if the crafty chirugeon can help it.

Warleader

The warleader of a wode elf court is usually their finest tactician. One warleader alone can command dozens of squadrons across miles of their forests with such precision that they can appear to predict an enemy's movements without ever laying an eye on them. In times of peace, a warleader's role is primarily that of teacher, a mentor that scouts and soldiers regard almost as an additional parent.

The wode elves only send their warleader if the situation is dire. If you fight one, you should be flattered – the wode elves consider you a formidable threat.

Wode Elf Languages

Most wode elves speak Caelian and Yllyric.

Wode Elf Malice	**Malice Features**
At the start of any wode elf's turn, you can spend malice to activate one of the following features.	
Forest Network ◆ 3 Malice Each wode elf that ends this turn hidden can shift their speed while remaining hidden.	
Punishing Regrowth ◆ 5 Malice Until the end of the turn, each wode elf inflicts slide 2 with their strikes and they have an edge on their abilities. If a target force moved by one of these strikes ends the forced movement in difficult terrain, they are restrained (EoT).	
Vines Everywhere ◆ 7 Malice Vines emerge and rapidly grow across the entire encounter map. Each enemy must make an **Agility test.**	
✸ ≤11	**8 damage; restrained (save ends)**
★ 12–16	**restrained (EoT)**
✦ 17+	**no effect**

Wode Elf Lookout — Level 1 Minion Support

Fey, Humanoid, Wode Elf — EV 6 for eight minions

Stamina 4
Speed 7 — **Size** 1M / **Stability** 0
With Captain Speed +2 — **Free Strike** 1

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Longbow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 8 **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage**

There!
A wode elf within 5 of the lookout can make a ranged strike as if occupying the lookout's space.

Masking Glamor
The lookout immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Runner — Level 1 Minion Harrier

Fey, Humanoid, Wode Elf — EV 6 for eight minions

Stamina 4
Speed 7 — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 1

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Spear (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage**

Effect The runner can shift 2 before charging while using this ability.

Masking Glamor
The runner immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Scout — Level 1 Minion Ambusher

Fey, Humanoid, Wode Elf — EV 6 for eight minions

Stamina 4
Speed 10 — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 2

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Daggers (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage**

Hunter's Glamor
The scout immediately hides at the end of their turn, even if they are observed.

Wode Elf Yeoman — Level 1 Minion Artillery

Fey, Humanoid, Wode Elf — EV 6 for eight minions

Stamina 3
Speed 7 — **Size** 1M / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence +1**

Heavy Longbow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 12 **Target** 1 creature or object per minion

✦ ≤11 **2 damage; push 1**
★ 12–16 **4 damage; push 2**
✸ 17 **5 damage; push 3**

Masking Glamor
The yeoman immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Druid — Level 2 Platoon Controller

Fey, Humanoid, Wode Elf — EV 8

Stamina 30
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 3

Might 0 | **Agility +1** | **Reason 0** | **Intuition 0** | **Presence +2**

Entangling Vines (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance 3 cube within 10 — **Target** All enemies in the cube
✦ ≤11 **5 damage; pull 1**
★ 12–16 **8 damage; pull 3; M<1 slowed (save ends)**
✸ 17 **10 damage; pull 5; M<2 slowed (save ends)**
Effect A creature slowed by this ability can't search for hidden creatures until the condition ends.
3 Malice The area of the cube and the potency of the effect both increase by 1.

The Wode Protects Us (Maneuver) ◆ 3 Malice
Keywords Magic
Distance Self and Ranged 5 — **Target** Self and 3 allies
Effect Each target teleports to a square within 10 that has cover or concealment from all enemies.

Masking Glamor
The druid immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Green Seer — Level 1 Platoon Hexer

Fey, Humanoid, Wode Elf — EV 6

Stamina 20
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 3

Might 0 | **Agility +1** | **Reason 0** | **Intuition +2** | **Presence +1**

The Forest's Embrace (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 damage; I<1 restrained (save ends)**
✸ 17 **9 damage; I<2 restrained (save ends)**
Effect A creature restrained by this ability can't search for hidden creatures until the condition ends.

The Natural Cycle (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Magic, Ranged
Distance Ranged 10 — **Target** 2 creatures
✦ ≤11 **2 damage**
★ 12–16 **4 damage; P<1 target has a double bane on strikes (save ends)**
✸ 17 **6 damage; P<2 bleeding (save ends), target has a double bane on strikes (save ends)**
Effect The green seer causes lichen to form and encroach upon each target.

Foreseen Punishment (Free Triggered Action)
Keywords —
Distance Ranged 5 — **Target** Triggering creature
Trigger A creature uses a triggered action targeting the green seer or an ally within distance.
Effect The green seer makes a free strike against the target.

Masking Glamor
The green seer immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Greenskeeper — Level 1 Platoon Defender

Fey, Humanoid, Wode Elf — EV 6

Stamina 40
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 3

Might 0 | **Agility +2** | **Reason 0** | **Intuition 0** | **Presence +1**

Growing Longsword (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 damage**
✸ 17 **9 damage**
Effect Taunted (EoT). The greenskeeper can shift 3 after making the attack.
2 Malice The distance increases to Melee 5.

Overgrowth (Maneuver) ◆ 3 Malice
Keywords Area, Ranged
Distance 3 cube within 10 — **Target** Special
Effect The affected area is overgrown with heavy brush and bramble. It provides cover and concealment for the greenskeeper and all allies, and is considered difficult terrain for enemies. An enemy that starts their turn in an affected square takes 3 damage.

Masking Glamor
The greenskeeper immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Sentry — Level 1 Platoon Support

Fey, Humanoid, Wode Elf — EV 6

Stamina 30
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 3

Might 0 | **Agility +2** | **Reason 0** | **Intuition 0** | **Presence +1**

Tracer Longbow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 damage**
✸ 17 **9 damage; marked (save ends)**
Effect Each ally has an edge on strikes and abilities against marked targets until the condition ends.
3 Malice The sentry targets two additional creatures or objects.

Death Blossom (Maneuver) ◆ 2 Malice
Keywords Area, Weapon
Distance 5 burst — **Target** All marked enemies
Effect 3 damage.

Masking Glamor
The sentry immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Tree Chirugeon — Level 2 Platoon Harrier

Fey, Humanoid, Wode Elf — EV 8

Stamina 40
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 4

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence +0**

Wild Ax (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 — **Target** 1 creature or object
✦ ≤11 **6 damage; push 1**
★ 12–16 **9 damage; push 3**
✸ 17 **12 damage; push 5**
Effect The tree chirugeon can make a ranged free strike before using this ability.
5 Malice The tree chirugeon uses this ability again.

The Wode Protects Us (Maneuver) ◆ 3 Malice
Keywords Magic
Distance Self and Ranged 5 — **Target** Self and 3 allies
Effect Each target teleports to a square within 10 that has cover or concealment from all enemies.

Masking Glamor
The tree chirugeon immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Tree Guerilla — Level 3 Platoon Ambusher

Fey, Humanoid, Wode Elf — EV 10

Stamina 50
Speed 7 (teleport) — **Size** 1M / **Stability** 0
Free Strike 5

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Splinter Dagger (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 — **Target** 1 creature or object
✦ ≤11 **7 damage**
★ 12–16 **11 damage**
✸ 17 **14 damage; M<2 bleeding (save ends)**
Effect The tree guerilla can teleport 3 after using this ability.
3 Malice The tree guerilla targets an additional creature or object. The tree guerilla deals an additional 3 damage if both targets are adjacent to each other.

Do Not Hesitate in the Wode (Free Triggered Action) ◆ 3 Malice
Keywords —
Distance Self and Squad — **Target** Self and Squad
Trigger An ally ends their turn while the tree guerilla hasn't acted this round.
Effect The targets take their turn immediately. Each target has an edge on their abilities until the end of their turn.

Hunter's Glamor
The tree guerilla immediately hides at the end of their turn, even if they are observed.

Wode Elf Tree Gweiadur — Level 3 Platoon Artillery

Fey, Humanoid, Wode Elf — EV 10

Stamina 40
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 5

Might 0 **Agility +2** **Reason 0** **Intuition +1** **Presence +0**

Snare Bow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Ranged 15 — **Target** 1 creature or object
✦ ≤11 **7 damage**
★ 12–16 **11 damage**
✸ 17 **14 damage; A<2 restrained (save ends)**
Effect The tree gweiadur can shift 3 after using this ability.
3 Malice If this ability restrains the target, an enemy within 1 of the target is also restrained (save ends).

You Activated My Trap! (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Magic, Ranged
Distance 3 cube within 10 — **Target** All enemies in the cube
✦ ≤11 **4 damage; R<0 marked (save ends)**
★ 12–16 **6 damage; R<1 slowed and marked (save ends)**
✸ 17 **9 damage; R<2 slowed and marked (save ends)**
Effect Each ally has an edge on strikes and abilities against marked targets until the condition ends.

Masking Glamor
The tree gweiadur immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Wode Elf Warleader — Level 3 Leader

Fey, Humanoid. Wode Elf — EV 20

Stamina 120
Speed 7 (teleport) — **Size** 1M / **Stability** 2
Free Strike 5

Might +2 **Agility +3** **Reason +2** **Intuition +2** **Presence +2**

Wodeblade (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects
✦ ≤11 **8 damage; M<1 restrained (save ends)**
★ 12–16 **12 damage; M<2 restrained (save ends)**
✸ 17 **15 damage; M<3 restrained (save ends)**
Effect The warleader strikes each target one at a time and can teleport 3 squares between each strike.
2 Malice A target restrained by this ability takes an additional 3 damage.

Fairness is a Human Concept (Maneuver) ◆ 5 Malice
Keywords Area
Distance 10 burst — **Target** All allies in the burst
Effect Each target can make a free strike and then shifts 3. A target immediately hides at the end of the warleader's turn while in cover or concealment.

Wode Sickness (Triggered Action)
Keywords —
Trigger An ally ends their turn.
Distance Ranged 10 — **Target** 1 enemy
Effect The target must take their turn now, if they have not already taken it. **P<2** the target is bleeding and has a bane on their strikes until the end of their turn.

End Effect
At the end of their turn, the warleader can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Hunter's Glamor
The warleader immediately hides at the end of their turn, even if they are observed.

You Will ALL Witness my Blade (Villain Action 1)
Keywords Area
Distance 5 burst — **Target** All enemies in the burst
Effect The warleader uses Wodeblade against each target with an edge.

Suppressing Volley (Villain Action 2)
Keywords Area
Distance 5 burst — **Target** All allies in the burst
Effect The warleader uses Wodeblade against a single creature or object. Each target then makes a free strike.

Is it Now or is it Then? Where are We? (Villain Action 3)
Keywords Area
Distance Self and 5 burst — **Target** Self and all allies in the burst
Effect Each target becomes invisible until the start of the next round. The warleader then uses Wodeblade.

Wodenelg — Level 1 Platoon Mount

Plant, Wode Elf — EV 6

Stamina 30
Speed 10 — **Size** 2 / **Stability** 1
Free Strike 3

Might +2 **Agility +1** **Reason −1** **Intuition 0** **Presence −1**

Gore (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 damage**
✸ 17 **9 damage**
Effect The wodenelg's rider can make a free strike at any point during the charge.

Sure Footed
The wodenelg ignores all difficult terrain, including enemy squares, and doesn't provoke opportunity attacks by moving.

Where I End the Woods Begin (Maneuver) ◆ 3 Malice
Keywords —
Distance Self — **Target** Self
Effect The wodenelg and their rider become invisible until the start of their next turn.

Mounted Stability
The wodenelg's rider has damage immunity 2.

Shared Glamor
If the wodenelg's rider has the Masking Glamor or Hunter's Galamor trait, they also gain the trait's benefits.

Retainer

Wode Elf Arrowswift — **Level 1 Artillery Retainer**

Fey, Humanoid, Wode Elf — EV 12

Stamina 20
Speed 7 — **Size** 1M/**Stability** 1
Free Strike 2

Might 0 **Agility +2** **Reason 0** **Intuition +1** **Presence 0**

Longshot (Action) - 2d10 + highest characteristic - Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** One creature or object

✦ ≤11 **4 damage**
★ 12–16 **7 damage**
✸ 17 **10 damage**

Effect The arrowswift can take a bane to increase the attack's range by 5.

Masking Glamor

The arrowswift immediately hides at the end of their turn while in cover or concealment, even if they are observed.

Level 4 Retainer Advancement Ability

Snipe (Action, Encounter) - 2d10 + highest characteristic
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** 1 creature

✦ ≤11 **7 damage**
★ 12–16 **11 damage**
✸ 17 **16 damage**

Effect If the arrowswift is hidden, gain 2 surges

Level 7 Retainer Advancement Ability

Magic Arrows (Maneuver, Encounter)
Keywords -
Distance Self — **Target** Self

Effect Until the end of the encounter, ranged attacks made by the arrowswift have an edge and gain a surge. If the arrowswift's mentor is within 1, they gain this benefit as well.

Level 10 Retainer Advancement Ability

Double Shot (Action, Encounter) - 2d10 + highest characteristic
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** 2 creatures or objects

✦ ≤11 **12 damage**
★ 12–16 **17 damage**
✸ 17 **23 damage**

Fossil Cryptic

The cave-diving humans who first found fossil cryptics initially thought those beings were fossilized, reanimated skeletons of creatures predating recorded history. When the explorers' priest presented a holy symbol and attempted to turn the cryptics, he learned these fossilized bones aren't mindless undead—and seconds later, he wound up crushed to death by a pillar of stone.

Primal Sentries

In truth, these living fossil amalgamations are inhabited by elemental spirits. Fossil cryptics are found in places of otherworldly beauty with a connection to an elemental plane of Quintessence—often in caves that have remained untouched for eons or whose tunnels are laced with veins of priceless metal in exquisite fractal patterns. The elemental spirits from that plane inhabit the fossils of creatures who once protected the site, carrying on their legacy. Archaeologists, miners, and others who disturb a cryptic's domain are ground into dust and subsumed into the cryptic's own form.

Bones of the Earth

Though fossil cryptics vary wildly in their chosen shape and form, all contain a central cluster of fossils atop a churning column of rock and metal. With malleable limbs extending from their earthy core, cryptics move with unsettling speed.

Ancient Intelligence

Fossil cryptics often warn trespassers to leave their domains, speaking threats in ancient languages before attacking. Should trespassers persist, cryptics weaponize columns of stone at range and can manipulate the ground around them, pushing and pulling friend and foe alike into the best positions for a battle.

Fossil Cryptic Languages

Many Fossil Cryptics speak Phorialtic, but are known to use the ancient language (or languages) of the ruins they inhabit.

Fossil Cryptic Malice	**Malice Features**
At the start of a fossil cryptic's turn, you can spend malice to activate one of the following features.	
Floor Mosaic ◆ 3 Malice A creature on the ground slides up to 5 squares, ignoring stability.	
Stone Pillars ◆ 5 Malice Two pillars of stone 1 square wide thrust 5 squares up out of the ground anywhere on the encounter map. A creature in the area of a pillar before it rises falls prone on top of it. If the creature comes in contact with the ceiling, they are **M<2** restrained (save ends).	
Choking Dust ◆ 10 Malice The air across the area of the encounter map becomes thick with dust until the end of the encounter. Each enemy in the dust must immediately make a **Might test**, then repeat that test at the start of each of their turns: ✸ **≤11** **Slowed (EoT); target's stability is reduced by 3 (EoT)** ★ **12–16** **Target's speed is reduced by 2 (EoT) and their stability is reduced by 1 (EoT).** ✦ **17+** **No effect**	

Fossil Cryptic — Level 2 Solo

Elemental — EV 40

Stamina 250
Speed 8 (burrow) — **Size** 1L / **Stability** 3
Free Strike 5

Might +3 **Agility +2** **Reason +1** **Intuition +1** **Presence 0**

Solo Monster

Solo Turns The cryptic takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the cryptic can take one action and one maneuver per turn.

End Effect At the end of their turn, the cryptic can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Churning Trunk

The cryptic emits a 1 aura of swirling debris that obscures their form. Any enemy who enters the aura for the first time in a round or starts their turn there takes 5 damage. Ranged abilities that target the cryptic have a bane.

Seismic Step

The cryptic ignores difficult terrain. Additionally, they have line of effect to concealed creatures touching the ground.

Sand Slam (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** Two creatures or objects

✦ **≤11** 8 damage; A<1 prone
★ **12–16** 12 damage; A<2 prone and can't stand (EoT)
✸ **17+** 15 damage; A<3 prone and can't stand (save ends)

Effect Each enemy within 1 square of the target takes 2 damage.

Stone Bone Storm (Action) ◆ 2d10 + 3

Keywords Area, Melee
Distance 6 × 1 line within 1 — **Target** Each enemy in the line

✦ **≤11** 4 damage; M<1 push 2
★ **12–16** 7 damage; M<2 prone
✸ **17+** 10 damage; M<3 prone

Effect The cryptic reforms their body and appears in an unoccupied space within the line.

Shatterstone (Action) ◆ 2d10 + 3 ◆ 5 Malice

Keywords Area, Melee
Distance 4 burst — **Target** Each enemy in the burst
Effect The cryptic burrows up to half their speed, then creates the burst when they breach the surface.

✦ **≤11** 5 damage; push 2
★ **12–16** 9 damage; push 3; prone
✸ **17+** 12 damage; push 4; prone

Stoneshift (Maneuver)

Keywords Ranged
Distance Ranged 5 **Target** One creature or object on the ground
Effect Slide 3.
2 Malice The distance of the ability becomes Ranged 10 and the slide increases to slide 6.

Dissipate (Triggered Action) ◆ 1 Malice

Keywords —
Distance Self — **Target** Self
Trigger The cryptic takes damage
Effect The cryptic halves the damage, ignores any additional effects associated with it, and shifts up to 3 squares.

First Warning Quake (Villain Action 1)

Keywords Area, Melee
Distance 5 burst **Target** Each enemy on the ground in the burst
Effect Each target makes a **Might test.**

✸ **≤11** The target is prone and can't stand (EoT)
★ **12–16** Prone
✦ **17+** No effect

Effect The affected area becomes difficult terrain.

Final Warning Fissure (Villain Action 2)

Keywords Area, Melee
Distance 5 burst **Target** Each enemy on the ground in the burst
Effect Each target makes an **Agility test.**

✸ **≤11** 9 damage; prone
★ **12–16** 5 damage
✦ **17+** The target moves to the nearest unoccupied space outside the area.

Effect The area drops 2 squares. Each enemy in the area falls, while allies of the fossil cryptic drop safely. The affected area then becomes difficult terrain.

No Escape (Villain Action 3) ◆ 2d10 + 3

Keywords Ranged
Effect The cryptic makes an initial power roll that calls down stone pillars from the ceiling.
Distance Ranged 10 — **Target** Two creatures or objects

✦ **≤11** 5 damage; prone; M<1 restrained (save ends)
★ **12–16** 9 damage; prone; M<2 restrained (save ends)
✸ **17+** 12 damage; prone; M<3 restrained (save ends)

Effect The cryptic then makes a final power roll that raises stone pillars from the floor.
Distance Ranged 10
Target Two creatures or objects on the ground

✦ **≤11** 2 damage; vertical slide 2
★ **12–16** 3 damage; vertical slide 4
✸ **17+** 4 damage; vertical slide 8 or the target is restrained against the ceiling (save ends)

Giants

Supremely well adapted to harsh environments, giants thrive in extreme conditions. Fire giants build floating cities in the hearts of volcanic calderas, while stone giant villages dot the tallest mountains. Most people often go their entire lives blissfully unaware of the local tribe of giants living atop the nearby mountain range. This is for the best, as few "smallfolk" structures can survive even a handful of sufficiently motivated giants.

Adaptable and Elemental

Giants physically resemble the territory they inhabit. A band of frost giants doesn't simply live on a mountain—they're part of the mountain, and it's part of them. Fire giants exude heat like a roaring volcano. Sages have long debated the question, "Does the environment shape a giant, or does the giant shape their environment?"

Distant Cousins

Humanoid scholars usually assume all giants are related, though giants don't view their kin as brethren by default. When different giant communities interact, the results depend heavily on the individuals involved and the relationships between their cultures. For instance, stone giants rarely get along with hill giants, as hill giants tend to detest stone artisanship. Meanwhile, frost giants gladly recruit hill giants into raiding parties if they're willing to be in the vanguard.

Fire Giants

Hailing from sweltering deserts and deep caverns of roiling magma alike, fire giants embody the passion and ruthlessness of their namesake. Though their reputation is one of violent growth and expansion, their lesser-known side is a deeply spiritual one, guided by introspection and understanding.

Fire giants rarely wear armor, as their bodies heat up to extreme temperatures while they fight, causing straps to melt and metal to deform. They instead hone their own bodies into the perfect weapons of war.

Frost Giants

Born of soaring peaks in frigid mountains, frost giants master their environments to rule mountain ranges and build fortresses of unyielding ice. When frost giants march, a blizzard grows overhead, which they carry like a war banner. To frost giants, battle is a way of life, camaraderie, and glory.

Where frost giants make their home, a unique form of ice sprouts into flowering crystalline structures. Frost giants harvest this ice, known as *issenblau* in their tongue, and fashion it into weapons as hard and sharp as steel, which can be used in any environment without melting.

Hill Giants

Of all the giant cultures, hill giants are the most likely to interact with humanoids. Hill giants and smallfolk both love to live in places with rolling, fertile fields, and both appreciate the beauty of nature. However, these commonalities can be quickly forgotten if evil hill giants band together to claim the land solely for themselves, or if the smallfolk let fear of the large get the best of them and attempt to drive off their bigger neighbors. Most hill giants want to be left in peace, but when one is pressed, they can demolish a small village in minutes.

Most hill giants spend so much time in quiet peace that sudden flashy sights and loud noises can draw their attention. In battle, such distractions can draw the hill giant's ire, making them switch from one target to another.

Stone Giants

Fascinated by the act of creation, stone giants carve cities out of ancient caverns, mine precious metals and gems, and craft relics worthy of glory. To many a stone giant, artisanship is the highest calling, and all their creations are crafted with an eye to beauty and longevity.

Stone giants are made of the same kinds of rocks that form their home—marble, granite, or even basalt. Their stone bodies not only protect them from attack, but also provide them with an additional outlet for self-expression. They often carve runes into their skin, which serve a wide variety of artistic and cultural purposes.

Giant Languages

Most giants speak their kind's dialect of High Kuric. Many hill giants also know Caelian.

Giant Malice — **Malice Features**

At the start of any giant's turn, you can spend malice to activate one of the following features.

Hurl Landscape (Action) ◆ 3 Malice

Keywords Area, Ranged, Weapon

Distance 4 cube within 10 **Target** All enemies in the cube

Effect A giant unearths a massive structure, hazard, or chunk of the encounter map and launches it. Each target makes an **Agility test.**

✸	**≤11**	**18 damage; prone can't stand (save ends)**
★	**12–16**	**14 damage; prone**
✦	**17+**	**9 damage**

Bellow ◆ 5 Malice

Each giant takes a deep breath and yells, inflicting push 10 on each creature within 3 squares of a giant.

Titanic Tear ◆ 7 Malice

A giant creates a fissure along the ground either in a 15 × 2 line within 1 or a 3 × 10 line within 2 that falls 6 squares deep. Each giant in the area can shift into the nearest unoccupied square outside of the fissure. Each non-giant in the affected area makes an **Agility test.**

✸	≤11	**15 damage; target falls; prone can't stand (EoT)**
★	12–16	**11 damage; target is prone hanging on the edge**
✦	17+	**Target can shift into the nearest unoccupied square outside of the fissure**

Fire Giant Fireballer — Level 9 Minion Harrier

Fire Giant, Giant — EV 22 for eight minions

Stamina 13 — **Immunity** fire 9
Speed 7 — **Size** 4 / **Stability** 5
With Captain Speed +3 — **Free Strike** 3

Might +4 **Agility +2** **Reason 0** **Intuition +2** **Presence +1**

Blazing Leap (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Melee, Weapon
Distance 1 burst **Target** All enemies and objects in the burst

✦ ≤11 **2 fire damage**
★ 12–16 **5 fire damage; push 1**
✸ 17 **6 fire damage; push 2**

Effect The fireball can jump 4 squares before using this ability.

Searing Skin
Whenever an enemy makes physical contact with the fireball or uses a melee ability against the fireball, they take 5 fire damage.

Frost Giant Snowblaster — Level 8 Minion Artillery

Frost Giant, Giant — EV 20 for eight minions

Stamina 12 — **Immunity** cold 8
Speed 7 — **Size** 4 / **Stability** 5
With Captain Strike damage +3 — **Free Strike** 4

Might +3 **Agility −1** **Reason −1** **Intuition +4** **Presence +2**

Slushfall (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 12 **Target** 1 creature or object per minion

✦ ≤11 **4 cold damage**
★ 12–16 **7 cold damage**
✸ 17 **9 cold damage; prone**

Kingdom of Isolation
The blizzard is surrounded by a snowstorm. An enemy that starts their turn within 2 squares of the blizzard can't shift.

Hill Giant Mosstooth — Level 7 Minion Brute

Giant, Hill Giant — EV 18 for eight minions

Stamina 13 — **Immunity** damage 3
Speed 6 (climb) — **Size** 4 / **Stability** 5
With Captain Strike damage +3 — **Free Strike** 4

Might +4 **Agility −1** **Reason −1** **Intuition −1** **Presence −1**

Swing (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 **Target** 1 creature or object per minion

✦ ≤11 **4 damage**
★ 12–16 **7 damage**
✸ 17 **8 damage; grabbed**

Effect The mosstooth can swing a grabbed creature or object as a part of this ability, dealing an additional 5 damage and releasing them prone adjacent to the target.

Distracted
Whenever the mosstooth targets a creature or object with an ability, the Director provides any enemy within range of the ability an opportunity to use a free triggered action to distract the mosstooth. The mosstooth targets that enemy instead.

Sand Stone Giant — Level 8 Minion Controller

Giant, Stone Giant — EV 20 for eight minions

Stamina 14
Speed 7 (burrow) — **Size** 4 / **Stability** 10
With Captain 6 temporary Stamina — **Free Strike** 3

Might +4 **Agility +2** **Reason 0** **Intuition +3** **Presence 0**

Buried in Sand (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 3 **Target** 1 creature or object per minion

✦ ≤11 **3 damage; slide 2**
★ 12–16 **6 damage; slide 3; A>3 restrained (save ends)**
✸ 17 **8 damage; slide 4; A>4 restrained (save ends)**

Stone Steps
The sand stone giant ignores difficult terrain.

Stonebreaker Flesh
Whenever an enemy gets a tier 1 result on a melee strike against the sand stone giant, they have a bane on all subsequent uses of that ability until the end of the encounter.

Basalt Stone Giant — Level 8 Troop Controller

Giant, Stone Giant — EV 40

Stamina 207
Speed 7 (burrow) — **Size** 4 / **Stability** 10
Free Strike 8

Might +4 **Agility +2** **Reason +1** **Intuition +2** **Presence +1**

Rune Signed Blade (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects

✦ ≤11 **12 damage; M<2 slowed (save ends)**
★ 12–16 **17 damage; M<3 slowed (save ends)**
✸ 17 **21 damage; M<4 slowed (save ends)**

Effect This ability reduces a target's speed to 0 (EoT) if they were already slowed.

Forked Knife (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Melee, Ranged, Weapon
Distance Melee 3 or Ranged 12 — **Target** 1 creature or object

✦ ≤11 **10 damage; A<2 restrained by knife (save ends)**
★ 12–16 **16 damage; A<3 restrained by knife (save ends)**
✸ 17 **20 damage; prone; A<4 restrained by knife (save ends)**

Effect The knife lands in the target's square. The knife has 30 Stamina and damage immunity 5. Whenever the knife takes damage, the knife vibrates and deals 4 sonic damage to each enemy within 3 squares.

Cobble Stone Shape (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The basalt stone giant moves up to their speed. Each square that they leave during this movement is considered difficult terrain for enemies. Giants can move through 2 affected squares for the normal cost of 1 speed.

Resonate Rune (Triggered Action)
Keywords Area, Magic, Melee
Distance 2 burst — **Target** All enemies in the burst
Trigger The basalt stone giant takes damage.
Effect Push 3 or **A<3** push 6 and knocked prone.

Stone Steps
The basalt stone giant ignores difficult terrain.

Stonebreaker Flesh
Whenever an enemy gets a tier 1 result on a melee strike against the basalt stone giant, they have a bane on all subsequent uses of that ability until the end of the encounter.

Fire Giant Lightbearer — Level 9 Troop Support

Fire Giant, Giant — EV 44

Stamina 200 — **Immunity** fire 9
Speed 8 — **Size** 4 / **Stability** 5
Free Strike 9

Might +4 **Agility +3** **Reason 0** **Intuition +4** **Presence +1**

Flamelash (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 6 — **Target** 2 creatures or objects

✦ ≤11 **13 fire damage; slide 2**
★ 12–16 **17 fire damage; slide 4**
✸ 17 **22 fire damage; slide 6**

Living Blaze (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Magic, Ranged, Strike
Distance Ranged 6 — **Target** 1 creature or object

✦ ≤11 **15 fire damage**
★ 12–16 **21 fire damage**
✸ 17 **26 fire damage**

Effect The blaze ricochets, targeting 1 additional target within 4 of the original target with a bane, or 2 additional targets within 2 of the original target with a double bane. The lightbearer makes one power roll against all targets.

Travel By Fire (Maneuver)
Keywords Magic, Ranged
Distance Self or Ranged 5 — **Target** 2 creatures or objects
Effect Each target takes 1d6 fire damage and teleports in a plume of smoke, swapping places with the other target. The targets must be able to fit into the space they enter.

Emergency Beacon (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger The lightbearer takes damage.
Effect The lightbearer emits a beacon of light until the start of their next turn. Each fire giant that has line of effect to the lightbearer's beacon has a double edge on their abilities.

Healing Heat
Fire giants targeted by the lightbearer's abilities receive Stamina equal to the value of the damage listed instead of taking damage. Fire giants force moved by the lightbearer's abilities can choose to ignore stability.

Searing Skin
Whenever an enemy makes physical contact with the lightbearer or uses a melee ability against the lightbearer, they take 5 fire damage.

Fire Giant Red Fist — Level 9 Troop Brute

Fire Giant, Giant — EV 44

Stamina 240 — **Immunity** fire 9
Speed 8 — **Size** 4 / **Stability** 5
Free Strike 10

Might +4 **Agility +2** **Reason 0** **Intuition +2** **Presence +1**

Flaming Punch (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 **Target** 2 creatures or objects
✦ ≤11 **14 fire damage; push 2**
★ 12–16 **19 fire damage; push 4; A<3 burning (save ends)**
✸ 17 **23 fire damage; push 6; A<4 burning (save ends)**
Effect A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.

Caldera (Action) ◆ 2d10 + 4 ◆ 5 Malice
Keywords Area, Melee
Distance Special **Target** All enemies and objects in the burst
✦ ≤11 **Distance is 2 burst; 8 fire damage; M<2 pull 2**
★ 12–16 **Distance is 3 burst; 12 fire damage; M<3 pull 4**
✸ 17 **Distance is 4 burst; 15 fire damage; M<4 pull 6**
Effect The outermost squares of the affected area become walls of dirt and stone. The rest of the affected area is set on fire. A creature takes 3 fire damage whenever they enter or start their turn in an enflamed square.

Blazing Leap (Maneuver)
Keywords —
Distance Self **Target** Self
Effect The red fist jumps 5 squares. Each creature within 1 of the red fist when they land takes 5 fire damage.

Heat and Pressure (Free Triggered Action)
Keywords —
Distance Melee 3 **Target** 1 creature or object
Trigger The target moves or shifts away from the red fist.
Effect The target makes a **Might test**. A target with a fire immunity automatically gets a tier 3 result.
✸ ≤11 **Weakened and slowed (save ends)**
★ 12–16 **Weakened (EoT)**
✦ 17 **No effect**

Guardian Block (Triggered Action)
Keywords —
Distance Melee 3 **Target** Self
Trigger An ally within distance is targeted by an enemy's ability.
Effect The red fist becomes the target of the ability. The red fist makes a free strike against the enemy after the ability resolves.

Searing Skin
Whenever an enemy makes physical contact with the red fist or uses a melee ability against the red fist, they take 5 fire damage.

Frost Giant Storm Hurler — Level 8 Troop Artillery

Frost Giant, Giant — EV 40

Stamina 180 — **Immunity** cold 8
Speed 7 — **Size** 4 / **Stability** 5
Free Strike 9

Might +4 **Agility −1** **Reason 0** **Intuition 0** **Presence 0**

Ice Javelins (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 15 **Target** 2 creatures or objects
✦ ≤11 **13 cold damage**
★ 12–16 **18 cold damage; M<3 bleeding (save ends)**
✸ 17 **22 cold damage; M<4 bleeding (save ends)**
Effect Each time a creature bleeding from this ability takes damage due to bleeding, their speed decreases by 1 (to a minimum of 0) until the condition ends.

Flower of Frost (Action) ◆ 3 Malice
Keywords Magic
Distance Ranged 15 **Target** Special
Effect The storm hurler throws three size 1L javelins into unoccupied squares within distance. A javelin has 30 Stamina and fire weakness 5. At the start of the storm hurler's next turn, each javelin with 1 or more Stamina explodes in a shower of icicles. Each enemy and object within 3 squares of an exploding javelin makes an **Agility test.**
✸ ≤11 **14 cold damage; push 4; bleeding (save ends)**
★ 12–16 **11 cold damage; push 2; slowed (save ends)**
✦ 17 **7 cold damage**

Ice Dance (Maneuver)
Keywords Attack, Melee
Distance Melee 1 **Target** 1 giant ally
Effect Both giants shift 6, staying adjacent to each other. The storm hurler allows the target to jump 5 and make a free strike.

Frozen Retribution (Triggered Action)
Keywords —
Distance Self **Target** Self
Trigger The storm hurler is targeted by a ranged strike.
Effect The storm hurler imposes a double bane on the strike. If the result is tier 1, the storm hurler uses their Ice Javelins ability against the striker.

Kingdom of Isolation
The storm hurler is surrounded by a snowstorm. An enemy that starts their turn within 2 squares of the storm hurler can't shift.

Frost Giant Wind Sprinter — Level 8 Troop Harrier

Frost Giant, Giant — EV 40

Stamina 200 — **Immunity** cold 8
Speed 10 — **Size** 4 / **Stability** 5
Free Strike 8

Might +4 **Agility +4** **Reason −1** **Intuition 0** **Presence 0**

Cold Axe (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects
✦ ≤11 **12 damage**
★ 12–16 **17 damage; A<3 bleeding (save ends)**
✸ 17 **21 damage; A<4 bleeding (save ends)**
Effect This ability deals an additional 1d6 cold damage if the target is already bleeding.

Blizzard Surge (Action) ◆ 5 Melee
Keywords —
Distance Self — **Target** Self
Effect The wind sprinter shifts up to their speed and uses their Cold Axe against each enemy who comes within 2 squares of them during the move. The wind sprinter makes one power roll against all targets.

Ice Dance (Maneuver)
Keywords Attack, Melee
Distance Melee 1 — **Target** 1 giant ally
Effect Both giants shift 6, staying adjacent to each other. The wind sprinter allows the target to jump 5 and make a free strike.

Begone, Smallfolk! (Triggered Action)
Keywords —
Trigger The wind sprinter takes damage.
Distance Self — **Target** Self
Effect The wind sprinter moves up to their speed and uses their Cold Axe on a single target.

Crush Underfoot
The wind sprinter can move through enemies and objects at normal speed. A creature can choose to fall prone or take 8 damage the first time the wind sprinter passes through their space on a turn.

Kingdom of Isolation
The wind sprinter is surrounded by a snowstorm. An enemy that starts their turn within 2 squares of the wind sprinter can't shift.

Granite Stone Giant — Level 8 Troop Defender

Giant, Stone Giant — EV 40

Stamina 247
Speed 7 (burrow) — **Size** 4 / **Stability** 10
Free Strike 8

Might +4 **Agility +1** **Reason +1** **Intuition +2** **Presence +1**

Jagged Stoneclub (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects
✦ ≤11 **12 damage**
★ 12–16 **17 damage; R<3 weakened (save ends)**
✸ 17 **21 damage; R<4 weakened (save ends)**
Effect This attack inflicts bleeding (save ends) if the target is already weakened.

Crag Burst (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Area, Melee
Distance 2 burst — **Target** All enemies and objects in the burst
✦ ≤11 **6 damage; push 2**
★ 12–16 **10 damage; push 4**
✸ 17 **14 damage; vertical push 4**
Effect The affected area becomes difficult terrain. A creature takes 3 damage whenever they enter an affected square.

Castle Stone Shape (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The granite stone giant moves up to their speed and creates a 14 wall of stone. Each segment must include one of the squares the granite stone giant touched.

Pillar (Triggered Action)
Keywords —
Distance Melee 3 — **Target** 1 creature or object
Trigger The target moves or shifts away from the granite stone giant.
Effect A 1 square wide pillar of stone juts 5 squares out of the ground beneath the target, raising them and then vertically pushing them 5. The forced movement is entirely straight up.

Stone Steps
The granite stone giant ignores difficult terrain.

Stonebreaker Flesh
Whenever an enemy gets a tier 1 result on a melee strike against the granite stone giant, they have a bane on all subsequent uses of that ability until the end of the encounter.

Hill Giant Clobberer — Level 7 Troop Brute

Giant, Hill Giant — EV 36

Stamina 200 — **Immunity** damage 3
Speed 6 (climb) — **Size** 4 / **Stability** 5
Free Strike 8

Might +4 **Agility −1** **Reason −1** **Intuition −1** **Presence −1**

Clobberin' Club (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects

✦ ≤11 **12 damage**
★ 12–16 **17 damage; prone**
✸ 17 **21 damage; prone**

Effect This ability deals an additional 12 damage against already prone targets.

Stomp (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **14 damage; prone**
★ 12–16 **20 damage; prone M<3 and can't stand (save ends)**
✸ 17 **25 damage; prone M<4 and can't stand (save ends)**

Effect The target becomes entrenched in a 2 square deep hole in the ground.

Hill Quake (Maneuver)
Keywords Area, Melee
Distance 3 burst — **Target** All enemies in the burst
Effect Each target makes either a **Might or Agility test**.

✸ ≤11 **6 damage; vertical push 4; prone**
★ 12–16 **2 damage; vertical push 4**
✦ 17 **Push 2**

Effect The clobberer can choose to fall prone, doubling the push distance.

You Ain't Getting Away (Triggered Action)
Keywords —
Distance Melee 3 — **Target** 1 creature
Trigger The target moves or shifts away from the clobberer.
Effect The target makes an **Agility test**.

✸ ≤11 **Grabbed, target has a bane on escaping the grab**
★ 12–16 **Grabbed**
✦ 17 **No effect**

2 Malice A grabbed target is released and either slammed on the ground for 5 damage and prone can't stand (EoT) or is vertically pushed 5.

Destructive Path
The clobberer automatically destroys unattended, mundane size 1 objects in their path during their movement. They can break through any mundane wall made of wood, stone, or a similarly sturdy material in this way, so long as the wall is no more than 2 squares thick.

Distracted
Whenever the clobberer targets a creature or object with an ability, the director provides any enemy within range of the ability an opportunity to use a free triggered action to distract the clobberer. The clobberer targets that enemy instead.

Marble Stone Giant — Level 8 Troop Hexer

Giant, Stone Giant — EV 40

Stamina 207
Speed 6 (burrow) — **Size** 4 / **Stability** 10
Free Strike 8

Might +4 **Agility +3** **Reason 0** **Intuition +3** **Presence 0**

Marble From A Great Sling (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Ranged, Weapon
Distance 3 cube within 10 — **Target** All enemies and objects

✦ ≤11 **6 damage; I<2 dazed (save ends)**
★ 12–16 **10 damage; I<3 dazed (save ends)**
✸ 17 **14 damage; I<4 dazed (save ends)**

Effect This ability knocks the target prone if they are already affected by an EoT or a Save Ends effect.

Far Flung (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Melee, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **Vertical push 10**
★ 12–16 **Vertical push 12**
✸ 17 **Vertical push 15**

Effect The target is catapulted sky high. This ability has a double edge against prone or grabbed targets.

Polish Stone Shape (Maneuver)
Keywords —
Distance 10 × 2 line within 1 — **Target** Special
Effect The affected area becomes slick and glossy. Non-giants that start or end their turn on the ground in the affected area are knocked prone and slide 2.

Break Armor (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Trigger The marble stone giant takes damage
Effect The marble stone giant halves the damage, gains damage weakness 3, and increases their speed by 3. The damage weakness increases by 3 each time the marble stone giant uses this ability in an encounter.

Stone Steps
The marble stone giant ignores difficult terrain.

Stonebreaker Flesh
Whenever an enemy gets a tier 1 result on a melee strike against the marble stone giant, they have a bane on all subsequent uses of that ability until the end of the encounter.

FIRE GIANT CHIEF — LEVEL 9 LEADER

Fire Giant, Giant — EV 44

Stamina 240 — **Immunity** fire 10
Speed 10 — **Size** 5 / **Stability** 10
Free Strike 9

Might +5 **Agility +3** **Reason 0** **Intuition +2** **Presence +3**

Roiling Fist (Action) ◆ Signature
Keywords Charge, Melee, Weapon
Distance 3 cube within 4 **Target** All enemies and objects
Effect Each target makes either an **Agility or Intuition test**.
✸ ≤11 **18 fire damage; burning (save ends)**
★ 12–16 **14 fire damage; burning (EoT)**
✦ 17 **9 fire damage**
Effect A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.

Burning Kick (Action) ◆ 2d10 + 5
Keywords Charge, Melee, Strike, Weapon
Distance Melee 4 **Target** Two creatures or objects
✦ ≤11 **14 damage; push 5 A<3 9 fire damage**
★ 12–16 **19 damage; push 10 A<4 9 fire damage**
✸ 17 **23 damage; push 15 A<5 9 fire damage**

Lava Pillar (Maneuver) ◆ 2d10 + 5 ◆ 3 Malice
Keywords Area, Ranged
Distance 3 cube within 10 **Target** All enemies and objects
✦ ≤11 **7 fire damage; M<3 vertical push 3 and prone**
★ 12–16 **11 fire damage; M<4 vertical push 5 and prone**
✸ 17 **14 fire damage; M<5 vertical push 10 and prone**

Fuel the Fire (Triggered Action) ◆ 1 Malice
Keywords —
Trigger The target makes a strike.
Distance Ranged 12 **Target** 1 fire giant ally
Effect The strike gains a double edge and deals 10 fire damage.

Forward! (Villain Action 1)
Keywords Area
Distance Self and 10 burst **Target** Self and all allies
Effect Each target shifts up to their speed and makes a free strike. An enemy that takes damage from a fire giant during this action is **A<4** burning (save ends) (see Roiling Fist)

Burning Legion (Villain Action 2)
Keywords —
Distance Ranged 15 **Target** Special
Effect Shift 10. 5 **fire giant troopers** appear in unoccupied spaces.

All to Cinders (Villain Action 3)
Keywords Area
Distance Self and 10 Burst **Target** Self and all fire giant allies
Effect Each target unleashes a fire wave. Each enemy within 2 squares of a target makes an **Agility test**:
✸ ≤11 **18 fire damage**
★ 12–16 **14 fire damage**
✦ 17 **9 fire damage**

Scorching Skin
Whenever an enemy makes physical contact with the chief or uses a melee ability against the chief, they take 9 fire damage and are **M<4** weakened (save ends).

End Effect
At the end of their turn, the chief can take 20 damage to end one save ends effect affecting them. This damage can't be reduced.

Gnolls

Edacity. The hyena faced gnolls know only blood and hunger. These fiends carry with them the evil legacy of their late demon lord creator. Originally from the Abyssal Wasteland, gnolls quickly spread across the timescape, and they thrive in deserts, plains, and other sparsely populated places. Though a gnoll's muzzle is just as likely to be bloodied by carrion as by prey, their hunting packs hunger for violence, and they eagerly hunt travelers and raid settlements. The pack's eerie war cry, a wild cackle, presages a night of battle and terror.

Born from Blood

The Abyssal Waste is an alien landscape hostile to most life. Yet amidst its desolation, fiendish creatures thrive, including abyssal hyenas—blood thirsty scavengers who fight with other lesser fiends over the corpses of demons. The first gnolls arose when a pack of these predators lapped at the ichor oozing from the wounds of a dying demon prince, As'sylrak the Warper.

As his last act, the demon gave the fiendish hyenas a demonic cunning to match their insatiable hunger, bound his evil will to theirs, and turned their paws into hands so they could wield weapons. He called these new fiends "gnoll," an Abyssal word that has many meanings, one of which is "to consume completely." And true to their name, the gnolls immediately devoured their creator.

Ceaseless Hunger

The merciless gnolls quickly spread across the timescape in search of new victims to quench their never-ending hunger. Their packs were followed by some of the abyssal hyenas who didn't receive As'sylrak's blessing; these tagalongs enjoy the castoffs of the gnoll packs. Gnolls never forgot the day when they tasted immortal flesh—and they hunger for more, longing for a day when gnolls hunt the gods themselves through heavenly halls.

Gnoll War

Most gnolls live for the thrill of the hunt and the taste of flesh, and they aren't choosy with their targets. Perhaps the one saving grace for most humanoid communities is that gnoll war bands battle each other for territory, keeping their numbers reduced.

Abyssal Hyenas

Stronger and smarter than their beastly counterparts, abyssal hyenas crawl out of the Abyssal Wasteland to feed on corpses gnolls leave in their wake. When reinforcements are needed, gnoll spellcasters can use magic to transform abyssal hyenas into gnolls.

Tusker Demons

Towering among a gnoll war band, the elephantine tusker demon serves as beast of burden and war machine. Tusker demons have no facial features except a twisted crown of tusks that surrounds their ravening maw. Although they usually follow gnoll commands, tuskers in lethe are prone to violent outbursts and charge at anything that moves. Enemies and allies get trampled all the same.

Gnoll Languages

Most gnolls speak Tholl. Gnoll carnages and other older gnolls usually also know Variac.

Gnoll Malice — **Malice Features**

At the start of any gnoll's turn, you can spend malice to activate one of the following features.

Iron Jaws (Maneuver) ◆ 3 Malice

Keywords Area, Weapon

Distance 1 cube within 3 — **Target** Special

Effect A gnoll acting this turn drops an iron jawed snare into the affected area. The first time an enemy steps into an affected square, they make an **Agility test**. If they were unaware of the snare, they make the roll with a bane.

✸ ≤11 **6 damage; bleeding (save ends)**

★ 12–16 **4 damage; bleeding (EoT)**

✦ 17+ **no effect**

Effect While an enemy is bleeding from the snare, each gnoll has an edge on strikes made against the creature.

Bloodpool ◆ 5 Malice

1 minion gnoll suddenly explodes into a pool of blood, splattering across each square within 3. A gnoll that starts their turn in an affected square deals an additional 5 damage on their next strike until the end of their turn. Once per round, an abyssal hyena that starts their turn in an affected square turns into a **gnoll marauder**, keeping their Stamina.

Echoes of Laughter ◆ 10 Malice

The battlemap is encased in a soundscape of laughter and howling. Each enemy has a bane on the first power roll they make during a round. Whenever a gnoll is killed, this effect is suppressed until the start of the next round.

Abyssal Hyena — Level 2 Minion Brute

Abyssal, Animal, Gnoll — EV 8 for eight minions

Stamina 7
Speed 8 — **Size** 1M / **Stability** 1
With Captain Speed +2 — **Free Strike** 3

Might +2 **Agility +1** **Reason −3** **Intuition 0** **Presence −2**

Snapjaw (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **3 damage**
★ 12–16 **4 damage**
✸ 17 **6 damage; grabbed**

Death Snap
When the abyssal hyena is reduced to 0 Stamina, they make a free strike before dying.

Gnoll Chainflail — Level 2 Minion Artillery

Abyssal, Gnoll — EV 8 for eight minions

Stamina 4
Speed 5 — **Size** 1M / **Stability** 1
With Captain Strike damage +1 — **Free Strike** 3

Might +2 **Agility 0** **Reason +1** **Intuition 0** **Presence −2**

Chain Shotput (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 8 **Target** 1 creature or object per minion

✦ ≤11 **3 damage**
★ 12–16 **4 damage; push 1**
✸ 17 **6 damage; push 3**

Death Frenzy
Whenever an ally within 5 is reduced to 0 Stamina, the chainflail archer moves up to their speed and makes a free strike.

Gnoll Mage Mauler — Level 2 Minion Hexer

Abyssal, Gnoll — EV 8 for eight minions

Stamina 4
Speed 5 — **Size** 1M / **Stability** 1
With Captain Melee distance +2 — **Free Strike** 2

Might +2 **Agility +1** **Reason −1** **Intuition 0** **Presence 0**

Wizard Ripper (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **2 acid damage**
★ 12–16 **3 cold damage**
✸ 17 **5 lightning damage; target can't use magic abilities (EoT)**

Effect The target has a bane on their next power roll.

Death Frenzy
Whenever an ally within 5 is reduced to 0 Stamina, the mage-gorger moves up to their speed and makes a free strike.

Gnoll Wildling — Level 2 Minion Harrier

Abyssal, Gnoll — EV 8 for eight minions

Stamina 5
Speed 7 — **Size** 1M / **Stability** 1
With Captain Edge on strikes — **Free Strike** 2

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence −2**

Flail (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **3 damage**
✸ 17 **5 damage; wildling makes a free strike on a creature adjacent to the target**

Death Frenzy
Whenever an ally within 7 is reduced to 0 Stamina, the wildling moves up to their speed and makes a free strike.

Gnoll Abyssal Archer — Level 2 Band Artillery

Abyssal, Gnoll — EV 4

Stamina 15
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 3

Might 0 **Agility +2** **Reason +1** **Intuition 0** **Presence –1**

Dark Longbow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object

✦ ≤11 **5 corruption damage**
★ 12–16 **6 corruption damage**
✸ 17 **8 corruption damage; M<2 slowed (save ends)**

Effect This ability has an edge against creatures not at full Stamina.

Cackletongue (Maneuver) ◆ 2 Malice
Keywords —
Distance Self and 2 burst — **Target** Self and all allies
Effect Each target has an edge on their next strike before the end of their next turn. Targets who haven't used a cackletongue maneuver on this turn use it immediately at no cost.

Death Frenzy
Whenever an ally within 5 is reduced to 0 Stamina, the abyssal archer moves up to their speed and makes a free strike.

Bloodscent
The abyssal archer can target creatures not at full Stamina with abilities, even if they don't have line of effect.

Gnoll Abyssal Summoner — Level 2 Band Support

Abyssal, Gnoll — EV 4

Stamina 20
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 2

Might +1 **Agility 0** **Reason 0** **Intuition +2** **Presence +2**

Flame Wad (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 5 — **Target** 1 creature or object

✦ ≤11 **4 fire damage**
★ 12–16 **5 fire damage**
✸ 17 **7 fire damage; I<2 burning (save ends)**

Effect A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.

Call Abyssal Hyenas (Maneuver) ◆ 3 Malice
Keywords —
Distance Ranged 5 — **Target** Special
Effect 2 **abyssal hyenas** claw out of the ground into unoccupied squares.

Cackletongue (Maneuver) ◆ 4 Malice
Keywords —
Distance 2 burst — **Target** All allies
Effect 1 abyssal hyena target turns into a **gnoll maurader**, keeping their Stamina. Targets who haven't used a cackletongue maneuver on this turn use it immediately at no cost.

Death Frenzy
Whenever an ally within 5 is reduced to 0 Stamina, the abyssal summoner moves up to their speed and makes a free strike.

Gnoll Bonesplitter — Level 2 Band Brute

Abyssal, Gnoll — EV 4

Stamina 25
Speed 5 — **Size** 1L / **Stability** 1
Free Strike 3

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence +1**

Three-Tail Flail (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **5 damage; push 2**
★ 12–16 **6 damage; push 2**
✸ 17 **8 damage; grabbed M<2 target has a bane on escaping the grab**

Effect The bonesplitter can't use three-tail flail on another target while the current target is grabbed.

Cackletongue (Maneuver) ◆ 3 Malice
Keywords —
Distance Self and 2 burst — **Target** Self and all allies
Effect Each target makes a free strike. Targets who haven't used a cackletongue maneuver on this turn use it immediately at no cost.

Death Frenzy
Whenever an ally within 5 is reduced to 0 Stamina, the bonesplitter moves up to their speed and makes a free strike.

Gnoll Cackler — Level 2 Band Hexer

Abyssal, Gnoll — EV 4

Stamina 15
Speed 5 — **Size** 1S / **Stability** 1
Free Strike 2

Might 0 **Agility 0** **Reason +2** **Intuition +2** **Presence +2**

Moment of Brutality (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 8 — **Target** 1 creature

✦ ≤11 **4 psychic damage; I<0 target makes a free strike against a creature of the cackler's choice**
★ 12–16 **5 psychic damage; I<1 target makes a free strike against a creature of the cackler's choice**
✸ 17 **7 psychic damage; I<2 target uses a signature action against a creature of the cackler's choice**

Effect An ally targeted by this ability makes a free strike instead of taking damage.

Cackletongue (Maneuver) ◆ 4 Malice
Keywords Area, Magic, Resistance
Distance 2 burst — **Target** All creatures in the burst
Effect Each enemy target makes an **Intuition test.**

✸ ≤11 **Frightened (save ends)**
★ 12–16 **Frightened (EoT)**
✦ 17 **No effect**

Effect Targets who haven't used a cackletongue maneuver on this turn use it immediately at no cost.

Death Frenzy
Whenever an ally within 5 is reduced to 0 Stamina, the cackler moves up to their speed and makes a free strike.

Gnoll Marauder — Level 2 Band Harrier

Abyssal, Gnoll — EV 4

Stamina 20
Speed 7 — **Size** 1M / **Stability** 1
Free Strike 2

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Fury Flail (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **4 damage**
★ 12–16 **5 damage**
✸ 17 **7 damage; prone; A<2 bleeding (save ends)**
2+ Malice The marauder targets an additional creature or object for every 2 malice spent.

Cackletongue (Maneuver) ◆ 3 Malice
Keywords —
Distance Self and 2 burst — **Target** Self and all allies
Effect Each target shifts up to their speed. Targets who haven't used a cackletongue maneuver on this turn use it immediately at no cost.

Death Frenzy
Whenever an ally within 7 is reduced to 0 Stamina, the marauder moves up to their speed and makes a free strike.

Tusker Demon — Level 2 Band Brute

Abyssal, Demon, Gnoll — EV 4

Stamina 34
Speed 7 — **Size** 3 / **Stability** 3
Free Strike 3

Might +2 **Agility −1** **Reason −3** **Intuition 0** **Presence −1**

Gore (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✦ ≤11 **5 damage; push 1**
★ 12–16 **6 damage; push 2**
✸ 17 **8 damage; push 3; prone**
Effect This ability deals an additional 4 damage while charging.

Vengeful Tusker (Triggered Action)
Keywords —
Distance Ranged 7 — **Target** Triggering enemy
Trigger An enemy within distance deals damage to the tusker.
Effect The tusker demon charges the target using Gore.

Trample
The tusker demon can move through enemies and objects at normal speed. When the tusker enters a creature's space for the first time on their turn, the creature takes 5 damage. The tusker demon can end their turn in a prone size 1 creature's space, preventing the creature from getting up.

Lethe
While winded, the tusker demon has an edge on strikes, and strikes have an edge against them.

Gnoll Carnage — Level 2 Leader

Abyssal, Gnoll — EV 16

Stamina 100
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 5

Might +3 **Agility +3** **Reason 0** **Intuition 0** **Presence +3**

Shrapnel Whip (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **8 damage; A<1 bleeding (save ends)**
★ 12–16 **11 damage; A<2 bleeding (save ends)**
✸ 17 **14 damage; A<3 bleeding and dazed (save ends)**
Effect An ally targeted by this ability makes a free strike instead of taking damage.

Cackletongue (Maneuver) ◆ 4 Malice
Keywords —
Distance Self and 5 burst — **Target** Self and all allies
Effect Each target deals an additional 3 damage with their strikes until the start of the carnage's next turn. Targets who haven't used a cackletongue maneuver on this turn use it immediately at no cost.

Death Rampage
Whenever an ally within 5 is reduced to 0 Stamina, the carnage moves up to their speed and either chooses to target 2 creatures with free strikes or one creature with their shrapnel whip.

Endless Hunger
If the carnage is reduced to 0 Stamina while there are still gnolls on the battle map, one gnoll on the map is transformed into the carnage, keeping the gnoll's Stamina.

Call Up from The Abyss (Villain Action 1)
Keywords —
Distance Ranged 10 — **Target** Special
Effect The carnage summons 5 **gnoll wildlings** and 5 **abyssal hyenas** into unoccupied spaces.

Edacity (Villain Action 2)
Keywords Area
Distance Self and 10 burst — **Target** Self and all allies
Effect Each target moves up to their speed and makes a free strike. A creature that takes damage from this villain action is also knocked prone.

Deepest Wounds (Villain Action 3)
Keywords Area, Magic
Distance 5 burst — **Target** Each winded enemy in the burst
Effect The carnage's eyes and all exposed blood within distance starts to glow bright red. Each target makes a **Presence test.**
✦ ≤11 **The target can't regain stamina until the end of the encounter**
★ 12–16 **The target can't regain stamina (save ends)**
✸ 17 **No effect**
Effect Until the end of the encounter, each gnoll has a double edge power rolls that target a winded enemy.

Retainer

Gnoll Gnasher — **Level 2 Harrier Retainer**

Fiend, Gnoll — EV 16

Stamina 40
Speed 7 — **Size** 1M/**Stability** 1
Free Strike 3

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Gnash (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ ≤11 **4 damage**
★ 12–16 **7 damage**
✸ 17 **10 damage; M (strong) bleeding (save ends)**

Death Frenzy
Whenever an ally within 7 is reduced to 0 Stamina, the gnasher moves up to their speed and makes a free strike.

Level 4 Retainer Advancement Ability

Frenzied Bite (Triggered Action, Encounter)
Keywords -
Distance 5 — **Target** one enemy
Trigger A target is reduced to 0 Stamina.
Effect The gnasher moves up to their speed and makes a Signature Attack.

Level 7 Retainer Advancement Ability

Flurry of Fangs (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 3 creatures or objects

✦ ≤11 **7 damage**
★ 12–16 **11 damage**
✸ 17 **16 damage**

Level 10 Retainer Advancement Ability

Horrific Feast (Action, Encounter)
Keywords -
Distance Ranged 5 — **Target** Self
Trigger The gnasher reduces a creature to 0 Stamina.
Effect The gnasher consumes part of the target's body. The gnasher can spend a Recovery. Each enemy within range is I (medium) frightened (save ends).

Goblins

As with all humanoid ancestries, different types of goblins and goblin cultures can be found across many lands, each with their own ideals. Known among themselves as rogabrin, meaning "more of us" in their language, goblins are one of the most numerous humanoids in the world. They can be found in every environment humans occupy and in places many other humanoids avoid, including deep cave systems.

Their long arms and prehensile toes make goblins particularly well adapted to environments requiring climbing, and they live equally comfortably in treetop cities as in subterranean realms filled with stalactites, ledges, and chasms. However, just as many prefer to dwell in tight-knit neighborhoods within diverse cities. Many of those goblins who cross swords with adventuring heroes are the worst of their society—thieves and murderers shunned by their own people.

Encountered in Groups

Whether within a society or living in exile, goblins survive and thrive because they work together. A single goblin forced into the wild is terrified. A dozen outlaw goblins are supremely confident—perhaps overly so. Such groups often become bandits who ambush travelers crossing through their territory, be it desert, forest, or underground. Larger bands might become unscrupulous mercenaries serving powerful villains. No matter how they're encountered, goblins prefer to fight as an overwhelming force and to flee when foes outnumber friends.

Mobile and Sneaky

Short, lithe, and long armed, goblins are built for mobility, stealth, and climbing. Goblins who dwell in untamed wilderness and twisting caves utilize their natural agility to hide from threats and flee when found. These crafty skirmishers might run wild through battle, hacking at their enemies' knees, or unleash arrows as they dart from tree to tree.

Goblin Magic

Some exiled goblins forge pacts with evil entities for magical power, including archfey, deities, and fiends. Goblin assassins conjure darkness made from the souls of their victims, while goblin cursespitters hurl magic hexes that keep their enemies at bay.

Skitterling

A six-legged winged rodent the size of a housecat, a skitterling moves their clawed feet as they fly, making them appear to scurry through the air. Goblins train these pets to claw at the faces of enemies, as their feet secrete a toxin that causes temporary sluggishness.

War Spider

Goblins ride enormous arachnids as mounts in battle. With blades attached to their legs, a war spider cuts a swath through enemy forces while archers fire from atop a platform on the beast's back. During a raid, a spider arches their body to launch warriors off their back and into the fray.

Warg

Some goblins form a special bond with wargs—canine creatures that many goblin communities raise as mounts, guardians, and companions.

Goblin Languages

Most goblins speak Caelian and Szetch.

Goblin Malice	**Malice Features**
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
Goblin Mode ◆ 3 Malice Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
Tiny Stabs ◆ 5 Malice Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
Swamp Stink ◆ 7 Malice The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might test.**	
✦ **≤11**	**5 poison damage; weakened until mist disappears**
★ **12–16**	**Weakened until mist disappears**
✸ **17+**	**No effect**

Goblin Runner — Level 1 Minion Harrier

Goblin, Humanoid — EV 6 for eight minions

Stamina 4
Speed 6 (climb) — **Size** 1S / **Stability** 0
With Captain Edge on strikes — **Free Strike** 1

Might −2 **Agility** +2 **Reason** +0 **Intuition** +0 **Presence** −1

Club Charge (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** 1 damage
★ **12–16** 2 damage
✸ **17+** 3 damage

Crafty
The runner doesn't provoke opportunity attacks by moving.

Goblin Sniper — Level 1 Minion Artillery

Goblin, Humanoid — EV 6 for eight minions

Stamina 3
Speed 5 (climb) — **Size** 1S / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 2

Might −2 **Agility** +2 **Reason** +0 **Intuition** +0 **Presence** −1

Bow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Effect If the sniper doesn't use a move action this turn, the ability has an edge.

Crafty
The sniper doesn't provoke opportunity attacks by moving.

Goblin Spinecleaver — Level 1 Minion Brute

Goblin, Humanoid — EV 6 for eight minions

Stamina 5
Speed 5 (climb) — **Size** 1S / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might +2 **Agility** +0 **Reason** +0 **Intuition** +0 **Presence** −1

Axe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** 2 damage; push 1
★ **12–16** 4 damage; push 3
✸ **17+** 5 damage; push 4

Crafty
The spinecleaver doesn't provoke opportunity attacks by moving.

Skitterling — Level 1 Minion Hexer

Animal, Goblin — EV 6 for eight minions

Stamina 3
Speed 5 (fly) — **Size** 1T / **Stability** 0
With Captain Speed +3 — **Free Strike** 1

Might −5 **Agility** +2 **Reason** −4 **Intuition** +0 **Presence** −2

Claws (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** 1 poison damage
★ **12–16** 2 poison damage
✸ **17+** 3 poison damage

Effect The target has a bane on their next strike.

Goblin Assassin — Level 1 Band Ambusher

Goblin, Humanoid — EV 3

Stamina 15
Speed 6 (climb) — **Size** 1S / **Stability** 0
Free Strike 2

Might −2 **Agility** +2 **Reason** +0 **Intuition** +0 **Presence** −2

Sword Stab (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 4 damage
★ 12–16 6 damage
✸ 17+ 7 damage
Effect This ability deals an additional 2 damage if the scoundrel has an edge on the power roll.

Shadow Chains (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Magic, Ranged
Distance Ranged 10 — **Target** Three creatures
✦ ≤11 2 corruption damage; A<0 restrained (save ends)
★ 12–16 4 corruption damage; A<1 restrained (save ends)
✸ 17+ 5 corruption damage; A<2 restrained (save ends)

Crafty
The assassin doesn't provoke opportunity attacks by moving.

Hide While Observed
The assassin can take the Hide maneuver even while observed, though they still must have cover or concealment.

Goblin Cursespitter — Level 1 Band Hexer

Goblin, Humanoid — EV 3

Stamina 10
Speed 5 (climb) — **Size** 1S / **Stability** 0
Free Strike 1

Might −2 **Agility** +1 **Reason** +0 **Intuition** +2 **Presence** +0

Eye of Surlach (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 15 — **Target** One creature
✦ ≤11 3 corruption damage; I<0 weakened (save ends)
★ 12–16 4 corruption damage; I<1 weakened (save ends)
✸ 17+ 5 corruption damage; I<2 weakened (save ends)

Dizzying Hex (Maneuver) ◆ 2d10 + 2 ◆ 1 Malice
Keywords Magic, Ranged
Distance Ranged 10 — **Target** One creature
✦ ≤11 I<0 prone
★ 12–16 I<1 prone can't stand (EoT)
✸ 17+ prone I<2 and can't stand (save ends)

Crafty
The cursespitter doesn't provoke opportunity attacks by moving.

Goblin Stinker — Level 1 Band Controller

Goblin, Humanoid — EV 3

Stamina 10
Speed 5 (climb) — **Size** 1S / **Stability** 0
Free Strike 1

Might −2 **Agility** +1 **Reason** +0 **Intuition** +0 **Presence** +2

Toxic Winds (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Magic, Ranged
Distance 3 cube within 15 — **Target** Each enemy in the cube
✦ ≤11 1 poison damage; slide 1
★ 12–16 2 poison damage; slide 2
✸ 17+ 3 poison damage; slide 3
1+ Malice Increase the slide for one target by 2 squares for each malice spent.

Swamp Gas (Maneuver)
Keywords Area, Magic, Ranged
Distance 3 cube within 10 — **Target** Special
Effect The area is filled with a green haze until the start of the stinker's next turn or until the stinker is reduced to Stamina 0. The area is difficult terrain for non-goblin creatures, and each such creature who moves within the area takes 2 poison damage for each square moved. The haze can't be dispersed by wind.

Crafty
The stinker doesn't provoke opportunity attacks by moving.

Goblin Underboss — Level 1 Band Support

Goblin, Humanoid — EV 3

Stamina 15
Speed 5 (climb) — **Size** 1S / **Stability** 0
Free Strike 1

Might −1 **Agility** +2 **Reason** +0 **Intuition** +0 **Presence** +1

Swordplay (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 3 damage
★ 12–16 4 damage
✸ 17+ 5 damage
Effect One ally adjacent to the target can make a free strike against them.

Get Reckless! (Maneuver)
Keywords Area
Distance 5 burst — **Target** All allies in the burst
Effect Until the start of the underboss's next turn, each target has an edge on strikes, and strikes made against them have an edge.
2 Malice Strikes don't have an edge against a target.

Crafty
The underboss doesn't provoke opportunity attacks by moving.

Goblin Warrior — Level 1 Band Harrier

Goblin, Humanoid — EV 3

Stamina 15
Speed 6 (climb) — **Size** 1S / **Stability** 0
Free Strike 1

Might −2 **Agility** +2 **Reason** +0 **Intuition** +0 **Presence** −1

Spear Charge (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object

✦ ≤11 3 damage
★ 12–16 4 damage
✸ 17+ 5 damage

Bury the Point (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature

✦ ≤11 5 damage; M<0 bleeding (save ends)
★ 12–16 6 damage; M<1 bleeding (save ends)
✸ 17+ 7 damage; M<2 bleeding (save ends)

Crafty
The warrior doesn't provoke opportunity attacks by moving.

Goblin Monarch — Level 1 Leader

Goblin, Humanoid — EV 12

Stamina 80
Speed 6 (climb) — **Size** 1S / **Stability** 1
Free Strike 4

Might +3 **Agility** +2 **Reason** −4 **Intuition** +0 **Presence** −3

Handaxe (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** Two creatures or objects

✦ ≤11 7 damage
★ 12–16 10 damage
✸ 17+ 13 damage

Effect An ally within 10 of the monarch can make a free strike.

Get in Here! (Maneuver) ◆ 1 Malice
Keywords —
Distance Ranged 20 **Target** Special
Effect Two **goblin runners** appear in unoccupied spaces.

Meat Shield (Triggered Action)
Keywords —
Distance Melee 1 **Target** One ally
Trigger A creature targets the monarch with a strike.
Effect The ally becomes the target of the triggering strike instead.

End Effect
At the end of their turn, the monarch can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Crafty
The monarch doesn't provoke opportunity attacks by moving.

What Are You Waiting For? (Villain Action 1)
Keywords Area
Distance 10 burst **Target** Each ally
Effect Each target can move up to their speed or make a free strike.

Focus Fire (Villain Action 2)
Keywords —
Distance Ranged 10 **Target** One enemy
Effect Each ally within 10 squares of the enemy can move up to their speed toward the enemy.

Kill! (Villain Action 3)
Keywords Area
Distance 10 burst **Target** All allies in the burst
Effect Each target can make a free strike, dealing an additional 3 damage.

War Spider — Level 1 Troop Mount

Animal, Goblin — EV 12

Stamina 60
Speed 7 (climb) — **Size** 3 / **Stability** 2
Free Strike 4

Might +2 **Agility +1** **Reason −4** **Intuition +0** **Presence −3**

Bite (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 7 poison damage
★ **12–16** 11 poison damage
✸ **17+** 14 poison damage; M<2 weakened (save ends)

2 Malice M<3 weakened (save ends).

Leg Blade (Action) ◆ 2d10 + 2
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ **≤11** 6 damage
★ **12–16** 9 damage
✸ **17+** 12 damage

Trample (Action) ◆ 5 Malice
Keywords —
Distance Self — **Target** Self
Effect The spider shifts up to their speed and makes a Leg Blade strike against each creature who comes within 1 of the spider during the move. The spider makes one power roll against all targets.

Web (Maneuver)
Keywords Area, Weapon
Distance 3 cube within 1 — **Target** All creatures in the cube

✦ **≤11** A<0 restrained (save ends)
★ **12–16** A<1 restrained (save ends)
✸ **17+** A<2 restrained (save ends)

Distance The affected area is considered difficult terrain for enemies.

Skitter (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger The spider or an ally riding the spider is targeted by an ability.
Effect The spider shifts 2. Any damage dealt by the triggering ability is halved.

Ride Launcher
An ally who leaps off the back of the spider can jump up to 6 squares without a test, and takes no damage if they fall during the jump. After the jump, the first melee strike an ally makes on the same turn gains an edge.

Wide Back
Two of the spider's size 1 allies can occupy the same space while riding the spider.

Warg — Level 1 Band Mount

Animal, Goblin — EV 3

Stamina 15
Speed 5 — **Size** 1L / **Stability** 1
Free Strike 1

Might +1 **Agility +2** **Reason −1** **Intuition +0** **Presence −1**

Bite (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 3 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Sprint (Maneuver) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Effect The warg moves up to their speed.

Mounted Charger
If a warg used as a mount charges, their rider gains an edge on melee strikes until the end of their turn.

Shared Crafty
If the warg's rider has the Crafty trait, the warg also has the Crafty trait.

Retainer

Goblin Guide **Level 1 Harrier Retainer**

Goblin, Humanoid EV 13

Stamina 30
Speed 5 (climb) **Size** 1S/**Stability** 0
Free Strike 2

Might -1 **Agility +1** **Reason 0** **Intuition 0** **Presence +1**

Stabbity Stab (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object

✦ **≤11** **3 damage**
★ **12–16** **5 damage**
✸ **17+** **7 damage**

Effect The target can't make opportunity attacks until the end of the guide's turn.

Crafty

The guide doesn't provoke opportunity attacks by moving.

Level 4 Retainer Advancement Ability

Weaving Knives (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object

✦ **≤11** **5 damage**
★ **12–16** **9 damage**
✸ **17+** **12 damage**

Effect The guide can shift up to their speed before and after the attack.

Level 7 Retainer Advancement Ability

Sneak and Stab (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature

✦ **≤11** **8 damage**
★ **12–16** **12 damage; the guide and their mentor can move up to their speed**
✸ **17+** **16 damage; the guide and their mentor can move up to their speed and use the Hide maneuver**

Effect If the guide is hidden from the target, the attack has a double edge.

Level 10 Retainer Advancement Ability

Poison Blade (Maneuver, Encounter) - 2d10 + highest characteristic
Keywords -
Distance Special **Target** Special
EffectThe guide applies poison to their weapon. The next time the guide gets a tier 2 or 3 result on an attack with the Weapon keyword, the attack deals an extra 10 poison damage and the target is M (average) weakened (save ends). If the guide is adjacent to their mentor when they use Poison Blade, the mentor's weapon is poisoned in the same way.

Griffons

With the head, front legs, and wings of a bird and the powerful body and haunches of a feline, the griffon hunts anything they desire—even other predators—though they prefer to eat birds, fish, and herd. Griffons sometimes misjudge their prey and attack humanoids passing through their mountain or forest territories. They also fiercely defend themselves against anyone who threatens or gets too close to their nests.

Coveted Mounts

Attempting to capture a wild griffon typically ends in injury or worse, though humanoids who hatch griffons in captivity and raise them from birth find they make loyal companions. Some humanoid cultures raise griffons as mounts for the military or city guard, and griffon eggs can fetch a fine price.

Daring poachers sometimes attempt to steal griffon eggs from wild aeries, but such thieves typically meet their end by griffon beak or talon. So great is the death toll that many localities have outlawed the poaching of griffon eggs.

Inaccessible Aeries

Griffons roost alone or in pairs on craggy mountainsides, in forests, or on cliffs overlooking the ocean. They hide their nests in enormous treetops, scrubby thickets clinging to a cliff, or similarly sheltered nooks that are nearly unreachable for creatures who can't fly. Each aerie holds up to three eggs during brooding season, which lasts for several months in the early spring. Chicks hatch after forty days of incubation, then they remain in or near the nest as their parents feed the rapidly growing flightless chick. About forty days after hatching, a griffon chick learns to fly—and after that, it's only a matter of days before they set out from their nest into the wider world, generally making their own nest somewhere nearby.

Rare Breeds

Griffons come in many varieties. While the most common griffon is the leonine eagle, others include a falcon-panther variety and a bearded vulture-clouded leopard variety. The latter only feeds on carrion, and experts continue to debate whether they should be considered a true griffon or if they deserve their own categorization. Rumors of a massive condor-tiger griffon have recently sprung up, and whether or not their existence is true, it has opened questions of whether these creatures came about naturally or were fashioned by magic hands. Still, many scholars offer abundant rewards to adventurers who can return with evidence of rare or undiscovered griffon types.

Griffon Malice — **Malice Features**

At the start of a griffon's turn, you can spend malice to activate one of the following features.

Swoop (Maneuver) ◆ 3 Malice

Keywords —
Distance Self
Target Self
Effect The griffon flies up to their speed. The griffin makes a free strike against each creature that makes an opportunity attack against the griffon.

Piercing Cry ◆ 5 Malice

A griffon acting this turn unleashes a hideous screech at an enemy within 5, forcing the creature to make an **Intuition test.**

✸	≤11	Frightened (save ends)
★	12-16	Frightened (EoT)
✦	17	no effect

Wildwinds ◆ 10 Malice

Winds bluster and blow throughout the battle map. Until the end of the encounter, each creature that cannot fly or is not mounted on a flying creature has their stability reduced by 5 and forced movement effects targeting them increase by 5 squares.

Griffon — Level 2 Troop Mount

Beast, Griffon — EV 16

Stamina 80
Speed 9 (fly) — **Size** 2 / **Stability** 2
Free Strike 5

Might +2 **Agility +2** **Reason -1** **Intuition +1** **Presence +2**

Claw Swipes (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ **≤11** **7 damage; shift 1**
★ **12-16** **10 damage; shift 2**
✸ **17** **13 damage; shift 3**

Effect If this ability is used while charging, the griffon grapples one of the targets.

Crack the Earth (Maneuver)
Keywords Area, Ranged
Distance 3 cube within 8 (while flying) — **Target** All enemies
Special The griffon must be grabbing a creature or object to use this maneuver.
Effect The griffon flies up to half their speed towards the ground and then sends the creature or object they've grappled hurtling towards the affected area.

✦ **≤11** **4 damage**
★ **12-16** **6 damage; A<1 push 3**
✸ **17** **9 damage; A<2 push 4 and prone**

Wing Buffet (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Melee
Distance 4 × 2 line within 1 — **Target** All creatures and objects

✦ **≤11** **Push 3; A<0 forced movement is vertical**
★ **12-16** **Push 4; A<1 forced movement is vertical**
✸ **17** **Push 5; A<2 forced movement is vertical**

Zephyr Feint (Triggered Action) ◆ 1 Malice
Keywords —
Trigger The griffon takes damage
Distance Self — **Target** Self
Effect The griffon halves the damage, doesn't suffer any effect associated with it, and shifts 2 squares.

Beast of Prey
Creatures have a double bane on escaping the griffon's grab.

Steady
Creatures have a bane on power rolls that could knock the griffon or their rider prone.

Striped Condor Griffon — Level 2 Troop Brute

Beast, Griffon — EV 16

Stamina 100
Speed 7 (fly) — **Size** 3 / **Stability** 3
Free Strike 5

Might +2 **Agility +2** **Reason -1** **Intuition +2** **Presence +1**

Violent Thrashing (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ **≤11** **7 damage; push 1**
★ **12-16** **11 damage; one target is pushed 2; the other target is vertically pushed 2**
✸ **17** **14 damage; one target is pushed 2 and prone; the other target is vertically pushed 3**

Bound Ahead (Action) ◆ 5 Malice
Keywords —
Distance Self (while grounded) — **Target** Self
Effect The griffon shifts up to their speed in a straight line. Each enemy who comes within 1 of the griffon during the move can choose to either take 5 damage or be knocked prone.

Power Wing Buffet (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Melee
Distance 5 × 3 line within 1 — **Target** All creatures and objects

✦ **≤11** **Push 2; M<0 forced movement is vertical**
★ **12-16** **Push 4; M<1 forced movement is vertical**
✸ **17** **Push 6; M<2 forced movement is vertical**

Circle and Strike (Triggered Action) ◆ 2d10 +2
Keywords —
Distance Self — **Target** Triggering creature
Trigger The griffon flies above a creature on the ground within 5.
Effect The griffon falls down upon the target, taking no damage from falling. The target takes 3 damage for each square the griffon fell and is **A<2** prone or grabbed.

Beast of Prey
Creatures have a double bane on escaping the griffon's grab.

Steady
Creatures have a bane on power rolls that could knock the griffon prone.

Banded Predator
The griffon is hidden whenever they have cover or concealment.

Hag

When fear of death or hunger for power grips a mortal spellcaster, often a druid or a witch, they might forge a pact with an evil archfey. The mortal becomes a hag—aged, clawed, and cruel—another ruthlessly powerful fey in their own right. In exchange, hags use their magic to bring about the misery that their archfey wills.

Hiding in Plain Sight

Though hags typically appear as older humanoid women, their true form is as vicious and nasty as their nature. They prefer to show the world a charitable face, but the general wisdom concerning hags is that the more beautiful their appearance, the deeper the rot within. However, this theory has never been confirmed, as few who see a hag's true form live to tell the tale.

Dealmakers and Heart-Breakers

As old age can't kill them, the oldest hags accumulate swathes of knowledge, magic, and repute over time. They are happy to share their wares … for the right price. Rather than ask for paltry coin, a hag usually bargains for something dear to the customer—perhaps their ability to love, the sound of their child's laugh, or their left pinky toe.

Adding insult to injury, those who deal with hags almost always discover the product is worse than advertised. Mortals should pay close attention to the precise wording of their agreements, lest they end up with a hex they thought would be a gift. Such curses often lead to the corruption of good but desperate folk, and some get so twisted up in fey deals that they become hags themselves.

What's in a Name?

Hags give themselves whimsical names, and older hags often select monikers like Auntie, Granny, or Nanny. Such relatable names help entice their favorite prey: the innocent. Who would fear Granny Gumdrops or Auntie Twothumbs?

Loyal Underlings

Hags are treacherous by nature, and they only recruit creatures they trust to be loyal underlings. Most of these creatures lack sapience (such as animals, constructs, and undead), though hags sometimes command weaker fey who are too scared to betray them.

Hag Languages

Most hags speak Caelian, Anjali, Khelt, and Yllyric, but often go on to learn several more.

Hag Malice — **Malice Features**

At the start of a hag's turn, you can spend malice to activate one of the following features.

Casting Curses and Bodies ◆ 3 Malice

The hag utters terrible words that push each enemy within 2 squares of her up to 3 squares.

Hag Wyrd (Action) ◆ 2d10 + 3 ◆ 5 Malice

Keywords Area, Magic

Distance 10 × 1 line within 1 — **Target** All enemies in the line

✦ ≤11 **5 fire damage; R<1 frightened (save ends)**

★ 12–16 **8 fire damage; R<2 frightened (save ends)**

✸ 17 **11 fire damage; R<3 frightened (save ends)**

Effect After rolling power, the hag can choose to replace the damage type and effect of the attack with lightning and dazed or cold and slowed.

House Call ◆ 10 Malice

The hag's hut springs to life. It enters the encounter map within 10 of the hag if it isn't already there and takes its turn. The hut is Size-4, has 75 Stamina and damage immunity 3, a speed of 8, and a set of powerful animal legs. This feature can't be used if the hut is reduced to 0 Stamina. The house can only take the following action.

Kick (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Area, Melee, Weapon

Distance 2 cube within 2 — **Target** All enemies

✦ ≤11 **6 damage; push 3; M<1 prone**

★ 12–16 **10 damage; push 4; M<2 prone**

✸ 17 **13 damage; push 5; M<3 prone**

Hag of the Green and Rot — Level 3 Solo

Fey, Hag — EV 50

Stamina 300
Speed 5 (flying, hover) — **Size** 1L / **Stability** 1
Free Strike 6

Might +2 **Agility +1** **Reason +1** **Intuition +3** **Presence +3**

Solo Monster

Solo Turns The hag takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the hag can take one action and one maneuver per turn.

End Effect At the end of their turn, the hag can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Supernatural Resistance

Magic and Psionic abilities used against the hag have a bane.

Corrosive Claws (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ ≤11 **9 corruption damage; A<1 weakened (save ends)**
★ 12–16 **13 corruption damage; A<2 weakened (save ends)**
✸ 17 **16 corruption damage; A<3 weakened (save ends)**

Soul Steal (Action) ◆ 2d10 + 3
Keywords Area, Magic
Distance 4 cube within 1 — **Target** All enemies in the cube

✦ ≤11 **5 corruption damage P<1 4 corruption damage**
★ 12–16 **8 corruption damage; P<2 5 corruption damage**
✸ 17 **10 corruption damage; P<3 6 corruption damage**

Effect This ability has an edge against creatures with a soul.
3 Malice The hag regains Stamina equal to half the damage dealt.

Shapeshifter (Maneuver)
Keywords Magic
Distance Self — **Target** Self
Effect The hag alters their body to become any Size-1 creature, such as a house cat. If the hag uses this ability while outside of an enemy's line of effect, the hag is considered hidden. The hag can return to their original form as a free maneuver.
5 Malice The hag becomes a Size-2 creature instead, such as a bear. While in this form, the distance of their melee abilities increases by 1 and deal an additional 4 damage.

Turned Upside Down (Triggered Action) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Area, Magic
Distance 1 burst — **Target** All enemies in the burst
Trigger A creature hits the hag with a melee strike.

✦ ≤11 **Slide 2; R<1 slide is vertical**
★ 12–16 **Slide 3; R<2 slide is vertical, restrained (EoT)**
✸ 17 **Vertical slide 5; R<3 restrained (EoT)**

Effect A creature restrained by this ability that is force moved vertically is suspended in midair until the condition ends.

Snackies for Sweeties (Villain Action 1) ◆ 2d10 + 3
Keywords Area, Magic
Distance 5 burst — **Target** All creatures
Effect The hag **A<2** attaches an ornate explosive pastry to each target. Roll power at the end of the round, targeting each creature with a pastry attached to them.

✦ ≤11 **6 poison damage**
★ 12–16 **10 poison damage**
✸ 17 **13 poison damage**

Special A creature wearing a pastry or adjacent to a creature wearing a pastry can attempt a **hard Agility test** to remove the pastry as a maneuver. On success, the pastry is destroyed without exploding. On failure, the hag rolls power for all pastries immediately.

Animal Alacrity (Villain Action 2)
Keywords Area, Melee, Weapon
Distance 1 burst — **Target** All enemies in the burst
Effect The hag shifts up to their speed before using this action, uses Corrosive Claws against each target of this ability, pushes each target 2 squares, and then shifts up to their speed again.

Open the Oven (Villain Action 3) ◆ 2d10 + 3
Keywords Area, Melee, Weapon
Distance 5 cube within 1 — **Target** All creatures in the cube

✦ ≤11 **6 fire damage; A<1 weakened (save ends)**
★ 12–16 **10 fire damage; A<2 weakened (save ends)**
✸ 17 **13 fire damage; A<3 weakened (save ends)**

Effect The hag turns the affected area into a roiling oven. The hag deals an additional 5 damage on abilities that target creatures in the affected area.

Hobgoblins

Also known as demogoblins, hobgoblins descend from ancient goblins who made a pact with an infernal power in exchange for increased size and strength. Each hobgoblin has fang-like tusks, and one or more horns protrude from their head.

Like other humanoids, hobgoblins have no special inclination toward conquest, battle, or cruelty, and they can be found in all walks of life. But when the wicked among them fall on desperate times, some use their talents for the violence and subjugation of others.

Synergized Tactics

Hobgoblin magic and talents complement one another in a fight. Wise commanders put these strategies to good use and scout the battlefield before combat to gain every advantage. Thanks to their emphasis on tactics, hobgoblin armies are often second to none.

Playing with Fire

The infernal heritage of hobgoblins allows them to live in extreme heat that many other humanoids can't tolerate. Hobgoblins often settle in deserts, tropics, and other hot areas. Their heritage also allows them to bend fire to their will, and many choose professions that make use of fire, such as smithing or glassblowing.

Innate Magic

Infernal magic runs through the veins of every hobgoblin, though their gifts vary. Many can harness the power of fire or corruptive energy, while others can turn allies invisible or run like Hell.

Binding Bargains

Many hobgoblins still hold to the infernal concept of being true to their word when entering into agreements. Even spoken contracts are considered unbreakable, and hobgoblin communities scorn any creature—hobgoblin or otherwise—who degrades themself by breaking their word.

Grilp

The grilp—a green-skinned devil about the size of a housecat—can change the color and texture of their skin to blend in with their surroundings. They often serve as scouts, spies, messengers, and errand-runners for high-ranking hobgoblins. Beyond these covert skills, however, hobgoblins value grilps most highly for their magic-laced saliva, which weakens the defenses of other creatures.

Slaughter Demon

When evil hobgoblins who embrace their fiendish heritage need to wipe an enemy off the map, their war mages ritualistically beseech an archdevil for the service of a grack'tanar, known as a slaughter demon in the Common tongue. Once summoned, this towering, serpent-bodied, six-clawed demon slithers to war alongside the hobgoblins who summoned them.

Devils captured the grack'tanars eons ago. Broken, these demons wait for a call to war, hungry and frothing in the Seven Cities of Hell. Their archdevil captors reward loyal hobgoblins by allowing the mortals to hold a grack'tanar's reins for a time. These slaughter demons are eager to kill and please their captors so they might be sent out again, and they rarely turn on hobgoblins unless they fall into lethe.

Hobgoblin Languages

Most hobgoblins speak Caelian, Anjali and Szetch.

Hobgoblin Malice	**Malice Features**
At the start of any hobgoblin's turn, you can spend malice to activate one of the following features.	
Goblin Malice Features ◆ X Malice The hobgoblin activates a malice feature available to goblins.	
Operation Goblin Mode ◆ 3 Malice Each goblin in the encounter gains a +3 bonus to speed until the end of the round.	
Operation Tactical Swarm ◆ 5 Malice All hobgoblins shift up to their speed and take the Defend action.	
Operation Earthsear ◆ 7 Malice The ground throughout the encounter map becomes blazing hot until the end of the round. An enemy takes 1 fire damage for each affected square they enter. An enemy that ends their turn in an affected square has fire weakness 2 until the start of their next turn.	

Grilp — Level 4 Minion Ambusher

Devil, Hobgoblin, Infernal — EV 12 for eight minions

Stamina 8 — **Immunity** fire 2
Speed 7 (fly) — **Size** 1T / **Stability** 0
With Captain Speed +2 — **Free Strike** 3

Might −1 **Agility** +3 **Reason** 0 **Intuition** +1 **Presence** 0

Flyby Bite (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **3 damage**
★ 12–16 **5 damage**
✸ 17 **7 damage; shift 2**

Effect The grilp moves up to their speed and hides after attacking.

Bat Out Of Hell
Each enemy has -1 on their saving throws for each adjacent grilp.

Shifting Camouflage
The grilp can hide even if they don't have cover or concealment.

Hobgoblin Brandbearer — Level 4 Minion Hexer

Goblin, Hobgoblin, Humanoid, Infernal — EV 12 for eight minions

Stamina 7 — **Immunity** fire 2
Speed 5 — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 2

Might 0 **Agility** +1 **Reason** +2 **Intuition** 0 **Presence** +3

Searing Grasp (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **2 fire damage**
★ 12–16 **4 fire damage; M<2 fire weakness 5 (save ends)**
✸ 17 **6 fire damage; M<3 fire weakness 5 (save ends)**

Open Furnace
An enemy that takes fire damage receives 1 additional fire damage for each adjacent brandbearer.

Infernal Ichor
If the brandbearer's Stamina drops to 0, they spray burning blood. Each creature within 1 of the brandbearer takes 2 fire damage.

Hobgoblin Lancer — Level 4 Minion Harrier

Goblin, Hobgoblin, Humanoid, Infernal — EV 12 for eight minions

Stamina 8 — **Immunity** fire 2
Speed 7 — **Size** 1M / **Stability** 0
With Captain Strike damage +2 — **Free Strike** 2

Might +1 **Agility** +2 **Reason** 0 **Intuition** +2 **Presence** 0

Grim Thrust (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 or Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 **2 corruption damage**
★ 12–16 **4 corruption damage; push 1**
✸ 17 **6 corruption damage; push 2**

Effect The lancer deals an additional 2 damage if they strike the target from 1 or more squares above.

Infernal Ichor
If the lancer's Stamina drops to 0, they spray burning blood. Each creature within 1 of the lancer takes 2 fire damage.

Hobgoblin Recruit — Level 4 Minion Brute

Goblin, Hobgoblin, Humanoid, Infernal — EV 12 for eight minions

Stamina 9 — **Immunity** fire 2
Speed 5 — **Size** 1M / **Stability** 0
With Captain 4 temporary Stamina — **Free Strike** 3

Might +3 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** +1

Sword Lunge (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **3 damage**
★ 12–16 **5 damage**
✸ 17 **7 damage; grabbed or prone**

Tactical Positioning
A non-minion ally deals 1 additional damage for each adjacent recruit.

Infernal Ichor
If the recruit's Stamina drops to 0, they spray burning blood. Each creature within 1 of the recruit takes 2 fire damage.

Hobgoblin Burning Witch — Level 4 Platoon Controller

Goblin, Hobgoblin, Humanoid, Infernal — EV 12

Stamina 50 — **Immunity** fire 4
Speed 5 (teleport) — **Size** 1M / **Stability** 0
Free Strike 5

Might 0 **Agility +1** **Reason +2** **Intuition +2** **Presence +3**

Soul Burn (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** 2 creatures or objects

✦ ≤11 **8 fire or corruption damage; P<1 weakened (save ends)**
★ 12–16 **12 fire or corruption damage; P<2 weakened (save ends)**
✸ 17 **15 fire or corruption damage; P<3 weakened (save ends)**

2 Malice Whenever an enemy starts their turn within 3 squares of a target weakened by this ability, they are **P<2** weakened (save ends).

Burning Legion (Maneuver) ◆ 1 Malice
Keywords —
Distance Self or Ranged 10 — **Target** 3 creatures
Effect Teleport 5. Each creature within 1 of a target where they appear takes 3 fire damage.

Infernal Ichor
If the burning witch's Stamina drops to 0, they spray burning blood. Each creature within 1 of the burning witch takes 3 fire damage.

Hobgoblin Death Captain — Level 4 Platoon Support

Goblin, Hobgoblin, Humanoid, Infernal — EV 12

Stamina 60 — **Immunity** fire 4
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 5

Might +2 **Agility 0** **Reason +1** **Intuition 0** **Presence +2**

Blightblade (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **8 damage**
★ 12–16 **8 damage; 4 corruption damage**
✸ 17 **8 damage; 7 corruption damage**

Effect The next strike made against the target has a double edge.
3 Malice 1 ally adjacent to the target uses their signature action.

On My Mark! (Maneuver)
Keywords —
Distance Ranged 5 — **Target** 1 ally
Effect The target moves up to their speed and makes a free strike.

Battle Ready
The death captain and each ally within 2 impose a bane on strikes made against them by hidden creatures.

Infernal Ichor
If the death captain's Stamina drops to 0, they spray burning blood. Each creature within 1 of the death captain takes 3 fire damage.

Hobgoblin Grandguard — Level 6 Platoon Defender

Goblin, Hobgoblin, Humanoid, Infernal — EV 16

Stamina 111 — **Immunity** fire 6
Speed 4 — **Size** 2 / **Stability** 4
Free Strike 6

Might +3 **Agility +2** **Reason +3** **Intuition 0** **Presence +2**

Tower Shield Smash (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object

✦ ≤11 **9 damage**
★ 12–16 **14 damage**
✸ 17 **17 damage; prone**

3 Malice Each ally adjacent to a target that is knocked prone can make a free strike.

Thunder Rush (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Area, Charge, Melee, Weapon
Distance 1 × 2 line within 1 — **Target** All enemies and objects

✦ ≤11 **6 damage**
★ 12–16 **11 damage**
✸ 17 **14 damage**

Effect Push 10. The grandguard shifts into every 2 squares left behind by targets.

Wide Guard
The grandguard imposes a bane on strikes against each ally within 2.

Infernal Ichor
If the grandguard's Stamina drops to 0, they spray burning blood. Each creature within 1 of the grandguard takes 3 fire damage.

Hobgoblin Firerunner — Level 5 Platoon Harrier

Goblin, Hobgoblin, Humanoid, Infernal — EV 14

Stamina 70 — **Immunity** fire 5
Speed 8 — **Size** 1M / **Stability** 0
Free Strike 6

Might +2 **Agility +3** **Reason +1** **Intuition +1** **Presence 0**

Flaming Kick (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Magic, Strike, Melee
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **9 fire damage**
★ 12–16 **13 fire damage**
✸ 17 **16 fire damage; A<3 dazed (EoT)**

Blazing Trail (Maneuver)
Keywords Magic
Distance Self — **Target** Self
Effect The firerunner moves up to their speed and creates a 8 wall of fire. Each segment must include one of the squares the firerunner touched. Creatures can enter and pass through the wall. Any enemy who enters the wall for the first time in a round or starts their turn there takes 5 fire damage.

Hot to Go
The firerunner ignores difficult terrain. Whenever the firerunner takes fire damage, their speed and the wall they can create with Blazing Trail increases by 4 until the end of their next turn.

Infernal Ichor
If the firerunner's Stamina drops to 0, they spray burning blood. Each creature within 1 of the firerunner takes 3 fire damage.

Hobgoblin Incendiarist — Level 5 Platoon Artillery

Goblin, Hobgoblin, Humanoid, Infernal — EV 14

Stamina 60 — **Immunity** fire 5
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 6

Might +1 **Agility +3** **Reason 0** **Intuition +2** **Presence +1**

Fire Crossbow (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object

✦ ≤11 **9 fire damage**
★ 12–16 **14 fire damage**
✸ 17 **17 fire damage; A<3 burning (save ends)**

Effect A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.

Fire Ball Volley (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Area, Ranged
Distance 4 Cube within 10 — **Target** All enemies and objects

✦ ≤11 **5 fire damage; A<1 burning (save ends)**
★ 12–16 **9 fire damage; A<2 burning (save ends)**
✸ 17 **11 fire damage; prone; A<3 burning (save ends)**

Raining Cinders
The ranged free strike of each ally within 3 of the incendiarist has a distance of 10 and it now deals fire damage.

Infernal Ichor
If the incendiarist's Stamina drops to 0, they spray burning blood. Each creature within 1 of the incendiarist takes 3 fire damage.

Hobgoblin Redglare — Level 6 Platoon Hexer

Goblin, Hobgoblin, Humanoid, Infernal — EV 16

Stamina 70 — **Immunity** fire 6
Speed 5 (teleport) — **Size** 1L / **Stability** 4
Free Strike 6

Might 0 **Agility +2** **Reason +2** **Intuition +3** **Presence +3**

Eye Flash (Action) ◆ 2d10+3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** 1 creature or object

✦ ≤11 **9 corruption damage; P<1 slowed (save ends)**
★ 12–16 **14 corruption damage; P<2 restrained (save ends)**
✸ 17 **17 corruption damage; P<3 restrained (save ends)**

Glare of the Old Judgements (Action) ◆ 2d10+3 ◆ 5 Malice
Keywords Magic, Ranged
Distance Ranged 10 — **Target** 1 creature

✦ ≤11 **10 corruption damage**
★ 12–16 **10 corruption damage or P<2 Target is judged**
✸ 17 **Target is judged**

Effect A judged target takes 10 corruption damage for each turn they've taken during the encounter. The target then regains 5 Stamina for each recovery they enabled a creature to spend during the encounter.

Infernal Ichor
If the redglare's Stamina drops to 0, they spray burning blood. Each creature within 1 of the redglare takes 3 fire damage.

Hobgoblin Smokebinder — Level 5 Platoon Ambusher

Goblin, Hobgoblin, Humanoid, Infernal — EV 14

Stamina 70 — **Immunity** fire 5
Speed 7 (fly, hover) — **Size** 1M / **Stability** 0
Free Strike 6

Might +1 **Agility +3** **Reason +2** **Intuition +1** **Presence 0**

Choking Bolt (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 5 — **Target** 1 creature or object

✦ ≤11 **9 fire damage**
★ 12–16 **14 fire damage**
✸ 17 **17 fire damage; R<3 slowed (save ends)**

Effect If the smokebinder had an edge on the power roll, the target cannot communicate with anyone until the end of their next turn.

Smoke Bomb (Maneuver) ◆ 3 Malice
Keywords Area, Magic, Melee
Distance 3 Burst — **Target** All enemies in the burst
Effect Each target makes a **Might test.**

✸ ≤11 **11 damage; target has a double bane on their next power roll**
★ 12–16 **9 damage; target has a bane on their next power roll**
✦ 17 **5 damage**

Essence of Smoke
The smokebinder can move through other creatures and objects at normal speed. The smokebinder automatically hides at the end of their turn if they didn't take any damage since their last turn.

Infernal Ichor
If the smokebinder's Stamina drops to 0, they spray burning blood. Each creature within 1 of the smokebinder takes 3 fire damage.

Hobgoblin Soldier — Level 4 Platoon Brute

Goblin, Hobgoblin, Humanoid, Infernal — EV 12

Stamina 70 — **Immunity** fire 4
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 6

Might +3 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Fire Flail (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **7 fire damage**
★ 12–16 **10 fire damage**
✸ 17 **13 fire damage**

Effect The soldier doesn't provoke opportunity attacks from each target until the end of the trooper's turn.

Fight Me, Coward! (Maneuver)
Keywords Magic, Ranged
Distance Ranged 5 — **Target** 1 creature
Effect The target is **P<2** taunted (EoT). While taunted by this ability, a creature takes 1d6 fire damage whenever they use an ability or attack that doesn't target the soldier.

Infernal Ichor
If the soldier's Stamina drops to 0, they spray burning blood. Each creature within 1 of the soldier takes 3 fire damage.

Hobgoblin War Mage — Level 5 Troop Controller

Goblin, Hobgoblin, Humanoid, Infernal — EV 28

Stamina 120 — **Immunity** fire 5
Speed 5 (teleport, hover) — **Size** 1M / **Stability** 0
Free Strike 6

Might 0 **Agility +2** **Reason +3** **Intuition +2** **Presence +2**

Hellfire (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Area, Magic, Ranged
Distance 3 cube within 10 — **Target** All enemies in the cube
✦ ≤11 **5 fire damage; M<1 weakened (save ends)**
★ 12–16 **9 fire damage; M<2 weakened (save ends)**
✸ 17 **11 fire damage; M<3 weakened (save ends)**
Effect The war mage can teleport a creature within 10 up to 2 squares before using this ability.

Enchantments of War (Action)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** 2 allies
Effect Each target gains 10 temporary Stamina and has a double edge on their next power roll. The war mage can spend any amount of their Stamina to increase the temporary Stamina each target gains by an equivalent amount.

Unhallowed Ground (Maneuver) ◆ 3 Malice
Keywords Area, Magic
Distance 5 cube within 10 — **Target** Special
Effect The war mage consecrates the affected area and causes it to smolder. Until the end of the encounter, the affected area is considered difficult terrain and enemies have fire weakness 10 while occupying an affected square.

Magic Siphon (Triggered Action)
Keywords Magic
Trigger A creature within distance uses a strike or ability with the magic keyword
Distance Ranged 10 — **Target** Triggering creature
Effect Any damage dealt or Stamina regained by the attack or ability is halved. The war mage regains Stamina equal to the remainder.

Infernal Ichor
If the war mage's Stamina drops to 0, they spray burning blood. Each creature within 1 of the war mage takes 3 fire damage.

Despair, You Who Faces Death
Each enemy has -2 on saving throws while within 2 squares of the war mage.

Slaughter Demon — Level 4 Troop Brute

Abyssal, Demon, Hobgoblin — EV 24

Stamina 140 — **Immunity** fire 5
Speed 7 (burrow) — **Size** 3 / **Stability** 3
Free Strike 6

Might +3 **Agility 0** **Reason –1** **Intuition +1** **Presence 0**

Steely Skewer (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects
✦ ≤11 **9 damage**
★ 12–16 **14 damage; A<2 bleeding (save ends)**
✸ 17 **17 damage; A<3 bleeding and restrained (save ends)**
Effect A creature restrained by this attack moves along with the slaughter demon until the condition ends. The slaughter demon can have up to 6 creatures or objects restrained on their weapons.

Tail Stinger (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Ranged, Strike, Weapon
Distance Melee 5 — **Target** 1 creature or object
✦ ≤11 **10 poison damage; M<1 weakened (save ends)**
★ 12–16 **16 poison damage; M<2 weakened (save ends)**
✸ 17 **20 poison damage; M<3 weakened (save ends)**
Effect A target weakened by this ability has damage weakness 3 until the condition ends.

Drag Below (Maneuver)
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 1 creature or object
Effect The slaughter demon makes a free strike against the target and burrows up to their speed. The target is pulled the same number of squares the slaughter demon burrows into, including vertically.

Devour Soul (Triggered Action)
Keywords Magic
Trigger A creature with a soul dies.
Distance 5 burst — **Target** Triggering creature
Effect The target can't be brought back to life. The slaughter demon gains an edge on all power rolls for the rest of the encounter.

Soulsight
Each creature within 2 of the slaughter demon can't be hidden from them.

Lethe
While winded, the slaughter demon has an edge on strikes, and strikes have an edge against them.

HOBGOBLIN BLOODLORD — LEVEL 6 LEADER

Goblin, Hobgoblin, Humanoid, Infernal — EV 32

Stamina 180 — **Immunity** fire 6
Speed 6 (teleport) — **Size** 1M / **Stability** 2
Free Strike 7

Might +4 **Agility +2** **Reason +2** **Intuition +3** **Presence +3**

Soul Sword (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ ≤11 **11 corruption damage; P<2 bleeding (save ends)**
★ 12–16 **16 corruption damage; P<3 bleeding (save ends)**
✸ 17 **19 corruption damage; P<4 bleeding (save ends)**

2 Malice Each target is marked until they die or the end of the encounter. Allies have an edge on strikes against marked targets. The bloodlord can only have up to 3 targets marked this way, removing the oldest mark first.

Take Point! (Maneuver)
Keywords —
Distance Ranged 10 — **Target** 1 ally
Effect The target moves up to their speed and uses a signature action.

An Army From Blood (Triggered Action) ◆ 3 Malice
Keywords —
Trigger The target takes damage
Distance Ranged 10 — **Target** 1 non-minion hobgoblin
Effect 3 **hobgoblin recruits** crawl out of the target's blood and appear in unoccupied spaces adjacent to the target.

Infernal Ichor
If the bloodlord's Stamina drops to 0, they spray burning blood. Each creature within 1 of the bloodlord takes 3 fire damage.

End Effect
At the end of their turn, the bloodlord can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Advance! (Villain Action 1)
Keywords Area
Distance Self and 10 burst — **Target** Self and all allies
Effect Each target gains 10 temporary Stamina, moves up to their speed, and makes a free strike.

Skulls Abound (Villain Action 2)
Keywords Area, Magic, Melee
Distance 3 aura — **Target** Self
Effect The bloodlord surrounds themselves with a storm of flying skulls until the end of the encounter. An enemy that first enters the aura or starts their turn there takes 8 corruption damage and has a bane on their next power roll until the start of their next turn.

I am Fire! I am Death! (Villain Action 3) ◆ 2d10 + 4
Keywords Area, Magic, Melee
Distance 5 burst — **Target** All enemies in the burst

✦ ≤11 **5 fire damage; P<2 2 fire damage; push 2, prone**
★ 12–16 **5 fire damage; P<3 7 fire damage; push 3, prone**
✸ 17 **5 fire damage; P<4 10 fire damage; push 5, prone**

Effect The bloodlord is wreathed in black flames until the end of the encounter. When an adjacent enemy touches or uses a melee ability against the bloodlord, they take 5 corruption damage.

Retainer

Hobgoblin Flameslinger — Level 4 Controller Retainer

Goblin, Hobgoblin, Humanoid, Infernal — EV 20

Stamina 50 — **Immunity** fire 4
Speed 5 — **Size** 1M/**Stability** 0
Free Strike 5

Might +1 **Agility 0** **Reason +2** **Intuition +1** **Presence +3**

Fire Curse (Action) - 2d10 + highest characteristic - Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** One creature or object

✦ ≤11 **5 fire damage**
★ 12–16 **9 fire damage**
✸ 17 **12 fire damage; A (strong) burning (save ends)**

Effect A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends.

Fuel for the Fire (Action)
Keywords –
Distance Ranged 10 — **Target** 1 creature
Effect The target gains fire weakness 10 until the end of the flameslinger's next turn. If the target is the flameslinger's mentor, they instead gain fire immunity 10.

Infernal Ichor
If the flameslinger's Stamina drops to 0, they spray burning blood. Each creature within 1 of the flameslinger takes 3 fire damage.

Level 7 Retainer Advancement Ability

Unholy Attraction (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic, Ranged
Distance 3 cube within 10 — **Target** All enemies

✦ ≤11 **8 damage; pull 1**
★ 12–16 **12 damage; pull 2**
✸ 17 **16 damage; pull 4**

Effect A creature pulled adjacent to the flameslinger is P (medium) prone.

Level 10 Retainer Advancement Ability

Fire Spiral (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic
Distance 3 burst — **Target** All enemies

✦ ≤11 **8 fire damage; push 2**
★ 12–16 **12 fire damage; push 3**
✸ 17 **16 fire damage; push 5**

Effect If the fireslinger's mentor is within 10, the mentor can be the source of the burst instead of the fireslinger.

Humans

Humans flourish in every habitable part of the world, from inviting coastal cities to unforgiving mountainous terrain. While most humans live quietly in peaceful communities, some are drawn to adventure by an unquenchable thirst for excitement or power.

Villains and Heroes

Recognizing their limited lifespan, humans often set their eyes on immortality. They unfurl empires at the tip of a sword, sacrifice lives to erect grand monuments, and even aspire to godhood, all in hopes their names will be remembered forever.

Violence and greed are close cousins in the human family. Those with power and wealth often strive for more by the sword. Others turn to theft, often driven to desperation by rapacious neighbors. Travelers in human lands are likely to encounter robbers and barons—both exact a toll.

Other humans pursue power more subtly, turning their cunning toward selfish ends. When ambitions exceed circumstances, there is always some ancient evil power to call on. Cultists seek dark desires in exchange for service, sacrificing to forbidden gods and courting apocalypse.

Fortunately, many humans devote themselves to righting wrongs and reshaping the world for the better. Heroes plunge themselves into danger time and time again, standing against natural and supernatural perils in pursuit of justice.

Risks and Rewards

Humans devote as much attention to games and gambling as to more serious pursuits. Perhaps this competitive training explains their renowned knack for seizing the moment—knowing when to risk it all on a throw of the dice. Whether in sport or battle, humans quickly spot their opponent's mistakes and seize the advantage.

Humans see unrealized potential everywhere, whether envisioning an untamed forest transformed into a prosperous village or an ancient dungeon yielding a chest full of coins. Pursuing such ambitions might end in catastrophe, but for these gamblers, it's a game worth playing.

Swords for Hire

With an appetite for warfare and gold, human adventurers are well represented in most mercenary bands. A human mercenary makes a stout ally… if you can afford their price.

Connected to the Natural World

Humans are connected to the natural world in a way that other species are not. As such, they have an uncanny knack for detecting when nearby creatures, objects, and phenomena are created by magic and psionics. This same sense allows them to resist supernatural abilities and effects.

Human Languages

Most humans speak Caelian and one Vaslorian human language.

Human Malice — **Malice Features**

At the start of any human's turn, you can spend malice to activate one of the following features.

Alchemical Device (Maneuver) (Non-minion) ◆ 3 Malice

Keywords Area, Magic, Ranged

Distance 3 cube within 10 **Target** Each enemy in the cube

✦	≤11	4 corruption damage; A<0 slowed (save ends)
★	12–16	6 corruption damage; A<1 slowed (save ends)
✸	17+	9 corruption damage; A<2 restrained (save ends)

Exploit Opening ◆ 5 Malice

Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.

Staying Power ◆ 7 Malice

Each non-minion human in the encounter regains Stamina equal to 5 times their level.

Human Apprentice Mage — Level 2 Minion Controller

Human, Humanoid — EV 8 for eight minions

Stamina 4 — **Immunity** Corruption 2, Psychic 2
Speed 5 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 2

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +2**

Lightning Strike (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Strike, Ranged
Distance Ranged 10 **Target** One creature or object per minion

✦ **≤11** 2 lightning damage
★ **12–16** 3 lightning damage
✸ **17+** 5 lightning damage

Effect If the apprentice mage doesn't use a maneuver or a move action this turn, the target is slowed (EoT).

Supernatural Insight
The apprentice mage ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Archer — Level 1 Minion Artillery

Human, Humanoid — EV 6 for eight minions

Stamina 3 — **Immunity** Corruption 1, Psychic 1
Speed 5 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 2

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +0**

Crossbow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Supernatural Insight
The archer ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Death Acolyte — Level 1 Minion Hexer

Human, Humanoid — EV 6 for eight minions

Stamina 3 — **Immunity** Corruption 1, Psychic 1
Speed 5 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 1

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +2**

Necrotic Bolt (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Strike, Ranged
Distance Ranged 10 **Target** One creature or object per minion

✦ **≤11** 1 corruption damage
★ **12–16** 2 corruption damage
✸ **17+** 3 corruption damage

Effect A creature within 5 squares of the death acolyte regains 1 Stamina.

Supernatural Insight
The death acolyte ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Guard — Level 1 Minion Brute

Human, Humanoid — EV 6 for eight minions

Stamina 5 — **Immunity** Corruption 1, Psychic 1
Speed 5 — **Size** 1M / **Stability** 0
With Captain Speed +2 — **Free Strike** 2

Might +2 **Agility +0** **Reason +0** **Intuition +0** **Presence +0**

Halberd (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Effect If the guard is flanked, they can make a free strike against an additional target adjacent to them.

Supernatural Insight
The guard ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Raider — Level 1 Minion Harrier

Human, Humanoid — EV 6 for eight minions

Stamina 4 — **Immunity** Corruption 1, Psychic 1
Speed 7 — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 1

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +0**

Handaxes (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5
Target One creature or object per minion

✦ **≤11** 1 damage
★ **12–16** 2 damage
✸ **17+** 3 damage

Effect If this ability is used while charging, the raider can make a ranged free strike before using the ability.

Supernatural Insight
The raider ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Rogue — Level 1 Minion Ambusher

Human, Humanoid — EV 6 for eight minions

Stamina 4 — **Immunity** Corruption 1, Psychic 1
Speed 7 — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 2

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +1**

Concealed Dagger (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5
Target One creature or object per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Effect This ability deals an additional 3 damage if the spy was disguised or hidden before using it.

Supernatural Insight
The spy ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Brawler — Level 1 Platoon Brute

Human, Humanoid — EV 6

Stamina 40 — **Immunity** Corruption 1, Psychic 1
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 4

Might +2 **Agility +1** **Reason +0** **Intuition +0** **Presence +0**

Haymaker (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 6 damage
★ **12–16** 9 damage
✸ **17+** 12 damage; M<2 grabbed, target has a bane on escaping the grab

Effect brawler deals an additional 2 damage if the target is already grabbed.

Throw (Maneuver) ◆ 1 Malice
Keywords —
Distance Melee 1 — **Target** One creature grabbed by the brawler
Effect Push 5.

Shoot the Hostage
The brawler takes half damage from strikes if they have a creature or object grabbed. The grabbed creature or object takes the other half of the damage.

Supernatural Insight
The brawler ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Death Cultist — Level 2 Platoon Support

Human, Humanoid — EV 8

Stamina 40 — **Immunity** Corruption 2, Psychic 2
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 4

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +2**

Death Scythe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 10 — **Target** One creature or object

✦ **≤11** 6 corruption damage
★ **12–16** 9 corruption damage
✸ **17+** 12 corruption damage; I<2 weakened (save ends)

2 Malice The death cultist regains Stamina equal to half the damage dealt by this ability.

Rise, My Minions (Maneuver) ◆ 1 Malice per minion
Keywords Area
Distance 5 burst — **Target** One or more dead minions
Special Each target must have died during this encounter
Effect Each target revives with their full Stamina. They immediately die at the end of the encounter or if the death cultist is killed. A target can be revived multiple times by this ability.

Supernatural Insight
The death cultist ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Knave — Level 2 Platoon Defender

Human, Humanoid — EV 8

Stamina 50 — **Immunity** Corruption 2, Psychic 2
Speed 5 — **Size** 1M/ **Stability** 0
Free Strike 4

Might +2 **Agility +0** **Reason +1** **Intuition +0** **Presence +0**

Morningstar & Javelin (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 — **Target** One creature or object

✦ **≤11** 6 damage
★ **12–16** 9 damage
✸ **17+** 12 damage; M<2 the target has a double bane on their next power roll

Effect Taunted (EoT).

I'm Your Enemy
The knave can make a free strike against an adjacent creature they have taunted whenever the creature deals damage to a creature other than the knave.

Overwhelm
An enemy who starts their turn adjacent to the knave can't shift.

Supernatural Insight
The knave ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Scoundrel — Level 1 Platoon Ambusher

Human, Humanoid — EV 6

Stamina 30 — **Immunity** Corruption 1, Psychic 1
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 4

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +1**

Rapier & Dagger (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 6 damage
★ **12–16** 9 damage
✸ **17+** 12 damage

Effect This ability deals an additional 2 damage if the scoundrel has an edge on the power roll.

Dagger Storm (Action) ◆ 5 Malice
The scoundrel uses Rapier & Dagger targeting three creatures or objects. They can shift 2 before or after each strike.

Supernatural Insight
The scoundrel ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Storm Mage — Level 3 Platoon Controller

Human, Humanoid — EV 10

Stamina 40 — **Immunity** Corruption 3, Psychic 3
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 5

Might +0 **Agility +0** **Reason +2** **Intuition +0** **Presence +1**

Lightning Bolt (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 15 — **Target** One creature or object
✦ **≤11** 7 lightning damage
★ **12–16** 10 lightning damage
✸ **17+** 13 lightning damage
5 Malice The ability takes the Area keyword and becomes a 10 × 1 line that targets each enemy and object in the area.

Gust of Wind (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Magic
Distance 5 cube within 1 — **Target** All enemies and objects
✦ **≤11** Slide 2; M<0 slowed (save ends)
★ **12–16** Slide 4; M<1 slowed (save ends)
✸ **17+** Slide 6; M<2 slowed (save ends)
Effect The gust of wind disperses gas or vapor and extinguishes any flames, including persistent effects.

Arcane Shield
The mage imposes a bane on incoming melee strikes and abilities. Whenever the mage takes damage from an adjacent enemy, the enemy takes 2 lightning damage and is R<1 pushed 2.

Supernatural Insight
The storm mage ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Trickshot — Level 1 Platoon Artillery

Human, Humanoid — EV 6

Stamina 20 — **Immunity** Corruption 1, Psychic 1
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 4

Might +0 **Agility +2** **Reason +0** **Intuition +1** **Presence +0**

Trick Crossbow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Melee 1 or Ranged 15 — **Target** One creature or object
✦ **≤11** 6 damage
★ **12–16** 9 damage
✸ **17+** 12 damage
Effect The trickshot ignores cover and concealment.
3 Malice The trickshot targets an additional creature or object.

Supernatural Insight
The trickshot ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Human Blackguard — Level 1 Leader

Human, Humanoid — EV 12

Stamina 80 — **Immunity** Corruption 2, Psychic 2
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 4

Might +3 **Agility +2** **Reason +2** **Intuition +0** **Presence +2**

Zweihander Swing (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Area, Melee, Weapon
Distance 1 burst — **Target** All enemies in the burst
✦ **≤11** 3 damage; M<1 slowed (save ends)
★ **12–16** 6 damage; M<2 slowed (save ends)
✸ **17+** 8 damage; M<3 slowed (save ends)
Effect An ally within 10 of the blackguard can make a free strike.
1 Malice The ally can use their signature action instead.

You! (Maneuver)
Keywords —
Distance Ranged 10 — **Target** One enemy
Effect The target is marked until the start of the blackguard's next turn. The blackguard and each of their allies gain an edge on abilities used against targets marked by the blackguard.

End Effect
At the end of their turn, the blackguard can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Supernatural Insight
The blackguard ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Parry! (Triggered Action)
Keywords —
Distance Melee 1 — **Target** Self or one ally
Trigger A creature targets the blackguard or an ally adjacent to the blackguard with a strike.
Effect The damage is halved.

Advance! (Villain Action 1)
Keywords —
Distance Self — **Target** Self
Effect The blackguard shifts up to their speed. During or after this movement, they can use their Zweihander Swing twice.

Back! (Villain Action 2)
Keywords Area, Magic
Distance 5 burst — **Target** All enemies in the burst
Effect Slide 5.

I Can Throw My Blade and So Should You! (Villain Action 3)
Keywords Area, Magic, Ranged, Weapon
Distance 3 cube within 5 — **Target** Each enemy in the cube
Effect The blackguard uses their Zweihander Swing against each enemy in the area. Each ally within 5 of the area can make a free strike against any enemy in the area.

Human Bandit Chief — Level 3 Leader

Human, Humanoid — EV 20

Stamina 120 — **Immunity** Corruption 4, Psychic 4
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 5

Might +2 **Agility +3** **Reason +2** **Intuition +3** **Presence +2**

Whip & Magic Longsword (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Melee, Strike, Weapon
Distance Melee 3 — **Target** Two enemies or objects

✦ **≤11** **8 damage; pull 1**
★ **12–16** **12 damage; pull 2**
✸ **17+** **15 damage; pull 3**

Effect A target who is adjacent to the bandit chief after the ability resolves takes 5 corruption damage.
2 Malice The bandit chief targets an additional enemy or object.

Kneel, Peasant! (Maneuver) ◆ 2d10 + 3
Keywords Melee, Weapon
Distance Melee 1 — **Target** One enemy or object

✦ **≤11** **Push 1; M<1 prone**
★ **12–16** **Push 2; M<2 prone**
✸ **17+** **Push 4; M<3 prone**

2 Malice This ability targets each enemy adjacent to the bandit chief.

Bloodstones (Triggered Action)
Keywords Magic
Distance Self — **Target** Self
Trigger The bandit chief makes a power roll.
Effect The bandit chief takes 4 corruption damage and increases the result of the power roll by one tier.

End Effect
At the end of their turn, the bandit chief can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Supernatural Insight
The bandit chief ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

Shoot! (Villain Action 1)
Keywords Area
Distance 10 burst — **Target** All allies in the burst
Effect Each target makes a ranged free strike.

Form Up! (Villain Action 2)
Keywords Area
Distance 10 burst — **Target** All allies in the burst
Effect Each target shifts up to their speed. Until the end of the encounter, the bandit chief and all allies have damage immunity 2 while adjacent to a target.

Lead From the Front (Villain Action 3)
Keywords —
Distance Self — **Target** Self
Effect Shift 10. During or after this movement, the bandit chief can use their Whip & Magic Longsword against up to four targets. Each ally adjacent to a target can make a free strike against them.

Giant Hawk — Level 1 Platoon Mount

Animal, Human — EV 6

Stamina 30
Speed 7 (flying) — **Size** 2/ **Stability** 0
Free Strike 3

Might +2 **Agility +2** **Reason −3** **Intuition +1** **Presence −2**

Talons (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** **5 damage**
★ **12–16** **7 damage**
✸ **17+** **9 damage; grabbed**

Dive (Maneuver)
The hawk moves up to their speed.

Mounted Platform
Any creature riding the hawk can make a free strike during or after the hawk's movement.

Retainer

Human Warrior	**Level 1 Defender Retainer**
Human, Humanoid	EV 15

Stamina 40
Speed 5 **Size** 1M/**Stability** 0
Free Strike 2

Might +2 **Agility 0** **Reason 0** **Intuition 0** **Presence +1**

Chop (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object
✦ **≤11** **3 damage**
★ **12–16** **5 damage**
✸ **17+** **7 damage**
Effect The attack gains an edge if the warrior is adjacent to their mentor.

Supernatural Insight
The warrior ignores concealment if it's granted by a supernatural effect, or if the target is supernatural.

Level 4 Retainer Advancement Ability

'Scuse Me, Boss (Triggered Action, Encounter)
Keywords –
Distance Melee 1 **Target** The warrior's mentor
Trigger The warrior's mentor is targeted with an attack.
Effect The warrior and the mentor switch places. The warrior becomes the attack's new target and gains 2 shields against the attack.

Level 7 Retainer Advancement Ability

Defensive Fighting (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature
✦ **≤11** **7 damage**
★ **12–16** **11 damage**
✸ **17+** **16 damage**
Effect Until the start of the warrior's next turn, the warrior and allies within 1 gain 1 shield.

Level 10 Retainer Advancement Ability

Whirlwind of Steel (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Charge, Weapon
Distance 1 burst **Target** All enemies
✦ **≤11** **12 damage**
★ **12–16** **18 damage**
✸ **17+** **24 damage**

Kingfissure Worm

Named for their infamous hunting technique, kingfissure worms terraform the earth as they move, building tunnels and crevasses to accommodate their enormous form. They then lie in wait deep underground. When they sense the vibrations of their prey above, they shoot their serpentine tongues through the crevasses, dragging prey from the surface into the worm's cavernous maw. Seasoned adventurers know to be wary when traveling past even the smallest crack in the earth.

Intestine Inventory

The worm eats indiscriminately, swallowing creatures, structures, and precious gems alike. The wealth inside a kingfissure worm would put any dragon's hoard to shame, though the worm cares nothing for treasure and knows nothing of the spoils lodged in their labyrinthine intestines. Few are those who have managed to get a hold of treasure lost to the inside of a kingfissure worm, but stories enough have spread to draw scavengers, bandits, and even armies to the corpses of recently slain kingfissure worms, all hoping to come away with a king's ransom in spoils.

Home Renovators

Most worms build a den of tunnels and fissures, remaining in it for as long as the pickings on the surface are good and they aren't disturbed. When a kingfissure worm seeks a new home, they target areas with abundant food—occasionally leading to villagers waking up to find their surrounding lands have been terraformed overnight. Residents of such lands generally have two choices: pack up and leave or prepare for battle. If a worm is somehow defeated, all manner of creatures and communities try to lay claim to the worm's underground structures. These empty dens make wonderful war bunkers, isolated workshops, and even highly defensible villages.

Unstoppable Force

The kingfissure worm is a species determined to outrun, outlast, and out-eat every other living creature. Though the monster might be slowed by a display of great power, only death stops them. Once they have set their sights on their prey, they single-mindedly pursue it regardless of terrain or circumstance; the only thing that seems to give kingfissure worms pause are attacks on their tongues, which are left vulnerable only when they are dragging creatures to their impending doom.

Unclear Origins

Kingfissure worms have no identifiable sexual characteristics and are extremely territorial; should two kingfissure worms encounter each other, the result is always a cataclysmic duel that ends in one devouring the other. Because of this, most scholars theorize that these creatures reproduce asexually and that when a kingfissure worm dies, their tongues detach and grow into full-fledged worms. While this has yet to be confirmed, juvenile kingfissure worms have been seen in the wild, most often spotted following animal herds or traveling communities, feeding off of stragglers, refuse, remains, and vermin.

The Swallowed Survivors

Kingfissure worms never stop growing and the oldest are truly immense, easily mistaken in the distance for a strangely mobile mountain range. Deep within the bowels of these behemoths, unusual biomes and oversized gut fauna may flourish, and in fact some people who have survived their trip down the gargantuan gullet of one of the great worms have been able to eek out a life and—in extremely rare but not unheard of circumstances—form thriving communities safe inside the spacious lower abdomen of their living quarters.

Sensitive Giant

For all their might and vitality, kingfissure worms are primarily ambush hunters, and like any ambush hunter need delicate and precise senses to detect and target their prey when it approaches. As burrowing creatures, they have a finely-tuned sense of touch able to detect even the most minute vibrations while in direct contact with earth and stone. As this fills the role of their primary sense, their eyesight is somewhat rudimentary, and the worms are dreadfully nearsighted. In combination, their poor vision and reliance on ground-conducted vibrations mean that they have almost no way of pinpointing flying creatures, and many species of birds find kingfissure worm territory exceptionally safe and free from predators.

Kingfissure Worm Malice — **Malice Features**

At the start of the kingfissure worm's turn, you can spend malice to activate one of the following features.

Aftershock (Free Triggered Action) ◆ 3 Malice

Special The kingfissure worm has access to this triggered action until the start of the next round.

Keywords —

Distance Self **Target** Self

Trigger A creature deals damage to the worm or a tongue

Effect Each creature within 5 of the worm takes 5 damage and is A<4 knocked prone.

Spontaneous Regeneration ◆ 5 Malice

The worm loses 35 Stamina and regrows one tongue, to a maximum of 3 tongues. The kingfissure worm is then dazed until the end of their turn.

Megaquake (Action) ◆ 2d10 + 5 ◆ 7 Malice

Keywords Area, Weapon

Distance 5 burst **Target** All enemies and objects in the burst

✦ **≤11** 8 damage; M<3 slide 5

★ **12–16** 13 damage; M<4 slide 5

✷ **17** 17 damage; M<5 slide 5

Effect Until the end of the next round, each target has their stability decreased by 3, treat all terrain as difficult terrain, and take 10 damage whenever they are knocked prone.

KINGFISSURE WORM — LEVEL 7 SOLO

Beast, Worm — EV 90

Stamina 420
Speed 10 (burrow) — **Size** 5 / **Stability** 5
Free Strike 8

Might +5 **Agility +1** **Reason -5** **Intuition +2** **Presence -3**

Solo Monster

Solo Turns The kingfissure worm takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the kingfissure worm can take one action and one maneuver per turn.

End Effect At the end of their turn, the kingfissure worm can take 15 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Multiple Tongues

The kingfissure worm has three tongues. A tongue is a 5 x 1 line within 1 of the kingfissure worm, has 35 Stamina, psychic immunity all, and can't be force moved. Each tongue enables the kingfissure worm to grab one Size-3 or smaller creature or object, and can only be targeted by strikes and abilities while it's grabbing a target.

Tongue Grab (Action) ◆ 2d10 + 5 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 5 **Target** One creature or object per tongue

✦ **≤11** **13 damage; M<3 grabbed**
★ **12–16** **18 damage; M<4 grabbed**
✸ **17** **22 damage; M<5 grabbed, target has a bane on escaping the grab**

Special The kingfissure worm requires one or more tongues to use this ability.

Effect The kingfissure worm may pull up to 2 grabbed creatures adjacent to them using their maneuver.

Maw (Action) ◆ 2d10 + 5

Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object

✦ **≤11** **15 damage; push 3**
★ **12–16** **20 damage; push 5; prone**
✸ **17** **25 damage; swallowed (see Swallowed)**

2 Malice While charging, the kingfissure worm ignores difficult terrain and can move through enemies and objects at normal speed. A creature takes 8 damage and is pushed 3 the first time the kingfissure worms passes through their space on a turn.

Swallow (Action) ◆ 2 Malice

Keywords –
Distance Melee 1 **Target** One grabbed creature
Effect The target becomes swallowed (see Swallowed).

Tongue Whip (Maneuver)

Keywords Melee, Ranged, Strike, Weapon
Distance Melee 5 or Ranged 10 (while grabbing a creature or object) **Target** One creature or object

Effect The kingfissure worm slams what they're grabbing against the target, dealing 13 damage to both. The kingfissure worm deals an additional 5 damage if they use the ranged distance and they release the grabbed creature or object.

Tearing Recoil (Triggered Action)

Keywords —
Distance Self **Target** Special
Trigger A tongue takes damage that does not immediately destroy it.

Effect The kingfissure worm pulls the damaged tongue back into their mouth, releasing and dealing 5 damage to whatever the tongue had grabbed.

Titanic Tunneler

The kingfissure worm can burrow through solid rock at half their burrowing speed and leaves a 2 x 2 tunnel in their wake.

Seismic King

The kingfissure worm can't establish line of effect beyond 3 squares, but doesn't need line of effect to target creatures touching the ground with strikes and abilities.

Swallowed

A swallowed creature is restrained. At the start of each turn of combat, the swallowed creature takes 1d6 acid damage. If the kingfissure worm takes 25 or more damage in a single round from swallowed creatures, they immediately regurgitate all swallowed creatures, who land prone in an unoccupied square within 3 of the kingfissure worm.

Unstoppable Crawler

The kingfissure worm can't be frightened or knocked prone. While the kingfissure worm is restrained or slowed, their speed is reduced by 2 instead of suffering the condition's normal effects.

King's Fissure (Villain Action 1)

Keywords Area, Weapon
Distance 20 x 4 line within 1 **Target** All creatures and objects in the line

Effect The affected area becomes a 10 square deep fissure in the earth. Each target makes an **Agility test.**

✦ **≤11** **The target falls to the bottom of the fissure**
★ **12–16** **The target falls halfway down the fissure and lands on the wall nearest to them**
✸ **17** **The target shifts to the nearest unoccupied square outside the area**

Earth Breach (Villain Action 2)

Keywords Area, Weapon
Distance 3 cube within 1 **Target** All creatures and objects

Effect The worm burrows up to half their speed, then assaults the creatures on the surface above it. Each target takes 10 damage. Any creature that is winded after taking this damage is swallowed (see Swallowed).

Better Out Than In (Villain Action 3) ◆ 2d10 + 5

Keywords Area, Weapon
Distance 5 burst **Target** All enemies and objects

✦ **≤11** **8 acid damage; P<3 weakened (save ends)**
★ **12–16** **13 acid damage; P<4 weakened (save ends)**
✸ **17** **17 acid damage; P<5 weakened (save ends)**

Effect Each swallowed creature is regurgitated, taking the tier-3 result and landing prone in an unoccupied square within distance.

Kobolds

Kobold communities, called legions, are found in every biome and across the timescape. Gravitating toward powerful allies and defensible locations, kobolds are equally common in walled cities, secluded temples, subterranean tunnel-mazes, and dragon lairs. Most legions strive to be good neighbors or to go entirely unnoticed, but when a community falls under the sway of a malevolent wyrm or power-hungry centurion, they pose a significant threat.

Defensive Masters

In a world filled with bigger, hungrier creatures, kobolds survived by becoming experts in collective defense. Kobold shield tactics are legendary; every warrior carries a shield into battle, and soldiers defend each other in tightly choreographed formations. More than a tool, a kobold's shield is a symbol of their commitment to defending their legion, and they decorate these treasured possessions with battle trophies and illustrations of great deeds.

Kobold legionaries may join worthy adventurers as retainers, lending their defensive prowess to their new allies as they ko-boldly go where no kobold has gone before.

Unconventional Tactics

Relentless innovators, kobolds can easily outsmart anyone who doesn't take them seriously. Their foes haven't experienced a true kobold battle until they survive exploding javelins or flaming nets. Kobold homes are protected with deadly hazards and ambush points. In open warfare, legions deploy mechanical dragons and flaming spike pit traps.

Tiny Dragons

Most kobolds believe their ancestors were created by powerful dragons—and with sharp, angular features and prominent dorsal crests, they certainly look the part! Newborn kobolds have brilliant, pearlescent scales; as kobolds age, their scales dim and mottle. Owing to a deep magical connection, a legion that lives in the domain of a dragon adopts the color of that dragon's scales over several generations.

Domain Expansion

When kobolds settle into the domain of a dragon, they become more like that dragon in more than just color. Some groups worship the dragon like a god. Others revere them as a leader or ancestor, or admire them like a really (REALLY) big brother. This manifests as a desire to understand the dragon's affinity so as to embody it. Kobolds see themselves as an extension of that domain, working with and for it. Meteor kobolds, for example, may rely more on hanging traps. Bloodthirsty omen kobolds deny themselves material pleasures and may end up wasting away into little more than skeletons. It has been speculated that kobolds living inside a domain do influence the size and strength of the dragon's hold on the territory.

Kobold and Dragon Symbiosis

Most dragons are solitary creatures, but kobolds living in their domain provide both parties with clear benefits. A dragon can establish their domain over an area in half the time if they allow kobolds to settle in the area as well. Meanwhile, a kobold that spends 1 week or more living within the domain of a dragon becomes immune to the hazardous and negative effects of that domain. The kobold's physical appearance may also change the longer they stay in the area.

Terrain Mastery

All of this – the kobolds' innovative spirit, affinity for their terrain, group defenses, and creative tactics – makes a kobold legion the master of the area in which they live. While they employ traps and tricks of their own creations, they also know the ins and outs of nature's traps. For example, a sagittarius might shoot at a nearby hive of angry bees instead of their opponent. If your kobold opponents retreat over a frozen lake or desert sands, don't give chase; they likely know something about these terrain hazards that you do not.

Kobold Languages

Most kobolds speak Kethaic and can understand Caelian.

Kobold Malice	**Malice Features**
At the start of any kobold's turn, you can spend malice to activate one of the following features.	
Maniple Tactics ◆ 3 Malice Up to 3 kobolds make a free strike, swaps positions with an adjacent kobold, and then that kobold makes a free strike.	
Set the Initiative ◆ 7 Malice Two kobolds take their turns in a row.	
Shield Wall ◆ 7 Malice Until the end of the round, all kobolds with Shield? Shield! Impose an additional bane on incoming strikes and abilities.	

Kobold Princeps — Level 1 Minion Support

Humanoid, Kobold — EV 6 for eight minions

Stamina 4
Speed 5 — **Size** 1S / **Stability** 0
With Captain 2 temporary Stamina — **Free Strike** 1

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Hasta (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage**

Effect The princeps lunges with their spear. One ally within 3 can shift 2.

Shield? Shield!
The princeps has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Sagittarion — Level 1 Minion Artillery

Humanoid, Kobold — EV 6 for eight minions

Stamina 3
Speed 5 — **Size** 1S / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 2

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Composite Bow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Attack, Ranged, Weapon
Distance Ranged 10 **Target** 1 creature or object per minion

✦ ≤11 **2 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage**

Effect The sagittarius has an edge on this ability while adjacent to an ally.

Shield? Shield!
The sagittarius has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Tiro — Level 1 Minion Defender

Humanoid, Kobold — EV 6 for eight minions

Stamina 5
Speed 5 — **Size** 1S / **Stability** 0
With Captain Speed +1 — **Free Strike** 1

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Pugio (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage; shift 1**
✸ 17 **3 damage; shift 2**

Effect The tiro slices the target with their dagger. The target can't shift until the start of the tiro's next turn.

Shield? Shield!
The tiro has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Veles — Level 1 Minion Harrier

Humanoid, Kobold — EV 6 for eight minions

Stamina 4
Speed 6 — **Size** 1S / **Stability** 0
With Captain Speed +1 — **Free Strike** 1

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Pilum (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage**

Effect All kobolds ignore opportunity attacks from the target until the start of the veles' next turn.

Shield? Shield!
The veles has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Adeptus — Level 1 Band Artillery

Humanoid, Kobold — EV 3

Stamina 10
Speed 5 — **Size** 1S / **Stability** 0
Free Strike 2

Might 0 **Agility +1** **Reason +2** **Intuition 0** **Presence 0**

Shocking Bolt (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 15 — **Target** 1 creature or object
✦ ≤11 **4 lighting damage**
★ 12–16 **6 lighting damage**
✸ 17 **7 lighting damage**
Effect The adeptus has an edge on the ability if the target is adjacent to another enemy. All enemies adjacent to the target take 2 lighting damage.

Arcane Telum (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Magic, Ranged, Strike
Distance Ranged 15 — **Target** 3 creatures or objects
✦ ≤11 **3 damage**
★ 12–16 **5 damage**
✸ 17 **6 damage**
Effect This attack ignores all banes and damage reduction.

Shield? Shield!
The adeptus has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Artifex — Level 1 Band Controller

Humanoid, Kobold — EV 3

Stamina 10
Speed 5 — **Size** 1S / **Stability** 0
Free Strike 1

Might 0 **Agility +2** **Reason +1** **Intuition 0** **Presence 0**

Chain Hook (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 5 — **Target** 1 creature or object
✦ ≤11 **3 damage; pull 1**
★ 12–16 **4 damage; pull 2**
✸ 17 **5 damage; pull 3**
Effect If the target's forced movement triggers a trap, the trap has a double edge on its power roll.

Activate Trap (Maneuver)
Keywords —
Distance Ranged 10 — **Target** 1 trap or terrain object
Effect The trap or terrain object instantly triggers.
3 Malice The artifex can place a new trap in the encounter and instantly trigger it.

Shield? Shield!
The artifex has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Legionary — Level 1 Band Defender

Humanoid, Kobold — EV 9

Stamina 20
Speed 5 — **Size** 1S / **Stability** 0
Free Strike 1

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence 0**

Gladius (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **3 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage**
Effect Taunted (EoT).
3 Malice The legionary and their squad can shift 2 before this ability is used.

Shield Bash (Maneuver) ◆ 2d10 + 2
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **2 damage; push 1; M<0 prone**
★ 12–16 **3 damage; push 2; M<1 prone**
✸ 17 **4 damage; push 3; M<2 prone**

Shield? Shield!
The legionary has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Signifier — Level 1 Band Support

Humanoid, Kobold — EV 3

Stamina 15
Speed 5 — **Size** 1S / **Stability** 0
Free Strike 1

Might 0 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

Signum (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **3 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage**
Effect An ally within 10 can shift their speed, so long as they end their movement adjacent to an ally.
2+ Malice 1 additional ally can shift for every 2 malice spent.

Glory to the Legion (Maneuver) ◆ 5 Malice
Keywords Area
Distance 5 burst — **Target** All allies in the burst
Effect Each target regains 5 Stamina.

Upholding High Standards
Each ally that starts their turn within 5 of the signifier has their speed increased by 2 and deals an additional 2 damage on their strikes until the end of their turn. If the signifier is killed, a minion can enter their square to retrieve the signum as a free action and replace their stat block with the signifier stat block.

Shield? Shield!
The signifier has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Kobold Venator — Level 1 Band Ambusher

Humanoid, Kobold — EV 3

Stamina 15
Speed 5 — **Size** 1S / **Stability** 0 — **Free Strike** 2

Might 0 | **Agility +2** | **Reason 0** | **Intuition 0** | **Presence +1**

Dolobra & Net (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **4 damage**
★ 12–16 **6 damage; M<1 restrained (save ends)**
✸ 17 **7 damage; M<2 restrained (save ends)**

3 Malice Then We Light the Net on Fire!
Each creature and object restrained by this ability takes 2 fire damage at the start of each of their turns until the condition ends.

Lost in the Crowd
If the venator is adjacent to an ally that is not hiding, they can use the hide maneuver, even if observed.

Not What I Seem
The venator begins the encounter disguised as a minion. The venator has a double edge on their first action of the encounter, when they reveal themselves.

Shield? Shield!
The venator has cover, a Stability of 1, and can act as cover for allies when adjacent to an ally who also has this trait.

Shieldscale Drangolin — Level 1 Troop Brute

Animal, Kobold — EV 12

Stamina 80
Speed 7 (burrow) — **Size** 3 / **Stability** 0 — **Free Strike** 5

Might +2 | **Agility +1** | **Reason −3** | **Intuition 0** | **Presence −2**

Fiery Claws (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ ≤11 **7 fire damage**
★ 12–16 **10 fire damage**
✸ 17 **13 fire damage**

Drangolin Plume (Action) ◆ 5 Malice
Keywords —
Distance Self — **Target** Self
Effect The drangolin shifts their speed and uses Fiery Claws against each creature who comes within 1 during the move. The drangolin makes one power roll against all targets.

Erupt (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance 2 burst (while burrowing) — **Target** All creatures

✦ ≤11 **6 damage; push 1; A<0 prone**
★ 12–16 **8 damage; push 3; A<1 prone**
✸ 17 **11 damage; push 5; A<2 prone**

Effect This attack deals an additional 2 fire damage against targets directly above the dragonlin.

Ash Shot
Each enemy adjacent to the drangolin has a bane on strikes and can't be hidden.

Trained Gelatinous Cube — Level 1 Troop Hexer

Animal, Kobold — EV 12

Stamina 40 — **Immunity** Acid 3
Speed 5 — **Size** 2 / **Stability** 2 — **Free Strike** 4

Might +2 | **Agility −1** | **Reason −3** | **Intuition 0** | **Presence −2**

Engulf (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **7 acid damage; A<0 dazed (save ends)**
★ 12–16 **10 acid damage; A<1 dazed (save ends)**
✸ 17 **14 acid damage; A<2 restrained (save ends)**

Effect A size 2 or smaller creature restrained by this ability is pulled into one of the cube's squares and moves with the cube. The creature takes 4 acid damage at the start of each of their turn while restrained. When restrained ends, the creature moves to the nearest unoccupied square adjacent to the cube.
2 Malice The cube targets 1 additional creature or object.

You Didn't Pay Attention! (Free Triggered Action)
Keywords —
Trigger A creature moves or is force moved into the cube.
Distance Self — **Target** Self
Effect The cube uses Engulf with a double edge.

Translucent Cube
The cube completely occupies their space, blocking line of effect on enemy abilities. The cube is hidden until they act.

Kobold Centurion — Level 1 Leader

Humanoid. Kobold — EV 12

Stamina 80
Speed 5 — **Size** 1S / **Stability** 2
Free Strike 2

Might +2 **Agility +3** **Reason +2** **Intuition +0** **Presence +2**

Pilum (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 10 **Target** Two creatures or objects
✦ ≤11 **7 damage; M<1 weakened (save ends)**
★ 12–16 **10 damage; M<2 weakened (save ends)**
✸ 17 **13 damage; M<3 weakened (save ends)**
Effect Each ally adjacent to a target of this ability can make a free strike.
3 Malice Each target weakened by this ability is now restrained while they are weakened.

Concentrate All Fire on That Hero! (Maneuver)
Keywords —
Distance Ranged 10 **Target** One enemy
Effect The target is marked until the start of the centurion's next turn. The centurion and each of their allies have an edge on power rolls made against targets marked by the centurion.
3+ Malice The centurion targets 1 additional enemy for every 3 malice spent.

Testudo! (Triggered Action)
Keywords Weapon
Trigger A creature uses an ability against the centurion or an ally.
Distance 5 burst **Target** All allies in the burst
Effect Each target shifts 2 before the damage is resolved. All kobolds with Shield? Shield! has damage immunity 2 against the triggering ability.

Firetail Pilum (Villain Action 1)
Keywords Area, Weapon
Distance 10 × 1 line within 1 **Target** All enemies in the line
Effect The centurion uses Pilum against each target, dealing an additional 5 damage. Each weakened target takes 2 fire damage at the start of each of their turns until the condition ends.

Boom Pilum! (Villain Action 2)
Keywords Area, Weapon
Distance 5 cube within 10 **Target** All enemies in the cube
Effect The centurion uses Pilum against each target with a double edge. Each target is then pushed 3.

Are You Not Entertained?! (Villain Action 3)
Keywords Attack, Ranged, Weapon
Distance 10 burst **Target** All enemies in the burst
Effect Each target is **P<2** taunted (save ends). For the rest of the encounter the centurion has damage immunity 2. All allies within 10 of the centurion can make a free strike.

End Effect
At the end of their turn, the centurion can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Shield? Shield!
The centurion has cover, a Stability of 3, and can act as cover for allies when adjacent to an ally who also has this trait.

Retainer

Kobold Shieldbearer — Level 1 Defender Retainer

Humanoid, Kobold — EV 15

Stamina 40
Speed 5 — **Size** 1S/Stability 0
Free Strike 2

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence 0**

Gladius (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object
✦ ≤11 **3 damage**
★ 12–16 **5 damage**
✸ 17 **7 damage; taunted (EoT)**

Shield, Boss?
The shieldbearer and their mentor has cover, their Stability increased by 1, and can act as cover for allies when the shieldbearer is adjacent to their mentor.

Level 4 Retainer Advancement Ability

Shield Block (Triggered Action, Encounter)
Keywords -
Distance Melee 1 or Ranged 5 **Target** The shieldbearer's mentor
Effect When the shieldbearer's mentor takes damage from an attack, the shieldbearer can block the attack (if the shieldbearer is adjacent to the mentor) or throw their shield into the mentor's space (if they are up to 5 away from the mentor). The triggering attack is reduced by half and any potency effects it has are reduced by 1. If the kobold threw their shield, it bounces back to their hand.

Level 7 Retainer Advancement Ability

Living Backpack (Action)
Keywords -
Distance Melee 1 **Target** The shieldbearer's mentor
Effect The shieldbearer straps their shield on their back and then climbs onto their mentor's back. While clinging to their mentor, the shieldbearer enters the mentor's space and loses their Shield, Boss? trait. They move along with the mentor and can't use actions, moves, or maneuvers, except to end the effect as a maneuver. The effect also ends if the shieldbearer is force moved away or knocked prone. When the effect ends, the shieldbearer moves into an adjacent square if they're still in the mentor's space.

While the shieldbearer is clinging to their mentor, both the shieldbearer and the mentor gain 10 Temporary Stamina and cover.

Level 10 Retainer Advancement Ability

Let's Go Sledding (Action, Encounter) - 2d10 + highest characteristic
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** 3 creatures
✦ ≤11 **6 damage; M (weak) prone**
★ 12–16 **10 damage; M (average) prone**
✸ 17 **14 damage; M (strong) prone**
Effect If this ability is used as part of the Charge action, gain 2 surges.

Lightbenders

Lightbenders prowl deserts, plains, forests—any sunbathed wilderness. Their adaptations make them skilled daylight predators. This monstrous creature's fur bends and refracts light from the surrounding environment, producing mirages that distract and confuse their prey—hence their name.

Hidden Hunters

At a distance, a lightbender looks akin to a regular lion, but closer inspection reveals their glowing eyes, iridescent mane, and pair of lashing tails spiked with refractive crystals. The lightbender's pelt magically warps light around them to disguise their movement, allowing them to teleport while leaving behind a past visual imprint. Unsuspecting prey rarely realize they're staring at an afterimage of the lightbender until the predator pounces.

Prized Manes

Both male and female lightbenders have the distinctive mane, which is highly prized for its light-displacing qualities and can be fashioned into a mantle of the lightbender, though only a few mages possess the knowledge to do so.

Protective Companions

Though lightbenders are typically solitary creatures, they sometimes cross into another lightbender's territory to help protect a newborn litter of kittens. A few people have succeeded in taming lightbenders as guards or hunting animals, and if treated well, they can make for loyal protectors, often viewing their smaller humanoid companions as surrogate kittens.

Lightbender Malice	**Malice Features**
At the start of any lightbender's turn, you can spend malice to activate one of the following features.	
Silent Prowl ◆ 3 Malice A lightbender acting this turn adds the teleport keyword to their movement and can hide as a free maneuver until the start of their next turn.	
Duplicate ◆ 5 Malice A lightbender acting this turn creates a duplicate lightbender in an unoccupied space adjacent to them. The duplicate has 1 Stamina and shares the lightbender's speed and turn. Once per round, the lightbender can instantly trade places with a duplicate before or after using an ability.	
Everything The Light Touches ◆ 7 Malice All lightbenders in the encounter shine radiantly and distort the senses of each enemy within 5 of one. Each affected enemy makes a **Reason test.**	
✸ ≤11	**The target can't establish line of effect with any lightbenders (save ends)**
★ 12-16	**The target can't establish line of effect with any lightbenders (EoT)**
✦ 17	**no effect**

LIGHTBENDER — LEVEL 3 TROOP AMBUSHER

Beast, Lightbender — EV 20

Stamina 100
Speed 10 — **Size** 2 / **Stability** 1
Free Strike 6

Might +2 **Agility +1** **Reason −3** **Intuition +1** **Presence −1**

Flash Swipe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✦ ≤11 **9 damage**
★ 12–16 **14 damage**
✸ 17 **18 damage**
Effect The lightbender deals an additional 4 damage if they have an edge.

Piercing Tails (Action) ◆ 2d10 + 2
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **8 damage**
★ 12–16 **12 damage; M<1 bleeding (save ends)**
✸ 17 **15 damage; M<2 bleeding (save ends)**
Effect A creature who is bleeding from this ability has a bane on tests to search for the lightbender until the condition ends.

Hypnotic Mane (Maneuver) ◆ 2d10 + 2 ◆ 5 Malice
Keywords Area, Magic
Distance 3 burst — **Target** All enemies in the burst
✦ **≤11** **I<0 dazed (save ends)**
★ **12-16** **I<1 dazed (save ends)**
✸ **17** **I<2 dazed (save ends)**
Effect Targets dazed by this ability have a speed of 0 while dazed. If a dazed target takes damage or if someone else spends an action to shake the creature out of their stupor, the condition ends.

Stalker's Afterimage (Triggered Action)
Keywords Magic
Trigger The lightbender takes damage from a strike.
Distance Self — **Target** Self
Effect The lightbender halves the damage, doesn't suffer any effect associated with it, and teleports 5 squares. The lightbender immediately hides if they teleport into cover or concealment.

Avoidance
The lightbender always treats a save ends effect as an EoT effect.

LIGHTBENDER POUNCER — LEVEL 3 TROOP HARRIER

Beast, Lightbender — EV 20

Stamina 100
Speed 10 — **Size** 2 **Stability** 1
Free Strike 5

Might +2 **Agility +2** **Reason −3** **Intuition +1** **Presence −1**

Pounce (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **7 damage**
★ 12–16 **11 damage; A<1 prone**
✸ 17 **14 damage; A<2 prone**
Effect The pouncer makes a free strike against each target they have knocked prone.

Sparkling Tail Whip (Action) ◆ 2d10 + 2
Keywords Area, Magic
Distance 2 burst — **Target** All enemies and objects in the burst
✦ ≤11 **4 damage**
★ 12–16 **7 damage; A<1 dazzled (save ends)**
✸ 17 **10 damage; A<2 dazzled (save ends)**
Effect A dazzled creature has a bane on strikes and can't have line of effect to targets who aren't adjacent to them.

Illusory Feint (Maneuver) ◆ 5 Malice
Keywords Area, Magic
Distance 3 cube within 10 — **Target** All enemies in the cube
✦ **≤11** **R<0 dazed (save ends)**
★ **12-16** **R<1 dazed (save ends)**
✸ **17** **R<2 dazed (save ends)**
Effect Targets dazed by this ability have a speed of 0 while dazed. If a dazed target takes damage or if someone else spends an action to shake the creature out of their stupor, the condition ends.

Striking Afterimage (Triggered Action)
Keywords Magic
Trigger The pouncer takes damage from a strike.
Distance Self — **Target** Self
Effect The pouncer halves the damage, doesn't suffer any effect associated with it, and teleports 5 squares. The pouncer makes a free strike if they teleport into a space adjacent to an enemy.

Avoidance
The pouncer always treats a save ends effect as an EoT effect.

Lizardfolk

Lizardfolk prefer warm, tropical climates, but they're willing to settle in any humid region—the more moisture in the air, the better. Even in colder climates, lizardfolk can be found in any sufficiently marshy environment. Bogs and wetlands are particularly common nesting grounds.

Their scales protect both against weapons and the moisture in their native environments. Coloring and hue vary wildly with environment and diet.

Homeland Protectors

Lizardfolk aren't especially hostile unless they feel their territory is threatened—which it often is. However, respectful travelers entering lizardfolk territory find no great hardship. Lizardfolk cultures often take up a specific trade, like boatmaking, fletching, weaving, or navigating, and they sell their services to travelers in need, including lizardfolk from other places.

Adventurers cross paths with lizardfolk while trekking through their homelands. The reptilian humanoids watch travelers who skirt too close to sources of food and shelter, attacking those who take more than they need. Many lizardfolk dwell in caverns and abandoned ruins for protection. Treasure-seekers who delve into these places are typically given one warning before the attack begins.

Focused and Loyal

Most lizardfolk speak plainly, viewing blunt honesty as a sign of respect. When they make a vow or personal promise, they do all they can to honor that word. Lizardfolk who swear to destroy an enemy follow their quarry to the ends of the earth.

Marshland Tyrants

In times of crisis, such as a food shortage, an evil lizardfolk leader can exploit the emergency, oppressing others in the name of defending their territory. But there are always other local lizardfolk tribes who oppose such aggressive, expansionist posturing; they often seek the aid of others who value freedom from tyranny.

Lizardfolk Languages

Most lizardfolk speak Caelian and Khamish.

Lizardfolk Malice — **Malice Features**

At the start of any lizardfolk's turn, you can spend malice to activate one of the following features.

Iron Jaws (Maneuver) ◆ 3 Malice

Keywords Area, Weapon

Distance 1 cube within 3 — **Target** Special

Effect A lizardfolk acting this turn drops a net trap on a square during their movement. The first time an enemy steps into an affected square, they make an **Agility test**. If the creature was unaware of the net, they make the roll with a bane.

✸ ≤11 **Restrained (save ends)**

★ 12–16 **Restrained (EoT)**

✦ 17 **no effect**

Effect A creature can use a maneuver to free an adjacent creature restrained by the trap.

Water Pit ◆ 5 Malice

A lizardfolk acting this turn unearths a 2 × 2 pit in the ground that fills up with water. A lizardfolk that exits the pit gains 10 temporary Stamina, regrows their tail, and ends one save ends effect affecting them.

A creature with the Nature skill or the ability to burrow can make a **hard Might or Reason test** when adjacent to a pit to drain it. Success empties the pit of water. Failure with a consequence causes the creature to fall into the pit prone.

Flood the Shores ◆ 10 Malice

Waist-high water floods the entire battlemap. All lizardfolk submerged in water have their speed doubled while swimming and have an edge on their abilities. The water drains at the end of the round if there are no open water pits on the encounter map.

Lizardfolk Grunt — Level 1 Minion Harrier

Humanoid, Lizardfolk — EV 6 for eight minions

Stamina 4
Speed 6 (swim) — **Size** 1M / **Stability** 0
With Captain Speed +2 — **Free Strike** 1

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Snap and Toss (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage; slide 2**
✸ 17 **3 damage; slide 4**

Reptilian Escape
While the grunt still has a tail, whenever the grunt is grabbed, slowed, weakened, or knocked prone, the grunt can lose their tail to immediately end the effect and shift 2.

Lizardfolk Shellguard — Level 1 Minion Defender

Humanoid, Lizardfolk — EV 6 for eight minions

Stamina 6
Speed 5 (swim) — **Size** 1L / **Stability** 1
With Captain 2 temporary Stamina — **Free Strike** 1

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence 0**

Shield Smash (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object per minion

✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage**

Effect The target has a bane on their next strike.

Reptilian Escape
While the shellguard still has a tail, whenever the shellguard is grabbed, slowed, weakened, or knocked prone, the shellguard can lose their tail to immediately end the effect and shift 2.

Lizardfolk Tonguer — Level 1 Minion Artillery

Humanoid, Lizardfolk — EV 6 for eight minions

Stamina 3
Speed 5 (swim) — **Size** 1S / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might 0 **Agility +2** **Reason 0** **Intuition +1** **Presence 0**

Tonguelash (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 8 — **Target** 1 creature or object per minion

✦ ≤11 **2 damage; shift 1 towards target or pull 1**
★ 12–16 **4 damage; shift 2 towards target or pull 2**
✸ 17 **5 damage; shift 3 towards target or pull 3**

Effect If the target ends up in a space adjacent to the tonguer, they are also grabbed.

Reptilian Escape
While the tonguer still has a tail, whenever the tonguer is grabbed, slowed, weakened, or knocked prone, the tonguer can lose their tail to immediately end the effect and shift 2.

Lizardfolk Bloodeye — Level 1 Platoon Hexer

Humanoid, Lizardfolk — EV 6

Stamina 20
Speed 5 (swim) — **Size** 1M / **Stability** 0
Free Strike 3

Might +1 **Agility +1** **Reason 0** **Intuition +2** **Presence 0**

Bola Knock (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 5 — **Target** 1 creature or object

✦ ≤11 **5 damage; A<0 restrained (save ends)**
★ 12–16 **7 damage; A<1 restrained (save ends)**
✸ 17 **9 damage; A<2 restrained (save ends)**

Bloodshot (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Ranged, Strike
Distance Ranged 10 — **Target** 1 creature

✦ ≤11 **5 acid damage; M<0 target can't establish line of effect beyond 4 squares (save ends)**
★ 12–16 **7 acid damage; M<1 target can't establish line of effect beyond 3 squares (save ends)**
✸ 17 **9 acid damage; M<2 target can't establish line of effect beyond 2 squares (save ends)**

Reptilian Escape
While the bloodeye still has a tail, whenever the bloodeye is grabbed, slowed, weakened, or knocked prone, the bloodeye can lose their tail to immediately end the effect and shift 2.

Lizardfolk Scaletooth — Level 1 Platoon Brute

Humanoid, Lizardfolk — EV 6

Stamina 46
Speed 5 (swim) — **Size** 1M / **Stability** 0
Free Strike 4

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence 0**

Razor Bite (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **6 damage**
★ 12–16 **9 damage**
✸ 17 **12 damage; A<2 bleeding (save ends)**

Effect The potency of this ability increases by 1 if the target is grabbed by the scaletooth.

Tail Whip (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **5 damage; slide 1**
★ 12–16 **8 damage; slide 2; M<1 grappled if within 2 of the scaletooth**
✸ 17 **10 damage; slide 3; M<2 grappled if within 2 of the scaletooth**

Effect The scaletooth needs their tail to use this ability. The scaletooth can't grapple more than one creature or object with this ability.

Reptilian Escape
While the scaletooth still has a tail, whenever the scaletooth is grabbed, slowed, weakened, or knocked prone, the scaletooth can lose their tail to immediately end the effect and shift 2.

Lizardfolk Skyterror — Level 1 Platoon Harrier

Humanoid, Lizardfolk — EV 6

Stamina 30
Speed 7 (swim) — **Size** 1S / **Stability** 0
Free Strike 3

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Glaive Rush (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12–16 **7 damage**
✸ 17 **9 damage; prone**
Effect The skyterror can shift 4 after using this ability if they are flying.

Poison Blowdart (Action) ◆ 2d10 + 2
Keywords Ranged, Weapon
Distance Ranged 5 — **Target** 1 creature or object
✦ ≤11 **3 damage; M<0 weakened (save ends)**
★ 12–16 **5 damage; M<1 weakened (save ends)**
✸ 17 **7 damage; M<2 weakened (save ends)**
Effect A creature that ends their turn adjacent to a creature or object weakened by this ability is weakened (EoT).

Glider
The skyterror adds the flying keyword to their movement until the end of their next turn whenever they move at least 2 squares along the ground or fall at least 2 squares.

Reptilian Escape
While the skyterror still has a tail, whenever the skyterror is grabbed, slowed, weakened, or knocked prone, the skyterror can lose their tail to immediately end the effect and shift 2.

Lizardfolk Deathrex — Level 1 Leader

Humanoid, Lizardfolk — EV 12

Stamina 80
Speed 5 (climb, swim) — **Size** 2 / **Stability** 2
Free Strike 4

Might +3 **Agility +2** **Reason 0** **Intuition +1** **Presence +2**

Ripper Spear (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** Two creatures or objects
✦ ≤11 **7 damage; pull 1; A<1 bleeding (save ends)**
★ 12–16 **10 damage; pull 1; A<2 bleeding (save ends)**
✸ 17 **13 damage; pull 2; A<3 bleeding (save ends)**
1 Malice One target that is adjacent to the deathrex is grabbed by the deathrex's mouth.

Death Roll (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 grabbed creature or object
✦ ≤11 **8 damage; M<1 dazed (save ends)**
★ 12–16 **12 damage; M<2 dazed (save ends)**
✸ 17 **15 damage; M<3 dazed (save ends)**
Effect The target is released from the grab and slides 5.

Trundle (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The deathrex moves up to their speed. The deathrex can make a free strike on each creature that makes an opportunity attack against them during this movement.

Swat The Fly (Triggered Action)
Keywords —
Trigger The target moves or shifts away from the deathrex.
Distance Melee 1 — **Target** 1 adjacent creature or object
Effect Slide 5.

Snack Attack (Villain Action 1)
Keywords Area
Distance Self and 10 burst — **Target** Self and all allies in the burst
Effect Each target moves up to their speed and makes a free strike. A target receives temporary Stamina equal to the amount of damage they dealt during this action.

Shed Some Skin (Villain Action 2)
Keywords —
Distance Self — **Target** Self
Effect The deathrex shifts up to their speed, leaving behind a skin shed duplicate in the space that they started in. The duplicate has 10 Stamina, has no villain actions, shares the rest of the deathrex's characteristics, and takes their turn at the same time as the deathrex.

Thresher Thrasher (Villain Action 3)
Keywords Area
Distance Self and 10 burst — **Target** Self and all allies in the burst
Effect Each target moves up to their speed. Until the end of the encounter, when a creature enters or starts their turn adjacent to a target, the target can make a free strike against them.

Rex Reptilian Escape
While the deathrex still has a tail, whenever the deathrex is inflicted with an EoT or save ends effect, the deathrex can lose their tail to immediately end the effect and shift 2.

Manticore

A weary traveler hears a clarion call through the forest or friendly voices from a rocky shelter, and their heart leaps at the promise of refuge—only to find themself at the mercy of serrated teeth and poisoned spikes. In a manticore's territory, people go missing without a trace. These fearsome creatures carve out their hunting grounds in forests near small villages, mountain passes where caravans travel, and other locations with plentiful wildlife. While manticores can subsist on a carnivorous diet of any nearby prey, their choicest meal is humanoid flesh.

Uncanny Appearances

A manticore has a lion's body, a dragon's wings, and a scorpion's tail barbed with spines, but their most unnerving trait is their humanoid face. Owing to a quirk of magical evolution, manticores develop the features of common ancestries that populate their region of birth. For example, a manticore in an area densely populated by devils inherits fiendish eyes and devilish horns. Manticores are born with an inherent understanding of a regional language, but they can speak only through mimicking that which they've heard—a talent manticores use to lure in prey.

Heralds of Death

Manticores have a magical howl like a trumpet. This haunting sound not only terrifies creatures, but makes them more susceptible to the manticore's bite. While on the hunt, manticores often take to the skies, shooting poison-tipped spikes from their tail to weaken their victims before howling and closing in.

Ferocious Companions

A manticore who develops a taste for humanoids can rarely be tamed. But a young manticore who has yet to cut their teeth on such flesh can be raised into a fearsome ally. After a trained manticore companion finally tastes delicious humanoid flesh, they typically remain loyal to their caregiver.

Manticore Languages

Most manticores can mimic Caelian and one language commonly spoken in the region they dwell in. Outside of a rare few, manticores are not intelligent enough to communicate in full sentences and are too driven by hunger to engage in negotiations.

Manticore Malice	**Malice Features**
At the start of a manticore's turn, you can spend malice to activate one of the following features.	

Uncanny Mimicry ◆ 3 Malice

The manticore uses their mimicry to unnerve a creature they have line of effect to. The target **R<4** has a bane on power rolls made against the manticore (save ends). The potency of this feature decreases by 2 when it's used against the same target.

Desperate Howl ◆ 5 Malice

The manticore lets out an unnerving cry. Each enemy within 3 of the manticore makes an **Intuition test.**

✸	≤11	Frightened (save ends)
★	12–16	Frightened (EoT)
✦	17	No effect

Barrage of Barbs ◆ 7 Malice

The manticore sprays needles across the ground within 5 squares of them. Each enemy within 5 squares is **A<3** bleeding (save ends). The affected area becomes difficult terrain. An enemy that enters an affected square takes 3 poison damage. If an enemy takes 10 poison damage this way in a single turn, they are weakened until the end of the encounter.

MANTICORE — LEVEL 4 SOLO

Beast, Manticore — EV 60

Stamina 350
Speed 10 (fly) — **Size** 2 / **Stability** 3
Free Strike 6

Might +4 **Agility +3** **Reason +0** **Intuition +0** **Presence -1**

Solo Monster

Solo Turns The manticore takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the manticore can take one action and one maneuver per turn.

End Effect At the end of their turn, the manticore can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Agile Predator

When the manticore deals damage to a creature, they don't provoke opportunity attacks from that creature during that turn.

Carnivorous Bite (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 12 damage; A<2 bleeding (save ends)
★ **12–16** 17 damage; A<3 bleeding (save ends)
✸ **17** 21 damage; A<4 bleeding (save ends)

Effect This ability has an edge against frightened targets.

Tail Spike (Action) ◆ 2d10 + 4

Keywords Ranged, Weapon
Distance Ranged 10 — **Target** Two creatures or objects

✦ **≤11** 10 damage; M<2 3 poison damage
★ **12–16** 15 damage; M<3 7 poison damage, weakened (save ends)
✸ **17** 19 damage; M<4 10 poison damage, weakened (save ends)

1 Malice A target weakened from this ability takes 1d6 poison damage at the start of each of their turns until the condition ends.

Harrying Claws (Maneuver)

Keywords Melee
Distance Melee 1 — **Target** Two creatures or objects

✦ **≤11** Slide 1; A<2 3 damage
★ **12–16** Slide 2; A<3 5 damage
✸ **17** Slide 4; A<4 7 damage

Reflexive Instinct (Triggered Action) ◆ 2 Malice

Keywords —
Distance Ranged 10 — **Target** Triggering creature
Trigger A creature deals damage to the manticore.
Effect The manticore shifts up to 5 into the air, then uses their Tail Spike ability against the target.

Trumpeting Howl (Villain Action 1) ◆ 2d10 + 4

Keywords Area, Magic
Distance 5 burst — **Target** All creatures

✦ **≤11** Frightened (EoT) or I<2 (save ends)
★ **12–16** Frightened (EoT) or I<3 (save ends)
✸ **17** Frightened (save ends); I<4 dazed (save ends)

Cornered Predator (Villain Action 2)

Keywords Ranged, Weapon
Distance Self — **Target** Self
Effect The manticore shifts up to their speed, then uses their Tail Spike ability against each enemy within 10 squares.

Debilitating Poison (Villain Action 3)

Keywords —
Distance Self — **Target** Special
Effect The manticore sours their own poison with enmity. Until the end of the encounter, the manticore has a double edge on power rolls targeting weakened creatures. A creature weakened by the manticore's Tail Spike ability has their speed halved and takes an additional 1d3 poison damage at the start of each of their turns until the condition ends.

Medusa

Hunted as monsters with no thought given to their nature or origin, few creatures are as underestimated and misunderstood as medusas. Many people fear medusas for their monstrous appearance and ability to turn others to stone, but few realize the truth. Each of these monstrosities was once a humanoid, cursed and transformed for defying a god—but while some medusas embrace wickedness, others simply fight for their lives against ignorant hunters.

Cursed for Defiance

When a powerful mortal defies a god for good or for ill, the deity may curse them to live as a medusa. The offender's skin and eyes become reptilian, and a nest of black venomous snakes replaces their hair. When the medusa wishes, beams from their eyes can slowly petrify others to stone.

The gods who use this punishment spread terrifying myths about medusas, causing mortals to attack and shun them. This often drives medusas into solitude—or to places haunted by creatures who don't judge them based on mere appearance and horror stories. Many plot ways to break their curse, searching for lost healing rituals or secrets to use against the gods who cursed them. Others embrace their new gifts, building stone gardens of victims who foolishly hunted or harmed them.

Petrification

Petrification can take a character out of the game permanently. If you want to give the heroes a chance to recover from being petrified after an encounter with a medusa, you can have the heroes complete a Find a Cure project. Alternatively, there maybe a temple nearby with a priest who knows how to cure it … for a price.

Serpentine Reflexes

While the medusa's stone gaze is legendary, they also can move, strike, and evade as swiftly as a snake, even briefly manifesting scaled wings to dart through the chaos. This enhanced dexterity makes them difficult to pin down.

They can fire beams from their eyes, allowing them to attack at range as necessary, but they're deadly in melee, where they have the full advantage of their snakes and the enervating venom pulsing through each set of needlelike fangs.

Baleful Magic

Medusas have many means to defend themselves, even aside from their petrifying stare. They slow enemies down, weaken them, and—once their petrifying magic has rooted itself in their foes—temporarily charm and control their enemies. These reclusive beings are no stranger to being outnumbered and overwhelmed; all they have in their power to gain leverage over their opponents, they wield ruthlessly.

Stone Gardens

Medusas often reside in stone gardens filled with statues of those who previously tried to slay them. This not only allows them to slip between their statues, hide, and then strike, it also allows them to command the battlefield of stone, shattering statues to harm others. Some may slowly unpetrify their victims, one limb at a time, to feed on them, creating grotesque mausoleums of the dead for unwitting adventurers to wander into.

Lifting the Curse

The deity who inflicted a medusa's curse can rarely be convinced to lift the punishment, usually by undertaking an impossible task in the god's name or making a threat they can't ignore. Some sages claim ancient rituals can undo a god's curse, but these lost secrets are hidden by wrathful divine servants—and performing such a ritual would almost certainly entail great sacrifice.

Medusa Languages

Medusas can speak any language they knew before they were cursed. Many of them speak Caelian, and others still have learned the languages of monsters and creatures they dwell near—many tales tell of medusas who speak the original form of Khamish.

Medusa Malice — **Malice Features**

At the start of a medusa's turn, you can spend malice to activate one of the following features.

Weakening Glare (Action) ◆ 2d10 + 4 ◆ 3 Malice

Keywords Magic, Ranged, Strike

Distance Ranged 10 — **Target** One creature

✦	≤11	6 damage; weakened (EoT)
★	12–16	10 damage; weakened (EoT)
✸	17+	12 damage; weakened (save ends)

Ssstop and Lisssten (Action) ◆ 2d10 + 4 ◆ 5 Malice

Keywords Ranged, Magic

Distance Ranged 10 — **Target** Three creatures

✦	≤11	I<2 charmed
★	12–16	I<3 charmed
✸	17+	I<4 charmed

Effect A charmed creature moves up to their speed and makes a free strike against an enemy of medusa's choice as a free triggered action, and then is no longer charmed.

Shatter Victims ◆ 7 Malice

The medusa causes three stone statues on the map within 10 to shatter in a 2-square-by-2-square explosion. Each enemy occupying an affected square makes a **Might test.** A target affected by the Medusa's Petrify ability has a double bane on the test as the growing stone within them painfully reverberates.

✸	≤11	12 damage; vertical push 2; bleeding
★	12–16	10 damage; vertical push 1
✦	17	6 damage

MEDUSA — LEVEL 5 SOLO

Accursed, Humanoid, Medusa — EV 70

Stamina 400 — **Immunity** Poison 5, Acid 5
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 7

Might +2 **Agility +4** **Reason +0** **Intuition +0** **Presence +0**

Solo Monster

Solo Turns The medusa takes 2 turns each round. They can use two actions on each of their turns and can take each turn after an enemy turn they choose. While dazed, the medusa can take one action and one maneuver per turn.

End Effect At the end of their turn, the medusa can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Snake Bite (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ **≤11** **11 damage; M<2 slowed (save ends)**
★ **12–16** **16 damage; M<3 slowed (save ends)**
✸ **17** **19 damage; M<4 slowed (save ends)**

Damning Gaze (Action) ◆ 2d10 + 4

Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** 2 creatures or objects

✦ **≤11** **11 damage; push 3**
★ **12–16** **16 damage; push 5**
✸ **17** **19 damage; push 7**

3 Malice The medusa targets two additional creatures or objects.

Petrify (Action) ◆ 5 Malice

Keywords Area, Magic
Distance 3 burst — **Target** Each enemy in the burst

Effect The medusa turns dozens of eerie snake eyes on their foes. Each target must make a **Might test.** A target with cover has an edge on the test.

✸ **≤11** **Slowed (save ends) or M<4 restrained (save ends)**
★ **12–16** **M<3 restrained (save ends)**
✦ **17** **M<2 restrained (save ends)**

Effect An already slowed target has -1 to resist the potency. A target restrained by this ability magically begins to turn to stone. A target that ends two consecutive turns restrained by this ability is petrified (see Petrification).

Nimble Escape (Maneuver)

Keywords —
Distance Self — **Target** Self

Effect The medusa shifts 3 and hides, even if observed.

Venomous Spit (Triggered Action) ◆ 2d10 + 4 ◆ 2 Malice

Keywords —
Distance Melee 1 — **Target** One creature

Trigger A creature deals damage to the medusa.

✦ ≤11 **13 acid damage**
★ 12-16 **18 acid damage**
✸ 17 **22 acid damage**

Cunning Edge

The medusa has an edge on power rolls made against any creature affected by their Petrify ability.

Many Peering Eyes

The medusa can't be flanked.

Mass Petrify (Villain Action 1)

Keywords Area, Magic, Ranged
Distance Line of effect — **Target** All enemies

Effect The medusa uses their Petrify ability against each target without spending Malice. Each target not behind cover has a bane on the test.

Serpent Wings (Villain Action 2)

Keywords —
Distance Self — **Target** Self

Effect The medusa manifests temporary wings and vertically shifts up to their speed. During or after this movement, they can use Snake Bite and Damning Gaze once each.

Stone Puppets (Villain Action 3)

Keywords Area, Magic
Distance 10 burst — **Target** Special

Effect Each stone statue and creature affected by Petrify within distance moves up to their speed and uses a signature action with an edge targeting an enemy of medusa's choice as a free triggered action. A stone statue without its own stats has a speed of 5 and uses the Medusa's free strike instead.

Minotaurs

The fearsome minotaur is a study in contrasts. Their imposing humanoid body is muscular with patches of thick hair. Their head is that of a massive horned bull, and their soft eyes convey a soulful intelligence mingled with smoldering intensity.

Primal Rage

Minotaurs burn with fury. Some constantly desire to unleash this destructive energy on the world, and they attack anyone or anything that crosses their path. Others make it a point of pride to control their rage, only fighting when survival demands it.

Regardless, once combat begins, minotaurs relish charging at foes with their great horns. In the heat of battle, a minotaur charges from one foe to the next, only retreating if victory is entirely impossible.

Labyrinthine Origins

The first minotaur was once the human warrior Thesia "The Bull" Danaria, who dared challenge the Beast Lords of Kham. When her revolution was crushed, the Lords of Kham used their beastmagics to twist Thesia's mortal body into a human-bull hybrid prone to fits of violent rage. The Beast Lords placed this minotaur at the center of a vast labyrinth and sent captured rebels to attack the monster. Many fell to Thesia's anger—until a prisoner named Velathri took a chance, speaking to the minotaur instead of brandishing steel. He befriended Thesia, and in retribution, the Beast Lords made him a minotaur as well. This act was their undoing, for Thesia and Velathri fell in love. New minotaurs were born, and decades later, hundreds charged out of the maze together. These minotaurs reduced Kham to ruins, then they spread far and wide, fearing reprisal from neighboring lands. Even today, many minotaurs shun civilization, preferring to live in winding canyons, twisting ruins, bewildering dungeons, or other maze-like terrain where they can continue to hunt. However, a few can be found in nearly any terrain or settlement.

Deep Bonds

Even evil minotaurs can be fiercely loyal friends, gladly charging into certain death for those they trust. These chosen friends never suffer the creature's ire— but gods help them if they betray the minotaur.

Minotaur Languages

Most minotaurs speak Khamish.

Minotaur Malice	**Malice Features**
At the start of any minotaur's turn, you can spend malice to activate one of the following features.	
Bull Rush ◆ 3+ Malice A minotaur acting this turn for every 3 malice spent has their speed increased by 4 and ignores difficult terrain until the start of their next turn.	
Cut the… Nonsense! ◆ 5 Malice Until the start of their next turn, a minotaur acting this turn halves all incoming damage and can use Knockback as a free triggered action whenever an enemy enters an adjacent square.	
Bull's Eye ◆ 7 Malice All minotaurs in the encounter fill the area with generations of feeling lost and isolated. Each enemy within 5 of a minotaur is teleported 5 and makes an **Intuition test.**	
✸ ≤11	**The target can't establish line of effect beyond 3 squares and frightened of all minotaurs (save ends)**
★ 12-16	**The target can't establish line of effect beyond 3 squares (EoT)**
✦ 17	**no effect**

MINOTAUR — LEVEL 3 TROOP HARRIER

Accursed, Humanoid, Minotaur — EV 20

Stamina 100
Speed 8 — **Size** 2 / **Stability** 2
Free Strike 5

Might +2 **Agility +2** **Reason 0** **Intuition +1** **Presence −1**

Flail and Blade (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **7 damage; push 1**
★ 12–16 **11 damage; push 2**
✸ 17 **14 damage; push 3**

Effect Shift 3.

Primal Bay (Action) ◆ 3 Malice
Keywords —
Distance Self — **Target** Self
Effect The minotaur has damage immunity 2 and deals an additional 5 damage with their strikes until the end of their next turn. On their next turn, they have access to an additional maneuver.

Goring Horns (Maneuver) ◆ 2d10 + 2 ◆ 5 Malice
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object

✦ ≤11 **5 damage; I<0 dazed (save ends)**
★ 12–16 **8 damage; I<1 dazed (save ends)**
✸ 17 **9 damage; I<2 dazed (save ends)**

Effect The potency of this ability increases by 1 if it's used while charging.

Retaliatory Gore (Triggered Action)
Keywords —
Trigger The minotaur takes damage from a creature within 8.
Distance Self — **Target** Triggering creature
Effect The minotaur charges the target using Flail and Blade or Goring Horns.

Minotaur Sense
The minotaur cannot get a result lower than tier 2 when making Tests to navigate, search, or seek.

MINOTAUR SUNDERER — LEVEL 3 TROOP BRUTE

Accursed, Humanoid, Minotaur — EV 20

Stamina 120
Speed 6 — **Size** 2 / **Stability** 2
Free Strike 6

Might +2 **Agility +1** **Reason 0** **Intuition +2** **Presence −1**

Spiked Maul (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **8 damage; pull 1**
★ 12–16 **12 damage; pull 2**
✸ 17 **15 damage; pull 3**

Effect A target is grabbed if they are pulled adjacent to the sunderer.

Fearsome Bay (Action) ◆ 2d10 + 2 ◆ 5 Malice
Keywords Area
Distance 3 burst — **Target** All enemies in the burst

✦ ≤11 **I<0 frightened (save ends)**
★ 12–16 **I<1 frightened (save ends)**
✸ 17 **I<2 frightened (save ends)**

Effect The minotaur has damage immunity 2 and deals an additional 5 damage with their strikes until the end of their next turn.

Disemboweling Horns (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 grabbed creature

✦ ≤11 **5 damage; push 1; M<0 bleeding (save ends)**
★ 12–16 **8 damage; push 3; M<1 bleeding (save ends)**
✸ 17 **9 damage; push 5; M<2 bleeding (save ends)**

Effect The target takes 1d6 damage at the start of each of their turns while bleeding from this ability.

Retaliatory Gore (Triggered Action)
Keywords —
Trigger The sunderer takes damage from a creature within 6.
Distance Self — **Target** Triggering creature
Effect The sunderer charges the target using Spiked Maul.

Minotaur Sense
The sunderer cannot get a result lower than tier 2 when making Tests to navigate, search, or seek.

Minotaur Bully — Level 8 Minion Brute

Accursed, Humanoid, Minotaur — EV 20 for eight minions

Stamina 14
Speed 6 — **Size** 2 / **Stability** 2
With Captain Strike damage +3 — **Free Strike** 4

Might +4 **Agility +2** **Reason 0** **Intuition +3** **Presence –1**

Javelin and Bellow (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 or Ranged 5 **Target** One creature or object per minion

✦ **≤11** **4 damage**
★ **12-16** **7 damage**
✸ **17** **9 damage; I<4 taunted (EoT) or frightened of all minotaurs (save ends)**

Minotaur Sense
The bully cannot get a result lower than tier 2 when making Tests to navigate, search, or seek.

Minotaur Lackey — Level 8 Minion Harrier

Accursed, Humanoid, Minotaur — EV 20 for eight minions

Stamina 13
Speed 8 — **Size** 2 / **Stability** 2
With Captain Speed +2 — **Free Strike** 3

Might +3 **Agility +4** **Reason 0** **Intuition +1** **Presence –1**

Horn Vault (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ **≤11** **3 damage**
★ **12-16** **6 damage; slide 1**
✸ **17** **8 damage; slide 3**

Effect A target that is force moved into an obstacle is **M<3** bleeding (save ends).

Minotaur Sense
The lackey cannot get a result lower than tier 2 when making Tests to navigate, search, or seek.

Minotaur Stampede — Level 10 Minion Defender

Accursed, Humanoid, Minotaur, Swarm — EV 24 for eight minions

Stamina 17
Speed 8 — **Size** 4 / **Stability** 2
With Captain Edge on strikes — **Free Strike** 4

Might +5 **Agility +5** **Reason 0** **Intuition +2** **Presence –1**

Bull Rush (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ **≤11** **4 damage**
★ **12-16** **7 damage; prone**
✸ **17** **9 damage; prone and M<5 can't stand (save ends)**

Effect Each creature that the stampede moves through as a part of charging with this ability is **M<4** knocked prone.

Swarm
The stampede can move through squares as if they were size-2, and can occupy other creatures' spaces. At the start of the stampede's turn, they can make a free strike against each creature they share a square with.

Retainer

Minotaur Gorer — Level 3 Brute Retainer

Accursed, Humanoid, Minotaur — EV 22

Stamina 60
Speed 6 — **Size** 2/**Stability** 2
Free Strike 6

Might +2 **Agility +1** **Reason 0** **Intuition +1** **Presence 0**

Gore (Action) - 2d10 + highest characteristic - Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object

✦ **≤11** **5 damage**
★ **12-16** **9 damage**
✸ **17** **12 damage; M (strong) prone**

Retaliatory Gore (Triggered Action)
Keywords -
Trigger The gorer takes damage from a creature within 6.
Effect The gorer charges the target using Gore.

Minotaur Sense
The gorer cannot get a result lower than tier 2 when making Tests to navigate, search, or seek.

Level 4 Retainer Advancement Ability

Horn Toss (Free Triggered Action)
Keywords –
Distance Melee 1 **Target** Attack target
Trigger The gorer damages a creature with their Gore attack.
Effect The target is pushed 3. If the target's Stability is 0, they are also knocked prone.

Level 7 Retainer Advancement Ability

Triumphant Bay (Maneuver, Encounter)
Keywords -
Distance Self **Target** Self
Effect Gain 3 surges and the attacks against the gorer and their mentor suffer a bane until the beginning of the gorer's next turn.

Level 10 Retainer Advancement Ability

Horn Rake (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Melee, Weapon
Distance 1 burst **Target** All enemies

✦ **≤11** **11 damage; M (weak) bleeding (save ends)**
★ **12-16** **16 damage; M (average) bleeding (save ends)**
✸ **17** **21 damage; M (strong) prone (save ends)**

Ogres

Massive and bull-necked with bulging muscle and flesh, most ogres indulge their every impulse because few can stop them. Though small for giants, ogres still outweigh and tower over humanoids. Most live in the wild where they can create their own rules and ways of life.

Extreme Emotions

Most ogres experience emotions at their extremes. Rarely are they simply bemused or cross; you're more likely to find an ogre leaping with ecstatic joy over a trivial victory or screaming with murderous rage over everyday frustrations. These heightened feelings drive many ogres down selfish paths, and some take whatever they want from anyone too weak to protest. Other ogres can be manipulated into working for evil creatures who promise to meet their heart's desire, be it food, riches, or friendship.

Ogres who embrace good often dedicate themselves to inspiring causes, letting their emotions fuel their passion and dedication for protecting their chosen people or place.

Savory Stories

Some ogres speak of a time when they shared vast wealth and riches, great homes made of hewn stone, and sumptuous feasts. These stories end tragically, each with a different villain—from deceptive mages to talking cats—swindling the ogres of what is rightfully theirs. The truth of such legends remains unknown, but many cruel ogres use them as an excuse for their selfish indulgences.

Aristocracy of Bullies

When wicked ogres gather more food than they can stomach or riches than they can spend, they use the excess to tempt their kin into working for them. These petty rulers make other ogres grovel at their feet for table scraps, then send them out into the world to steal more. Many ogre communities form around these arrogant aristocrats—but few such leaders die of old age, as the ambition and emotions of their subjects bring about violent ends.

Cyclops: Ogre Progenitor

Ogres originally descended from the cyclops, an old-world giant with a single eye that still roams through canyons and valleys. These behemoths stand heads above the ogres and are twice as destructive once they've spotted their prey.

But while their binocular cousins have gone on to become successful hunters and live for themselves, the cyclops is a scavenger hindered by their poor eyesight. Most cyclopses are eager to work for and defend powerful warlords or wealthy ogres, so long as they have easy access to food and shelter.

Rumor has it that a cyclops can emit a mile long energy ray from their eye. However, focusing such power is nearly impossible when their vision is usually too irritated and clouded by dirt.

Ogre Languages

Most ogres speak Caelian and High Kuric.

Ogre Malice	**Malice Features**
At the start of any ogre's turn, you can spend malice to activate one of the following features.	

Shockwave ◆ 3 Malice

An ogre acting this turn jumps and lands on their rear, causing a 3 burst shockwave. Each size 1 creature in the affected area must make a **Might or Agility test.**

✸	≤11	**5 damage; vertical push 3; prone**
★	12–16	**4 damage; vertical push 2**
✦	17	**Push 1**

Bully ◆ 5 Malice

All ogres shift up to their speed and make a free strike. The ogres prefer to gang up on the same target rather than pick different targets, if they can.

Rampage ◆ 7 Malice

Until the end of the round, each ogre has damage immunity 5 and deals an additional 5 damage with their strikes and abilities. While this feature is active, heroic abilities that target an ogre have their costs reduced by 1 (to a minimum of 1).

Ogre Goon — Level 2 Troop Brute

Giant, Ogre — EV 16

Stamina 100
Speed 5 — **Size** 2 / **Stability** 4
Free Strike 5

Might +2 **Agility 0** **Reason −1** **Intuition 0** **Presence −1**

Club Swing (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **7 damage; push 2**
★ 12–16 **11 damage; push 4**
✸ 17 **14 damage; push 6; prone**
Effect This attack deals an additional 4 damage to each creature and object that takes damage from any force movement it causes.

Grabby Hand (Maneuver) ◆ 2d10 + 2
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **7 damage**
★ 12–16 **11 damage; grabbed**
✸ 17 **14 damage; grabbed**
Effect The goon can only have one target grabbed at a time.
1 Malice The target has a bane on escaping the grab while the goon crushes the target in their hand.

People Bowling (Maneuver) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Area, Melee, Weapon
Distance 6 × 1 Line within 1 — **Target** All creatures and objects
Special The goon must be grabbing a size-1 creature or object to use this maneuver.
Effect The goon hurls what's in their hand down the line and rolls power. The hurled creature or object counts as a target and lands in the last square of the line (or nearest unoccupied square of the goon's choice).
✦ ≤11 **5 damage**
★ 12–16 **9 damage**
✸ 17 **12 damage; prone**

Swat The Fly (Triggered Action)
Keywords —
Trigger The target moves or shifts away from the goon.
Distance Melee 1 — **Target** 1 adjacent creature or object
Effect Slide 5.

Defiant Anger
The goon has damage immunity 2 while they are winded.

Ogre Juggernaut — Level 2 Troop Harrier

Giant, Ogre — EV 16

Stamina 80
Speed 6 — **Size** 2 / **Stability** 2
Free Strike 5

Might +2 **Agility +1** **Reason −1** **Intuition 0** **Presence −1**

Pitchfork Catapult (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **7 damage**
★ 12–16 **10 damage; A<1 vertical push 3**
✸ 17 **13 damage; A<2 vertical slide 5**
1 Malice Each target is **M<1** bleeding (save ends).

Earth Breaking Jump (Action) ◆ 2d10 + 2
Keywords Area, Melee, Weapon
Distance 3 burst — **Target** All creatures in the burst
Effect The juggernaut jumps up to 6 squares before using this ability.
✦ ≤11 **4 damage**
★ 12–16 **6 damage; push 2; M<1 prone**
✸ 17 **9 damage; push 4; M<2 prone**

Horrible Bellow (Maneuver) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Area
Distance 3 burst — **Target** All enemies in the burst
✦ ≤11 **I<0 frightened (save ends)**
★ 12–16 **I<1 frightened (save ends)**
✸ 17 **I<2 frightened (save ends)**
Effect All ogres have an edge on strikes against creatures frightened by this ability.

Hrraaaaaagh! (Free Triggered Action) ◆ 1 Malice
Keywords —
Trigger The juggernaut takes damage.
Distance Self — **Target** Self
Effect The juggernaut moves up to their speed and makes a free strike.

Destructive Path
The juggernaut automatically destroys unattended, mundane size 1 objects in their path during their movement. They can break through any mundane wall made of wood, stone, or a similarly sturdy material in this way, so long as the wall is no more than 1 square thick.

Defiant Anger
The juggernaut has damage immunity 2 while they are winded.

Cyclops — Level 10 Minion Controller

Giant, Ogre — EV 24 for eight minions

Stamina 14
Speed 6 — **Size** 3 / **Stability** 5
With Captain Speed +4 — **Free Strike** 4

Might +5 **Agility -1** **Reason -1** **Intuition +3** **Presence −1**

Wild Slam (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Area, Melee, Weapon
Distance 1 burst **Target** All enemies and objects in the burst

✦ **≤11** **3 damage; A<3 3 damage**
★ **12-16** **6 damage; push 3; A<4 4 damage**
✷ **17** **7 damage; prone; A<5 5 damage, restrained (save ends)**

Effect The cyclops automatically has a 17 on the power roll. They can still roll to see if they get a crit.

Limited Vision
The cyclops can't establish line of effect beyond 3 squares. Whenever the cyclops takes damage from a ranged ability, they can move 3 squares towards the source of the damage.

Ogre Blue Blood — Level 7 Minion Brute

Giant, Ogre — EV 18 for eight minions

Stamina 13
Speed 5 — **Size** 2 / **Stability** 4
With Captain Edge on strikes — **Free Strike** 4

Might +4 **Agility +1** **Reason −1** **Intuition 0** **Presence +2**

Crush Underfoot (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ **≤11** **4 damage**
★ **12-16** **7 damage; M<3 prone**
✷ **17** **8 damage; prone**

Effect An already prone target takes an additional 4 damage.

In My Stead
Whenever the blue blood would make a free strike, an ally within 5 can make a free strike instead.

Defiant Anger
The blue blood has damage immunity 2 while they are winded.

Ogre Tantrum — Level 7 Minion Artillery

Giant, Ogre — EV 18 for eight minions

Stamina 10
Speed 5 — **Size** 2 / **Stability** 2
With Captain Ranged distance +5 — **Free Strike** 4

Might +4 **Agility +2** **Reason −1** **Intuition 0** **Presence −1**

Throw Fit (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 8 **Target** One creature or object per minion

✦ **≤11** **4 damage**
★ **12-16** **7 damage; push 2**
✷ **17** **8 damage; push 4**

Effect The tantrum unearths a rock or a hunk of terrain and tosses it. The tantrum can **A<3** grab an adjacent size-1 or smaller creature or object to use as the projectile for this ability.

Excessive Anger
The tantrum has damage immunity 3 and a speed of 8 while they are winded.

CONTENT WARNING: BODY HORROR
Most olothec are creatures of incomprehensible evil who use their psionic might to reshape the flesh of their enemies. Their stat blocks contain strong elements of body horror. You should feel free to modify any of these effects for the safety of you and your players.

OLOTHEC

Protean in form, beings of nearly pure intellect, the Old Ones think in alien geometric logic. Their name for themselves is unrecorded, but sages believe they are the oldest beings in the timescape and simply call them "The Old Ones." Synlirii refer to them as olothec (OH-luh-thek)—"ancient enemies." But some humanoid scholars have noted this term bears an uncanny similarity to another archaic synlirii word meaning "ancient ancestor."

IMMORTAL EVIL

Across countless cultures and ancestries, olothec feature in nightmares and temple friezes alike. While their origins are obscure and may never be known, their hatred of the Mundane World and every living thing in it is well recorded. Olothec channel psionic energy beyond any mortal power, surpassing even the voiceless talkers. To them, a living creature who can't reshape their own flesh is repugnant, an unnatural abomination requiring eradication—or transformation.

AGENTS OF CHAOS

Olothec consider the primordial chaos that spawned them as the ideal state of existence. They have long warred against the voiceless talkers, loathing their constant manipulation and refinement of evolutionary forces. Where olothec lair in forgotten sea tunnels and beneath ancient ruins, they surround themselves with slime servants—humanoids, beasts, aberrations, and others, all devolved to a perfect physical and mental state.

PRIMORDIAL FORM

At first sight, an olothec seems like little more than a rippling mass of tentacles, twisting around each other like a shifting shroud. Creatures who get too close discover each of those tentacles ends in a ravenous mouth set with razor-sharp teeth. Each mouth is tipped by a cluster of three eyes that focus the olothec's relentless attacks. In water or on land, fetid slime coats the aberration, protecting them against attackers and acting as a conduit for their fearsome psionic power.

MUTATIONS OF THE FLESH

Millennia of practice allow olothec to perfect their psionic abilities that devolve and transform their victims into primordial life forms. Exposure to the psionic slime of an olothec's tentacles can change a creature into a mindless, oozeing thrall. The most powerful olothec have unique powers that further warp flesh.

OLOTHEC LANGUAGES

Most olothec speak Urollialic and use Mindspeech exclusively. Only when necessary do olothec converse in Old Variac and Caelian.

OLOTHEC MALICE — **MALICE FEATURES**

At the start of an olothec's turn, you can spend malice to activate one of the following features.

Psychic Shock ◆ 3 Malice

The olothec reaches into the minds of anyone falling under their influence to deliver a debilitating mental attack. Each slimed, transformed, or devolved creature makes a **Reason test.**

✸ **≤11** 16 psychic damage; frightened (save ends)
★ **12–16** 13 psychic damage; frightened (EoT)
✸ **17+** 7 psychic damage

Writing Envelopment (Maneuver) ◆ 2d10 + 4 ◆ 5 Malice
Keywords Melee, Strike, Weapon
Distance Melee 3 **Target** One slimed, transformed, or devolved creature

✦ **≤11** 11 psychic damage; A<2 grabbed
★ **12–16** 17 psychic damage; A<3 grabbed
✸ **17** 20 psychic damage; A<4 grabbed

Effect The olothec pulls a target grabbed as part of this ability adjacent to them. The olothec has a double edge on strikes against a creature grabbed this way, and a grabbed target can't save against any other effects until they are no longer grabbed.

Memory of Chaos ◆ 7 Malice

The olothec broadcasts their memory of the universe in its primordial state, a sweeping cacophony of transcendental irrationality and unceasing change utterly anathema to the ordered mind. Until the end of the encounter, any creature that starts their turn within 3 of the olothec is R<3 slowed and dazed (EoT).

SLIME SERVANTS

Slime servants are creatures that have been changed through the powers of the olothec. their flesh devolves into a translucent primordial state. The creature loses their memories and sense of self, becoming a slime servant NPC who is loyal to the olothec. The slime servant retains all their original statistics and gains the following traits:

- **Being of the Deep.** The slime servant can breathe air and water. They add the swim keyword to their speed.
- **Dulled Mind.** The slime servant cannot be taunted or frightened.
- **Servant Senses.** The olothec can sense anything the slime servant senses, and if the slime servant can speak, the olothec can speak through their body.

Only technology from the upper worlds, particularly products of evolutionary advancements made by the voiceless talkers, can restore a slime servant's memories and return them to their original state.

OLOTHEC — LEVEL 6 SOLO

Horror, Olothec — EV 80

Stamina 450 — **Immunity** psychic 6
Speed 7 (fly, swim) — **Size** 2 / **Stability** 0
Free Strike 7

Might +4 **Agility -1** **Reason +4** **Intuition +2** **Presence +3**

Solo Monster

Solo Turns The olothec takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the olothec can take one action and one maneuver per turn.

End Effect At the end of their turn, the olothec can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Gelatinosis

A creature permanently devolves into a slime servant if they spend 1 continuous minute weakened by Devolving Tentacles, they are reduced to 0 or lower Stamina by the psychic damage from Devolving Tentacles, or they suffer all three transformations from Oozing Transformation.

Devolving Tentacles (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects

✦ **≤11** 11 damage; M<2 weakened or slimed (save ends)
★ **12–16** 17 damage; M<3 weakened or slimed (save ends)
✸ **17** 20 damage; M<4 weakened and slimed (save ends)

Effect A slimed target takes 4 psychic damage whenever they roll power until the condition ends.

Slime Spew (Action) ◆ 2d10 + 4

Keywords Area, Weapon
Distance 7 x 2 line within 1 — **Target** All creatures and objects

✦ **17** 6 acid damage; A<2 push (special)
★ **12–16** 10 acid damage; A<3 push (special)
✸ **≤11** 13 acid damage; A<4 push (special), prone

Effect A creature pushed by this ability is pushed to the squares within the line that are furthest from the olothec.

1 Malice The affected area becomes difficult terrain. A creature that enters an affected square for the first time during a turn is A<3 knocked prone.

Oozing Transformation (Action) ◆ 2d10 + 4 ◆ 2 Malice

Keywords Psionic, Ranged, Strike
Distance Ranged 10 — **Target** One creature

✦ **≤11** 13 psychic damage; I<2 transformed (save ends)
★ **12–16** 20 psychic damage; I<3 transformed (save ends)
✸ **17** 23 psychic damage; I<4 transformed (save ends)

Effect Each time a creature is transformed, the Director chooses one of the following transformations. When a creature ends the transformed effect, all transformations end.

Head The creature's head becomes a ball of slime. They cannot communicate and they can't establish line of effect beyond 3 squares.

Legs The creature's legs become pillars of ooze. They are slowed while on land and add the swim keyword to their speed.

Torso The creature's arms become gelatinous. They can't benefit from edges or surges.

Jaunt (Maneuver)

Keywords Psionic
Distance Self — **Target** Self

Effect The olothec teleports to an unoccupied square within 10 or swaps places with a creature or object within 5.

Liquify (Triggered Action)

Keywords Psionic, Ranged
Distance Ranged 5 — **Target** One enemy
Trigger Target deals damage to the olothec

Effect The target takes 8 psychic damage and gains psychic weakness 3 until the end of the olothec's next turn.

Primordial Mind

The olothec is immune to the frightened and taunted conditions.

Slime Sense

A slimed or transformed creature can't be hidden or concealed from the olothec.

Horrifying Form (Villain Action 1) ◆ 2d10 + 4

Keywords Psionic, Ranged, Strike
Distance Special — **Target** All enemies

✦ **≤11** 10 psychic damage; P<2 frightened (save ends)
★ **12–16** 14 psychic damage; P<3 frightened (save ends)
✸ **17** 17 psychic damage; P<4 frightened (save ends)

Effect This ability targets each enemy the olothec has line of effect to. A frightened enemy can't save against any other effect until they are no longer frightened.

Psychic Pulse (Villain Action 2)

Keywords Area, Psionic
Distance 10 burst — **Target** All creatures

Effect Each target takes 12 psychic damage, slides 5, and is M<3 weakened and slimed (save ends) (see devolving tentacles). The olothec has damage immunity 4 until the start of their next turn.

Return to Perfection (Villain Action 3) ◆ 2d10 + 4

Keywords Area, Ranged, Psionic
Distance 10 burst — **Target** All creatures

✦ **≤11** 7 psychic damage; R<2 devolved (save ends)
★ **12–16** 13 psychic damage; R<3 devolved (save ends)
✸ **17** 16 psychic damage; R<4 devolved (save ends)

Effect A devolved creature has a -1 modifier to all their characteristic scores other than Reason until the condition ends.

Orcs

In a long-lost language, the word oruk—"blood fire"—described the glowing appearance of the orc people when they push themselves to their limits. While orcs know one another as kanin in their own tongue, they also use "orc" with great pride, especially when dealing with other folk.

Orc history spans the world and all its ages. They've settled into villages and cities, hot and cold climates, high in the mountains and deep underground. Most orcs live in diverse humanoid societies, though a few live secluded in the tropics.

Though orcs are no more likely to stand in the adventurers' way than any other folk, those who do fill the same roles as other humanoids: mercenaries, bounty hunters, garroters, guards, cultists, and corrupt kings.

Relentlessly Tough

Orcs grow to impressive heights. The veins that commonly stripe their tough-skinned faces can appear more vibrant when they're excited or driven. Their hair, which can range from coarse to fine, extends from their heads and drapes across their shoulders like royal mantles. Strong tusks extend past their lips and guard the rest of their teeth.

Few other humanoids can match the endurance of an orc, and orcs who train for hunting and combat can rally themselves to move faster and prevail longer. Should an orc find themself on the brink of death, their veins instinctively surge with "blood fire," glowing brightly and invigorating them to perform one last attack. Blood fire often appears red, though orcs from the mountains and underground glow blue and white respectively.

Innate Power

The intense power of an orc's spirit occasionally manifests as raw magic. Orc dynamos hone their magic into singular affinities that are easy to manipulate. Orc terranovas move their magic through their feet, surging into the earth. Orc godcallers use song to spark the magic inherent in every creature's spirit.

Mohlers

Mohlers are spined, pig-like beasts that corkscrew through the ground faster than they can run. Originating from deserts and forests, these burrowing creatures produce shallow networks of tunnels just below the surface. Where orcs go, mohlers are sure to follow. In times of peace, orcs domesticate them to plow the earth and eat pests—and in times of war, mohlers reshape the battlefield and knock the orcs' enemies off their feet.

When an orc community has exceptional gratitude for the deeds of one of their own or an outsider, they bestow the companionship of a mohler upon the individual. Treated kindly, mohlers make steadfast companions, protecting their caregivers with their lives. If mistreated, a mohler returns to their original den, and the orcs hunt the responsible party.

Scyza

Orcs rely on giant bipedal lizards called scyzas to carry them over great distances. Orcs adorn these mounts, which originated in the tropics, with great harnesses that allow dozens of orcs to ride the scyza at the same time. The lizards are fearless in the face of danger, making them perfect battle mounts.

The scyza's trunk-like legs and claws cleave through the ground and kick up terrible dust storms. Worse still are their battering head crests, which emit a terrible, bone-shaking ringing sound.

Orc Languages

Most orcs speak Caelian and Kalliak.

Orc Malice	**Malice Features**
At the start of any orc's turn, you can spend malice to activate one of the following features.	
Overwhelming March ◆ 3 Malice Each orc shifts up to their speed, moving through enemy squares if they can. Each enemy that was passed through during this movement makes a **Might test.** ✸ ≤11 **6 damage; prone** ★ 12–16 **4 damage; prone** ✦ 17+ **Push 2**	
Mohler Trench ◆ 5 Malice An orc acting this turn summons 2 **mohlers** out of the ground to dig a 1 × 10 line trench within 10 and join the encounter. The trench is 2 squares deep and is considered difficult terrain. The trench cannot be created directly underneath creatures.	
Mohler Cavity ◆ 7 Malice The ground shakes as a group of mohlers dig a 5 cube pit beneath an area where at least one character is standing. The mohlers leave, and the area is considered difficult terrain. Each orc in the area can shift into the nearest unoccupied square outside of the pit before it is completed. Each non-orc in the area makes an **Agility test.** ✸ ≤11 **9 damage; target falls; prone can't stand (EoT)** ★ 12–16 **6 damage; target falls** ✦ 17 **Target can shift into the nearest unoccupied square outside of the pit**	

Mohler — Level 1 Minion Ambusher

Animal, Orc — EV 6 for eight minions

Stamina 4
Speed 7 (burrow) — **Size** 1S / **Stability** 1
With Captain Speed +2 — **Free Strike** 2

Might 0 **Agility +2** **Reason –4** **Intuition +1** **Presence –3**

Earth Bump (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** 1 creature or object per minion
✦ ≤11 **2 damage**
★ 12–16 **4 damage**
✸ 17 **5 damage**
Effect The target is knocked prone if the mohler is striking from 1 or more squares below.

Ground Grinder
The ground within 1 square of where the mohler moves while burrowing becomes difficult terrain.

Orc Blitzer — Level 1 Minion Harrier

Humanoid, Orc — EV 6 for eight minions

Stamina 4
Speed 7 — **Size** 1M / **Stability** 0
With Captain Speed +2 — **Free Strike** 1

Might +1 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Lugged Spear (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion
✦ ≤11 **1 damage**
★ 12–16 **2 damage**
✸ 17 **3 damage**
Effect The target takes 3 damage if they start their next turn adjacent to 3 or more blitzers.

Bloodfire Burn
If the blitzer's Stamina drops to 0, they can make a free strike before dying.

Orc Bloodspark — Level 1 Minion Artillery

Humanoid, Orc — EV 6 for eight minions

Stamina 3
Speed 6 — **Size** 1M / **Stability** 0
With Captain Forced movement +2 — **Free Strike** 2

Might 0 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

Explosive Mote (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 **Target** 1 creature or object per minion
✦ ≤11 **2 damage; push 1 or shift 1 away from target**
★ 12–16 **4 damage; push 2 or shift 2 away from target**
✸ 17 **5 damage; push 4 or shift 4 away from target**

Bloodfire Burn
If the bloodspark's Stamina drops to 0, they can make a free strike before dying.

Orc Glorifier — Level 1 Minion Controller

Humanoid, Orc — EV 6 for eight minions

Stamina 3
Speed 6 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 1

Might 0 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

Call to Victory (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 5 **Target** 1 creature or object per minion
✦ ≤11 **1 sonic damage**
★ 12–16 **2 sonic damage; P<1 slowed (save ends)**
✸ 17 **3 sonic damage; P<2 slowed (save ends)**
Effect Each ally has an edge on melee strikes against the target until the glorifier and all other glorifiers in their squad are killed.

Bloodfire Burn
If the glorifier's Stamina drops to 0, they can make a free strike before dying.

Orc Razor — Level 1 Minion Brute

Humanoid, Orc — EV 6 for eight minions

Stamina 5
Speed 6 — **Size** 1L / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence 0**

Boot and Blade (Action) ◆ 2d10 + 2 ◆ Signature
Keywords \Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion
✦ ≤11 **2 damage**
★ 12–16 **4 damage; push 3**
✸ 17 **5 damage; push 3 or prone**
Effect The razor has an edge on strikes against targets already affected by a condition.

Bloodfire Burn
If the razor's Stamina drops to 0, they can make a free strike before dying.

Orc Bloodrunner — Level 3 Platoon Harrier

Humanoid, Orc — EV 10

Stamina 50
Speed 8 — **Size** 1M / **Stability** 0
Free Strike 5

Might +2 **Agility +2** **Reason 0** **Intuition +1** **Presence +1**

Shield Bash (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **7 damage (enemy only); push X**
★ 12–16 **10 damage (enemy only); push X**
✸ 17 **13 damage (enemy only); push X or prone**

Effect Push X is equal to the number of squares the bloodrunner moved on their turn before using this ability.
2 Malice An ally pushed by this ability can make a free strike on a creature.

Unimpeded
This bloodrunner can share a prone creature's square. The first time a bloodrunner enters a creature's square on their turn, that creature takes 3 damage.

Relentless
If the bloodrunner's Stamina drops to 0, they can make a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the bloodrunner lives and their Stamina is reduced to 1 instead.

Orc Chainlock — Level 1 Platoon Hexer

Humanoid, Orc — EV 6

Stamina 20
Speed 5 — **Size** 1L / **Stability** 2
Free Strike 3

Might +2 **Agility +2** **Reason +1** **Intuition 0** **Presence 0**

Hook and Chain (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 1 creature or object

✦ ≤11 **5 damage; pull 1; M<0 hooked (save ends)**
★ 12–16 **7 damage; pull 2; M<1 hooked (save ends)**
✸ 17 **9 damage; pull 3; M<2 hooked (save ends)**

Effect A hooked target can't move more than 3 squares away from the chainlock's original position until the condition ends.

Heavy Crossbolt (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Ranged, Strike, Weapon
Distance Ranged 5 — **Target** 1 creature or object

✦ ≤11 **5 damage; A<0 slowed (save ends)**
★ 12–16 **7 damage; A<1 slowed (save ends)**
✸ 17 **9 damage; prone; A<2 slowed (save ends)**

Chain Link
Whenever the chainlock is force moved by a creature's melee ability, the creature is pulled the same distance towards the chainlock.

Relentless
If the chainlock's Stamina drops to 0, they can make a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the chainlock lives and their Stamina is reduced to 1 instead.

Orc Eye of Grole — Level 1 Platoon Artillery

Humanoid, Orc — EV 6

Stamina 20 — **Immunity** affinity 5
Speed 6 — **Size** 1M / **Stability** 0
Free Strike 4

Might +1 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

Affinity
The eye has an affinity for one of the following damage types: cold, fire, or lightning. This type determines the eye's affinity immunity and the damage type of their attacks.

Elemental Discharge (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** 1 creature or object

✦ ≤11 **6 affinity damage; push 2 or shift 2 away from target**
★ 12–16 **9 affinity damage; slide 4 or shift 4 away from target**
✸ 17 **12 affinity damage; slide 6 or shift 6 away from target**

Power Burst (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Magic
Distance 5 × 2 line within 1 — **Target** All enemies in the line

✦ ≤11 **3 affinity damage; push 2**
★ 12–16 **5 affinity damage; push 3**
✸ 17 **8 affinity damage; push 4; prone**

Effect An enemy has affinity weakness 3 in the affected area.

Relentless
If the eye's Stamina drops to 0, they can make a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the eye lives and their Stamina is reduced to 1 instead.

Orc Garroter — Level 1 Platoon Ambusher

Humanoid, Orc — EV 6

Stamina 30
Speed 5 — **Size** 1L / **Stability** 0
Free Strike 4

Might +1 **Agility +2** **Reason 0** **Intuition +1** **Presence −1**

Dagger Feint (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **6 damage; shift 1**
★ 12–16 **9 damage; shift 2**
✸ 17 **12 damage; shift 3**

Effect This ability deals an additional 4 damage when it's made with an edge.

Strangle (Action) ◆ 2d10 + 2
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature

✸ ≤11 **6 damage**
★ 12–16 **9 damage; I<1 dazed (save ends)**
✦ 17 **12 damage; grabbed; I<2 dazed (save ends)**

Effect The target can't speak or use magic abilities while grabbed.

Chroma Cloak (Maneuver) ◆ 1 Malice
The garroter turns invisible. The effect ends when the garroter uses an ability, takes damage, or at the end of their turn.

Relentless
If the garroter's Stamina drops to 0, they can make a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the garroter lives and their Stamina is reduced to 1 instead.

Orc Godcaller — Level 1 Platoon Support

Humanoid, Orc — EV 6

Stamina 30
Speed 6 — **Size** 1M / **Stability** 0
Free Strike 3

Might +1 **Agility 0** **Reason 0** **Intuition +1** **Presence +2**

Power Chord (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 10 — **Target** 1 creature or object

✦ ≤11 **5 sonic damage**
★ 12–16 **7 sonic damage**
✸ 17 **9 sonic damage; P<2 weakened (save ends)**

Cadenza (Action)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** 1 ally
Effect The target moves up to their speed and uses an action.
3 Malice The godcaller targets a second ally.

Rallying Ostinato (Maneuver) ◆ 2 Malice
Keywords Magic
Distance Self and Ranged 10 — **Target** Self and up to 3 allies
Effect Each target regains 15 Stamina and ignores difficult terrain until the end of the encounter.

Relentless
If the godcaller's Stamina drops to 0, they can make a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the godcaller lives and their Stamina is reduced to 1 instead.

Orc Juggernaut — Level 3 Platoon Brute

Humanoid, Orc — EV 10

Stamina 60
Speed 6 — **Size** 1L / **Stability** 0
Free Strike 5

Might +2 **Agility +2** **Reason −1** **Intuition −1** **Presence +2**

Haymaker Greataxe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **7 damage**
★ 12–16 **11 damage; prone**
✸ 17 **14 damage; prone; M<2 bleeding (save ends)**

Effect This ability deals an additional 6 damage against already prone targets.

Hrraaaaaagh! (Free Triggered Action) ◆ 1 Malice
Keywords —
Trigger The juggernaut takes damage.
Distance Self — **Target** Self
Effect The juggernaut moves up to their speed and makes a free strike.

Blood in the Water
The juggernaut can move 3 additional squares if they end their movement closer to a prone creature.

Relentless
If the juggernaut's Stamina drops to 0, they can take a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the juggernaut lives and their Stamina is reduced to 1 instead.

Orc Rampart — Level 2 Platoon Defender

Humanoid, Orc — EV 8

Stamina 59
Speed 6 — **Size** 1L / **Stability** 2
Free Strike 4

Might +2 **Agility +2** **Reason +2** **Intuition +2** **Presence +2**

My Spear, My Foe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object

✦ ≤11 **6 damage**
★ 12–16 **9 damage; taunted (EoT)**
✸ 17 **12 damage; taunted (EoT)**

Effect This ability has a double edge if the target dealt damage to the rampart this round.

Castling (Maneuver)
Keywords —
Distance Self — **Target** 1 ally
Effect The rampart moves or shifts up to their speed to a square adjacent to the target and then swaps places with the target.

No. (Triggered Action)
Keywords —
Trigger A creature targets an adjacent ally with an ability.
Distance Self — **Target** Self
Effect The rampart becomes the new target.

Relentless
If the rampart's Stamina drops to 0, they can make a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the rampart lives and their Stamina is reduced to 1 instead.

Orc Terranova — Level 2 Platoon Controller

Humanoid, Orc — EV 8

Stamina 30
Speed 6 (burrow) — **Size** 1M / **Stability** 2
Free Strike 4

Might +1 **Agility +1** **Reason 0** **Intuition +1** **Presence +2**

Earth Pillar (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** 3 creatures touching the ground

✦ ≤11 **6 damage; A<0 prone can't stand (save ends)**
★ 12–16 **9 damage; A<1 prone can't stand (save ends)**
✸ 17 **12 damage; prone A<2 and can't stand (save ends)**

Effect The ground beneath each target rises 1 square.

Sinkhole (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Melee, Weapon
Distance 3 Burst — **Target** All enemies

✦ ≤11 **4 damage; M<0 restrained (save ends)**
★ 12–16 **7 damage; M<1 restrained (save ends)**
✸ 17 **10 damage; M<2 restrained (save ends)**

Effect The affected area is considered difficult terrain.

Seismic Step
The terranova ignores difficult terrain. The terranova doesn't need line of effect to target creatures touching the ground with abilities.

Relentless
If the terranova's Stamina drops to 0, they can take a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the terranova lives and their Stamina is reduced to 1 instead.

Orc Warleader — Level 3 Leader

Humanoid, Orc — EV 20

Stamina 120
Speed 6 — **Size** 1M / **Stability** 2
Free Strike 5

Might +3 **Agility +2** **Reason +1** **Intuition +2** **Presence +2**

Go. (Action) ◆ Signature
Keywords —
Distance Ranged 10 — **Target** 1 ally
Effect The target moves up to their speed and uses an action.
1 Malice The warleader targets a second ally.
3 Malice The warleader targets a squad instead of a second ally.

Mace Lariat (Action) ◆ 2d10 + 3
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** All enemies
✦ ≤11 **7 damage; push 1; M<1 dazed (save ends)**
★ 12–16 **10 damage; push 3; M<2 dazed (save ends)**
✸ 17 **13 damage; push 5; M<3 dazed (save ends)**

Lockdown (Maneuver) ◆ 3 Malice
Keywords —
Distance Ranged 10 — **Target** 3 allies
Effect Each target moves up to their speed and uses the Grab maneuver with an edge. The warleader moves up to their speed.

Courtesy Call (Triggered Action)
Keywords —
Distance Ranged 10 — **Target** 1 creature
Trigger The target gets a tier 1 result on a power roll.
Effect The target has a double edge on next power roll.

Close In (Villain Action 1)
Keywords Area
Distance 10 Burst — **Target** All allies
Effect Each target moves up to their speed. Each enemy within 1 of a target makes an **Intuition test.**
✸ ≤11 **Frightened of the warleader (save ends)**
★ 12–16 **Frightened of the warleader (EoT)**
✦ 17 **no effect**

Familial Reinforcements (Villain Action 2)
Keywords Area
Distance Ranged 10 — **Target** All allies
Effect The warleader shifts up to their speed and 5 **orc blitzers** appear in unoccupied spaces within distance.

I'll Do This Myself (Villain Action 3)
Keywords Attack, Melee, Weapon
Distance Self — **Target** Self
Effect The warleader shifts up to their speed and uses Mace Lariat. Then, the warleader shifts up to their speed and uses Mace Lariat. Finally, the warleader shifts up to their speed and uses Mace Lariat.

End Effect
At the end of their turn, the warleader can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Relentless
If the warleader's Stamina drops to 0, they can take a free strike before dying. If the target is reduced to 0 Stamina or killed by the strike, the dohma lives and their Stamina is reduced to 1 instead.

Scyza — Level 3 Troop Mount

Animal, Orc — EV 20

Stamina 100
Speed 6 — **Size** 4 / **Stability** 3
Free Strike 5

Might +2 **Agility −1** **Reason −4** **Intuition 0** **Presence −1**

Clawed Kick (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **7 damage**
★ 12–16 **11 damage; prone**
✸ 17 **14 damage; prone**
Effect The scyza roars and the target is **I<2** frightened (save ends).

Whiptail (Action) ◆ 2d10 + 2
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 1 creature or object
✦ ≤11 **8 damage**
★ 12–16 **13 damage**
✸ 17 **16 damage; A<2 bleeding (save ends)**
Effect This ability has an edge against a target on top of the scyza and knocks the target prone into an unoccupied adjacent square.

Crestfall (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Area, Melee, Weapon
Distance 3 cube within 2 — **Target** All enemies in the cube
✦ ≤11 **4 damage; 1 sonic damage; R<0 dazed (save ends)**
★ 12–16 **7 damage; 2 sonic damage; R<1 dazed (save ends)**
✸ 17 **9 damage; 3 sonic damage; R<2 dazed (save ends)**

Sandstorm (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords —
Distance 3 burst — **Target** Special
Effect The scyza kicks up a sandstorm concealing themselves and each ally in the affected area until the end of the scyza's next turn. Each enemy in the burst makes an **Intuition test.**
✸ ≤11 **10 damage; prone; slowed (EoT)**
★ 12–16 **7 damage; slowed (EoT)**
✦ 17 **4 damage**

Brace and Bogart (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger The scyza or an ally riding the scyza is targeted by an ability.
Effect Any damage dealt by the triggering ability is halved. If the creature or object who used the ability is within 3 of the scyza, the scyza makes a free strike against them.

War Harness
Three of the scyza's size 1 allies can occupy the same space while riding the scyza.

Terrible Beast
The scyza deals an additional 6 damage on strikes and abilities used against objects.

Retainer

Orc Charger — **Level 1 Harrier Retainer**

Humanoid, Orc — EV 13

Stamina 30
Speed 8 — **Size** 1M/**Stability** 0
Free Strike 3

Might +2 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Notched Axe (Action) - 2d10 + highest characteristic - Signature
Keywords Charge, Melee, Range, Strike, Weapon
Distance Melee 1 or Ranged 5 — **Target** One creature or object

✸ ≤11 **3 damage**
★ 12–16 **5 damage**
✦ 17 **7 damage**

Relentless
If the charger's Stamina drops to 0, they can make a free strike before dying. If the target is reduced to 0 Stamina or killed by the attack, the charger lives and their Stamina is reduced to 1 instead.

Level 4 Retainer Advancement Ability

Blood Oath (Maneuver, Encounter)
Keywords –
Distance Self — **Target** Self
Effect Until the start of the next turn, the charger and the charger's mentor gain their Recovery value in temporary hit points, their Speed increases by 2, and they gain an edge on resistance rolls.

Level 7 Retainer Advancement Ability

Mow 'Em Down (Action, Encounter)
Keywords Melee, Strike, Weapon
Distance Self — **Target** Self
Effect The charger moves in a straight line up to their speed. During this move, they ignore enemy free strikes, and they can make a melee free strike against any creature they move adjacent to.

Level 10 Retainer Advancement Ability

Vein Burst (Action, Encounter) - 2d10 + highest characteristic
Keywords Attack, Area, Psionic
Distance 2 burst — **Target** All enemies

<✸ ≤11 **12 psychic damage**
★ 12–16 **18 psychic damage**
✦ 17 **24 psychic damage**

Effect The orc takes psychic damage equal to the number of enemies affected. This damage can't be reduced in any way.

Radenwights

Small, agile, and hardy, radenwights have the appearance of humanoid rodents. They're often referred to as "ratfolk," a name they don't particularly mind but also don't embrace. Should anyone ask, many radenwights speak of being a ratfolk when they're alone, but always a radenwight when part of a group. Radenwight groups proudly call themselves a "meddle," and have a knack for appearing where others hoped they wouldn't or whenever they are least expected. Radenwight meddles can be found in the wilderness as easily as in any city, so long as there's suitable work and excitement to keep the members of the meddle occupied.

If radenwights' enemies expect them to scurry away like rats, they will be painfully surprised to see the combined arrows, bodies, and blades of a meddle thrown against them all at once. Whatever radenwights do, they do it fearlessly, with deeply cherished values of bravery and fair play shining through even the most rakish and roguish of them. Radenwights aren't above banditry if it would support the meddle, but they greatly prefer to overwhelm, knock down, and knock out their targets rather than engage in deadly violence. They prefer weapons of precision and look for opportunities to strike as they and their comrades create openings for one another.

Bonds and Bravado

It's a big world out there for a bunch of small ratfolk, and radenwights learned long ago that trying to survive by running away or climbing to safety only gets you so far. Radenwights learn boldness from birth and are taught to hurl themselves fearlessly against any challenge that stands in their way. The key to this bravery is the intense bond of trust that exists between every radenwight, their comrades, and their community, and the knowledge that every other radenwight will act just as decisively as they do. In a scrap, it's not one radenwight's blade or arrow that brings down the foe, but the instant and instinctual follow-up from their fellows.

The Magic of Music

The pursuit of arcane studies is unusual among radenwights, though the community throws their support behind any child who happens to show that talent. Somewhat more common is the spontaneous discovery of magical aptitude through music, as the culture of radenwight meddles strongly emphasizes both music and dance. Radenwights are particularly drawn to flutes and panpipes, inspired by the legend of a flutist who enraptured an evil dragon while her meddle lined up a suitably sized boulder to be dropped from the cliff above.

The Great Maclette

The name Maclette is never uttered without The Great before it. The radenwight maestro leads his band in complex city-wide robberies that always seem to be one step ahead of any would-be ratcatchers. Some say Maclette leads his life of crime to provide for his meddle, while others claim he strives to be king of the criminal world.

In truth, The Great Maclette finds beauty in the thrill of the heist. Robbery is as euphonious as music to his ears, and the maestro treats every operation like a new composition. As long as his band remains at large, he'll always be looking to outdo himself with his next great masterpiece.

Radenwight Languages

Most radenwights speak Caelian and Szetch.

Radenwight Malice — **Malice Features**

At the start of any radenwight's turn, you can spend malice to activate one of the following features.

Trouser Cut (Action) (Non-minion) ◆ 2d10 +2 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature

✦	≤11	7 damage; push 3
★	12–16	10 damage; push 3; taunted (EoT)
✸	17+	13 damage; push 5; taunted (EoT)

Effect If a target is wearing clothing covering the lower half of their body, they must use a maneuver to pull that clothing up before they can move.

Rat Race ◆ 5 Malice

Each radenwight shifts up to their speed. Wherever a radenwight ends this movement adjacent to at least one other radenwight, they can make a melee free strike against each adjacent enemy.

Rally the Rodents ◆ 7 Malice

A radenwight uses music to coordinate rats to form a 10 wall of living rats scurrying atop one another into unoccupied spaces anywhere on the encounter map. The wall doesn't block line of effect for radenwights and their allies, but it does for other creatures, as the rats coordinate their movements with the radenwights. Each square of the wall has 10 Stamina. If the last radenwight in the encounter dies and the wall is still standing, the rats let out a hideous screech as they disperse. Each enemy on the encounter map makes an **Intuition test**.

✸	≤11	7 sonic damage; target can't take a respite activity during their next respite
★	12–16	5 sonic damage
✦	17+	No effect

Radenwight Mischiever — Level 1 Minion Ambusher

Humanoid, Radenwight — EV 6 for eight minions

Stamina 4
Speed 7 (climb) — **Size** 1S / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might −1 **Agility** +2 **Reason** +0 **Intuition** +1 **Presence** +0

Dagger Dance (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** One creature per minion

✦ ≤11 2 damage
★ 12–16 4 damage
✸ 17+ 5 damage

Effect If the mischiever is hidden when they use this ability, they can target two creatures.

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** One creature
Trigger An ally deals damage to the target.
Effect The mischiever makes a free strike against the target.

Radenwight Scrapper — Level 1 Minion Defender

Humanoid, Radenwight — EV 6 for eight minions

Stamina 5
Speed 6 (climb) — **Size** 1S / **Stability** 1
With Captain Melee distance +2 — **Free Strike** 1

Might −1 **Agility** +1 **Reason** +0 **Intuition** +0 **Presence** +2

Buckler Bash (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 1 damage
★ 12–16 2 damage; taunted (EoT)
✸ 17+ 3 damage; taunted (EoT)

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** 1 creature
Trigger An ally deals damage to the target.
Effect The scrapper makes a free strike against the target.

Radenwight Swiftpaw — Level 1 Minion Harrier

Humanoid, Radenwight — EV 6 for eight minions

Stamina 4
Speed 7 (climb) — **Size** 1S / **Stability** 0
With Captain Edge on strikes — **Free Strike** 1

Might +0 **Agility** +2 **Reason** +1 **Intuition** +0 **Presence** −1

Rapier Flunge (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 1 damage; slide 1; shift 1
★ 12–16 2 damage; slide 2; shift 2
✸ 17+ 3 damage; slide 3; shift 3

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** One creature
Trigger An ally deals damage to the target.
Effect The swiftpaw makes a free strike against the target.

Radenwight Redeye — Level 1 Minion Artillery

Humanoid, Radenwight — EV 6 for eight minions

Stamina 3
Speed 5 (climb) — **Size** 1S / **Stability** 0
With Captain Edge on strikes — **Free Strike** 2

Might +1 **Agility** +2 **Reason** −1 **Intuition** +0 **Presence** +0

Eyes-On-Me Shot (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion

✦ ≤11 2 damage
★ 12–16 4 damage
✸ 17+ 5 damage

Effect An ally of the redeye within 2 squares of the target can shift up to 2 squares.

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** One creature
Trigger An ally deals damage to the target.
Effect The redeye makes a free strike against the target.

Radenwight Bruxer — Level 1 Platoon Brute

Humanoid, Radenwight — EV 6

Stamina 40
Speed 5 (climb) — **Size** 1L / **Stability** 2
Free Strike 4

Might +2 **Agility** +1 **Reason** −1 **Intuition** +0 **Presence** +0

Lockjaw (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object

✦ ≤11 6 damage
★ 12–16 9 damage
✸ 17+ 12 damage; grabbed

Effect While the target is grabbed, they take 2 damage at the start of each of the bruxer's turns.

Flurry of Bites (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Melee, Weapon
Distance 1 burst **Target** All enemies in the burst

✦ ≤11 3 damage; A<0 bleeding (save ends)
★ 12–16 5 damage; A<1 bleeding (save ends)
✸ 17+ 8 damage; A<2 bleeding (save ends)

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** One creature
Trigger An ally deals damage to the target.
Effect The bruxer makes a free strike against the target.

Lockdown
An enemy can't shift while adjacent to the bruxer.

Radenwight Piper — Level 1 Platoon Support

Humanoid, Radenwight — EV 6

Stamina 30
Speed 5 (climb) — **Size** 1S / **Stability** 0
Free Strike 3

Might +0 **Agility +0** **Reason +0** **Intuition +2** **Presence +1**

Piercing Trill (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 10 **Target** One creature or object
✦ **≤11** 5 sonic damage; push 1
★ **12–16** 7 sonic damage; push 3
✸ **17+** 9 sonic damage; push 4
Effect The piper or an ally within distance regains Stamina equal to half the damage dealt.

Vivace Vivace! (Maneuver)
Keywords Area, Magic
Distance 3 burst **Target** Each ally in the burst
Effect Each target who has used their Ready Rodent ability since their last turn regains the use of their triggered action.
2 Malice The area increases to 6 burst.

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** One creature
Trigger An ally deals damage to the target.
Effect The piper makes a free strike against the target.

Musical Suggestion
At the end of the piper's turn, they can choose an adjacent creature and slide them 2, ignoring stability.

Radenwight Ratcrobat — Level 1 Platoon Harrier

Humanoid, Radenwight — EV 6

Stamina 30
Speed 7 (climb) — **Size** 1S / **Stability** 0
Free Strike 3

Might −1 **Agility +2** **Reason +0** **Intuition +0** **Presence +1**

En Garde! (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ **≤11** 4 damage
★ **12–16** 6 damage
✸ **17+** 8 damage
Effect The ratcrobat can shift up to 2 squares after striking the first target, then can shift 1 square after striking the second target.

Over Here, Thanks (Maneuver)
Keywords Melee
Distance Melee 1 **Target** One enemy
Effect Slide 3; the ratcrobat can then shift into any of the squares the target left.

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** One creature
Trigger An ally deals damage to the target.
Effect The ratcrobat makes a free strike against the target.

Gymratstics
The ratcrobat has an edge on strikes against larger creatures.

Radenwight Maestro — Level 1 Leader

Humanoid, Radenwight — EV 12

Stamina 80
Speed 5 (climb) — **Size** 1S / **Stability** 1
Free Strike 4

Might −2 **Agility +2** **Reason +0** **Intuition +0** **Presence +3**

Cacophony (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Area, Magic
Distance 5 burst **Target** All enemies in the burst
✦ **≤11** 3 sonic damage; slide 1; shift 1
★ **12–16** 6 sonic damage; slide 3; shift 3
✸ **17+** 8 sonic damage; slide 5; shift 5
Effect Each ally within distance can use Ready Rodent as a free triggered action once before the end of the round.

Tempo Change (Maneuver) ◆ 2d10 + 3
Keywords Magic, Ranged
Distance Ranged 10 **Target** Two enemies
✦ **≤11** P<1 Slowed (save ends)
★ **12–16** P<2 Slowed (save ends)
✸ **17+** P<3 Slowed (save ends)
3 Malice Each ally within 3 of a target has their speed increased by 2 until the end of their next turn.

Ever Ready Rodent (Free Triggered Action) ◆ 2 Malice
Keywords Magic, Melee, Ranged
Distance Ranged 5 **Target** One creature
Trigger The target deals damage to an ally or takes damage from an ally.
Effect The maestro makes a free strike against the target.

End Effect
At the end of their turn, the maestro can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Overture (Villain Action 1)
Keywords Area
Distance 10 burst **Target** All allies in the burst
Effect Each target shifts up to their speed or takes the Defend action.

Solo Act (Villain Action 2)
Keywords Ranged
Distance Ranged 15 **Target** One creature
Effect Until the end of their next turn, the target halves incoming damage, deals an additional 4 damage on strikes, and their speed is doubled.

Rondo of Rat (Villain Action 3)
Keywords Area
Distance 10 burst **Target** All dead allies in the burst
Effect Each target stands, makes a free strike, then collapses again. Allies of the targets can use Ready Rodent as a free triggered action once in conjunction with these free strikes.

Retainer

Radenwight Sidekick **Level 1 Support Retainer**

Humanoid, Radenwight EV 13

Stamina 30
Speed 5 (climb) **Size** 1S/**Stability** 0
Free Strike 2

Might 0 **Agility +2** **Reason 0** **Intuition +1** **Presence 0**

Dagger's Bite (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1, Ranged 5 **Target** One creature or object

✦ **≤11** **3 damage**
★ **12–16** **5 damage**
✸ **17+** **7 damage**

Ready Rodent (Triggered Action)
Keywords Melee, Weapon
Distance Melee 1 **Target** 1 creature
Trigger An ally deals damage to the target.
Effect The sidekick makes a free strike against the target.

Level 4 Retainer Advancement Ability

Boost (Maneuver)
Keywords -
Distance Self **Target** Self
Effect If the sidekick's mentor comes within 1 of the sidekick at any point during their turn, the mentor's speed increases by 1 and the mentor's movement gains the climb keyword until the end of the turn.

Level 7 Retainer Advancement Ability

Bug Bag (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Ranged
Distance 3 cube within 3 **Target** All creatures

✦ **≤11** **6 poison damage; (weak) M weakened (save ends)**
★ **12–16** **9 poison damage (average) M weakened (save ends)**
✸ **17+** **13 poison damage; (strong) M weakened (save ends)**

Level 10 Retainer Advancement Ability

Triumphant Squeak (Maneuver, Encounter)
Keywords -
Distance Self **Target** Self
Effect The target can use a Recovery. The dazed, frightened, and weakened conditions end for the target. Allies within 3 can use Triumphant Squeak as a triggered action, targeting themselves.

Rivals

They take the jobs you were eyeing on the local town's job board. They sit at your favorite table in the tavern with the best drinks, food, and entertainment. You know their name, and they know yours. They're rivals—heroes just like you, and maybe better.

Rivals are streamlined and modular, meant to be easy to adjust on the fly with ancestral traits or signature abilities. They're presented at every tier, capturing their foray into renown as it inevitably crosses, clashes with, and impedes the heroes' journey.

Using Rivals in a Campaign

The next time the heroes suddenly visit a local temple in search of capable clergy to help with a horde of undead, you won't be fumbling for a stat block—that's what rivals are for. These grab-and-go adaptations of classes are meant to capture enough of the class fantasy without making Directors run a full hero character sheet.

They also seamlessly work together, allowing Directors to build a party of NPC heroes or villains who can be allies, enemies, or (quite literally) rivals. They can foil the heroes, showing other ways to use their strength and power.

Rival Ancestries

You can adjust the rival stat blocks to more closely model the rival's ancestry. Select one of the following ancestries, adjust the size and stability, and add the new keyword and ancestral trait.

Keyword	Adjustments
Devil	**Size** 1M / **Stability** 0 **Ancestral Trait – Prehensile Tail** The rival can't be flanked.
Dragon Knight	**Size** 1M / **Stability** 1 **Ancestral Trait – Wings** The rival has the Fly keyword added to their movement. While flying, their stability is 0.
Dwarf	**Size** 1M / **Stability** 2 **Ancestral Trait – Great Fortitude** The rival can't be weakened.
High Elf / Wode Elf	**Size** 1M / **Stability** 0 **Ancestral Trait – Otherworldly Grace** At the start of their turn, the rival can turn the duration of one save ends effect they suffer from into EoT.
Hakkan	**Size** 1L / **Stability** 2 **Ancestral Trait – Forceful** When the rival force moves a creature or object, they can increase the distance by 2.
Human	**Size** 1M / **Stability** 1 **Ancestral Trait – Determination** If the rival is frightened, slowed, or weakened, they can use a maneuver to end the condition.
Memonek	**Size** 1M / **Stability** 0 **Ancestral Trait – Nonstop** The rival can't be slowed.
Orc	**Size** 1M / **Stability** 2 **Ancestral Trait – Glowing Recovery** The rival can use their maneuver to regain Stamina equal to 5 times their level once per round.
Polder	**Size** 1M / **Stability** 1 **Ancestral Trait – Nimblestep** The rival ignores the effects of difficult terrain and moves at full speed while they're sneaking.
Revenant	**Size** 1M / **Stability** 2 **Ancestral Trait – Vengeance Mark** The rival places a magic sigil on an enemy within 10. The rival always knows the direction to that enemy while the sigil is active on them. The rival can detonate the sigil as an action, dealing damage equal to their free strike and sliding the target 2 squares.
Time Raider	**Size** 1M / **Stability** 0 **Ancestral Trait – Forearms** The rival can grab or knockback two creatures at the same time using the same power roll.

Rival Abilities

Each of the rivals can replace their signature action with one the heroes have access to. The censor, tactician, shadow, and fury can select a signature action from any kit, while the other rivals can select a signature action from their respective class. The new ability deals extra damage equal to the rival's level.

Rival Languages

Most rivals speak Caelian and two other languages.

Rival Malice — **Level 1+ Malice Features**

At the start of any rival's turn, you can spend malice to activate one of the following features.

Work as One ◆ 3 Malice

Until the end of the round, each rival can impose a bane against a strike made against an adjacent rival as a free triggered action.

We Just Do It Better ◆ 3 Malice

Until the end of the round, each rival rolls an additional 1d3 on all power rolls made against the target of their Rivalry trait.

Check Out Our Loot ◆ 5 Malice

The rival pulls out a magic consumable and hurls it, targeting a 5 x 1 line within 1 or a 3 cube within 10. Each enemy in an affected area makes an **Agility test.**

✸ **≤11** **11 damage; condition (save ends)**
★ **12–16** **8 damage; condition (EoT)**
✦ **17** **5 damage**

Effect The rival chooses the damage type and condition afflicted from one of the following pairs: sonic and dazed, poison and weakened, or fire and frightened.

Calling the Shots ◆ 7 Malice

All rivals regain 10 Stamina. Until the end of the round, when a rival uses an ability against an enemy, each rival adjacent to that enemy can make a free strike against them.

Coordinated Takedown ◆ 10 Malice

Each rival moves up to their speed and uses an action or maneuver that doesn't cost Malice.

Rival Conduit — Level 2 Troop Support

Humanoid, Rival — EV 16

Stamina 80
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 5

Might +1 **Agility +0** **Reason +0** **Intuition +2** **Presence +0**

Thunder of Heavens (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 10 **Target** Two creatures or objects
✦ **≤11** 7 holy damage
★ **12–16** 10 holy damage
✸ **17** 13 holy damage
Effect The conduit or an ally within distance regains Stamina equal to half the damage dealt.

Imbue with Might (Maneuver) ◆ 2 Malice
Keywords Magic
Distance Ranged 10 **Target** Self and up to 5 allies
Effect Each target has an edge on their next strike.

Stalwart Guardian
Strikes made against allies adjacent to the conduit have a bane.

Rivalry
The conduit selects one creature within line of effect at the start of an encounter. Both the conduit and the creature can add a 1d3 to all power rolls made against each other.

Rival Elementalist — Level 2 Troop Controller

Humanoid, Rival — EV 16

Stamina 60
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 5

Might +0 **Agility +0** **Reason +2** **Intuition +1** **Presence +0**

The Writhing Green (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Green, Magic, Ranged, Strike
Distance Ranged 10 **Target** Two creatures or objects
✦ **≤11** 7 damage; slide 1
★ **12–16** 10 damage; slide 2
✸ **17** 13 damage; slide 3

The Earth Devours (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Green, Magic
Distance 3 cube within 10 **Target** All enemies in the cube
✦ **≤11** 3 damage
★ **12–16** 5 damage; restrained (EoT)
✸ **17** 8 damage; restrained (save ends)
Effect The affected area is difficult terrain for enemies. An enemy has acid weakness 2 while occupying an affected square.

Jaws of the Void (Triggered Action)
Keywords Magic, Void
Distance Self **Target** Self
Trigger The elementalist takes damage.
Effect The elementalist teleports 2 squares. Each creature adjacent to their original space takes 2 corruption damage.

Rivalry
The elementalist selects one creature within line of effect at the start of an encounter. Both the elementalist and the creature can add a 1d3 to all power rolls made against each other.

Rival Fury — Level 2 Troop Brute

Humanoid, Rival — EV 16

Stamina 100
Speed 5 — **Size** 1M / **Stability** 3
Free Strike 5

Might +2 **Agility +1** **Reason +0** **Intuition +0** **Presence +0**

Brutal Impact (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ **≤11** 7 damage; push 1
★ **12–16** 11 damage; push 2
✸ **17** 14 damage; push 3
2 Malice Each target is M<1 slowed (save ends).

Let's Tussle (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature the fury's size or smaller
✦ **≤11** 8 damage; M<0 grabbed
★ **12–16** 13 damage; M<1 grabbed
✸ **17** 16 damage; M<2 grabbed
Effect The fury has an edge on strikes against a grabbed creature.

Overwhelm
Once per turn, when the fury force moves a target or shifts into a square adjacent to a creature or object, they can make a free strike against them.

Rivalry
The fury selects one creature within line of effect at the start of an encounter. Both the fury and the creature can add a 1d3 to all power rolls made against each other.

Rival Null — Level 2 Troop Harrier

Humanoid, Rival — EV 16

Stamina 80
Speed 7 — **Size** 1M / **Stability** 3
Free Strike 5

Might +0 **Agility +2** **Reason +1** **Intuition +0** **Presence +0**

Nimble Step (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ **≤11** 7 damage; shift 2
★ **12–16** 10 damage; shift 3
✸ **17** 13 damage; shift 4

Numb (Maneuver) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 **Target** One creature or object
✦ **≤11** 7 damage; R<0 slowed (EoT)
★ **12–16** 10 damage; R<1 slowed (EoT)
✸ **17** 13 damage; R<2 slowed and dazed (EoT)

Inertial Shield
The null halves the damage of the first strike they are targeted by each round.

Rivalry
The null selects one creature within line of effect at the start of an encounter. Both the null and the creature can add a 1d3 to all power rolls made against each other.

Rival Shadow — Level 2 Troop Ambusher

Humanoid, Rival — EV 16

Stamina 80
Speed 7 — **Size** 1M / **Stability** 1
Free Strike 5

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +1**

Swift Serration (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ **≤11** 7 damage
★ **12–16** 11 damage
✸ **17** 14 damage; A<2 bleeding (save ends)

1 Malice The shadow teleports up to 5 squares and hides.

Coat the Blade (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The shadow coats their weapon with poison. They have an edge on their next strike, and the potency increases by 1.

Exploit Opening
The shadow deals an extra 5 damage to bleeding targets.

Rivalry
The shadow selects one creature within line of effect at the start of an encounter. Both the shadow and the creature can add a 1d3 to all power rolls made against each other.

Rival Tactician — Level 2 Troop Artillery

Humanoid, Rival — EV 16

Stamina 60
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 5

Might +2 **Agility +0** **Reason +1** **Intuition +0** **Presence +0**

Dual Targeting Shot (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** Two creatures or objects

✦ **≤11** 7 damage
★ **12–16** 11 damage
✸ **17** 14 damage

2 Malice Two allies within distance can make a free strike against one of the targets.

I'll Cover You! (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Ranged, Strike, Weapon
Distance Ranged 5 — **Target** One creature or object

✦ **≤11** 8 damage; M<0 weakened (save ends)
★ **12–16** 13 damage; M<1 weakened (save ends)
✸ **17** 16 damage; M<2 weakened (save ends)

Effect An ally adjacent to the target regains 5 Stamina.

Overwatch (Triggered Action)
Keywords Ranged
Distance Ranged 10 — **Target** 1 enemy
Trigger The target moves.
Effect At any point during the movement, the tactician makes a free strike against the target.

Rivalry
The tactician selects one creature within line of effect at the start of an encounter. Both the tactician and the creature can add a 1d3 to all power rolls made against each other.

Rival Talent — Level 2 Troop Hexer

Humanoid, Rival — EV 16

Stamina 60
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 5

Might +0 **Agility +0** **Reason +2** **Intuition +0** **Presence +1**

Reverberating Blast (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Psionic, Ranged, Strike, Telekinesis
Distance Ranged 10 — **Target** Two creatures or objects

✦ **≤11** 7 psychic damage; M<0 prone
★ **12–16** 10 psychic damage; push 2; M<1 prone
✸ **17** 13 psychic damage; push 3; M<2 prone

Muddle the Mind (Maneuver) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Psionic, Ranged, Telepathy
Distance Ranged 10 — **Target** 1 creature or object

✦ **≤11** R<0 slowed (save ends)
★ **12–16** R<1 dazed (save ends)
✸ **17** R<2 slowed and dazed (save ends)

Precognitive Shift (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Trigger A creature deals damage to the talent.
Effect The talent halves the damage and shifts 2.

Rivalry
The talent selects one creature within line of effect at the start of an encounter. Both the talent and the creature can add a 1d3 to all power rolls made against each other.

Rival Conduit — Level 5 Troop Support

Humanoid, Rival — EV 28

Stamina 140
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 6

Might +2 **Agility +0** **Reason +0** **Intuition +3** **Presence +1**

Raging Tempest (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 10 **Target** Two creatures or objects
✦ ≤11 9 holy damage; vertical slide 1
★ 12–16 14 holy damage; vertical slide 2
✸ 17 17 holy damage; vertical slide 3
Effect The conduit or an ally within distance regains Stamina equal to half the damage dealt.

Imbue with Power (Maneuver) ◆ 3 Malice
Keywords Magic
Distance Ranged 10 **Target** Self and up to 5 allies
Effect Each target has a double edge on their next strike.

Stalwart Guardian
Strikes made against allies adjacent to the conduit have a bane.

Rivalry
The conduit selects one creature within line of effect at the start of an encounter. Both the conduit and the creature can add a 1d3 to all power rolls made against each other.

Rival Elementalist — Level 5 Troop Controller

Humanoid, Rival — EV 28

Stamina 120
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 6

Might +0 **Agility +1** **Reason +3** **Intuition +2** **Presence +0**

The Thriving Wilds (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Green, Magic, Ranged, Strike
Distance Ranged 10 **Target** Two creatures or object
✦ ≤11 9 damage; slide 1; M<1 3 acid damage
★ 12–16 14 damage; slide 2; M<2 5 acid damage
✸ 17 17 damage; slide 3; M<3 7 acid damage

The Depths Hunger (Action) ◆ 2d10 + 3 ◆ 4 Malice
Keywords Area, Green, Magic
Distance 4 cube within 10 **Target** All enemies in the cube
✦ ≤11 5 damage
★ 12–16 9 damage; restrained (EoT)
✸ 17 11 damage; restrained (save ends)
Effect The affected area is difficult terrain for enemies. An enemy has acid weakness 3 while occupying an affected square.

Fissures of Darkness (Triggered Action)
Keywords Magic, Void
Distance Self **Target** Self
Trigger The elementalist takes damage.
Effect The elementalist teleports 3 squares. Each creature adjacent to their original space takes 3 corruption damage.

Rivalry
The elementalist selects one creature within line of effect at the start of an encounter. Both the elementalist and the creature can add a 1d3 to all power rolls made against each other.

Rival Fury — Level 5 Troop Brute

Humanoid, Rival — EV 28

Stamina 160
Speed 5 — **Size** 1M / **Stability** 3
Free Strike 7

Might +3 **Agility +2** **Reason +0** **Intuition +0** **Presence +1**

Thunderous Slam (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ ≤11 10 damage; push 2
★ 12–16 15 damage; push 3
✸ 17 18 damage; push 4
2 Malice Each target is M<2 slowed (save ends).

Roughed Up (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature the fury's size or smaller
✦ ≤11 11 damage; M<1 grabbed
★ 12–16 16 damage; M<2 grabbed
✸ 17 21 damage; M<3 grabbed
Effect The fury and each ally have an edge on strikes against a creature grabbed by this ability.

Overpower
Once per turn, when the fury force moves a target or shifts into a square adjacent to a creature or object, they can use a signature action against them.

Rivalry
The fury selects one creature within line of effect at the start of an encounter. Both the fury and the creature can add a 1d3 to all power rolls made against each other.

Rival Null — Level 5 Troop Harrier

Humanoid, Rival — EV 28

Stamina 140
Speed 7 — **Size** 1M / **Stability** 3
Free Strike 6

Might +0 **Agility +3** **Reason +2** **Intuition +1** **Presence +0**

Agile Stride (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ ≤11 9 damage; shift 3; A<1 6 damage
★ 12–16 14 damage; shift 4; A<2 11 damage
✸ 17 17 damage; shift 5; A<3 11 damage

Deaden (Maneuver) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 **Target** One creature or object
✦ ≤11 9 damage; R<1 dazed (EoT)
★ 12–16 14 damage; R<2 dazed (save ends)
✸ 17 17 damage; R<3 dazed and restrained (save ends)

Inertial Shield
The null halves the damage of the first strike they are targeted by each round.

Rivalry
The null selects one creature within line of effect at the start of an encounter. Both the null and the creature can add a 1d3 to all power rolls made against each other.

Rival Shadow — Level 5 Troop Ambusher

Humanoid, Rival — EV 28

Stamina 140
Speed 7 — **Size** 1M / **Stability** 1
Free Strike 7

Might +0 **Agility +3** **Reason +1** **Intuition +0** **Presence +2**

Ambuscade (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects
✦ ≤11 10 damage
★ 12–16 15 damage; A<2 bleeding (save ends)
✸ 17 18 damage; A<3 bleeding (save ends)
1 Malice The shadow teleports up to 6 squares and hides.

Coat the Blade (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The shadow coats their weapon with poison. They have an edge on their next strike, and the potency increases by 1.

Exploit Opening
The shadow deals an extra 7 damage to bleeding targets.

Rivalry
The shadow selects one creature within line of effect at the start of an encounter. Both the shadow and the creature can add a 1d3 to all power rolls made against each other.

Rival Tactician — Level 5 Troop Artillery

Humanoid, Rival — EV 28

Stamina 120
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 7

Might +3 **Agility +0** **Reason +2** **Intuition +0** **Presence +1**

Mark Targets (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** Two creatures or objects
✦ ≤11 10 damage
★ 12–16 15 damage
✸ 17 18 damage
3 Malice Two allies within distance can use a signature action against one of the targets.

Preserve and Protect (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Ranged, Strike, Weapon
Distance Ranged 5 — **Target** One creature or object
✦ ≤11 11 damage; M<1 weakened (save ends)
★ 12–16 16 damage; M<2 weakened (save ends)
✸ 17 21 damage; M<3 weakened (save ends)
Effect An ally adjacent to the target regains 7 Stamina.

Take the Opening (Triggered Action)
Keywords Ranged
Distance Ranged 10 — **Target** 1 enemy
Trigger The target moves.
Effect At any point during the movement, the tactician and one ally within distance make a free strike against the target.

Rivalry
The tactician selects one creature within line of effect at the start of an encounter. Both the tactician and the creature can add a 1d3 to all power rolls made against each other.

Rival Talent — Level 5 Troop Hexer

Humanoid, Rival — EV 28

Stamina 120
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 6

Might +0 **Agility +0** **Reason +3** **Intuition +0** **Presence +1**

Overwhelming Rend (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Psionic, Ranged, Strike, Telekinesis
Distance Ranged 10 — **Target** Two creatures or objects
✦ ≤11 9 psychic damage; push 2; M<1 prone
★ 12–16 14 psychic damage; push 3; M<2 prone
✸ 17 17 psychic damage; push 4; M<3 prone

Disarrange Thoughts (Maneuver) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Psionic, Ranged, Telepathy
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 6 psychic damage; R<1 dazed (save ends)
★ 12–16 6 psychic damage; R<2 dazed (save ends)
✸ 17 6 psychic damage; R<3 dazed and slowed (save ends)

Precognitive Shift (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Trigger A creature deals damage to the talent.
Effect The talent halves the damage and shifts 2.

Rivalry
The talent selects one creature within line of effect at the start of an encounter. Both the talent and the creature can add a 1d3 to all power rolls made against each other.

Rival Conduit — Level 8 Troop Support

Humanoid, Rival — EV 40

Stamina 200
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 8

Might +3 **Agility +0** **Reason +1** **Intuition +4** **Presence +2**

Celestial Furor (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 10 **Target** Two creatures or objects
✦ ≤11 12 holy damage; vertical slide 2
★ 12–16 17 holy damage; vertical slide 3
✸ 17 21 holy damage; vertical slide 4
Effect The conduit or an ally within distance regains Stamina equal to half the damage dealt.

Imbue with Power (Maneuver) ◆ 3 Malice
Keywords Magic
Distance Ranged 10 **Target** Self and up to 5 allies
Effect Each target has a double edge on their next strike.

Unwavering Defender
Damage dealt to allies adjacent to the conduit is halved.

Rivalry
The conduit selects one creature within line of effect at the start of an encounter. Both the conduit and the creature can add a 1d3 to all power rolls made against each other.

Rival Elementalist — Level 8 Troop Controller

Humanoid, Rival — EV 40

Stamina 180
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 8

Might +0 **Agility +2** **Reason +4** **Intuition +3** **Presence +0**

Verdant Rains (Action) ◆ 2d10 + 4◆ Signature
Keywords Green, Magic, Ranged, Strike
Distance Ranged 10 **Target** Two creatures or object
✦ ≤11 12 damage; slide 2; M<2 4 acid damage
★ 12–16 17 damage; slide 3; M<3 6 acid damage
✸ 17 21 damage; slide 4; M<4 8 acid damage
Effect An ally within distance ends one condition affecting them.

The Chasm Engulfs (Action) ◆ 2d10 + 4 ◆ 4 Malice
Keywords Area, Green, Magic
Distance 5 cube within 10 **Target** All enemies in the cube
✦ ≤11 6 damage
★ 12–16 10 damage; restrained (EoT)
✸ 17 14 damage; restrained (save ends)
Effect The affected area is difficult terrain for enemies. An enemy has acid weakness 5 while occupying an affected square.

Maw of the Abyss (Triggered Action)
Keywords Magic, Void
Distance Self **Target** Self
Trigger The elementalist takes damage.
Effect The elementalist teleports 4 squares. Each creature adjacent to their original or final space takes 4 corruption damage.

Rivalry
The elementalist selects one creature within line of effect at the start of an encounter. Both the elementalist and the creature can add a 1d3 to all power rolls made against each other.

Rival Fury — Level 8 Troop Brute

Humanoid, Rival — EV 40

Stamina 220
Speed 5 — **Size** 1M / **Stability** 3
Free Strike 9

Might +4 **Agility +3** **Reason +0** **Intuition +1** **Presence +2**

Bonebreaker (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ ≤11 13 damage; push 3
★ 12–16 18 damage; push 4
✸ 17 22 damage; push 5
3 Malice Each target is M<3 slowed and bleeding (save ends).

Steelfist (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature the fury's size or smaller
✦ ≤11 15 damage; M<3 grabbed
★ 12–16 21 damage; M<4 grabbed
✸ 17 26 damage; M<5 grabbed
Effect The fury and each ally have a double edge on strikes against a creature grabbed by this ability.

Rout
Once per turn, when the fury force moves a target or shifts into a square adjacent to a creature or object, they can use a signature action with an edge against them.

Rivalry
The fury selects one creature within line of effect at the start of an encounter. Both the fury and the creature can add a 1d3 to all power rolls made against each other.

Rival Null — Level 8 Troop Harrier

Humanoid, Rival — EV 40

Stamina 200
Speed 7 — **Size** 1M / **Stability** 3
Free Strike 8

Might +2 **Agility +4** **Reason +3** **Intuition +1** **Presence +0**

Inertial Flow (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ ≤11 12 damage; shift 3; A<2 8 damage
★ 12–16 17 damage; shift 4; A<3 13 damage
✸ 17 21 damage; shift 5; A<4 17 damage

Stun (Maneuver) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 **Target** One creature or object
✦ ≤11 12 damage; R<2 dazed (save ends)
★ 12–16 17 damage; R<3 dazed (save ends)
✸ 17 21 damage; R<4 dazed and restrained (save ends)

Force Dampener
The null imposes a bane and halves the damage of the first strike they are targeted by each round.

Rivalry
The null selects one creature within line of effect at the start of an encounter. Both the null and the creature can add a 1d3 to all power rolls made against each other.

Rival Shadow — Level 8 Troop Ambusher

Humanoid, Rival — EV 40

Stamina 200
Speed 7 — **Size** 1M / **Stability** 1
Free Strike 9

Might +0 **Agility +4** **Reason +2** **Intuition +0** **Presence +3**

Assail and Serrate (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects
✦ ≤11 13 damage; A<2 bleeding (save ends)
★ 12–16 18 damage; A<3 bleeding (save ends)
✸ 17 22 damage; A<4 bleeding and weakened (save ends)
1 Malice The shadow teleports up to 7 squares and hides.

Coat the Blade (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The shadow readies their weapon. They have a double edge on their next strike, and the potency increases by 2.

Exploit Weakness
The shadow deals an extra 9 damage to targets with a condition.

Rivalry
The shadow selects one creature within line of effect at the start of an encounter. Both the shadow and the creature can add a 1d3 to all power rolls made against each other.

Rival Tactician — Level 8 Troop Artillery

Humanoid, Rival — EV 40

Stamina 180
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 9

Might +4 **Agility +1** **Reason +3** **Intuition +0** **Presence +2**

Command from the Back (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** Two creatures or objects
✦ ≤11 13 damage
★ 12–16 18 damage; A<3 prone
✸ 17 22 damage; A<4 prone
4 Malice Two allies within distance can move up to their speed and use a signature action.

Safeguard (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** One creature or object
✦ ≤11 15 damage; M<2 weakened (save ends)
★ 12–16 21 damage; M<3 weakened (save ends)
✸ 17 26 damage; M<4 weakened (save ends)
Effect Two allies adjacent to the target each regain 7 Stamina.

Quickshot (Triggered Action)
Keywords Ranged
Distance Ranged 10 — **Target** 1 enemy
Trigger The target moves.
Effect At any point during the movement, the tactician uses a signature action against the target.

Rivalry
The tactician selects one creature within line of effect at the start of an encounter. Both the tactician and the creature can add a 1d3 to all power rolls made against each other.

Rival Talent — Level 8 Troop Hexer

Humanoid, Rival — EV 40

Stamina 180
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 8

Might +0 **Agility +0** **Reason +4** **Intuition +0** **Presence +1**

Control Synapses (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Psionic, Ranged, Strike, Telekinesis
Distance Ranged 10 — **Target** Two creatures or objects
✦ ≤11 12 psychic damage
★ 12–16 17 psychic damage
✸ 17 21 psychic damage
3 Malice Each target shifts up to their speed and makes a free strike against an enemy of the talent's choice. The target can't be moved in a way that puts them in harm's way.

Disorientate (Maneuver) ◆ 2d10 + 4 ◆ 2 Malice
Keywords Psionic, Ranged, Telepathy
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 8 psychic damage; R<2 dazed (save ends)
★ 12–16 8 psychic damage; R<3 dazed and slowed (save ends)
✸ 17 8 psychic damage; R<4 dazed and slowed (save ends)

Mind Requital (Triggered Action) ◆ 2 Malice
Keywords —
Distance Self — **Target** Self
Trigger A creature deals damage to the talent.
Effect The talent halves the damage and shifts 2. The triggering creature takes half the damage they dealt in psychic damage.

Rivalry
The talent selects one creature within line of effect at the start of an encounter. Both the talent and the creature can add a 1d3 to all power rolls made against each other.

Rival Conduit — Level 10 Troop Support

Humanoid, Rival — EV 48

Stamina 240
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 10

Might +4 **Agility +1** **Reason +1** **Intuition +5** **Presence +3**

Sunder the Very Skies (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Melee, Ranged, Strike
Distance Melee 1 or Ranged 10 **Target** Two creatures or objects
✦ **≤11** 15 damage; vertical slide 3; M<3 5 lightning damage
★ **12–16** 20 damage; vertical slide 4; M<4 7 lightning damage
✸ **17** 24 damage; vertical slide 5; M<5 9 lightning damage
Effect The conduit or an ally within distance regains Stamina equal to half the damage dealt.
2 Malice Two additional allies within distance regain Stamina.

Empyrean Boon (Maneuver) ◆ 5 Malice
Keywords Magic
Distance Ranged 10 **Target** Self and up to 5 allies
Effect Each target has a double edge, deals an additional 10 holy damage, and inflicts vertical slide 2 on their next strike.

Unwavering Defender
Damage dealt to allies adjacent to the conduit is halved.

Rivalry
The conduit selects one creature within line of effect at the start of an encounter. Both the conduit and the creature can add a 1d3 to all power rolls made against each other.

Rival Elementalist — Level 10 Troop Controller

Humanoid, Rival — EV 48

Stamina 220
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 10

Might +1 **Agility +3** **Reason +5** **Intuition +4** **Presence +1**

Viridescent Storm (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Green, Magic, Ranged, Strike
Distance Ranged 10 **Target** Two creatures or objects
✦ **≤11** 15 damage; slide 3; M<3 5 acid damage
★ **12–16** 20 damage; slide 4; M<4 7 acid damage
✸ **17** 24 damage; slide 5; M<5 9 acid damage
Effect An ally within distance ends all conditions affecting them.

The World Consumes (Maneuver) ◆ 5 Malice
Keywords Area, Green, Magic
Distance 3 cube within 10 **Target** All enemies in the cube
Effect The area is overgrown. An enemy has acid weakness 5 and is slowed while in an affected square. An enemy that ends their turn in the area is M<4 restrained (save ends).

Breach of Nihility (Triggered Action)
Keywords Magic, Void
Distance Self **Target** Self
Trigger The elementalist takes damage.
Effect The elementalist teleports 5 squares. Each creature adjacent to their original or final space takes 5 corruption damage.

Rivalry
The elementalist selects one creature within line of effect at the start of an encounter. Both the elementalist and the creature can add a 1d3 to all power rolls made against each other.

Rival Fury — Level 10 Troop Brute

Humanoid, Rival — EV 48

Stamina 260
Speed 5 — **Size** 1M / **Stability** 3
Free Strike 10

Might +5 **Agility +4** **Reason +0** **Intuition +2** **Presence +3**

Seismic Crush (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ **≤11** 15 damage; push 4
★ **12–16** 21 damage; push 5
✸ **17** 25 damage; push 6
2 Malice Each target is M<4 slowed and bleeding (save ends).

Deathgrip (Action) ◆ 2d10 + 5 ◆ 4 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures the fury's size or smaller
✸ **≤11** 15 damage; M<3 grabbed
★ **12–16** 21 damage; M<4 grabbed
✦ **17** 25 damage; M<5 grabbed
Effect The fury and each ally have a double edge on strikes against a creature grabbed by this ability.

Devastate
Once per turn, when the fury force moves a target or shifts into a square adjacent to a creature or object, they can use a signature action with a double edge against them.

Rivalry
The fury selects one creature within line of effect at the start of an encounter. Both the fury and the creature can add a 1d3 to all power rolls made against each other.

Rival Null — Level 10 Troop Harrier

Humanoid, Rival — EV 48

Stamina 240
Speed 7 — **Size** 1M / **Stability** 3
Free Strike 10

Might +3 **Agility +5** **Reason +4** **Intuition +2** **Presence +0**

Kinetic Danse (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ **≤11** 15 damage; shift 4; A<3 10 damage
★ **12–16** 20 damage; shift 5; A<4 15 damage
✸ **17** 24 damage; shift 6; A<5 19 damage

Incapacitate (Maneuver) ◆ 2d10 + 5 ◆ 5 Malice
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ **≤11** 13 damage; R<3 dazed and restrained (save ends)
★ **12–16** 17 damage; R<4 dazed and restrained (save ends)
✸ **17** 20 damage; R<5 dazed and restrained (save ends)

Energy Conservation
The null imposes a bane and halves the damage of the first strike they are targeted by each round. The striker takes 10 damage.

Rivalry
The null selects one creature within line of effect at the start of an encounter. Both the null and the creature can add a 1d3 to all power rolls made against each other.

Rival Shadow — Level 10 Troop Ambusher

Humanoid, Rival — EV 48

Stamina 240
Speed 7 — **Size** 1M / **Stability** 1
Free Strike 10

Might +0 **Agility +5** **Reason +3** **Intuition +2** **Presence +4**

A Hush of Ash (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects
✦ ≤11 15 damage; A<3 bleeding (save ends)
★ 12–16 21 damage; A<4 bleeding (save ends)
✸ 17 25 damage; A<5 bleeding (save ends)
1 Malice The shadow teleports up to 10 squares and hides.

Envenomed Steel (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect On their next strike, the shadow has a double edge, the potency increases by 2, and inflicts M<4 weakened (save ends).

Exploit Weakness
The shadow deals an extra 10 damage to targets with a condition.

Rivalry
The shadow selects one creature within line of effect at the start of an encounter. Both the shadow and the creature can add a 1d3 to all power rolls made against each other.

Rival Tactician — Level 10 Troop Artillery

Humanoid, Rival — EV 48

Stamina 220
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 10

Might +5 **Agility +2** **Reason +4** **Intuition +0** **Presence +3**

Forward Assault (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** Two creatures or objects
✦ ≤11 15 damage
★ 12–16 21 damage; A<4 prone can't stand (EoT)
✸ 17 25 damage; prone and A<5 can't stand (EoT)
5 Malice Two allies within distance can move up to their speed and use a signature action with a double edge.

Guardian from Afar (Action) ◆ 2d10 + 5 ◆ 3 Malice
Keywords Area, Ranged, Weapon
Distance 3 cube within 10 — **Target** One creature in the cube
✦ ≤11 10 damage; M<3 weakened (save ends)
★ 12–16 16 damage; M<4 weakened (save ends)
✸ 17 20 damage; M<5 weakened (save ends)
Effect Each ally in the cube regains 10 Stamina.

Battlefield Control (Triggered Action)
Keywords Ranged
Distance Ranged 10 — **Target** 1 enemy
Trigger The target moves.
Effect At any point during the movement, the tactician and one ally within distance use a signature action against the target.

Rivalry
The tactician selects one creature within line of effect at the start of an encounter. Both the tactician and the creature can add a 1d3 to all power rolls made against each other.

Rival Talent — Level 10 Troop Hexer

Humanoid, Rival — EV 48

Stamina 220
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 10

Might +0 **Agility +0** **Reason +5** **Intuition +0** **Presence +1**

Override (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Psionic, Ranged, Strike, Telekinesis
Distance Ranged 10 — **Target** Two creatures or objects
✦ ≤11 15 psychic damage
★ 12–16 20 psychic damage
✸ 17 24 psychic damage
4 Malice Each target moves up to their speed and makes a free strike against an enemy of the talent's choice. The target can't be moved in a way that puts them in harm's way except for opportunity attacks.

Steal Time (Maneuver) ◆ 2d10 + 5 ◆ 3 Malice
Keywords Chronopathy, Psionic, Ranged
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 R<3 slowed (save ends)
★ 12–16 R<4 restrained (save ends)
✸ 17 R<5 restrained (save ends)
Effect One ally within distance can use an additional action on their turn until the start of the talent's next turn.

Psionic Retribution (Triggered Action) ◆ 2 Malice
Keywords —
Distance Self — **Target** Self
Trigger A creature damages the talent.
Effect The talent halves the damage and shifts 2. The triggering creature takes half the damage they dealt in psychic damage and is pushed 5.

Rivalry
The talent selects one creature within line of effect at the start of an encounter. Both the talent and the creature can add a 1d3 to all power rolls made against each other.

Shambling Mound

The lush ground squelches under every footstep. Curtains of menacing vines block the way, and muffled groans echo distantly under the darkening canopy. By the time you realize the ground is moving, it's too late— the shambling mound has devoured you.

Found in overgrown swamps, stinking marshes, dense wodes, and dark, damp rainforests, the shambling mound is a wandering mass of vegetation that feeds on everything in their path.

Noxious Origins

A shambling mound is most often a byproduct of nearby hags or mages, especially evil ones or those utilizing green magic. Latent magic seeps into the surrounding land, coalescing into a nocuous creature consumed by hunger. The shambling mound knows only that they must grow, and to grow they must feed—and thus they drag themself in search of a hunting ground.

It is believed these magical origins are what give shambling mounds their ability to produce poisons. These poisons range from region to region—for example, the toxins from a shambling mound along coastal beaches or swamps might appear milky white and smell sweet like manchineel trees, while shambling mounds found in rainforests might give off a heady, intoxicating sweet scent at night, luring victims in with beautiful pale blooms like angel's trumpets and producing intense hallucinations for those unfortunate enough to become poisoned.

While more specific effects may vary, each shambling mound's toxins typically have the same aim: enervate their foes, so that they might magically absorb that strength and vitality.

Alchemical Ingredients

After a shambling mound dies, a creature can make a medium Reason test on the mound's sack. On a success, the creature extracts enough toxins for 3 vials of poison, which can be created by completing a Craft Treasure project with the following prerequisites, source, roll characteristic, and goal.

Keywords: Magic, Oil
Item Prerequisites: One vial of shambling mound toxins
Project Source: Texts or lore in Caelian
Project Roll Characteristics: Reason or Intuition
Project Goal: 45

One vial of poison can be applied to a weapon as an action, and 1 minute after the poison is applied, abilities that deal damage with that weapon also deal 1d6 poison damage.

On a failure with a consequence, you can only extract enough toxins for 1 vial.

Hearty Eaters

As a shambling mound drags their massive form through the undergrowth, they consume any organic matter they pass. When they find a good place to lurk until a meal comes to them, the result is far more satisfying. After a mound engulfs their prey—be they animal or adventurer—the meal-to-be is sealed in a sack of interwoven vines and leaves. This vegetative hunter can then sap the strength of those within to feast or empower itself.

Verdant Core and Expansive Sprawl

When fighting a shambling mound, most attention is drawn to the cavernous chamber that holds their consumed victims. However, the shambling mound protects a smaller magical core with a knot of vines, leaves, and other natural defenses. The mound can expose this core to free up their form and become deadlier, thus opening themselves up, in turn, for more harm.

One must also be wary of the area around a shambling mound—their vines reach out far, the full extent of their form hidden amongst other flora until they strike enemies from afar.

Shambling Mound Malice — **Malice Features**

At the start of a shambling mound's turn, you can spend malice to activate one of the following features.

Poisoned Vines ◆ 3 Malice

The shambling mound seeps noxious residue from its vines and deals 12 poison damage against both targets the next time they use their Vine Lash action before the end of their next turn.

Grasp and Squeeze ◆ 5 Malice

The shambling mound writhes, lashing out at each enemy within 10 to snatch them into the air, crush them, and drop them. Each target makes an **Agility test.**

✸	≤11	7 damage; A<3 vertical or horizontal push 5; restrained
★	12–16	6 damage; M<2 vertical or horizontal push 3
✦	17	3 damage

Leeching Wilds ◆ 7 Malice

Until the end of the shambling mound's next turn, the area within 10 squares of them is considered difficult terrain for enemies. An enemy who starts their turn in an affected square takes 4 acid damage, and the shambling mound regains an equal amount of Stamina. An enemy has a bane on power rolls while occupying an affected square.

Shambling Mound — Level 5 Solo

Plant, Shambling Mound — EV 70

Stamina 400
Speed 3 — **Size** 3 / **Stability** 5
Free Strike 7

Might +4 **Agility −1** **Reason +0** **Intuition +1** **Presence +0**

Solo Monster

Solo Turns The shambling mound takes 2 turns each round. They can use two actions on each of their turns and can take each turn after an enemy turn they choose. While dazed, the shambling mound can take one action and one maneuver per turn.

End Effect At the end of their turn, the shambling mound can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Engulfing Sack

The shambling mound has a vegetative sack on their body where they carry engulfed creatures. The sack has 30 Stamina, damage immunity 5, and fire weakness 10. Destroying the sack frees creatures trapped by the shambling mound's Engulf action. The shambling mound regrows the sack at the beginning of their next turn.

Vine Lash (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 6 — **Target** 2 creatures or objects

✦ **≤11** 11 damage; A<3 grabbed
★ **12–16** 16 damage; A<4 grabbed
✸ **17** 19 damage; grabbed

2 Malice The shambling mound can slide one or both targets up to 6 squares.
3 Malice Each target takes 7 poison damage.

Seismic Slam (Action) ◆ 2d10 + 4

Keywords Area, Weapon
Distance 6 burst — **Target** Each enemy in the burst

✦ **≤11** 4 damage; M<2 dazed (save ends)
★ **12–16** 6 damage; M<3 dazed (save ends)
✸ **17** 7 damage; M<4 dazed (save ends)

Engulf (Action) ◆ 2 Malice

Keywords Area, Melee
Distance Melee 6 — **Target** 1 creature or object

Effect The shambling mound reaches out with writhing vines and A<3 engulfs an enemy size 1L or smaller into their sack. The potency increases by 1 if the target is grabbed by the shambling mound. An engulfed creature is restrained, takes 3 poison damage at the start of each turn of combat, and can't take damage from abilities used from outside the sack. When the shambling mound moves, the engulfed creature moves with them. If the mound dies or their engulfing sack is destroyed, each engulfed creature is freed and shunted to an unoccupied square within 2 squares.

2+ Malice The shambling mound can engulf 1 additional enemy for every 2 malice spent.

Leech (Maneuver)

Keywords —
Distance Self — **Target** Each creature trapped by Engulf

Effect 5 poison damage. The shambling mound gains 5 temporary Stamina for each creature affected by this maneuver.

Tether Down (Triggered Action) ◆ 2d10 + 4 ◆ 1 Malice

Keywords —
Distance Melee 6 — **Target** One creature
Trigger A creature within distance moves.

✦ **≤11** 7 damage; M<2 restrained (EoT)
★ **12–16** 12 damage; M<3 restrained (EoT)
✸ **17** 15 damage; M<4 restrained (EoT)

False Appearance

While the shambling mound remains motionless, they are indistinguishable from ordinary vegetation.

Frothing Flora

The area within 6 squares of the shambling mound is considered difficult terrain.

Ravenous Overgrowth (Villain Action 1) ◆ 2d10 + 4

Keywords Area, Melee, Weapon
Distance 10 x 2 line within 1 — **Target** All creatures in the line

✦ **≤11** 7 damage, pull 3
★ **12–16** 12 damage; pull 4; targets gain poison weakness 3 until the encounter ends
✸ **17** 15 damage; pull 6; targets gain poison weakness 5 until the encounter ends

Composting (Villain Action 2)

Keywords Area, Melee, Weapon
Distance Melee 6 — **Target** All enemies

Effect The shambling mound attempts to devour each enemy within distance with its Engulf action without spending malice.

Exposed Crux (Villain Action 3)

Keywords —
Distance Self — **Target** Self

Effect The shambling mound rips themself apart to lay waste, exposing the crux of magic holding them together. The distance of the shambling mound's melee abilities increases to 10, they have a double edge on power rolls, and strikes have an edge against them.

Time Raiders

The kuran'zoi (coor-AN-zoy), also called time raiders, are humanoids who make the Sea of Stars their home. Many kuran'zoi make their living as guides for travelers from other planes, while others survive on the Sea of Stars through piracy against interplanar vessels.

Veterans of the Psychic Wars

Thousands of years ago, the synlirii—a powerful species of evil psionic aberrations—created the kuran'zoi as soldiers. But as the synlirii experimented with and enhanced these warriors' psionic potential, the kuran'zoi came to understand the true nature of their progenitors. They rebelled against the synlirii and fled to the Sea of Stars, becoming nomads of the timescape.

Hardened-Vision Hexapods

Kuran'zoi possess resilient ocular sensors that allow them to see in the dark. Knowing these sensors would also defend them against the hardlight storms of the astral realm, the escaping kuran'zoi chose the Sea of Stars as their home. They thrive where the winds of limbo roar.

Time raiders also have two sets of arms, allowing them to wield melee weapons at the same time as ranged weapons. A single well-trained kuran'zoi is like a squad unto themself.

Psi-Tech

Like their synlirii foes, time raiders travel on mindships and wield psionic weapons and tools that only their people can activate. Many kuran'zoi specialize in melee weapons that psionically devastate enemies, but time raider vertexes also learn to pilot enormous suits of psionic armor that empower their allies.

Genre Raiders

The moniker "time raider" is imprecise. Rather, when kuran'zoi raid a world of the timescape that relies on sorcery instead of kuran'zoi technology—including Orden—it seems to those worlds' people as though the time raiders have come from the future, wielding marvelous weapons of light that hit as hard as steel.

Leave a Few Alive

Time raider pirates plunder the vessels they target, but allow just enough of the crew to survive so the ship can make it back home. Kuran'zoi pirate captains often remind their crews: "Leave the sheep alive. Next year, they'll return with a new coat of wool for us to shear."

Creatures Outside Time

While in the Sea of Stars, time raiders and other creatures don't age. As a result, many living kuran'zoi recall the Psychic Wars. They carry the lessons learned from millennia of conflict with the synlirii into new battles with devastating effect, using mindships to launch attacks on other planes and appearing exactly where they want to. However, this knowledge serves them far beyond war.

Time raiders raise their young in ruined citadels and similar strongholds on obscure worlds, keeping their creches secret and protected.

Time Raider Languages

Most time raiders speak Caelian and Voll.

Time Raider Malice	**Malice Features**
At the start of any time raider's turn, you can spend malice to activate one of the following features.	

Gravity Well (Maneuver) ◆ 3 Malice

Keywords Area, Psionic, Weapon

Distance 5 cube within 3 **Target** Special

Effect A time raider acting this turn activates a gravity well in the affected area. The gravity well sits in the center of the cube and lasts until the end of the encounter or until a creature who can reach the well uses a maneuver to disable it. The affected area is considered difficult terrain for enemies. Whenever an enemy ends their turn in an affected square, they are pulled 4 towards the well.

Recall Module ◆ 5 Malice

Until the end of the round, each time raider has the teleport keyword added to their movement and their speed increases by 3.

Psi-Cage ◆ 10 Malice

All time raiders in the encounter create a psionic field over the encounter map, which lasts until the time raider with the highest Stamina maximum drops to Stamina 0 or chooses to end the field. While the field is up, each non-time raider on the map must make a **Reason test** against this psionic effect at the start of each round.

✸	**≤11**	**10 psychic damage; slowed (EoT)**
★	**12–16**	**7 psychic damage; slowed (EoT)**
✦	**17+**	**No effect**

Time Raider Archon — Level 3 Minion Harrier

Humanoid, Time Raider — EV 10 for eight minions

Stamina 7 — **Immunity** Psychic 3
Speed 7 — **Size** 1M / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might +2 **Agility +2** **Reason +2** **Intuition +1** **Presence –1**

Brutal Flail (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage; an ally can make a free strike against the target

Foresight
The archon doesn't have a bane on strikes against concealed creatures.

Time Raider Myriad — Level 3 Minion Brute

Humanoid, Time Raider — EV 10 for eight minions

Stamina 8 — **Immunity** Psychic 3
Speed 5 — **Size** 1M / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 3

Might +2 **Agility +1** **Reason +2** **Intuition +1** **Presence +1**

Fifth Fist (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ **≤11** 3 damage; slide 1
★ **12–16** 5 damage; slide 2
✸ **17+** 6 damage; slide 3; prone

Foresight
The myriad doesn't have a bane on strikes against concealed creatures.

Time Raider Armiger — Level 3 Platoon Defender

Humanoid, Time Raider — EV 10

Stamina 60 — **Immunity** Psychic 3
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 5

Might +0 **Agility +2** **Reason +2** **Intuition +2** **Presence +0**

Serrated Saber (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 **Target** One creature or object

✦ **≤11** 7 damage
★ **12–16** 10 damage
✸ **17+** 13 damage; R<2 weakened (save ends)
2 Malice A creature is bleeding while weakened from this ability.

Shared Sickness (Triggered Action) ◆ 2d10 + 2
Keywords Psionic, Ranged
Distance Ranged 20 **Target** Triggering creature
Trigger A creature deals damage to any ally of the armiger to whom the armiger has line of effect.

✦ **≤11** 4 psychic damage; R<0 5 poison damage
★ **12–16** 6 psychic damage; R<1 5 poison damage
✸ **17+** 9 psychic damage; R<2 5 poison damage

Foresight
The armiger doesn't have a bane on strikes against concealed creatures.

Kuran'zoi Heraldry
While any time raider starts their turn with line of effect to the armiger, that time raider can end one condition affecting them.

Time Raider Cannonfall — Level 3 Platoon Artillery

Humanoid, Time Raider — EV 10

Stamina 40 — **Immunity** Psychic 3
Speed 5 — **Size** 1L / **Stability** 3
Free Strike 5

Might +0 **Agility +2** **Reason +2** **Intuition +2** **Presence +0**

Sunderbuss (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Psionic, Ranged, Weapon
Distance 3 cube within 10 **Target** All enemies in the cube

✦ **≤11** 4 sonic damage
★ **12–16** 7 sonic damage
✸ **17+** 10 sonic damage; prone; M<2 slowed (save ends)
Effect A layer of ground or floor beneath the area that is 1 square deep is destroyed.

Buss Buffer (Free Triggered Action) ◆ 1 Malice
Keywords Area, Psionic
Distance Self and 5 burst **Target** Self and all allies in the burst
Trigger A creature damages the cannonfall with a ranged or area ability.
Effect The damage is reduced by half for the cannonfall and each target also affected by the triggering ability.

Foresight
The cannonfall doesn't have a bane on strikes against concealed creatures.

Time Raider Helix — Level 3 Platoon Controller

Humanoid, Time Raider — EV 10

Stamina 40 — **Immunity** Psychic 3
Speed 5 (fly) — **Size** 1M / **Stability** 0
Free Strike 5

Might +0 **Agility +2** **Reason +2** **Intuition +2** **Presence +2**

Blaster Volley (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Psionic, Strike, Weapon
Distance Ranged 10 — **Target** Three creatures
✦ **≤11** 6 corruption damage; push 2
★ **12–16** 8 corruption damage; push 4
✸ **17+** 11 corruption damage; push 6; prone

Kinetic Lane (Maneuver)
Keywords Area, Psionic, Ranged
Distance 4 × 2 line within 10 — **Target** Special
Effect The area becomes a psionically charged treadmill that pushes creatures and objects at high speed in one direction of the helix's choice. Any creature that moves into the area or starts their turn there immediately slides 3 squares toward the square at the end of the area in the chosen direction. Each enemy in the area when it first appears takes 3 damage before they are moved.
3 Malice The helix creates a second kinetic lane.

Foresight
The helix doesn't have a bane on strikes against concealed creatures.

Time Raider Hijack — Level 3 Platoon Ambusher

Humanoid, Time Raider — EV 0

Stamina 50 — **Immunity** Psychic 3
Speed 6 — **Size** 1M / **Stability** 0
Free Strike 5

Might +0 **Agility +2** **Reason +2** **Intuition +2** **Presence +1**

Golden Sickles (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 — **Target** One creature
✦ **≤11** 7 damage
★ **12–16** 11 damage
✸ **17+** 14 damage; A<2 bleeding (save ends)
Effect The hijack is hidden from creatures bleeding from this ability until the condition ends.

Psi-Sickle (Maneuver)
Keywords Psionic, Ranged, Weapon
Distance Ranged 5 — **Target** One creature or object
Effect The hijack psychically latches their sickle onto the target and closes the distance between them. If the target is larger than the hijack, the hijack moves adjacent to the target. Otherwise, the target is pulled 4 squares toward the hijack.

Foresight
The hijack doesn't have a bane on strikes against concealed creatures.

Time Raider Mind Punk — Level 3 Platoon Hexer

Humanoid, Time Raider — EV 10

Stamina 40 — **Immunity** Psychic 3
Speed 5 — **Size** 2 / **Stability** 2
Free Strike 5

Might +2 **Agility +0** **Reason +2** **Intuition +2** **Presence +1**

Repelling Psihander (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 1 — **Target** Two creatures adjacent to each other
✦ **≤11** 6 damage
★ **12–16** 8 damage; M<1 dazed (save ends)
✸ **17+** 11 damage; M<2 dazed (save ends)
Effect A target who ends their next turn adjacent to the other target falls prone.

Mindpunk (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Area, Psionic
Distance 3 Burst — **Target** All enemies in the burst
✦ **≤11** 4 psychic damage; R<0 prone
★ **12–16** 6 psychic damage; push 1; R<1 prone can't stand (save ends)
✸ **17+** 9 psychic damage; push 2; R<2 prone can't stand (save ends)

Foresight
The mind punk doesn't have a bane on strikes against concealed creatures.

Time Raider Nemesis — Level 3 Platoon Harrier

Humanoid, Time Raider — EV 10

Stamina 50 — **Immunity** Psychic 3
Speed 7 — **Size** 1M / **Stability** 0
Free Strike 5

Might +1 **Agility +2** **Reason +2** **Intuition +1** **Presence +0**

Golden Scythe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Psionic, Strike, Weapon
Distance Melee 2 — **Target** One creature or object
✦ **≤11** 7 damage; pull 1
★ **12–16** 10 damage; pull 2
✸ **17+** 13 damage; pull 3; A<2 restrained (save ends)
Effect This ability can affect creatures on parallel planes of existence and pull them onto the nemesis's plane.

Kinetic Crush (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Psionic, Ranged, Strike
Distance Ranged 10 — **Target** One creature
✦ **≤11** 7 psychic damage; M<0 slowed (save ends)
★ **12–16** 10 psychic damage; M<1 slowed (save ends)
✸ **17+** 13 psychic damage; M<2 slowed (save ends)
Effect A creature slowed by this ability takes 2 damage whenever they move into or are force moved into a square until the condition ends.

Foresight
The nemesis doesn't have a bane on strikes against concealed creatures.

Time Raider Vertex — Level 3 Platoon Support

Humanoid, Time Raider — EV 10

Stamina 50 — **Immunity** Psychic 3
Speed 5 (fly, hover) — **Size** 2 / **Stability** 3
Free Strike 5

Might +1 **Agility +1** **Reason +2** **Intuition +1** **Presence +0**

Psionic Slam (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Psionic, Strike
Distance Reach 2 — **Target** One creature
✦ **≤11** **5 damage; 2 psychic damage**
★ **12–16** **7 damage; 3 psychic damage**
✸ **17+** **9 damage; 4 psychic damage**
Effect Power rolls made against the target have an edge until the start of the vertex's next turn.

Split Space (Action) ◆ 5 Malice
Keywords Area, Psionic, Ranged
Distance 2 cube within 10 — **Target** Special
Effect A portal fills the area, leading to a location the vertex has experienced (in person or otherwise) on any plane of existence. Each creature who touches the portal is instantly teleported to the nearest unoccupied square at the chosen location. The portal lasts until the vertex dies, uses this ability again, dismisses the portal (no action required), or is transported by the portal.

Invigorated March (Maneuver)
Keywords Area, Psionic
Distance 4 burst — **Target** All allies in the burst
Effect Each target shifts up to half their speed.

Foresight
The vertex doesn't have a bane on strikes against concealed creatures.

Time Raider Tyrannis — Level 3 Leader

Humanoid, Time Raider — EV 20

Stamina 120 — **Immunity** Psychic 5
Speed 10 (teleport, hover) — **Size** 2 / **Stability** 2
Free Strike 5

Might +0 **Agility +3** **Reason +3** **Intuition +1** **Presence +0**

Gatling Blaster (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Ranged, Psionic, Strike, Weapon
Distance Melee 2 or Ranged 10 — **Target** Two creatures or objects
✦ **≤11** **8 corruption damage**
★ **12–16** **12 corruption damage**
✸ **17+** **15 corruption damage**
Effect Each target's speed is reduced by 2 until the start of the tyrannis' next turn.

Air Raid! (Maneuver) ◆ 3 Malice
Keywords Psionic, Ranged
Distance Ranged 10 — **Target** Three time raiders
Effect Each target is psionically lifted into the air, flies up to their speed, and makes a free strike. If a target doesn't land in an unoccupied space, they fall.

Precog Reflexes (Triggered Action)
Keywords Psionic, Ranged
Distance Ranged 10 — **Target** One creature
Trigger The target strikes the tyrannis.
Effect The strike has a bane. After the strike resolves, the tyrannis makes a free strike against the target.
2 Malice The strike has a double bane instead.

End Effect
At the end of their turn, the tyrannis can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Foresight
The tyrannis doesn't have a bane on strikes against concealed creatures.

We Will Won! (Villain Action 1)
Keywords Psionic, Ranged
Distance Self and Ranged 10 — **Target** Self and three allies
Effect Each target gains 15 temporary Stamina and has their speed doubled until the end of their turn.

Stick To The Plan! (Villain Action 2)
Keywords Area
Distance Self and 10 burst — **Target** Self and all allies in the burst
Effect Each target can end one effect or condition affecting them or can move up to their speed.

Armageddon (Villain Action 3)
Keywords Area
Distance 5 burst — **Target** Special
Effect The tyrannis fires a sensor mine into each unoccupied square in the burst and a gravity well (see Gravity Well) into one of their own squares. Whenever an enemy moves into a square with a sensor mine in it, the mine explodes, dealing 3 damage to the enemy.

Retainer

Time Raider Mind Healer **Level 3 Support Retainer**

Humanoid, Psionic, Time Raider EV 19

Stamina 50 **Immunity** Psychic 5
Speed 5 **Size** 1M/**Stability** 0
Free Strike 4

Might 0 **Agility +2** **Reason +2** **Intuition +2** **Presence 0**

Laser Lancet (Action) - 2d10 + highest characteristic - Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 3 **Target** One creature or object

✦ **≤11** **5 fire damage**
★ **12–16** **8 fire damage**
✸ **17+** **11 fire damage**

Effect The healer can end one EoT or Save Ends effect on the target.

Foresight

The healer doesn't have a bane on attacks against concealed creatures.

Level 4 Retainer Advancement Ability

Stim Charge (Action, Encounter)
Keywords -
Distance Ranged 3 **Target** 1 creature
EffectThe target can spend 1 Recovery. Until the end of their next turn, their speed is doubled.

Level 7 Retainer Advancement Ability

Mind Whelm (Action, Encounter) - 2d10 + highest characteristic
Keywords Psionic, Ranged, Strike
Distance Ranged 3 **Target** 1 creature

✦ **≤11** **8 psychic damage; R (weak) frightened (save ends)**
★ **12–16** **13 psychic damage; R (average) frightened (save ends)**
✸ **17+** **17 psychic damage; R (strong) frightened (save ends)**

Level 10 Retainer Advancement Ability

Psychic Short Circuit (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Psionic
Distance 2 burst **Target** All enemies

✦ **≤11** **11 psychic damage**
★ **12–16** **16 psychic damage**
✸ **17+** **21 psychic damage**

Effect If the healer is dazed, frightened, or taunted, they can end that condition and inflict it on one enemy in the area. Additionally, if the healer's mentor is in the area and is dazed, frightened, or taunted, the healer can end that condition and inflict it on one enemy in the area.

Trolls

The embodiment of carnivorous hunger, trolls rampage through the wild, leaving destruction in their wake. Tall and gangly, their mottled green skin is covered by a mane of matted hair that runs around their neck and down their back. In many ways, they resemble massive humanoids, but their exaggerated features belie this comparison; their lower jaw hangs unhinged and distended, and their long arms end in claws which drag along the ground as they walk.

Hypermetabolism

A troll's constant hunger and aggression begets a life of violence. Like a grotesque miracle, they quickly assimilate consumed flesh into themselves to regenerate their body. Some scholars think this extreme metabolic process is the source of their hunger, but none know for certain which came first.

Phases of Destruction

Fortunately for the ecosystems they inhabit, trolls can't be active all the time. Their natural behavior is to hunt relentlessly for a few days, then return to their dens to rest for as much as a week. Patient troll hunters can wait for this hibernation and catch the trolls by surprise—though the cost of waiting can be high, thanks to the damage the trolls might do in the meantime

Strange Mutations

Trolls prefer to prey upon humanoids and animals, but stories have circulated of them feeding on fetid demons and undead, assimilating their flesh to magnificent and horrifying effect. A troll with loose hanging skin, curling nails, or exposed bone might be in better health than their appearance would suggest.

Limbjumbles

When a suitably large piece of mutated troll is torn off in battle, it does its very best to keep on living. Mutation and deep-seated survival instinct go into overdrive, sprouting unthinkable assortments of malformed arms and legs. Though these limbjumbles are ultimately short-lived, they can often be found tumbling awkwardly behind living trolls.

Troll Languages

Most trolls speak Variac or High Kuric, while a few also know Caelian. Trolls are difficult to negotiate with unless a hero can provide more appetizing food than themselves.

Troll Malice — **Malice Features**

At the start of any troll's turn, you can spend malice to activate one of the following features.

Foul Spew ◆ 3 Malice

A troll acting on this turn spews out a half-digested meal in a 1 x 5 line within 1. Each troll in the line regains 3 Stamina. Each enemy in the line must make a **Might test.**

✦	**≤11**	**12 acid damage; dazed (EoT)**
★	**12–16**	**10 acid damage; weakened (EoT)**
✸	**17+**	**6 acid damage**

Emergency Meal ◆ 5 Malice

Each troll in the encounter makes a free strike against an adjacent creature and regains Stamina equal to the damage dealt.

Bloody Banquet ◆ 7 Malice

Each winded troll in the encounter disgorges the content of their stomach onto the ground around them in a 1 burst that lingers until the end of the encounter. Each non-troll that enters or starts their turn in an affected square takes 5 acid damage. Each troll has a double edge on power rolls while occupying an affected square.

Troll Limbjumble — Level 5 Minion Hexer

Troll — EV 14 for eight minions

Stamina 8
Speed 5 — **Size** 1S / **Stability** 0
With Captain Edge on strikes — **Free Strike** 3

Might +3 **Agility +1** **Reason -2** **Intuition -1** **Presence -1**

Arm and a Leg (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object per minion

✦ **≤11** 3 damage; **A<2** prone
★ **12–16** 5 damage; **A<3** prone
✸ **17** 6 damage; prone

Effect If the target is already prone, they are grabbed instead.

Hyper Regeneration
The limbjumble regains 2 Stamina at the start of each of their turns. The limbjumble instantly dies if they take acid or fire damage.

Troll Whelp — Level 5 Minion Brute

Giant, Troll — EV 14 for eight minions

Stamina 10
Speed 6 — **Size** 1L / **Stability** 3
With Captain Strike damage +2 — **Free Strike** 3

Might +3 **Agility +1** **Reason -1** **Intuition +0** **Presence +0**

Jaws and Claws (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object per minion

✦ **≤11** 3 damage
★ **12–16** 6 damage; slide 1
✸ **17** 7 damage; slide 2; **M<2** bleeding (save ends)

Lingering Hunger
Whenever two or more whelps are simultaneously reduced to 0 Stamina with non-acid or fire damage, half of the killed whelps become **troll limbjumbles** with 4 Stamina.

Troll Butcher — Level 5 Troop Hexer

Giant, Troll — EV 28

Stamina 120 — **Weakness** Acid 5, Fire 5
Speed 8 — **Size** 2 / **Stability** 2
Free Strike 6

Might +3 **Agility +1** **Reason +1** **Intuition +0** **Presence +0**

Savoring Bite (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ **≤11** 9 damage; **M<1** bleeding (save ends)
★ **12–16** 14 damage; **M<2** bleeding (save ends)
✸ **17** 17 damage; **M<3** bleeding (save ends)

1 Malice The gourmand regains Stamina equal to the damage dealt.

Rotten Scraps (Action)
Keywords Area, Ranged
Distance 3 cube within 10 — **Target** Each enemy in the cube

✦ **≤11** 5 poison damage; **M<1** weakened (save ends)
★ **12–16** 9 poison damage; **M<2** weakened (save ends)
✸ **17** 11 poison damage; **M<3** weakened (save ends)

Effect Each troll in the cube regains 3 Stamina.

Gourmet Flesh (Maneuver) ◆ 2 Malice
Keywords —
Distance Self — **Target** Self
Effect The gourmand enhances their next Savoring Bite ability, changing the damage type and inflicted condition to one of the following combinations: corruption and dazed, acid and restrained, or lightning and frightened.

Acquired Taste (Triggered Action)
Keywords —
Distance Melee 1 — **Target** Triggering creature
Trigger A creature with deals damage to the gourmand with an Edge or a Surge.
Effect The gourmand makes a free strike against the target. The gourmand has an edge on power rolls and deals an additional 3 damage on their strikes until the end of their next turn.

Bloody Feast
Each ally within 5 of the gourmand has an edge on power rolls that target an enemy suffering from a condition.

Relentless Hunger
The gourmand only dies when they are reduced to 0 Stamina by acid or fire damage, end their turn with 0 Stamina, or take acid or fire damage while at 0 Stamina.

Troll Glutton — Level 5 Troop Brute

Giant, Troll — EV 28

Stamina 160 — **Weakness** Acid 5, Fire 5
Speed 6 — **Size** 2 / **Stability** 4
Free Strike 7

Might +3 **Agility +1** **Reason -1** **Intuition +0** **Presence +1**

Voracious Mastication (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 2 creatures or objects

✦ **≤11** 10 damage
★ **12–16** 15 damage; M<2 slowed (save ends)
✸ **17** 18 damage; M<3 slowed (save ends)

1 Malice The glutton regains Stamina equal to the damage dealt.

Crash Through (Action) ◆ 3 Malice
Keywords —
Distance Self — **Target** Self
Effect The glutton shifts up to their speed in a straight line, ignoring difficult terrain. A creature can choose to fall prone or take 10 damage the first time the glutton passes through their space during the movement. If the glutton moves into a creature or object larger than them and the glutton doesn't knock the creature prone or destroy the object, the glutton's movement stops early and they become dazed until the end of their next turn.

Food Frenzy (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The glutton has a double edge on strikes and strikes have an edge against them, until the start of their next turn.

Spiteful Retort (Free Triggered Action) ◆ 1 Malice
Keywords —
Distance Melee 1 — **Target** Self
Trigger The glutton is reduced to 0 Stamina but doesn't die.
Effect The glutton uses their Voracious Mastication ability against an adjacent creature.

Insatiable Appetite
Once per turn, the glutton can take the Charge action as a free maneuver if they target a winded creature.

Relentless Hunger
The glutton only dies when they are reduced to 0 Stamina by acid or fire damage, end their turn with 0 Stamina, or take acid or fire damage while at 0 Stamina.

Troll Ravager — Level 9 Minion Harrier

Giant, Troll — EV 22 for eight minions

Stamina 15 — **Weakness** Acid 5, Fire 5
Speed 8 — **Size** 2 / **Stability** 2
With Captain Speed +2 — **Free Strike** 4

Might +4 **Agility +2** **Reason +0** **Intuition +1** **Presence +1**

Dine and Dash (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object per minion

✦ **≤11** 4 damage; shift 1
★ **12–16** 6 damage; shift 2
✸ **17** 8 damage; shift 3

Effect The ravager regains Stamina equal to half the damage dealt.

Relentless Hunger
The ravager only dies when they are reduced to 0 Stamina by acid or fire damage, end their turn with 0 Stamina, or take acid or fire damage while at 0 Stamina.

Troll Crack Troop — Level 9 Minion Brute

Giant, Troll — EV 22 for eight minions

Stamina 15 — **Weakness** Acid 5, Fire 5
Speed 6 — **Size** 2 / **Stability** 4
With Captain 3 temporary Stamina — **Free Strike** 5

Might +4 **Agility +1** **Reason -1** **Intuition +0** **Presence +2**

Charging Chomp (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object per minion

✦ **≤11** 5 damage; push 2
★ **12–16** 7 damage; push 3; A<3 3 damage
✸ **17** 9 damage; push 4; A<4 5 damage

Effect The crack troop regains Stamina equal to half the damage dealt.

Relentless Hunger
The crack troop only dies when they are reduced to 0 Stamina by acid or fire damage, end their turn with 0 Stamina, or take acid or fire damage while at 0 Stamina.

RETAINER

Troll Mercenary	**Level 5 Brute Retainer**
Giant, Troll	EV 28

Stamina 80 **Weakness** Acid 5, Fire 5
Speed 6 **Size** 2/**Stability** 4
Free Strike 6

Might +3 **Agility +1** **Reason -1** **Intuition 0** **Presence +1**

Big Bite (Action) - 2d10 + highest characteristic - Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object

✦ **≤11** **6 damage**
★ **12–16** **11 damage**
✸ **17+** **14 damage**

Effect The mercenary regains Stamina equal to half the damage dealt.

Troll Roar (Maneuver, Encounter)
Keywords Area, Resistance
Distance 3 burst **Target** All enemies

✦ **≤11** **P (weak) frightened (save ends)**
★ **12–16** **P (average) frightened (save ends)**
✸ **17+** **P (strong) frightened (save ends), push 3, prone**

Relentless Hunger
The mercenary only dies when they are reduced to 0 Stamina by acid or fire damage, end their turn with 0 Stamina, or take acid or fire damage while at 0 Stamina.

Level 7 Retainer Advancement Ability

Hangry Frenzy (Action, Encounter)
Keywords -
Distance Melee 1 **Target** 3 creatures
Effect While winded, the mercenary uses Big Bite against each target.

Level 10 Retainer Advancement Ability

Fire Bad (Triggered Action, Encounter)
Keywords -
Distance Self **Target** Self
Trigger An ability deals fire or acid damage to the mercenary.
Effect The mercenary moves their speed. If this movement takes them out of the range or area of the ability that damaged them, the ability doesn't affect them.

CONTENT WARNING: BODY HORROR
This section contains references to grisly body horror and viscera. To alleviate player discomfort, you can modify descriptions and abilities to be more incorporeal or spectral as needed.

UNDEAD

Some serve as mindless soldiers and workers under the control of a necromancer. Others rise when they die a bitter death in a place infused with cursed magic. For a few, it was a choice to become something other than a mortal. No matter the reason for their creation, all undead were once living creatures who walk the land after death in defiance of the natural order.

Rotting zombies, seductive vampires, wailing wraiths, and more undead stalk the widespread horror stories nobles and commoners alike tell each another around low-burning hearths. Even the most isolated hermits know that the dead can rise, eager to kill. These popular tales fuel many people's fears of the undead. Mere rumors of a nearby ghoul pack can send an entire community into a panic. When open graves appear in the churchyard or a translucent spirit is spotted on the street, local leaders are quick to hire adventurers to deal with the threat.

DARK PLACES

For many undead, sunlight is a nuisance that they naturally avoid. While it is rarely harmful to them, the sun's golden rays make them uncomfortable and seems to shine far too bright to their dead eyes. Walking in the light of day also makes it easier for fearful mortals to spot an undead. Many undead avoid the sun entirely, hiding in tombs or ruins until nightfall when they can freely stalk their victims.

ENCOUNTERED TOGETHER

Undead creatures are often encountered in groups that include more than just a single kind of creature. A necromancer might raise zombies, skeletons, and ghouls to protect their mansion, as each serves a different function as a guardian. A lich could have wraiths as messengers and wights as laboratory assistants. An ancient tomb might have mummies and vampires within. The undead don't need to drink, eat, sleep, or breathe, and many share an affinity for lightless places, leading to these congregations.

CORPOREAL UNDEAD

At their most innocuous, corporeal undead are a mockery of life, a body dragged along by unnatural strings. At their worst, they are a violent scourge hungry for slaughter, a perverse reflection of the mortal desire to exist for eternity. Ghouls, skeletons, wights, and zombies number among the lesser corporeal undead. Most lack a soul, and many can't think beyond the orders of their creators (unlike more powerful corporeal undead, such as liches and vampires). Those who aren't controlled by others typically have a singular focus: the destruction of all living things.

The magic that animates a corpse removes the need for air, sleep, and sustenance. These spells also halt decay, preserving the undead at the stage of deterioration when magic touched them. While most corporeal undead are brought to unlife by a creator, there are tales of zombies suddenly rising from graveyards during rare astrological occurrences, skeletal soldiers emerging from mass graves on the anniversary of their death, and other seemingly spontaneous acts of necromancy.

INCORPOREAL UNDEAD

Umbral stalkers. Specters. Wraiths. Spectral undead come in many forms. One might be formed by a person's vile actions in life, while another could be a soul lost to a necromancer's dark art. Powerful undead can even manifest these shadowy beings into existence through sheer will. Regardless of how they come to be, spectral undead are malice incarnate.

Spectral undead who naturally formed from the souls of malicious, hate-filled humanoids usually haunt the places where they died, while those manifested by another being serve their creator. Left to their own devices, spectral undead stop at nothing to kill the living they encounter, with some stalking their quarry over miles of wilderness.

UNDEAD LANGUAGES

Most undead speak the languages they knew in life.

UNDEAD MALICE — **LEVEL 1+ MALICE FEATURES**

At the start of any undead's turn, you can spend malice to activate one of the following features.

Paranormal Fling ◆ 3 Malice

Up to three objects on the encounter map that aren't held or tethered to the ground float 1 square off the ground. Each object is then pulled 5 squares toward the nearest enemy within 3 squares of the object.

Abyssal Rift ◆ 5 Malice

Ravenous and rotting undead arms burst forth from 9 connected squares of a vertical or horizontal surface. A creature who ends their turn adjacent to an affected square makes an **Agility test.**

✸ **≤11** **5 damage; restrained (save ends)**
★ **12–16** **5 damage; restrained (EoT)**
✦ **17+** **5 damage**

A creature who starts their turn restrained by the arms takes 1d6 damage.

Dread March ◆ 7 Malice

Each undead creature in the encounter moves up to their speed and makes a free strike. If an undead creature is reduced to Stamina 0 during this dread march, they don't die until their movement and attacks are resolved.

Intensity Tally

At the end of each round, keep an intensity tally of the number of living heroes not adjacent to one or more undead creatures. When the tally reaches the number of heroes in the encounter, you can spend malice to activate the following feature.

Ravenous Horde (3 Malice) Each living hero in the encounter is beset by two winded **rotting zombies** who burst out of unoccupied spaces 4 squares away. The number of rotting zombies increases to three per hero when three or fewer heroes remain alive in the encounter. The intensity tally resets to 0.

Crawling Claw — Level 1 Minion Harrier

Undead — EV 6 for eight minions

Stamina 4 — **Immunity** corruption 1, poison 1
Speed 6 (climb) — **Size** 1T / **Stability** 0
With Captain Speed +2 — **Free Strike** 1

Might 0 **Agility +2** **Reason −5** **Intuition −1** **Presence −1**

Fingernails (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **1 damage**
★ **12–16** **2 damage**
✸ **17+** **3 damage**

Effect The crawling claw shifts a number of squares equal to the damage dealt.

Disorganized
The crawling claw can't grant the flanking benefit to allies.

Decrepit Skeleton — Level 1 Minion Artillery

Undead — EV 6 for eight minions

Stamina 3 — **Immunity** corruption 1, poison 1
Speed 5 — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 2

Might 0 **Agility +2** **Reason −2** **Intuition 0** **Presence −2**

Bone Bow (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion

✦ **≤11** **2 damage**
★ **12–16** **4 damage**
✸ **17+** **5 damage**

Effect The decrepit skeleton chooses one other target within distance to take 1 damage.

Bonetrops
When the decrepit skeleton is reduced to Stamina 0, their square becomes difficult terrain. The first time any enemy enters this space, they take 1 damage.

Rotting Zombie — Level 1 Minion Brute

Undead — EV 6 for eight minions

Stamina 5 — **Immunity** corruption 1, poison 1
Speed 4 — **Size** 1M / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might +2 **Agility −2** **Reason −5** **Intuition −2** **Presence −3**

Rotting Fist (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **2 damage**
★ **12–16** **4 damage**
✸ **17+** **5 damage; M<2 prone if size 1, slowed (save ends) otherwise**

Death Grasp
When the rotting zombie is reduced to Stamina 0, their square becomes difficult terrain. The first time any enemy enters this space, they are M<2 slowed (save ends).

Shade — Level 1 Minion Ambusher

Undead — EV 6 for eight minions

Stamina 4 — **Immunity** corruption 1, poison 1
Speed 5 (fly, hover) — **Size** 1M/ **Stability** 1
With Captain Speed +2 — **Free Strike** 2

Might −5 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

Life Drain (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **2 corruption damage**
★ **12–16** **4 corruption damage**
✸ **17+** **5 corruption damage; the target moves up to their speed away from all shades**

Corruptive Phasing
The shade can move through other creatures and objects at normal speed. The first time in a round that the shade passes through a creature, that creature takes 2 corruption damage. The shade doesn't take damage from being force moved into objects.

Ghoul — Level 1 Band Harrier

Undead — EV 3

Stamina 15 — **Immunity** corruption 1, poison 1
Speed 7 — **Size** 1M/ **Stability** 0
Free Strike 1

Might 0 **Agility +2** **Reason −2** **Intuition 0** **Presence −1**

Razor Claws (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 3 damage
★ **12–16** 4 damage
✸ **17+** 5 damage; M<2 bleeding (save ends)

Leap (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The ghoul jumps 3 squares. If they land on a size 1 enemy, that enemy is knocked prone and the ghoul makes a free strike against them.

Hunger
If the ghoul charges, their speed increases by 2 until the end of their turn.

Arise
The first time the ghoul is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain half their Stamina and fall prone.

Skeleton — Level 1 Band Artillery

Undead — EV 3

Stamina 10 — **Immunity** corruption 1, poison 1
Speed 5 — **Size** 1M/ **Stability** 0
Free Strike 2

Might 0 **Agility +1** **Reason +1** **Intuition 0** **Presence −1**

Bone Shards (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 10 — **Target** One creature or object

✦ **≤11** 4 damage
★ **12–16** 6 damage
✸ **17+** 7 damage

Effect Until the start of the skeleton's next turn, the target takes 2 damage the first time they move on their turn.

Bone Spur (Maneuver) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Area, Weapon
Distance 1 burst — **Target** Each enemy in the burst

✦ **≤11** 1 damage; M<0 bleeding (save ends)
★ **12–16** 2 damage; M<1 bleeding (save ends)
✸ **17+** 3 damage; M<2 bleeding (save ends)

Effect Each target has a bane on their next strike.

Arise
The first time the skeleton is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain half their Stamina and fall prone.

Specter — Level 1 Band Hexer

Undead — EV 3

Stamina 10 — **Immunity** corruption 1, poison 1
Speed 5 (fly, hover) — **Size** 1M/ **Stability** 1
Free Strike 1

Might −5 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

Decaying Touch (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 1 — **Target** One creature

✦ **≤11** 3 corruption damage; P<0 weakened (save ends)
★ **12–16** 4 corruption damage; P<1 weakened (save ends)
✸ **17+** 5 corruption damage; P<2 weakened (save ends)

2 Malice The potency of this ability increases by 1. A living creature killed by this ability becomes a **specter** who appears in the target's space under the Director's control.

Hidden Movement (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The specter turns invisible, moves up to their speed, and becomes visible again.

Corruptive Phasing
The specter can move through other creatures and objects at normal speed. The first time in a round that the specter passes through a creature, that creature takes 2 corruption damage. The specter doesn't take damage from being force moved into objects.

Umbral Stalker — Level 1 Band Ambusher

Undead — EV 3

Stamina 15 — **Immunity** corruption 1, poison 1
Speed 7 (climb) — **Size** 1M/ **Stability** 1
Free Strike 2

Might 0 **Agility +2** **Reason 0** **Intuition 0** **Presence +1**

Chilling Grasp (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Melee, Strike
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 4 cold damage
★ **12–16** 6 cold damage
✸ **17+** 7 cold damage

Effect The umbral stalker shifts 2 before or after using this ability.

Freezing Dark (Action) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Magic
Distance 3 cube within 1 — **Target** Each enemy in the cube

✦ **≤11** 2 cold damage
★ **12–16** 3 cold damage
✸ **17+** 4 cold damage

Effect Until the end of the umbral stalker's next turn, the area is concealed and blocks line of effect for all enemies.

Shadow Jump (Free Maneuver) ◆ 1 Malice
The umbral stalker teleports to an unoccupied space in concealment within 10 squares.

Corruptive Phasing
The umbral stalker can move through other creatures and objects at normal speed. The first time in a round that the umbral stalker passes through a creature, that creature takes 2 corruption damage. The umbral stalker doesn't take damage from being force moved into objects.

Wight — Level 1 Band Hexer

Undead — EV 3

Stamina 10 — **Immunity** corruption 1, poison 1
Speed 5 — **Size** 1M/ **Stability** 0
Free Strike 1

Might +2 **Agility +1** **Reason 0** **Intuition 0** **Presence +1**

Lifestealer Longsword (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ ≤11 3 corruption damage
★ 12–16 4 corruption damage; M<1 slowed (save ends)
✸ 17+ 5 corruption damage; M<2 slowed and weakened (save ends)

Effect The target appears to rapidly age each time they take damage from this ability. The target regains their former appearance when the wight is destroyed.

Raise (Maneuver) ◆ 3 Malice
Keywords Magic, Ranged
Distance Ranged 3 — **Target** One dead ally
Effect The target revives with half their Stamina. The wight can't use this maneuver again until they attack a creature with their lifestealer longsword.

Arise
The first time the wight is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain half their Stamina and fall prone.

Zombie — Level 1 Band Brute

Undead — EV 3

Stamina 20 — **Immunity** corruption 1, poison 1
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 2

Might +2 **Agility +1** **Reason −5** **Intuition −2** **Presence +1**

Clobber and Clutch (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ ≤11 4 damage
★ 12–16 6 damage
✸ 17+ 7 damage; grabbed

Effect A target who starts their turn grabbed by the zombie takes 2 corruption damage. If a creature takes 5 or more corruption damage this way, they become insatiably hungry for flesh. The target must complete the Find a Cure project to end this effect.

Breakfall (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice
Keywords Area, Melee
Distance 2 burst — **Target** Each enemy in the burst
Effect The zombie falls prone, expelling a wave of rot and dust.

✦ ≤11 2 corruption damage
★ 12–16 3 corruption damage; M<1 weakened (save ends)
✸ 17+ 4 corruption damage; M<2 dazed (save ends)

Endless Knight
The first time the zombie is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain their full Stamina and fall prone.

Ghost — Level 1 Leader

Undead — EV 12

Stamina 80 — **Immunity** corruption 3, poison 3
Speed 6 (fly, hover) — **Size** 1M/ **Stability** 1
Free Strike 4

Might −2 **Agility +2** **Reason 0** **Intuition 0** **Presence +3**

Heat Death (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 5 — **Target** Two creatures

✦ ≤11 7 cold damage; P<1 slowed (save ends)
★ 12–16 10 cold damage; P<2 slowed (save ends)
✸ 17+ 13 cold damage; P<3 slowed (save ends)

Effect The next strike made against the target has an edge.

Haunt (Maneuver)
Keywords Ranged
Distance Ranged 8 — **Target** Self or one incorporeal ally
Effect The target shifts up to their speed.
2 Malice The ghost chooses one additional target.

Shriek (Triggered Action) ◆ 1 Malice
Keywords Magic
Distance Melee 1 — **Target** The triggering creature
Trigger A creature within distance targets the ghost with a strike.
Effect The ghost halves the incoming damage and the target takes 2 sonic damage.

Phantom Flow
Each incorporeal undead creature within 10 squares of the ghost ignores difficult terrain.

Paranormal Activity (Villain Action 1)
Keywords Area, Magic
Distance 5 burst **Target** Each size 1S or larger object in the burst
Effect Each target floats 1 square into the air and is pulled 5 squares toward the nearest enemy within 3 squares of them.

Spirited Away (Villain Action 2) ◆ 2d10 + 2
Keywords Area, Magic
Distance 5 burst — **Target** Each enemy in the burst

✦ ≤11 P<1 levitated (EoT) (see effect)
★ 12–16 P<2 levitated (EoT)
✸ 17+ P<3 levitated for the rest of the encounter

Effect A levitated target floats 1 square off the ground when they are first affected, then rises 1 square at the end of each of their turns. If a levitated target can't already fly, they can fly but are slowed and weakened while flying in this way.

Awful Wail (Villain Action 3) ◆ 2d10 + 3
Keywords Area, Magic
Distance 5 burst — **Target** Each enemy in the burst

✦ ≤11 3 sonic damage
★ 12–16 5 sonic damage
✸ 17+ 8 sonic damage

Effect P<2 the target is reduced to 1 Stamina if they have 2 or more Stamina after taking damage.

Corruptive Phasing
The ghost can move through other creatures and objects at normal speed. The first time in a round that the ghost passes through a creature, that creature takes 2 corruption damage. The ghost doesn't take damage from being force moved into objects.

Undead — 2nd Echelon

When the dead rise, all of hell rises with them.

Lady Demelza, Courser

Mummies

Mummies are humanoids raised from the dead via a complex series of magical rituals. The process tethers a creature's soul to their earthly body, preventing them from crossing into true death. As part of the mummification process, a corpse is embalmed and wrapped in cloth imbued with necromantic power. Mummification is reserved for situations of grave import. A great hero may voluntarily be mummified upon death to eternally guard future generations or a holy relic. On the other hand, a great villain may be mummified to prevent them from escaping their crimes through death.

Vampire Spawn

Vampirism is a curse of blood. A curse that harrows its victims, turning them into mirror-mockeries of life that nonetheless hunger for life's essence: blood. With that hunger comes power everlasting over life and death. By feeding, a vampire passes this curse onto their victims.

Though vampires are fundamentally changed from their mortal forms, they retain the intellect and memories of their mortal selves. A vampire's power grows as they spend time in undeath. Vampire spawn, the youngest of their ilk, are barely separated from their mortal selves. They are driven by their thirst for blood and their master's orders. Few spawn survive long enough to become true vampires.

Mournlings

Powered by sorrow and rage, these hulking amalgamations of dirt or flesh defend the homes of their creators, brutally attacking intruders while sobbing uncontrollably. Mournlings express far more emotion than many other undead guardians, for their makers imbued them with sadness and loss. Though their druidic creators are long-dead, some original mournlings still defend forests, meadows, and other natural places they were built to protect.

Outside of battle, mournlings patrol for interlopers in a trance-like state. When an unknown creature creates a disturbance or approaches them, the mournling unleashes a primal cry that conveys the very essence of suffering, then they burst into violence. They continue to sob and moan even as they viciously beat their enemies to a pulp.

Undead Malice — **Level 4+ Malice Features**

At the start of a level 4+ undead's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The undead activates a malice feature available to undead level 3 or lower.

Blood Hunger ◆ 5 Malice

As a part of the next signature action used on a bleeding creature, all undead creatures within 5 can move up to their speed and make a free strike on the same target.

Fleshflayed Shambler — **Level 4 Minion Brute**

Undead — EV 12 for eight minions

Stamina 9 — **Immunity** corruption 4, poison 4
Speed 5 — **Size** 1M / **Stability** 0
With Captain Strike damage +2 — **Free Strike** 3

Might +3 **Agility -1** **Reason +0** **Intuition +0** **Presence +0**

Bone Carvers (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ **≤11** **3 damage**
★ **12-16** **5 damage**
✸ **17** **7 damage**

Effect The target is bleeding (save ends) if the shambler has an edge on this ability.

Fleshfused Spines

Whenever an enemy makes physical contact with the shambler or uses a melee ability against the shambler, they take 2 damage.

Ghoul Craver — **Level 4 Minion Harrier**

Undead — EV 12 for eight minions

Stamina 8 — **Immunity** corruption 4, poison 4
Speed 7 (climb) — **Size** 1M / **Stability** 0
With Captain Strike damage +2 — **Free Strike** 2

Might +3 **Agility +2** **Reason 0** **Intuition 0** **Presence 0**

Taste (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** 1 creature or object per minion

✦ **≤11** **2 damage**
★ **12-16** **4 damage**
✸ **17** **6 damage**

Effect The ghoul craver has a double edge on this ability when targeting bleeding creatures.

Ever So Hungry

While 3 or more ghoul cravers are adjacent to an enemy, that enemy can't shift.

Hunger

The ghoul craver's speed increases by 2 while charging, until the end of their turn.

Hollowbone Launcher — **Level 4 Minion Artillery**

Undead — EV 12 for eight minions

Stamina 7 — **Immunity** corruption 4, poison 4
Speed 5 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 3

Might -2 **Agility +3** **Reason +0** **Intuition +0** **Presence +0**

Hollowbone Slug (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion

✦ **≤11** **3 damage**
★ **12-16** **5 damage**
✸ **17** **7 damage; M<3 bleeding (save ends)**

Effect Each creature adjacent to the target takes 2 damage from exploding bone shards.

Brittle Revenge

The hollowbone launcher explodes when they are reduced to 0 Stamina, dealing 2 damage to each adjacent creature.

Flesh Mournling — Level 4 Band Defender

Undead — EV 6

Stamina 35 — **Immunity** corruption 4, poison 4
Speed 6 — **Size** 2 / **Stability** 2
Free Strike 2

Might +3 **Agility +1** **Reason 0** **Intuition +2** **Presence -1**

Multiarm Strike (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✸ ≤11 **5 damage**
★ 12-16 **7 damage**
✦ 17 **9 damage**
Effect The target can't shift away from the mournling until the end of their turn.
1 Malice The mournling targets an additional creature.

Horrid Wail (Action) ◆ 2d10 + 3
Keywords Area, Magic
Distance 5 burst — **Target** all enemies in the burst
✦ ≤11 **2 psychic damage**
★ 12-16 **3 psychic damage; I<2 frightened (save ends)**
✸ 17 **4 psychic damage; I<3 frightened (save ends)**
Effect If a target is still frightened by this ability at the end of the encounter, they cannot take a respite activity during their next respite.

Immutable Form
The mournling's shape can't change via any external effects.

Arise
The first time in an encounter that the mournling is reduced to 0 Stamina with non-fire/non-holy damage and their body isn't destroyed, they regain half their Stamina and fall prone.

Giant Zombie — Level 4 Troop Brute

Undead — EV 24

Stamina 140 — **Immunity** corruption 4, poison 4
Speed 6 — **Size** 3 / **Stability** 2
Free Strike 6

Might +3 **Agility -1** **Reason -2** **Intuition +1** **Presence +2**

Rotten Smash (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** Two creatures or objects
✦ ≤11 **9 damage**
★ 12-16 **14 damage; A<2 grabbed**
✸ 17 **17 damage; A<3 grabbed**

Knocking Heads (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Two creatures or objects
Trigger The giant zombie grabs both targets or starts their turn with each target grabbed.
Effect The giant zombie smashes the targets together, using their Rotten Smash against both targets with a double edge.

Negative Nerves
When the giant zombie is targeted by an ability, they halve the damage from any tier-1 results.

Arise
The first time the giant zombie is reduced to 0 Stamina with non-fire/non-holy damage and their body isn't destroyed, they regain half their Stamina and fall prone.

Mummy — Level 4 Band Brute

Mummy, Undead — EV 6

Stamina 50 — **Immunity** corruption 4, poison 4 / **Weakness** fire 5
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 3

Might +3 **Agility -1** **Reason +1** **Intuition +3** **Presence +0**

Accursed Bindings (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 1 creature or object
✦ ≤11 **6 corruption damage; pull 1**
★ 12-16 **8 corruption damage; pull 2**
✸ 17 **10 corruption damage; pull 2; M<3 restrained (save ends)**
Effect The potency of the mummy's next ability used against the target increases by 1.

Eldritch Curse (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Magic, Ranged
Distance Ranged 10 — **Target** One creature
✦ ≤11 **3 corruption damage; I<1 cursed (save ends)**
★ 12-16 **5 corruption damage; I<2 cursed (save ends)**
✸ 17 **7 corruption damage; I<3 cursed (save ends)**
Effect A cursed target is bleeding and weakened, and allies have an edge on strikes made against them.

Blast of Mummy Dust (Triggered Action) ◆ 1 Malice
Keywords Area
Distance 1 burst — **Target** 1 restrained target
Trigger The mummy comes within distance of the target or starts their turn within distance of the target.
Effect 8 poison damage.

Vampire Spawn — Level 4 Band Harrier

Undead, Vampire — EV 6

Stamina 30 — **Immunity** corruption 4, poison 4
Speed 5 (climb) — **Size** 1M / **Stability** 0
Free Strike 2

Might +2 **Agility +3** **Reason -1** **Intuition +1** **Presence +2**

Exsanguinating Bite (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object
✦ ≤11 **5 damage**
★ 12-16 **7 corruption damage; M<2 bleeding (save ends)**
✸ 17 **9 corruption damage; M<3 bleeding (save ends)**
Effect The vampire spawn regains Stamina equal to the corruption damage they deal.
1 Malice The target takes an additional 3 corruption damage.

Vampiric Celerity (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The vampire spawn shifts 1 and then moves up to their speed. The next ability the vampire uses before the start of their next turn has an edge.

Unslakable Bloodthirst
The vampire spawn has a speed of 10 while a creature is bleeding within 10. The vampire spawn must strike a bleeding creature on their turn if they are able to.

Wraith — Level 4 Band Hexer

Undead — EV 6

Stamina 25 — **Immunity** corruption 4, poison 4
Speed 8 (fly, hover) — **Size** 1M / **Stability** 0
Free Strike 2

Might -2 **Agility +2** **Reason +1** **Intuition +1** **Presence +3**

Chilling Gravetouch (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ ≤11 5 cold damage; P<1 slowed (save ends)
★ 12-16 7 cold damage; P<2 slowed (save ends)
✸ 17 9 cold damage; P<3 slowed (save ends)

Effect Living creatures killed by this ability return as a **ghoul craver** the next round, under the Director's control.

Hidden Movement (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The specter turns invisible, moves up to their speed, and becomes visible again.

Stolen Vitality (Free Triggered Action) ◆ 1 Malice
Keywords Magic, Ranged
Distance Ranged 5 — **Target** 1 enemy
Trigger The target regains Stamina.
Effect The target only regains half the Stamina they would normally. The wraith regains the remaining Stamina.

Agonizing Phasing
The wraith can move through other creatures and objects at normal speed. The first time in a round that the shade passes through a creature, that creature takes 5 corruption damage and has a bane on their next attack. The wraith doesn't take damage from being force moved into objects.

Mummy Lord — Level 4 Leader

Mummy, Undead — EV 24

Stamina 155 **Immunity** corruption 6, poison 6 / **Weakness** fire 5
Speed 6 — **Size** 1M / **Stability** 4
Free Strike 6

Might +4 **Agility +0** **Reason +2** **Intuition +4** **Presence +2**

Accursed Slam (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects

✦ ≤11 10 corruption damage; I<2 bleeding (save ends)
★ 12-16 14 corruption damage; I<3 bleeding (save ends)
✸ 17 17 corruption damage; I<4 bleeding (save ends)

Effect The potency of abilities used against a target bleeding from this ability increase by 1.

Binding Curse (Action) ◆ 2d10 + 4 ◆ 1 Malice
Keywords Magic, Ranged
Distance Ranged 20 — **Target** One creature

✸ ≤11 7 corruption damage; I<2 frightened (save ends)
★ 12-16 12 corruption damage; I<3 frightened (save ends)
✦ 17 16 corruption damage; I<4 frightened (save ends)

Effect A target frightened by this ability takes 4 psychic damage whenever they use a move action until the condition ends.
2+ Malice The mummy lord targets an additional creature for every 2 malice spent.

Summon my Guard! (Triggered Action) ◆ 2 Malice
Keywords —
Distance Ranged 10 — **Target** Special
Trigger The Mummy Lord becomes winded for the first time.
Effect Two **mummies** and 4 **ghoul carvers** appear within distance.

Cursed Transference
At the end of their turn, the mummy lord can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.
5 Malice The effect is transferred to a creature within 10.

Plague of Flies (Villain Action 1) ◆ 2d10 + 4
Keywords Area, Magic
Distance 5 burst — **Target** All enemies

✦ ≤11 5 poison damage
★ 12-16 8 poison damage
✸ 17 10 poison damage

Effect Each target has a bane on their next strike.

Land's Guardian (Villain Action 2)
Keywords —
Distance Self — **Target** Self
Effect The mummy lord's speed increases by 2 and adds the burrow keyword to their movement. The mummy lord burrows up to their speed. Each enemy within 2 squares of the mummy lord's movement must make an **Agility test.**

✸ ≤11 Prone, can't stand (EoT)
★ 12-16 Prone
✦ 17 no effect

Unbound Horrors (Villain Action 3) ◆ 2d10 + 4
Keywords Area, Magic
Distance 5 burst — **Target** All enemies

✦ ≤11 5 corruption damage; I<2 frightened (save ends)
★ 12-16 8 corruption damage; I<3 frightened (save ends)
✸ 17 10 corruption damage; I<4 frightened and restrained (save ends)

Undead — 3rd Echelon

Whether through intentional craft of undead, or by exotic and unique circumstance, especially dangerous undead lurk in isolated, untouched places.

Koptourok

Koptourok is a Variac name that roughly translates to "dead tourist." It's given to those who meet their end suffocating in the depths, whether they drowned in a subterranean lake, wandered into a cave of trapped gas, or were crushed by a rockslide. These rasping, slouching undead rise from their grave desperate for the one thing they've lost: breath.

Haunt

Born of mass death events that leave many souls stranded in agony together, a haunt is a violent nuclear chaos driven by a maladaptive hatred for the living. They stake claim to the scene of their death, where their grief forbids them from leaving and strands them in the Mundane World. No one soul within the haunt is necessarily malicious, and all of them would individually prefer to move on and find peace, but their accumulated grief drives them to tremendous anger. As such, haunts will commit sadistic acts of violence against the living, even if not one soul within the haunt would've been capable of doing so in life.

Waxen

When a corpse is preserved improperly, its body fat can become a substance known as corpse wax, which some necromancers will harvest and use to enhance their own minions, transforming them into waxens. These awkward, loping creatures cake their foes in foul-smelling wax to slow and sicken them. Some necromancers might light their own waxen minions ablaze—doing so usually means sacrificing the creature to the flames, but also makes their fistfulls of wax significantly more dangerous in the process.

Vampires and Vampire Lords

By drinking the blood of a true vampire, a vampire spawn can transcend their feral beginnings and rise to become a true vampire themself. However, this need not be the end of their ambitions. Through many nights of cunning, a vampire can grow old and powerful enough to control vast amounts of territory and vassals. The term "vampire lord" thus refers not to a specific age or threshold of physical prowess, but rather status and influence. A vampire who refers to themself as a lord invites challenges to their title and is prepared to crush those who come to end their reign.

Undead Malice — **Level 7+ Malice Features**

At the start of a level 7+ undead's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The undead activates a malice feature available to undead level 6 or lower.

Necrotic Rupture ◆ 5 Malice

Until the end of the round, whenever an undead creature dies, they deal 8 corruption damage to each enemy within 3.

Blood-Starved Vampire — **Level 7 Minion Harrier**

Undead, Vampire — EV 18 for eight minions

Stamina 12 — **Immunity** corruption 7, poison 7
Speed 6 (climb) — **Size** 1M / **Stability** 0
With Captain Speed +3 — **Free Strike** 3

Might +4 **Agility +1** **Reason -3** **Intuition +1** **Presence -3**

Feeding Frenzy (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 3 damage
★ 12–16 6 damage
✸ 17 7 damage; M<4 bleeding (EoT)

Effect The target is knocked prone and can't stand (EoT) if they were already bleeding.

Unslakable Bloodthirst

The vampire has a speed of 10 while a creature is bleeding within 10. The vampire must strike a bleeding creature on their turn if they are able to.

Faded Echo — **Level 7 Minion Hexer**

Undead — EV 18 for eight minions

Stamina 10 — **Immunity** corruption 7, poison 7
Speed 5 (fly, hover) — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 3

Might -3 **Agility +4** **Reason -5** **Intuition +1** **Presence -3**

Hollow Grasp (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 3 corruption damage
★ 12–16 6 corruption damage; P<3 weakened
✸ 17 7 corruption damage; P<4 weakened

Effect This weakened condition ends if the affected target ends their turn with no faded echoes within 5 squares of them.

Corruptive Phasing

The echo can move through other creatures and objects at normal speed. The first time in a round that the echo passes through a creature, that creature takes 4 corruption damage. The echo doesn't take damage from being force moved into objects.

Mummy Rotwrap — **Level 7 Minion Brute**

Mummy, Undead — EV 18 for eight minions

Stamina 15 **Immunity** corruption 7, poison 7 / **Weakness** fire 5
Speed 5 — **Size** 1M / **Stability** 1
With Captain Melee distance +3 — **Free Strike** 4

Might +4 **Agility -2** **Reason -2** **Intuition +1** **Presence -2**

Fetid Wrappings (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ ≤11 4 damage
★ 12–16 7 damage; pull 1
✸ 17 8 damage; pull 3

Effect Each ally has an edge on strikes made against the target until the end of the round.

Dirt Mournling — Level 7 Band Controller

Undead — EV 9

Stamina 64 — **Immunity** corruption 7, poison 7
Speed 6 (burrow, climb) — **Size** 3 / **Stability** 3
Free Strike 3

Might +4 **Agility +1** **Reason -2** **Intuition +1** **Presence -3**

Mudslide (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** One creature or object
✦ **≤11** 7 damage; M<3 grabbed
★ **12–16** 10 damage; M<4 grabbed
✸ **17** 11 damage; grabbed
Effect A 3 cube area of the ground centered on the target is considered difficult terrain for enemies.

Mourning Cry (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Area, Magic
Distance 3 burst — **Target** All enemies in the burst
✦ ≤11 3 corruption damage; I<2 frightened (save ends)
★ 12–16 6 corruption damage; I<3 frightened (save ends)
✸ 17 7 corruption damage; I<4 frightened (save ends)
Effect A target frightened by this ability is frightened of all undead until the condition ends or the mournling is destroyed.

Immutable Form
The mournling's shape can't change via any external effects.

Rupture
The first time the mournling burrows out of the ground on their turn, they make a free strike against each adjacent enemy.

Haunt — Level 7 Band Controller

Undead — EV 9

Stamina 40 — **Immunity** corruption 7, poison 7
Speed 6 (fly, hover) — **Size** 2 / **Stability** 0
Free Strike 3

Might -2 **Agility +4** **Reason -1** **Intuition +0** **Presence +0**

Lash Out (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** One creature or object
✦ **≤11** 7 damage; slide 2
★ **12–16** 10 damage; slide 3
✸ **17** 11 damage; slide 5
Effect If the target is shifted into another creature's space, that creature takes an additional 4 damage and slides 2.

Crushing Despair (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Area, Magic
Distance 3 burst — **Target** All enemies in the burst
✦ **≤11** 3 damage; I<2 prone
★ **12–16** 6 damage; I<3 prone
✸ **17** 7 damage; I<4 prone
Effect A target knocked prone by this ability can't stand up on their own while a haunt is within 20 squares of them.

Invisible Horror
The haunt can move through other creatures and objects at normal speed and is unaffected by difficult terrain. The haunt is invisible during their move action. The haunt doesn't take damage from being force moved into objects.

Koptourok — Level 7 Band Hexer

Undead — EV 9

Stamina 40 — **Immunity** corruption 7, poison 7
Speed 5 — **Size** 1M / **Stability** 1
Free Strike 3

Might +4 **Agility +2** **Reason +0** **Intuition +1** **Presence -1**

Choking Grasp (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 5 — **Target** One creature or object
✦ **≤11** 7 damage; M<2 grabbed
★ **12–16** 10 damage; M<3 grabbed
✸ **17** 11 damage; M<4 grabbed
Effect A creature grabbed by this ability suffocates until the condition ends. The Koptourok can have up to two creatures grabbed in this way at the same time.

Inhale (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Area, Magic
Distance 5 burst — **Target** All enemies in the burst
✦ **17** Pull 3; M<2 5 corruption damage
★ **12–16** Pull 5; M<3 5 corruption damage
✸ **≤11** Pull 7; M<4 5 corruption damage
Effect The koptourok has an edge on each target they have grabbed. If at least one target is pulled adjacent to the koptourok, the koptourok's movement gains the fly keyword.

Exhale
The first time the koptourok is winded by non-fire/non-holy damage, each enemy within 3 takes 8 corruption damage and is M<3 weakened (save ends).

Waxen — Level 7 Band Artillery

Undead — EV 9

Stamina 40 — **Immunity** corruption 7, poison 7
Speed 4 — **Size** 1M / **Stability** 2
Free Strike 4

Might +4 **Agility -2** **Reason -4** **Intuition +1** **Presence -2**

Wax Fling (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** One creature or object
✦ **≤11** 8 damage
★ **12–16** 11 damage
✸ **17** 12 damage; A<4 slowed (save ends)
Effect The target is restrained (save ends) if they were already slowed by this ability.

Erupt (Action) ◆ 3 Malice
Keywords Area, Magic
Distance 2 burst — **Target** All enemies in the burst
Effect Each target makes an **Agility test.**
✸ **≤11** 10 damage
★ **12–16** 8 damage
✦ **17** 5 damage
Effect The waxen shifts up to their speed before erupting if they are ignited (see Burn Bright). The waxen dies and the affected area becomes difficult terrain for enemies.

Burn Bright
If the waxen takes any amount of fire damage, they ignite. While ignited, the waxen takes 4 fire damage at the start of each of their turns and their strikes deal an extra 4 fire damage.

Vampire — Level 7 Band Hexer

Undead, Vampire — EV 9

Stamina 40 — **Immunity** corruption 7, poison 7
Speed 6 (climb) — **Size** 1M / **Stability** 3
Free Strike 3

Might +4 **Agility +2** **Reason +1** **Intuition +1** **Presence +1**

Exsanguinating Bite (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 7 damage; M<2 bleeding (save ends)
★ **12–16** 10 corruption damage; M<3 5 corruption damage, bleeding (save ends)
✸ **17** 11 corruption damage; M<4 7 corruption damage, bleeding (save ends)

Effect The vampire regains Stamina equal to the corruption damage dealt.

Vicious Pursuit (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
Effect If the target is bleeding, the vampire may shift up to their speed before rolling power.

✸ **≤11** 7 damage; A<2 slowed (save ends)
★ **12–16** 10 damage; A<3 slowed (save ends)
✦ **17** 11 damage; A<4 slowed (save ends)

Reactive Charm (Triggered Action) ◆ 2 Malice
Keywords Magic
Distance Ranged 5 — **Target** 1 enemy
Trigger A creature makes a strike against the vampire.
Effect The target becomes the new target of the strike.

Unslakable Bloodthirst
The vampire has a speed of 10 while a creature is bleeding within 10. The vampire must strike a bleeding creature on their turn if they are able to.

Vampire Lord — Level 7 Leader

Undead, Vampire — EV 36

Stamina 200 — **Immunity** corruption 9, poison 9
Speed 12 (climb, teleport, hover) — **Size** 1M / **Stability** 4
Free Strike 7

Might +2 **Agility +5** **Reason +1** **Intuition +1** **Presence +2**

Crimson Embrace (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ **≤11** 13 corruption damage; M<3 bleeding (save ends)
★ **12–16** 21 corruption damage; M<4 bleeding (save ends)
✸ **17** 24 corruption damage; M<5 bleeding (save ends)

Effect The vampire lord regains Stamina equal to half the corruption damage dealt and ends one save ends effect affecting them.
2 Malice The vampire lord shifts up to their speed and targets an additional creature or object.

Redirected Charm (Free Triggered Action) ◆ 3 Malice
Keywords Magic
Distance Ranged 5 — **Target** 1 enemy
Trigger A creature makes a strike against the vampire lord.
Effect The target becomes the new target of the strike.

Controlled Bloodthirst
The vampire lord has a speed of 15 and an edge on power rolls while a creature is bleeding within 20. Each bleeding creature within 5 of the vampire lord can't be hidden from them.

Share My Hunger (Villain Action 1)
Keywords —
Distance Ranged 20 — **Target** All allies
Effect Until the end of the round, each target's melee strikes inflict M<4 bleeding (save ends).

Red Mist Rising (Villain Action 2) ◆ 2d10 + 5
Keywords Area, Magic
Distance 5 burst — **Target** All enemies in the burst

✸ **≤11** 2 damage; M<3 6 corruption damage
★ **12–16** 7 damage; M<4 6 corruption damage
✦ **17** 10 damage; M<5 6 corruption damage

Effect The vampire lord turns into mist which fills the affected area. Until the end of the round, the vampire lord can't move or be targeted by abilities but can speak and use Crimson Embrace on a target within the affected area. They reform into an unoccupied square within distance at the end of the round.

Sacrifice (Villain Action 3)
Keywords Area, Magic
Distance Ranged 20 **Target** Each ally of the vampire lord's choice
Effect Each target is marked for sacrifice. At the end of the round, each target that is still alive takes 50 corruption damage, and the vampire lord regains 5 Stamina for each creature killed in this way. The vampire lord then uses the following ability.

Wave of Blood
Keywords Area, Magic
Distance 20 burst — **Target** All enemies in the burst
Effect Each target makes a **Might test.** This ability deals an additional 5 damage for each creature killed by Sacrifice.

✸ **≤11** 11 corruption damage
★ **12–16** 8 corruption damage
✦ **17** 2 corruption damage

Undead — 4th Echelon

Bonecage

Oftentimes, undead naturally occur as a result of a tragedy visited upon the living, such as a prisoner being executed for false crimes. Other times, they may come about because a soul has unfinished business, like a lover to say farewell to. Not, however, the bonecage. Its origin lacks tragedy, romance, or even dignity: it is a tool used coldly to solve a numbers problem. Due to how weak many undead minions are, necromancers at war find themselves shy of corpses when their forces lose more numbers than they slay. Enter the bonecage. Made from giant bones, its chest has been warped to resemble a cage, which it can pry open to cram creatures inside. Trawling the scenes of great battles, the bonecage fills its chest cavity with the fallen, stealing them away for ill purpose.

Of course, when no mass grave presents itself opportunistically, the bonecage is also more than capable of making corpses of its own. And frankly, its masters rarely mind the difference.

Lithgekh

Every mage who lives long enough eventually contends with the fact that their knowledge will one day leave the world. Many can't stomach this idea, and as such, the immortality of lichdom becomes an irresistable temptation. Fortunately for the Mundane World, the vast majority of prospectives fail. The lucky ones fail early enough that they can abort the mission entirely and resume their life. The unlucky ones become lithgekh, a First Language word meaning "lich corpse". Having failed to create a proper soul vessel, they suffer an eternal hunger for magic to sustain themselves.

Especially cruel liches will sometimes intentionally trick or tempt mortal mages into pursuing lichdom, only to sabotage them and create a lithgekh under the lich's control. These servants are prized by liches for their ability to disrupt enemy magic and empower their own.

Undead Malice — **Level 10 Malice Features**

At the start of a level 10 undead's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The undead activates a malice feature available to undead level 9 or lower.

Death Tax (Non-minion) ◆ 7 Malice

The undead attempts to rend the vitality of every enemy within 5; they must make a **Might test.**

✦ ≤11 10 corruption damage; lose 2 recoveries
★ 12–16 8 corruption damage; lose 1 recovery
✸ 17 5 corruption damage

Effect If the creature has fewer recoveries than they would lose, they are instead weakened (save ends).

Giant Zombie Shambler — **Level 10 Minion Brute**

Undead — EV 24 for eight minions

Stamina 17 — **Immunity** corruption 10, poison 10
Speed 4 — **Size** 3 / **Stability** 5
With Captain Strike damage +4 — **Free Strike** 5

Might +5 **Agility -3** **Reason -3** **Intuition +1** **Presence -2**

Rotten Kick (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ ≤11 5 damage; push 2
★ 12–16 8 damage; push 4
✸ 17 10 damage; push 6

Meatshield

Each ally within 2 of the giant zombie has damage immunity 3.

Skeleton Knight — **Level 10 Minion Defender**

Undead — EV 24 for eight minions

Stamina 17 — **Immunity** corruption 10, poison 10
Speed 5 — **Size** 1L / **Stability** 2
With Captain Edge on strikes — **Free Strike** 4

Might +3 **Agility +5** **Reason -2** **Intuition +4** **Presence -2**

Four Swords Swing (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 4 damage
★ 12–16 7 damage
✸ 17 9 damage; the target can't shift away from the knight until the end of their turn

More Swings

The knight makes two free strikes where they normally make one.

Bitter Bones

If the knight is reduced to 0 Stamina, their bones pile and obstruct their square. An enemy takes 5 damage whenever they enter a square adjacent to the obstructed square or start their turn there.

Wraith Skulker — **Level 10 Minion Harrier**

Undead — EV 24 for eight minions

Stamina 15 — **Immunity** corruption 10, poison 10
Speed 7 (fly, hover) — **Size** 1M / **Stability** 1
With Captain Speed +3 — **Free Strike** 4

Might -2 **Agility +3** **Reason +1** **Intuition +1** **Presence +5**

Draining Rake (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 4 cold damage; shift 1
★ 12–16 7 cold damage; shift 2
✸ 17 9 cold damage; shift 3; P<5 slowed (save ends)

Effect The wraith turns invisible until the start of their next turn.

Corruptive Phasing

The wraith can move through other creatures and objects at a normal speed. The first time in a round that the wraith passes through a creature, that creature takes 5 corruption damage. The wraith doesn't take damage from being force moved into objects.

Bonecage — Level 10 Band Controller

Undead — EV 12

Stamina 55 — **Immunity** corruption 10, poison 10
Speed 6 (climb) — **Size** 3 / **Stability** 5
Free Strike 4

Might +5 **Agility -2** **Reason -2** **Intuition +3** **Presence -1**

Ribcage Chomp (Action) ◆ 2d10 +5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** Two creatures or objects
✦ ≤11 9 damage; M<4 grabbed
★ 12–16 12 damage; M<5 grabbed
✸ 17 14 damage; grabbed
3 Malice A target grabbed by the bonecage can't teleport or be teleported until they escape the grab.

Labyrinth of Bone (Action) ◆ 5 Malice
Keywords Area, Magic
Distance Four 10 x 1 lines within 3 — **Target** All enemies in a line
Effect The bonecage may put up to two 90-degree bends in each of the lines. Each target makes an **Agility test.**
✸ ≤11 9 damage
★ 12–16 7 damage
✦ 17 4 damage
Effect The affected area is considered difficult terrain for enemies. The effect ends when the encounter ends or the bonecage uses this ability again.

Entrap
The bonecage can have up to four size-1 creatures and objects grabbed at once. A creature grabbed by the bonecage has a bane on power rolls to escape the grab, and the bonecage has damage immunity 5 against their strikes and abilities. When the bonecage is force moved, anything they are grabbing moves with them.

Lithgekh — Level 10 Band Hexer

Undead — EV 12

Stamina 55 — **Immunity** corruption 10, poison 10
Speed 6 (fly, hover) — **Size** 1M / **Stability** 1
Free Strike 5

Might +0 **Agility +1** **Reason +5** **Intuition +3** **Presence -1**

Heartstopper (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 15 — **Target** One creature or object
✦ ≤11 9 corruption damage; I<3 frightened (save ends)
★ 12–16 12 corruption damage; I<4 frightened (save ends)
✸ 17 14 corruption damage; I<5 frightened (save ends)
Effect A creature frightened by this ability has a bane on using abilities that target an undead creature until the condition ends.

Devour Magic (Free Triggered Action) ◆ 1 Malice
Keywords Magic
Trigger A creature within distance uses a strike or ability with the magic keyword
Distance Ranged 20 — **Target** Triggering creature
Effect Any damage dealt or Stamina regained by the attack or ability is halved. The lithgekh regains Stamina equal to the remainder.

Mystic Battery
Each ally within 10 of the lithgekh has an edge on abilities with the magic keyword.

Retainers

Undead Servitor — Level 1 Brute Retainer

Corporeal, Undead — EV 16

Stamina 40
Speed 5 — **Size** 1M/**Stability** 0
Free Strike 3

Might +2 **Agility -1** **Reason -3** **Intuition -1** **Presence 0**

Lurching Swipe (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 4 damage
★ 12–16 7 damage
✸ 17+ 10 damage

Arise
The first time in a combat that the servitor is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain half their Stamina and fall prone.

Level 4 Retainer Advancement Ability

Grab and Bite (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature
✦ ≤11 7 damage; M (weak) grabbed
★ 12–16 11 damage' M (average) grabbed
✸ 17+ 16 damage; M (strong) grabbed

Level 7 Retainer Advancement Ability

Death to Death (Maneuver, Encounter) - 2d10 + highest characteristic
Keywords Ranged, Magic, Strike
Distance Ranged 10 — **Target** 1 creature
✦ ≤11 8 corruption damage; P (weak) weakened (save ends)
★ 12–16 13 corruption damage; P (average) weakened (save ends)
✸ 17+ 17 corruption damage; P (strong) weakened (save ends)
Effect Before the attack, the servitor can teleport up to 10 to a space containing a dead creature, bursting out of the creature's body.

Level 10 Retainer Advancement Ability

Death Miasma (Free Triggered Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic
Distance 2 burst — **Target** All enemies
Trigger The servitor is reduced to 0 Stamina.
Effect The servitor explodes, damaging enemies within range.
✦ ≤11 6 corruption damage
★ 12–16 10 corruption damage
✸ 17+ 14 corruption damage

Unquiet Spirit — Level 1 Hexer Retainer

Incorporeal, Undead — EV 11

Stamina 20 — **Immunity** corruption 3, poison 3
Speed 5 (fly, hover) — **Size** 1M/**Stability** 1
Free Strike 2

Might -4 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

Chill of Death (Action) - 2d10 + highest characteristic - Signature
Keywords Magic, Ranged ,Strike
Distance Ranged 10 — **Target** One creature or object

- ✦ ≤11 — 3 cold damage
- ★ 12–16 — 5 cold damage
- ✸ 17+ — 7 cold damage; P (strong) slowed (EoT)

Spirit Meld (Action)
Keywords -
Distance Melee 1 — **Target** the unquiet spirit's mentor
Effect The spirit moves into their mentor's space while in an adjacent space, or moves into an adjacent space from their mentor's space. When the unquiet spirit enters their mentor's space in this way, they move with the mentor, can't be sensed, can't affect or be affected by other creatures or objects, and can't take actions, maneuvers, or move actions except for Spirit Meld.

Corruptive Phasing
The specter can move through other creatures and objects at normal speed. The first time in a round that the specter passes through a creature other than their mentor, the creature takes 2 corruption damage.

Level 4 Retainer Advancement Ability

Curse of Defenselessness (Action, Encounter) - 2d10 + highest characteristic
Keywords Ranged, Magic, Strike
Distance Ranged 10 — **Target** 1 creature

- ✦ ≤11 — 6 corruption damage; defenselessness 1
- ★ 12–16 — 10 corruption damage; defenselessness 2
- ✸ 17+ — 14 corruption damage; defenselessness 3

Effect The first attack against the target gains 1 surge for each level of defenselessness.

Level 7 Retainer Advancement Ability

Ectoplasm (Action, Encounter)
Keywords Area, Magic
Distance 3 cube within 1 — **Target** All enemies

- <11 — A (weak) slowed and weakened (save ends)
- ★ 12–16 — A (average) slowed and weakened (save ends)
- ✸ 17+ — A (strong) slowed and weakened (save ends)

Level 10 Retainer Advancement Ability

Death Phase (Action, Encounter)
Keywords Magic, Ranged, Strike
Distance Ranged 5 — **Target** One creature
Effect P (strong) phased (EoT). A phased target gains the unquiet spirit's Corruptive Phasing trait and their movement gains the Fly tag. They are visible but can't affect or be affected by other creatures or objects. A willing creature can automatically fail the Presence test.

Vampire Rebel — Level 4 Harrier Retainer

Undead, Vampire — EV 18

Stamina 45
Speed 5 (climb) — **Size** 1M/**Stability** 0
Free Strike 4

Might +2 **Agility +3** **Reason 0** **Intuition 0** **Presence +3**

Flashing Fangs (Action) - 2d10 + highest characteristic - Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

- ✦ ≤11 — 5 damage
- ★ 12–16 — 5 damage; 3 corruption damage
- ✸ 17+ — 5 damage; 6 corruption damage; M (strong) bleeding (save ends)

Effect The vampire rebel gains temporary Stamina equal to the corruption damage they dealt.

Bat Form (Move Action, Encounter)
Keywords -
Distance Self — **Target** Self
Effect The vampire rebel changes their form into a bat. In bat form, their size is 1T and their movement gains the Fly keyword. They then shift up to their speed. At the end of the shift, they regain their true form. If they can't fit in their current space when they regain their true form, they take 10 damage and are pushed to the nearest space large enough to hold them.

Agonizing Bloodthirst
The vampire rebel has a speed of 10 while a creature is bleeding within 10. If the vampire rebel is able to attack a bleeding creature on their turn and does not do so, they take 5 corruption damage at the end of their turn.

Level 7 Retainer Advancement Ability

Blood Surge (Action, Encounter) - 2d10 + highest characteristic
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature

- ✦ ≤11 — 7 damage; M (weak) bleeding (save ends)
- ★ 12–16 — 11 damage; M (average) bleeding (save ends)
- ✸ 17+ — 16 damage; M (strong) bleeding (save ends)

Effect Before the attack, the vampire rebel can shift up to their speed. If the vampire rebel has temporary Stamina, they expend it, dealing 2 corruption damage for each point of temporary Stamina expended in this way.

Level 10 Retainer Advancement Ability

Exsanguination (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Magic
Distance 3 cube within 1 — **Target** All enemies

- ✦ ≤11 — 7 corruption damage; M (weak) bleeding (save ends)
- ★ 12–16 — 11 corruption damage; M (average) bleeding (save ends)
- ✸ 17+ — 16 corruption damage; M (strong) bleeding (save ends)

Effect The vampire rebel gains 3 temporary Stamina for each targeted creature.

Count Rhodar Von Glauer

I liked Von Glauer—he was old-school nobility. Invited us officers to dinner during the siege. Civilized. Not like these warlords we got today.

Dancer, Chronicler of the Chain of Acheron

Heroes 216-231

The last lord of Glauer, Count Rhodar was expected to be wed and have children in his twenties, ensuring that the name and legacy of the Glauer family would live on for centuries to come. Instead, he became his own successor after a vampiric curse took his life, and kindly, dignified young Rhodar rose as a blood-hungry beast.

Still, his family diligently kept this secret, and when he came up into his position, he proved to be a natural in it. His tiny, mountainous county of Rhöl prospered under his rule. There were worse overlords, after all, and Count Rhodar was never lax about his promises to his people. He crushed rival lords who made attempts on his land, drove brigands from his woods with ruthless abandon, and saw each and every vassal as a precious piece of his legacy. In his own words, the people's power was his power, and his might waxed and waned with the prosperity of his homeland.

Each new moon, when the Red Tax came due, the count would visit a candidate of his choosing, and emerge with his vitality renewed. Though the people of Rhöl always suspected something strange about their Dragon Count, none were so foolhardy as to openly say the "V-word", and especially not where outsiders could hear it. And thus did his reign remain stable through a century and more.

Ultimately, even an immortal's demesne cannot last forever, and it would be Emperor Gaius VIII who would come for Rhodar. Not on a religious crusade against a vampire—he simply desired land and vassals, and was prepared to destroy both to acquire what remained. It was only during the crusade that Gaius discovered Rhodar's secret, and it was this that tipped the scales, as Gaius sieged House Glauer in broad daylight, shattering darkened windows and inviting sunlight into the slumbering vampire's halls. The Emperor claimed the Rod of House von Glauer as his prize and symbol of victory, and quickly the story spread of how the consort of darkness was staked upon the roof of his own estate, and burned to ash in the sunlight; the bones remain impaled there to this day, as reminder of the cost of diabolic pact.

But bones seen from a distance atop a building look only like that: bones.

The people of Rhöl lament the new rule of Empeor Gaius, recalling fondly a time before the "golden age of empire". But still, in the shaded canopies of the forested lands, witches whisper a prophecy, shared among those who will listen: "The land's darkest hour shall be the redemption of House von Glauer". For as long as Rhöl has stood under imperial rule, the people have awaited the return of their Dragon Count, and their deliverance from tyranny.

Far from the county of Rhöl, atop the mountain of Drachen's Peak, Count Rhodar plots in Shadowkeep, a fortress he received in a pact with an archdevil. Here, undead guard the keep's desecrated halls while he grows for himself an army of vampiric soldiers hellbent on reclaiming the rightful providence of House Von Glauer.

A Dignified Beast

The Dragon Count considers himself to be a gentleman, and keeps the principles of classical nobility. Invited guests must be treated with decency, an insult cast demands apology or satisfaction, and most importantly: debts must be rightly paid in kind. However, isolation has had a deleterious effect upon him. When he dwelled in Rhöl, he met often with retainers, subjects, and diplomats, which grounded his humanity and kept him stable. In his sojourn to Shadowkeep, he finds neither companionship nor conversation, and as the rumors of his death benefit his plans, he cannot risk revealing himself to anyone who could leave the castle and share the truth. As such, he's been forced to feed as a beast would—he hunts travellers who stray too far off the path, and drags their bodies back to his keep to hide the evidence. Each episode of this behaviour wears at his very being, and even he is well aware of the monster he is becoming.

The Darkest Hour

The prophecy of the Rhölian witches holds water; Rhodar has every intention of reclaiming his territory from Emperor Gaius VIII. However, none can say what may happen next. After all, if Rhodar forms an army of vampiric soldiers, will he really just stake them all and leave them out for dawn when he is done his business? And even if he does, is he still capable of being the good and just ruler he was when he was ousted? The loss of his territory has changed him, and even he is not fool enough to believe that he can return to the way things once were. The redemption of House von Glauer could be the land's darkest hour.

Count Rhodar's Languages

Rhodar speaks Caelian.

Rhodar's Malice	**Malice Features**
At the start of Rhodar's turn, you can spend malice to activate one of the following features.	
Slip ◆ 3 Malice Until the end of his turn, Rhodar can pass through objects, creatures, and solid matter at normal speed. If Rhodar ends his turn inside solid matter, he is shunted out into the space he originally entered.	
Suffocating Dark ◆ 5 Malice Rhodar throws one of his spears into an unoccupied square within 10, or chooses one of his spears that he has already thrown. Until that spear returns to him or he uses this feature again, it emanates magical darkness into each square within 5 which Glauer can see through. Each enemy occupying an affected square suffocates until they leave.	
The Mirror Lies ◆ 7 Malice Rhodar chooses two creatures or objects within 20. They immediately teleport, swapping places. Each enemy teleported by this ability is **I<5** dazed (EoT).	

COUNT RHODAR VON GLAUER — LEVEL 10 SOLO

Undead, Vampire — EV 120

Stamina 650 — **Immunity** corruption 10, poison 10
Speed 12 (fly, hover, teleport) — **Size** 1M / **Stability** 5
Free Strike 10

Might +3 **Agility +5** **Reason +2** **Intuition +2** **Presence +3**

Solo Monster

Solo Turns Rhodar takes up to two turns each round. He can't take turns consecutively. He can use two actions on each of his turns. While dazed, Rhodar can take one action and one maneuver per turn.

End Effect At the end of his turn, Rhodar can take 20 damage to end one save ends effect affecting him. This damage can't be reduced in any way.

Spear of the Damned (Action) ◆ 2d10 + 5 ◆ Signature

Keywords Magic, Melee, Ranged, Strike, Weapon
Distance Melee 2 or Ranged 15 **Target** Two creatures or objects

✦ **≤11** **15 damage; A<4 restrained (save ends)**
★ **12–16** **21 damage; A<5 restrained (save ends)**
✸ **17** **25 damage; A<6 restrained (save ends)**

Effect Restrained targets are impaled by a spear. Rhodar has three spears, each of which can impale a target in this way. At the start of his turn, Rhodar can summon any number of his spears back to himself, ending the effect.

Disarming Glare (Action)

Keywords Area, Magic
Distance 5 burst **Target** All enemies in the burst
Effect Each target makes an **Intuition test.**

✸ **≤11** **16 corruption damage; frightened (save ends)**
★ **12–16** **13 corruption damage; frightened (EoT)**
✦ **17** **8 corruption damage**

Effect Rhodar ignores banes on strikes and abilities made against each enemy frightened by this ability until the condition ends.

Sanguinus Flourish (Action) ◆ 2d10 + 5 ◆ 5 Malice

Keywords Area, Melee, Weapon
Distance 2 burst **Target** All enemies in the burst

✦ **≤11** **6 damage, 2 corruption damage; push 2; M<4 bleeding (save ends)**
★ **12–16** **6 damage, 7 corruption damage; push 5; M<5 bleeding (save ends)**
✸ **17** **6 damage, 10 corruption damage; push 7; M<6 bleeding (save ends)**

Effect Rhodar shifts up to his speed before or after using this ability. He regains Stamina equal to the total corruption damage dealt.

Vengeance of Rhöl (Maneuver) ◆ 2 Malice

Keywords —
Distance 3 burst **Target** Special
Effect The area is saturated with vengeful spirits until the end of the round. An enemy that enters an affected square or starts their turn there takes 5 corruption damage.

Reactive Rebuke (Triggered Action) ◆ 2 Malice

Keywords Magic
Distance Ranged 10 **Target** Triggering creature
Trigger A creature makes a strike against Rhodar.
Effect The target is I<5 frightened. This effect ends if the target is ever more than 10 squares from Rhodar.

Grave Ward

Rhodar has damage immunity 5. This trait is disabled until the start of the next round if he takes holy damage.

Controlled Bloodthirst

Rhodar has a speed of 15 and an edge on power rolls while a creature is bleeding within 20. Each bleeding creature within 10 of Rhodar can't be hidden from him.

Thin The Blood

Each enemy within 5 of Rhodar has -2 on saving throws.

Red Tide (Villain Action 1) ◆ 2d10 + 5

Keywords Area, Magic, Ranged
Distance 8 cube within 15 **Target** All enemies in the cube

✦ **≤11** **8 corruption damage; A<4 bloodsoaked (save ends)**
★ **12–16** **13 corruption damage; A<5 bloodsoaked (save ends)**
✸ **17** **16 corruption damage; A<6 bloodsoaked until the encounter ends**

Effect Rhodar has a double edge on abilities used against bloodsoaked creatures.

Sanguine Mist (Villain Action 2)

Keywords Area, Magic
Distance 5 burst **Target** All enemies in the burst
Effect Each target makes a **Presence test.**

✸ **≤11** **16 corruption damage; bleeding until the encounter ends**
★ **12–16** **13 corruption damage; bleeding (save ends)**
✦ **17** **8 corruption damage**

Effect Count Rhodar teleports to an unoccupied square within the affected area, and if his Grave Ward trait is currently disabled, it re-activates.

Fires of Dracul (Villain Action 3) ◆ 2d10 + 5

Keywords Area, Magic
Distance 15 x 3 line within 1 **Target** All enemies in the line

✦ **≤11** **10 fire damage; R<4 weakened (save ends)**
★ **12–16** **16 fire damage; R<5 weakened (save ends)**
✸ **17** **20 fire damage; R<6 weakened (save ends)**

Effect Rhodar teleports to an unoccupied square adjacent to one target after the ability resolves.

Lich

A lich begins life as a mortal, often a wizard or sorcerer, fueled by a burning, unquenchable hunger for knowledge at any cost. Knowledge beyond life and death, beyond this world, beyond gods and fiends. Possessed by the unshakable belief that ultimate knowledge brings ultimate power. The necessary rites are forbidden in many cultures, for they require a bloody, evil act: the sacrifice of someone dear to the would-be lich.

Forging Soulstones

The ritual to create a lich requires a sphere constructed of something personal to the subject, such as steel from an heirloom suit of armor or a tangle of branches from the tree that shaded their wedding. To complete the rite, the subject must rip out their own heart and the heart of a living loved one, placing both inside the sphere. The hearts conjoin and transmute into a ruby that welds to the sphere, creating the new lich's soulstone. As long as their soulstone remains intact, a lich can never truly die. Most soulstones are small and easy to conceal, though a lich can construct the stone's outer sphere to be any size that suits their purpose.

Terrifying Immortality

A lich's true appearance is ghastly. The damage to their chest never heals, and over the centuries, their body slowly decays into a skeleton. Some liches hide their appearance with an illusion that makes them even more attractive and vivacious than they were in life. Others embrace their terrifying look, proudly displaying their dark triumph to every creature they encounter.

Though all liches desire eternal life, it fails to satisfy most. These powerful former adventurers seek more of everything they've always craved—more glory, more power, more wealth. Most set about amassing all three, building armies of followers to seize whatever the lich desires from any who resist their charm.

Eldritch Lairs

Liches are strongest when surrounded by devoted followers. While they are most often encountered alone, they will have anything from legions of undead, mind warped cultists, or amoral mercenary companies guarding their most important holdings. Their lairs can be found inside strongholds, castles, bank vaults, hidden in government halls, or ensconced in a false temple. The most savvy of these undead mages are rarely without contingencies, refusing to consolidate their power in a singular location and often scattering lairs across the world. This can often lead adventurers on chases across the entire world.

Merciless Schemer

Liches know the power of do-gooding heroes who could threaten their pursuits and soulstone, and they seek to remain keenly aware of such threats. Adventurers with a treasure trove of powerful items or the potential strength to resist a lich are hunted mercilessly.

Liches know they have all the time in the world and have refined hatred into an art form. Woe to those adventurers that insult a lich's intelligence or stymie their machinations and find themselves the target of relentless, terrifying and often petty torments.

Lich Languages

A lich may speak the languages they knew in life while also picking up Anjali, Proto-Ctholl, Variac, and Vastariax over the course of their studies.

Lich Malice — **Malice Features**

At the start of a lich's turn, you can spend malice to activate one of the following features.

Soul Sip ◆ 3 Malice

The lich chooses an enemy they can see within 20 and makes a free strike against them. The lich has an edge on their next power roll.

Spirit Shell ◆ 5 Malice

The lich summons a swirling cloud of angry spirits to surround them until the start of the next round. A creature who deals damage to the lich with a melee attack while the spirit shell is active must make a **Presence test.**

✸	≤11	16 psychic damage, dazed (save ends)
★	12–16	dazed (save ends)
✦	17	no effect

Cloud of Deceit ◆ 7 Malice

The lich expels a mind-altering mist, turns invisible until the start of their next turn, and moves up to half their speed. Each creature within 20 of the lich's original square is I<4 deceived. A deceived creature perceives all allies and enemies as the lich, and the environment as an unfamiliar wasteland corrupted by necrotic blight. When other creatures communicate with a deceived creature, the affected interprets their words as ghastly taunts in the lich's voice. Deceived lasts until the creature takes damage or an ally uses their action to shake them out of it.

Each time this feature is used, the distance of the mist decreases by 5 (to a minimum of 5) and the potency increases by 1.

LICH — LEVEL 10 SOLO

Undead — EV 120

Stamina 650 **Immunity** Corruption 10, Poison 10 **Weakness** Holy 5
Speed 10 (fly, hover) **Size** 1M / **Stability** 1
Free Strike 10

Might +2 **Agility +3** **Reason +5** **Intuition +5** **Presence +5**

Solo Monster

Solo Turns The lich takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the lich can take one action and one maneuver per turn.

End Effect At the end of their turn, the lich can take 20 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Conflagration (Action) ◆ 2d10 + 5 ◆ Signature

Keywords Magic, Ranged, Strike
Distance Ranged 20 **Target** Two creatures or objects

✦ **≤11** 15 fire damage; **A<4** immolated (save ends)
★ **12–16** 21 fire damage; **A<5** immolated (save ends)
✸ **17** 25 fire damage; **A<6** immolated (save ends)

Effect An immolated creature takes 10 fire damage whenever they use an action and a maneuver on each of their turns until the condition ends. This damage cannot be avoided in any way.

Hopeless Place (Action) ◆ 2d10 + 5

Keywords Area, Magic
Distance 10 burst **Target** All enemies in the burst

✦ **≤11** 8 corruption damage; **P<4** hopeless (save ends)
★ **12–16** 13 corruption damage; **P<5** hopeless (save ends)
✸ **17** 16 corruption damage; **P<6** hopeless (save ends)

Effect A hopeless creature can't benefit from edges, surges, or temporary Stamina until the condition ends.

3 Malice The distance of this ability increases to 20 burst and its potency increases by 1.

Pain Unending (Action) ◆ 2d10 + 5 ◆ 2 Malice

Keywords Magic, Ranged, Strike
Distance Ranged 20 **Target** One creature or object

✦ **≤11** 17 psychic damage
★ **12–16** 24 psychic damage
✸ **17** 29 psychic damage

Effect The target is **M<4** wracked with pain (save ends). A creature wracked with pain has a double bane on their strikes and abilities until the condition ends.

3 Malice The lich chooses an additional target.

2+ Malice Each creature wracked with pain gains one of the following conditions of the lich's choice for every 2 malice spent. These conditions last until wracked ends: bleeding, slowed, or prone and can't stand.

Necrotic Form (Maneuver)

Keywords —
Distance Self **Target** Self

Effect The lich becomes incorporeal, moves up to their speed, and corporealizes again. While incorporeal, the lich ends being grabbed or restrained, has damage immunity 5, can move through solid matter, and ignores difficult terrain. If the lich ends their turn inside solid matter, they are shunted out into the space they originally entered.

Baleful Swap (Free Triggered Action) ◆ 2 Malice

Keywords —
Distance Ranged 10 **Target** One enemy

Trigger The lich is targeted by a strike or ability from a source other than the target.

Effect The lich utters a word of eldritch power, and the target **P<4** swap places with the lich, becoming the new target of the strike or ability.

Herald of Oblivion

In the lich's presence, death's call is stronger. A winded creature is bleeding while they are within 5 squares of the lich and they can't catch their breath.

Glare of Undeath

At the start of each round, the lich chooses a creature within 10 to inflict with **R<4** restrained that lasts until the end of the lich's next turn. The lich can't choose the same creature two rounds in a row.

Rejuvenation

The lich has a soulstone. The soulstone has 50 Stamina and has damage immunity all except for sonic and holy. If the lich is destroyed while their soulstone is still intact, the lich's soul retreats into the soulstone. The first time a creature moves within 5 squares of the inhabited soulstone or starts their turn there, they are **P<5** compelled (save ends). A compelled creature must do everything in their power to move toward and make direct physical contact with the soulstone.

If a creature makes direct physical contact with an inhabited soulstone, they must make a **hard Might test** with a bane. On a failure, the creature is reduced to 0 Stamina (if above) and the lich reforms adjacent to the soulstone with 300 Stamina. On a success, the creature is reduced to winded (if above) and the lich reforms adjacent to the soulstone with 100 Stamina.

Cages of Wasting (Villain Action 1)

Keywords Area, Magic
Distance Two 2 cubes within 10 **Target** All creatures

Effect Each target makes an **Agility test.**

✸ **≤11** 10 corruption damage; restrained (save ends)
★ **12–16** 16 corruption damage; restrained (EoT)
✦ **17** 20 corruption damage

Effect The lich deals an additional 10 corruption damage to each creature restrained by a cage.

My Power Alone (Villain Action 2)

Keywords —
Distance 12 burst **Target** All enemies in the burst

Effect The lich unleashes a wave of nullifying magic. Each target can't use heroic abilities until the start of the lich's next turn.

Arms of Necrosis (Villain Action 3) ◆ 2d10 + 5

Keywords Area, Magic
Distance 6 burst **Target** All creatures

Effect Piercing tendrils of shadow fly out of the lich's body, tethering themselves to the targets.

✦ **≤11** 8 corruption damage; **A<4** tethered (save ends)
★ **12–16** 13 corruption damage; **A<5** tethered (save ends)
✸ **17** 16 corruption damage; **A<6** tethered (save ends)

Effect At the end of each of the lich's turns, the lich regains 10 Stamina for every creature tethered to them. A tethered creature is also frightened of the lich until the condition ends.

Valok

Steel dwarves, the greatest artisans of the Mundane World, built valok from rare ores buried deep in the earth. Though these dwarves have disappeared, their incredible constructs remain. No other blacksmith, inventor, or mage has created anything like these magnificent machines.

Exotic Metal Body

Steel dwarves unlocked the secrets of smithing valiar—the truemetal—prized not only for its strength and flexibility, but for its entrancing silvery white beauty. They could turn valiar into anything, from breathtaking weapons and exquisite buildings to hypnotic gossamer fabrics that are nearly transparent and virtually indestructible. The secrets of working with the truemetal disappeared with the dwarves, but not before they built the nigh-invulnerable bodies of the valok.

Prismacore Power

The steel dwarves also mined iridoss, commonly known as prismacore. This rare gemstone was infused with the power of other worlds. Unlike other constructs who are powered by spells or prayer, each valok's prismacore heart allows them to operate without magic. Since prismacore never loses power, valok can work ceaselessly, without rest or respite.

Mechanized Evolution

The first valok were great machines made to dig, smelt, and build. Legends say these giant walkers could build entire cities in a matter of days and could even construct other valok. As the steel dwarves learned the deep secrets of prismacore, they made machines that could speak and think more freely.

While two classes of valok—servok and multivok—have been discovered, ancient steel dwarf carvings hint that a highly advanced third class was created just before the makers disappeared.

Ancient and Deep

Ruined valok litter the deepest ruins of the steel dwarves, and without the secrets of the steel dwarves, their valiar and iridoss are useless to modern smiths. But some valok still labor in the depths, carrying out their final orders and ready to end any who interfere.

Servok

Servoks, the labor and siege class of valok, are huge, slow, and built for a specific purpose—though all are designed to defend themselves when threatened. No humaniform servoks have been discovered; their forms depend on their purpose, but they're never smaller than a wagon. Despite each servok's utilitarian construction and the ages of grime accumulated atop their iridoss, each servok is impressive to behold.

Servok builders constructed buildings, roads, and walls. Some active builders still work the caverns where they were left, clearing the ground in preparation for some grand project known only to their progenitors.

Servok miners dug the legendary tunnels of the steel dwarves. A few miners still dig tunnels deep into the earth, searching for ore and ready to destroy anything in the way of their search.

The quaking of earth and boom of an arcane cannon precedes the arrival of a servok war engine. Built to roll through enemy ranks with their bladed rake, the war engine can also eliminate targets from afar with their massive gun that shoots both magic blasts and burning oil. There are still war engines that went to battle and haven't returned. They consider every creature they meet who isn't a steel dwarf to be an enemy.

Multivok

Smaller than servoks, multivoks can speak and carry out commands, though their capacity for complexity is limited. While multivoks are humaniform, their masterfully crafted bodies lack the expression and fine articulation of humanoids. They were built to run and maintain ships and ore harvesters, survey dangerous or distant locations, guard nobles, and oversee servoks—tasks which many multivoks tirelessly attempt to continue today.

With arms ending in axe blades and repeating crossbows mounted on their shoulders, a multivok bodyguard cuts an impressive figure. Multivok bodyguards that are still active are typically guarding the bones or possessions of their long-dead charge with unfaltering loyalty.

One of the most advanced multivoks, a chief directs and coordinates other valok to get work done. They were built to oversee projects in the absence of steel dwarf supervisors. Active chiefs still roam the halls of the steel dwarves, organizing their fellow constructs to protect treasures, construct buildings, destroy invaders, and dig tunnels.

Valok Languages

Most valok communicate exclusively in Rallarian.

Valok Malice	**Malice Features**
At the start of any valok's turn, you can spend malice to activate one of the following features.	
Repeater ◆ 3 Malice A valok acting this turn can take an additional action.	
I Was Not Commanded To Wait ◆ 5 Malice Until the end of the round, at the end of each turn, one valok can either shift 2 or make a free strike.	
Rapid Logic Overdrive ◆ 7 Malice Until the end of the encounter, all valok deal an additional 5 damage on strikes and have their speed increased by 5. Each valok proceed to end one save ends effect affecting them and moves up to their speed.	

Multivok Bodyguard — Level 9 Troop Defender

Construct, Multivok, Valok — EV 44

Stamina 240
Speed 5 — **Size** 2 / **Stability** 5
Free Strike 9

Might +4 **Agility 0** **Reason −2** **Intuition +1** **Presence −4**

Gatling Bolt Gun (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 2 creatures or objects
✦ ≤11 **13 damage**
★ 12–16 **18 damage**
✸ 17 **22 damage; A<4 bleeding (save ends)**

Valiar Axe (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✦ ≤11 **15 damage; M<2 weakened (save ends)**
★ 12–16 **21 damage; M<3 weakened (save ends)**
✸ 17 **26 damage; prone; M<4 weakened (save ends)**
Effect The bodyguard has a double edge on this ability if it was previously used against the same target.

Magnetic Pull (Maneuver)
Keywords —
Distance 10 burst**Target** All metal clad enemies and metal objects
Effect Pull 8 or **M<3** Pull 15.The bodyguard can make a free strike against each target that ends up in an adjacent square.

Valiar Cloak (Triggered Action)
Keywords —
Distance Melee 2 — **Target** Self
Trigger An ally within distance is targeted by an enemy. The bodyguard can use this after seeing the result of the power roll.
Effect The bodyguard becomes the new target.

Multivok Maintenance
At the start of the bodyguard's turn, all servoks within 2 of the bodyguard regains 15 Stamina.

Crafted to Perfection
The bodyguard's shape can't change via any external effects.

Valiar Might
Each power roll made against the bodyguard can't get higher than a tier-1 result while they aren't winded, weakened, or bleeding.

Multivok Chief — Level 9 Troop Support

Construct, Multivok, Valok — EV 44

Stamina 220
Speed 5 — **Size** 1L / **Stability** 3
Free Strike 9

Might +4 **Agility +1** **Reason −2** **Intuition +1** **Presence −3**

Pneumatic Punch (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **13 damage; push 3**
★ 12–16 **18 damage; push 5**
✸ 17 **22 damage; push 8**

Targeting Beam (Action) ◆ 2d10 + 4 ◆ 3 Malice
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object
✦ ≤11 **15 damage; A<2 slowed (save ends)**
★ 12–16 **21 damage; A<3 slowed (save ends)**
✸ 17 **26 damage; A<4 slowed (save ends)**
Effect The damage can't be reduced in any way. Each strike made against a slowed target has a double edge until the condition ends.

Chief's Command (Maneuver)
Keywords —
Distance Ranged 5 — **Target** 1 ally
Effect The target shifts up to their speed and uses an action.

Quick Shield (Triggered Action)
Keywords —
Distance Self or Ranged 10 — **Target** Self or 1 ally
Trigger The target is afflicted with an EoT or save ends effect
Effect The target receives 15 temporary Stamina. Each time this triggered action is used, the amount of temporary Stamina received decreases by 3 (to a minimum of 0).

Multivok Maintenance
At the start of the chief's turn, all servoks within 2 of the chie regains 15 Stamina.

Crafted to Perfection
The chief's shape can't change via any external effects.

Valiar Might
Each power roll made against the chief can't get higher than a tier-1 result while they aren't winded, weakened, or bleeding.

Servok Builder — Level 9 Troop Brute

Construct, Servok, Valok — EV 44

Stamina 240
Speed 5 — **Size** 3 / **Stability** 8
Free Strike 10

Might +4 **Agility −2** **Reason −4** **Intuition −1** **Presence −5**

Wrecking Ball (Action) ◆ Signature
Keywords Area, Weapon
Distance 3 cube within 5 — **Target** All enemies and objects
Effect Each target makes either an **Agility or Intuition test.**
✸ ≤11 **15 damage; push 5; prone**
★ 12–16 **12 damage; push 3**
✦ 17 **8 damage**

Construction Arm (Action) ◆ 2d10 + 4
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 1 creature or object
✦ ≤11 **16 damage**
★ 12–16 **23 damage; grabbed**
✸ 17 **28 damage; grabbed; M<4 vertical push 5**

Lay the Foundation (Action) ◆ 3 Malice
Keywords Area
Distance 6 × 3 line within 1 — **Target** Special
Effect The affected area is covered in wet concrete and is considered difficult terrain. An enemy that starts their turn in the concrete makes a **Might test.**
✸ ≤11 **Restrained (EoT)**
★ 12–16 **Slowed (EoT)**
✦ 17 **No effect**

Build Wall (Maneuver)
Keywords —
Distance 6 wall within 3 — **Target** Special
Effect The builder creates segments of concrete wall. The builder can also remove unoccupied squares of wet concrete within 3, creating 2 additional walls for each square of concrete.

Sputter (Free Triggered Action) ◆ 2d10 + 4 ◆ 1 Malice
Keywords Resistance
Trigger The target deals damage to the builder.
Distance Melee 3 — **Target** 1 creature or object
✦ ≤11 **A<2 restrained in concrete (save ends)**
★ 12–16 **A<3 restrained in concrete (save ends)**
✸ 17 **A<4 restrained in concrete (save ends)**

Servok Siege Machine
The builder ignores difficult terrain and deals an additional 15 damage with abilities used against objects.

Crafted to Perfection
The builder's shape can't change via any external effects.

Valiar Might
Each power roll made against the builder can't get higher than a tier-1 result while they aren't winded, weakened, or bleeding.

Servok Miner — Level 9 Troop Controller

Construct, Servok, Valok — EV 44

Stamina 200
Speed 5 (burrow, climb) — **Size** 2 / **Stability** 6
Free Strike 9

Might +4 **Agility −2** **Reason −4** **Intuition −1** **Presence −5**

Drill Press (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ ≤11 **13 damage; M<2 restrained (save ends) and prone**
★ 12–16 **18 damage; M<3 restrained (save ends) and prone**
✸ 17 **22 damage; prone; M<4 restrained (save ends)**
Effect Restrained targets become entrenched in a 1 square deep hole in the ground.

Unload Rocks (Action) ◆ 3 Malice
Keywords Area
Distance 4 cube within 1 — **Target** All enemies and objects
Effect Each target makes an **Agility test.**
✸ ≤11 **14 damage; slide 4; each ally is concealed from the target (save ends)**
★ 12–16 **11 damage; slide 2**
✦ 17 **7 damage**
Effect The affected area becomes difficult terrain.

Break Ground (Maneuver) ◆ 5 Malice
Keywords Area
Distance 20 × 1 line within 1 — **Target** All enemies and objects
Effect A fissure along the ground is created that falls 5 squares deep. Each ally in the area can shift into the nearest unoccupied square outside of the fissure. Each target makes an **Agility test.**
✸ ≤11 **14 damage; target falls; prone can't stand (EoT)**
★ 12–16 **11 damage; target is prone hanging on the edge**
✦ 17+ **7 damage; target can shift into the nearest unoccupied square outside of the fissure**

Miner Inconvenience (Triggered Action) ◆ 2 Malice
Keywords —
Distance 2 burst — **Target** Special
Trigger The miner is targeted by a strike.
Effect Dust and dirt billows around the affected area until the end of the round. As long as the miner remains in this space, the miner does not suffer any additional effects associated with strikes.

Tunneler
When the miner burrows, they create a stable, size 2 tunnel.

Servok Siege Machine
The miner ignores difficult terrain and deals an additional 15 damage with abilities used against objects.

Crafted to Perfection
The miner's shape can't change via any external effects.

Valiar Might
Each power roll made against the miner can't get higher than a tier-1 result while they aren't winded, weakened, or bleeding.

Servok War Engine — Level 10 Troop Brute

Construct, Servok, Valok — EV 48

Stamina 260
Speed 5 — **Size** 3 / **Stability** 8
Free Strike 10

Might +5 **Agility −2** **Reason −4** **Intuition −1** **Presence −5**

Blade Rake (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects
✦ ≤11 **15 damage**
★ 12–16 **21 damage; pull 3**
✸ 17 **25 damage; pull 6**

Prismacore Cannon (Action) ◆ 2d10 + 5
Keywords Ranged, Strike, Weapon
Distance Ranged 20 — **Target** 1 creature or object
✦ ≤11 **22 damage**
★ 12–16 **29 damage; I<4 dazed (save ends)**
✸ 17 **34 damage; I<5 dazed (save ends)**
Effect The damage can't be reduced in any way. The prismacore cannon cannot be used again until the start of the next round.

Burning Oil (Action) ◆ 3 Malice
Keywords Area
Distance 10 × 3 line within 1 — **Target** All enemies and objects
Effect Each target makes an **Agility test.**
✸ ≤11 **16 fire damage; burning (save ends)**
★ 12–16 **12 fire damage; burning (EoT)**
✦ 17 **8 fire damage**
Effect A burning target takes 1d6 fire damage at the start of each of their turns until the condition ends. The affected area becomes difficult terrain. An enemy takes 3 fire damage when they leave an affected square.

Destructive Rollout (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The war engine moves up to their speed in a straight line, automatically destroying unattended, mundane size 1 objects or walls in their path. A creature can choose to fall prone or take 10 damage the first time the war engine passes through their space during this movement.

Quickshot (Free Triggered Action) ◆ 2d10 + 5 ◆ 1 Malice
Keywords —
Trigger The target deals damage to the war engine.
Distance Ranged 20 — **Target** 1 creature or object
✦ ≤11 **8 damage; push 2**
★ 12–16 **12 damage; push 5**
✸ 17 **16 damage; push 8**
Effect The damage can't be reduced in any way.

Servok Siege Machine
The war engine ignores difficult terrain and deals an additional 15 damage with abilities used against objects.

Crafted to Perfection
The war engine's shape can't change via any external effects.

Valiar Might
Each power roll made against the war engine can't get higher than a tier-1 result while they aren't winded, weakened, or bleeding.

Voiceless Talkers

Among the most powerful psions in the timescape, synlirii (singular: synliroi) are known as the "voiceless talkers" to the denizens of the World Below–and to surface dwellers unfortunate enough to encounter them. Descended from boneless aquatic cephalopods, they are alien in thought and motivation to the humanoid species they loathe. Synlirii consider the "barking ones" (their label for creatures who squeeze air through meat flaps to communicate) to be an abomination that must be corrected.

Uneasy Alliances

Though synlirii and overminds are hereditary enemies, their mutual obsession with the barking ones often leads to uneasy alliances. Both synlirii and overminds employ humanoids from the World Below as agents, trading lore and technology for information on their surface foes.

Olothec Hatred

The synlirii's visceral antipathy toward the barking ones is surpassed only by their deep enmity toward (and fear of) olothec. Ancient myths say this is a harmless fable. But synlirii, who style themselves as the future masters of the timescape, rage against implications that their powers come from any source other than their own superior development.

Psionic Spies

Despite their mental powers, voiceless talkers consider information their greatest weapon. They use their psionic talents to manipulate memory and perception, obscure their forms, and pass undetected among other cultures.

Psi-Tech

Synlirii breed mollusks that secrete plastic-like substances, using them to fashion weapons and similar technology powered by psionic crystals. The voiceless talkers' handheld psi-pistols and portable psi-rifles can be used only by their alien minds.

Creature Engineers

Synlirii are obsessed with manipulating the natural development of other organisms. They create hulking brains, mindkillers, and other servants using a psionic technique they call the Interlace. Many synlirii experiments don't live long and aren't intended to. But the World Below is littered with unnatural creatures who escaped the voiceless talkers' body banks—most of them singular life forms that can't reproduce and may never die.

Graywarpers

Graywarpers are voiceless talkers who were drained of most of their psionic abilities—and free will—as punishment for insolence or incompetence. They are viewed solely as expendable tools who enhance the power of other voiceless talkers.

Hulking Brain

The voiceless talkers have engineered pearlescent-skinned, humanoid-shaped aberrations with four massive arms and—in place of a head—a large pulsing brain. Called thylinça by voiceless talkers and hulking brains by everyone else, these creatures serve as bodyguards and psionic batteries for their synlirii creators.

Mindkiller

Floating clawed brains with a trailing spinal column and nerves, mindkillers serve as the voiceless talkers' pets and lackeys. These amorphous parasites can force themselves into a humanoid's body through the ear, eye, or nose, then devour the victim's central nervous system while replacing it with their own tissue. When the process is complete, the mindkiller gains all the victim's knowledge and memories and can puppet the body, becoming the perfect spy for the mindkiller's synlirii overlords.

Mindkiller whelps are a lesser form of mindkiller that can be created in a fraction of the time. While they can't inhabit bodies, their mere presence weakens their foes' mental defenses against psionics

Voiceless Talker Languages

Most voiceless talkers communicate telepathically using Mindspeech and Variac.

Voiceless Talker Malice	**Malice Features**
At the start of any voiceless talker's turn, you can spend malice to activate one of the following features.	
Guise ◆ 3 Malice A non-minion voiceless talker projects a psionic image over their body, making them unable to be identified as an enemy until the end of their next turn.	
Memory Thief (Maneuver) (Non-minion) ◆ 2d10 + 3 ◆ 5 Malice **Keywords** Psionic, Ranged **Distance** Ranged 5 **Target** 1 creature	
✦ ≤11	**6 psychic damage; R<1 target cannot identify allies as allies (save ends)**
★ 12-16	**10 psychic damage; R<2 target identifies allies as enemies (save ends)**
✸ 17	**13 psychic damage; R<3 target identifies allies as enemies (save ends)**
Evolutionary Circuit ◆ 10 Malice The voiceless talkers link their minds, creating a circuit that empowers them while at least two voiceless talkers remain. While this circuit is active, all psionic strikes deal an additional 5 damage. Additionally, when a voiceless talker takes damage, they may use a free triggered action to swap places with any minion on the map. The minion takes the damage instead.	

Voiceless Talker Graywarper — Level 6 Minion Controller

Horror, Voiceless Talker — EV 16 for eight minions

Stamina 9
Speed 5 — **Size** 1M / **Stability** 0
With Captain 2 temporary Stamina — **Free Strike** 3

Might -1 **Agility +0** **Reason +3** **Intuition +1** **Presence +1**

Phase Chant (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Psionic, Ranged, Strike
Distance Ranged 8 **Target** One creature or object per minion

✦ ≤11 **3 psychic damage**
★ 12-16 **5 psychic damage; slide 2**
✸ 17 **7 psychic damage; slide 4**

Psionic Conductor
When a non-minion Voiceless Talker within 5 of the graywarper uses an ability with the Psionic keyword, they can do so as if they were in the graywarper's space.

Mindkiller Whelp — Level 6 Minion Hexer

Horror, Voiceless Talker — EV 16 for eight minions

Stamina 9 — **Immunity** psychic 6
Speed 4 (fly, hover) — **Size** 1S / **Stability** 0
With Captain Strike damage +2 — **Free Strike** 3

Might -1 **Agility +3** **Reason +1** **Intuition +1** **Presence +0**

Eager Claws (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion

✦ ≤11 **3 damage**
★ 12-16 **5 damage; target has a bane on their next strike**
✸ 17 **7 damage; target has a bane on their next strike**

Feast (Triggered Action)
Keywords Psionic
Distance Self **Target** Self
Trigger The whelp kills a creature.
Effect The whelp transforms into a **mindkiller**. They have Stamina equal to their squad's Stamina pool before transforming.

Psionic Conductor
When a non-minion Voiceless Talker within 5 of the whelp uses an ability with the Psionic keyword, they can do so as if they were in the whelp's space.

Hulking Brain — Level 6 Troop Brute

Horror, Voiceless Talker — EV 32

Stamina 180
Speed 5 — **Size** 1L / **Stability** 4
Free Strike 7

Might +3 **Agility +1** **Reason -2** **Intuition -2** **Presence +0**

Four-Way Grasp (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** 4 creatures or objects

✦ ≤11 **7 damage**
★ 12-16 **10 damage; A<2 grabbed**
✸ 17 **11 damage; A<3 grabbed**
2 Malice The potency of this ability increases by 1.

Cerebral Suplex (Action) ◆ 2d10 + 3
Keywords Melee
Distance Melee 1 **Target** All grabbed enemies

✦ ≤11 **7 damage; M<1 3 damage**
★ 12-16 **10 damage; M<2 3 damage**
✸ 17 **13 damage; M<3 6 damage**
Effect Each target is no longer grabbed.

Lumber (Maneuver)
Keywords —
Distance Self **Target** Self
Effect Shift 4. This movement ignores difficult terrain.

Brawny Buffer (Free Triggered Action) ◆ 1 Malice
Keywords —
Distance Ranged 5 **Target** Self
Trigger An ally voiceless talker takes damage from an enemy
Effect The hulking brain shifts to a square adjacent to the ally and takes the damage instead.
2 Malice The enemy that dealt damage is knocked prone.

Biceps to Spare
The hulking brain can carry up to 4 size 1 grabbed creatures at no penalty to their movement.

Psionic Conductor
When a non-minion Voiceless Talker within 5 of the hulking brain uses an ability with the Psionic keyword, they can do so as if they were in the hulking brain's space.

MINDKILLER — LEVEL 6 TROOP HEXER

Horror, Voiceless Talker — EV 32

Stamina 140 — **Immunity** psychic 6
Speed 6 (fly, hover) — **Size** 1M / **Stability 2**
Free Strike 7

Might -1 **Agility +3** **Reason +2** **Intuition +2** **Presence +0**

Killer Claws (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **11 damage**
★ 12-16 **17 damage; A<2 grabbed**
✸ 17 **21 damage; A<3 grabbed**

Concealing Strike (Action) ◆ 2d10 + 2 ◆ 2 Malice
Keywords Psionic, Ranged, Strike
Distance Ranged 5 — **Target** 2 creatures

✦ ≤11 **10 damage; R<1 the mindkiller is invisible to the target (save ends)**
★ 12-16 **15 damage; R<2 the mindkiller is invisible to the target (save ends)**
✸ 17 **18 damage; R<3 the mindkiller is invisible to the target (save ends)**

Mindwipe (Maneuver)
Keywords Attack, Psionic
Distance Melee 1 — **Target** 1 grabbed creature
Effect **R<2** The mindkiller drains one point from the target's Reason, Intuition, or Presence score (Director's choice) and adds it to their own score until the end of the encounter.

Meat Shield (Triggered Action)
Keywords —
Distance Self — **Target** 1 grabbed creature
Trigger The mindkiller takes damage
Effect The mindkiller halves the incoming damage. The target takes the other half of the damage.
3 Malice The target takes the full damage in place of the mindkiller.

Psionic Conductor
When a non-minion Voiceless Talker within 5 of the mindkiller uses an ability with the Psionic keyword, they can do so as if they were in the mindkiller's space.

Nimble
The mindkiller can move through other creatures and objects at normal speed.

VOICELESS TALKER ARTILLERIST — LEVEL 6 ARTILLERY TROOP

Horror, Voiceless Talker — EV 32

Stamina 140 — **Immunity** psychic 6
Speed 5 (teleport, hover) — **Size** 1M / **Stability** 2
Free Strike 7

Might +0 **Agility +3** **Reason +1** **Intuition +2** **Presence +1**

Psionic Rifle Burst (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Psionic, Ranged, Strike, Weapon
Distance Ranged 10 — **Target** 1 creature or object

✦ ≤11 **11 damage**
★ 12-16 **19 damage; spread 1**
✸ 17 **22 damage; spread 2**

Effect The blast hits nearby targets, dealing 3 damage to each enemy within a number of squares of the target equal to the result's spread value.
2 Malice The attack deals an additional 3 damage to each enemy within the spread distance

Mind Jolt (Action) ◆ 2d10 + 3
Keywords Area, Psionic
Distance 1 × 10 line within 10 — **Target** All enemies

✦ ≤11 **6 lightning damage**
★ 12-16 **10 lightning damage; I<2 slowed (save ends)**
✸ 17 **13 lightning damage; I<3 slowed (save ends)**

In Our Sights (Maneuver)
Keywords —
Distance Ranged 10 — **Target** 1 creature
Effect The next power roll with the psionic keyword made against the target will automatically be a 17 until the start of the artillerist's next turn.

Tactical Reposition (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Self
Trigger The artillerist takes damage.
Effect The artillerist teleports 5 and doesn't suffer any additional effects associated with the damage.

Psionic Conductor
When a non-minion Voiceless Talker within 5 of the artillerist uses an ability with the Psionic keyword, they can do so as if they were in the artillerist's space.

Locked On
The artillerist ignores invisibility, cover, and concealment. A creature can't hide from the artillerist while the artillerist has line of effect to them.

Voiceless Talker Invader — Level 6 Troop Controller

Horror, Voiceless Talker — EV 32

Stamina 140 — **Immunity** psychic 6
Speed 5 (teleport, hover) — **Size** 1M / **Stability** 2
Free Strike 7

Might -1 **Agility +1** **Reason +3** **Intuition +2** **Presence +2**

Tentacle (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **10 damage**
★ 12-16 **15 damage; M<2 grabbed**
✸ 17 **18 damage; M<3 grabbed**

Psionic Boom (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Area, Psionic
Distance 3 burst — **Target** All enemies in the burst

✦ ≤11 **6 psychic damage; R<1 push 2**
★ 12-16 **10 psychic damage; R<2 push 3**
✸ 17 **12 psychic damage; R<3 push 4 and prone**

2 Malice The area of the burst increases to 5.

Tentacle Toss (Maneuver) ◆ 2d10 + 3
Keywords Melee, Psionic
Distance Melee 1 — **Target** 1 grabbed creature

✦ ≤11 **6 damage; vertical slide 2**
★ 12-16 **10 damage; vertical slide 3**
✸ 17 **12 damage; vertical slide 5**

Brain Drain (Triggered Action)
Keywords Psionic
Distance Melee 1 — **Target** 1 creature grabbed by the invader
Trigger The target resists an ability's effect.
Effect The potency of the effect increases by 2.

Psionic Amplifier

When a non-minion Voiceless Talker within 5 of the invader uses an ability with the Psionic keyword, they can do so with a double edge and as if they were in the invader's space.

Voiceless Talker Evolutionist — Level 6 Leader

Horror, Voiceless Talker — EV 32

Stamina 180 — **Immunity** psychic 8
Speed 5 (teleport, hover) — **Size** 1M / **Stability** 3
Free Strike 7

Might +0 **Agility +3** **Reason +4** **Intuition +1** **Presence +2**

Psionic Intrusion (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Psionic, Ranged, Strike
Distance Melee 1 or Ranged 5 — **Target** Two creatures or objects

✦ ≤11 **11 psychic damage; R<2 slowed (save ends)**
★ 12-16 **16 psychic damage; R<3 slowed (save ends)**
✸ 17 **19 psychic damage; R<4 slowed (save ends)**

Carpe Quadratum (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The evolutionist teleports, swapping places with one creature within 5.

Adaptability (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger The evolutionist takes typed damage.
Effect The evolutionist gains immunity 5 to the triggering type of damage until the start of their next turn.

End Effect

At the end of their turn, the evolutionist can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Witness Evolutionary Superiority

The evolutionist has the first listed trait of every minion in their squad.

Show Me Who You Are (Villain Action 1)
Keywords Area, Psionic
Distance 5 burst — **Target** All enemies
Effect Each target makes an **Intuition test.**

✸ ≤11 **Target uses a Signature action against the nearest enemy within distance.**
★ 12-16 **Target makes a Free Strike against the nearest enemy within distance.**
✦ 17 **Frightened (save ends).**

Release the Thralls (Villain Action 2)
Keywords —
Distance Ranged 5 — **Target** Special
Effect The evolutionist teleports 3 minions of level 4 or lower into unoccupied squares within distance. All three minions can be from any monster type but must share the same name.

Brainstorm (Villain Action 3) ◆ 2d10 + 4
Keywords Area, Psionic
Distance 3 burst — **Target** All enemies in the burst

✦ ≤11 **7 lightning damage**
★ 12-16 **12 lightning damage**
✸ 17 **15 lightning damage**

Effect The evolutionist is surrounded by a psionic electrical storm until the end of the encounter. The area within 5 of them is considered difficult terrain for enemies. An enemy who enters an affected square for the first time on their turn or starts their turn in it takes 8 lightning damage.

Lord Syuul

Chief Design Architect of his nation's body banks, the synliroi Lord Syuul (see-YOU-ull) seeks more material for his experiments. His spies, informants, and allies are always on the lookout for subjects with unique hereditary traits the Interlace might extract.

A Lord Above

Lord Syuul, who belongs to an ancient and respected noble house, often leaves his estate without his typical retinue to slow him down. His house would prefer he not do this, so they always send a covert squad of bodyguards to track his movements. Confronting Lord Syuul guarantees incurring the ire of the rest of his house.

Syuul's recent experiments have focused on isolating the trait that expresses sorcerous ability in humanoids. Thus far, these attempts have been unsuccessful. Not to be deterred, Lord Syuul has placed his assistant in charge of the day-to-day operations of the body banks, while Syuul himself ventures forth to observe the surface world and plunder its diversity.

Lord Syuul's Languages

Lord Syuul uses Mindspeech and Variac.

Lord Syuul's Malice — **Malice Features**

At the start of Lord Syuul's turn, you can spend malice to activate one of the following features.

Guise ◆ 3 Malice

Lord Syuul projects a psionic image over their body, making him unable to be identified as an enemy until the end of his next turn.

Do It For Me ◆ 5 Malice

Lord Syuul psionically plunders the mind of all creatures within 2 of him. Each creature makes a **Reason test.**

✸	≤11	**13 psychic damage; makes a signature attack against a creature Lord Syuul chooses.**
★	12-16	**10 psychic damage; makes a free strike against a creature Lord Syuul chooses.**
✦	17	**No Effect.**

Overpower ◆ 7 Malice

Lord Syuul sends out a psionic burst to completely overpower his greatest threats. He makes a **Reason Test** (2d10 + 4).

✦	≤11	**Lord Syuul gains damage weakness 5.**
★	12-16	**Lord Syuul gains damage immunity 2.**
✸	17	**Lord Syuul gains damage immunity 5.**

He can repeat this reason test once per round as a maneuver, replacing the previous Overpower effect.

However, any hero who has at least one psionic ability can use their maneuver to push back on this effect with a **Reason Test** of their own, replacing the previous Overpower effect.

✦	≤11	**Lord Syuul gains damage immunity 5.**
★	12-16	**Lord Syuul gains damage immunity 2.**
✸	17	**Lord Syuul gains damage weakness 5.**

The Overpower effect lasts until the end of the encounter.

LORD SYUUL — LEVEL 6 SOLO

Horror, Voiceless Talker — EV 80

Stamina 450 — **Immunity** psychic 10
Speed 7 (teleport, hover) — **Size** 1M / **Stability** 3
Free Strike 7

Might +1 **Agility +3** **Reason +4** **Intuition +4** **Presence +3**

Solo Monster

Solo Turns Lord Syuul takes up to two turns each round. He can't take turns consecutively. He can use two actions on each of his turns. While dazed, he can take one action and one maneuver per turn.

End Effect At the end of his turn, Lord Syuul can take 10 damage to end one save ends effect affecting him. This damage can't be reduced in any way.

Tentacle Grab (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects

✦ ≤11 **11 damage; A<2 grabbed**
★ 12-16 **17 damage; A<3 grabbed**
✸ 17 **20 damage; A<4 grabbed**

2 Malice The distance of this ability increases to Melee 10. Each target grabbed by Lord Syuul is immediately pulled 10.

Dampening Grenade (Action) ◆ 2d10 + 4

Keywords Area, Psionic, Ranged
Distance 2 cube within 5 — **Target** All enemies

Effect All psionic or magical abilities within the affected area have a double bane. All tests against psionic or magical effects within this area have a double edge.

✦ ≤11 **6 damage; effect ends after 2 turns.**
★ 12-16 **10 damage; effect ends after 1 round.**
✸ 17 **13 damage; effect ends with the encounter.**

Mind Blown (Action) ◆ 2d10 + 4 ◆ 7 Malice

Keywords Melee, Psionic, Strike
Distance Melee 1 — **Target** One grabbed enemy

✦ ≤11 **12 damage**
★ 12-16 **20 damage**
✸ 17 **24 damage**

Effect If this action reduces the target to 0 Stamina and they have a brain, their brain explodes, instantly killing them.

You Come With Me (Maneuver)

Keywords —
Distance Self — **Target** Self

Effect Lord Syuul teleports 5 along with each creature and object he has grabbed. He can release them as part of this maneuver.

Adaptability (Triggered Action)

Keywords —
Distance Self — **Target** Self
Trigger Lord Syuul takes typed damage.

Effect Lord Syuul gains immunity 5 to the triggering type of damage until the start of his next turn.

Mind Over Manners

When Lord Syuul uses an ability with the Psionic keyword, he can do so as if he were in the space of any creature within line of effect he has observed using an ability with the Psionic keyword.

See Only Me (Villain Action 1)

Keywords Area, Psionic
Distance 10 burst — **Target** All enemies

Effect Each target makes an **Intuition test.**

✸ ≤11 **16 psychic damage; can't establish line of effect to creatures besides Lord Syuul, and strikes targeting Lord Syuul have a bane (save ends)**
★ 12-16 **13 psychic damage; can't establish line of effect to creatures besides Lord Syuul (save ends)**
✦ 17 **7 psychic damage**

Phantom Pain (Villain Action 2)

Keywords Psionic
Distance Self — **Target** Self

Effect Lord Syuul teleports up to 10 and projects an illusory double within 10. The double can't move or act, but Lord Syuul can use psionic abilities as if he were in its space. When a creature touches or damages the double with a melee strike, they take 10 psionic damage. The double disappears when Lord Syuul takes damage.

Mindshatter (Villain Action 3) ◆ 2d10 + 4

Keywords Area, Psionic
Distance 5 Burst — **Target** All creatures

✦ ≤11 **7 psychic damage**
★ 12-16 **13 psychic damage**
✸ 17 **16 psychic damage**

Effect Each target gains damage weakness 3 until the end of the encounter.

Retainer

Voiceless Talker Exile — Level 6 Artillery Retainer

Horror, Voiceless Talker — EV 27

Stamina 70 — **Immunity** psionic 3
Speed 5 (flying, teleport) — **Size** 1M/**Stability** 2
Free Strike 6

Might 0 **Agility +3** **Reason +1** **Intuition +2** **Presence +1**

Psychic Erasure (Action) - 2d10 + highest characteristic - Signature
Keywords Ranged, Psionic, Strike
Distance Ranged 10 — **Target** 1 creature or object

✦ ≤11 **7 psychic damage**
★ 12-16 **12 psychic damage**
✸ 17 **15 psychic damage**

Effect The exile is invisible to the target until the end of the target's next turn.

Mindspace Jaunt (Maneuver, Encounter)
Keywords Area, Psionic
Distance 5 burst — **Target** Self and mentor
Effect The exile and their mentor turn invisible until the start of their next turn. While this invisibility lasts, the exile and their mentor take half damage from all attacks and their attacks do half damage to enemies.

Psionic Conductor
When an ally within 5 of the exile uses an ability with the Psionic keyword, they can do so as if they were in the exile's space.

Level 7 Retainer Advancement Ability

Psychic Toss (Action, Encounter) - 2d10 + highest characteristic
Keywords Ranged, Psionic, Strike
Distance Ranged 5 — **Target** One creature or object

✦ ≤11 **6 damage; vertical slide 2**
★ 12-16 **10 damage; vertical slide 3**
✸ 17 **14 damage; vertical slide 5**

Effect The exile can forego dealing damage. If they do so, the slide distance is doubled.

Level 10 Retainer Advancement Ability

Cower Before Me (Action, Encounter) - 2d10 + highest characteristic
Keywords Area, Psionic
Distance 2 burst — **Target** All enemies

✦ ≤11 **8 damage; R (weak) frightened (save ends) and prone**
★ 12-16 **10 damage; R (average) frightened (save ends) and prone**
✸ 17 **14 damage; R (strong) frightened (save ends) and prone**

Content Warning: Brainwashing and Body Horror
War dogs are explicitly evil soldiers built from the body parts of various humans. They are created brainwashed and indoctrinated to carry out the vile orders of Ajax, a tyrant who wants to rule the world. Check in with your players before running war dogs to make sure that they're okay with battling these brainwashed soldiers with an appearance akin to Frankenstein's monster if he were built to be a shock troop. If anyone is uncomfortable, modify the appearance and lore of the war dogs as you see fit.

War Dogs

Ajax's War Dogs—brutal patchwork soldiers—owe their new lives to the Iron Saint, and fight for him fanatically. War Dog minions are the freshest recruits, possessing minimal patchwork qualities and generally treated as disposable. Those who survive a battle are rewarded with gifts from the Body Banks. Those who don't survive become material for those Body Banks.

Withdrawn from the Body Banks

The Body Bank technology stolen from the upper worlds allows for the storage, manipulation, and reuse of biological body parts, and they have been put to terrible use by Ajax and his followers. For the rich and powerful elite, they serve as a source of reliable medical materials and even enhancements; for everyone else, they are a threat looming over them, a warning of what might happen to the disloyal. Those pieces not claimed by the upper classes are stitched, welded, and fused together to become an endless supply of twisted foot soldiers.

Splintered Souls

War dogs aren't technically soulless: they have minds, wills, and a vital spark that separates them from the Undead, but their souls are as patchwork as their bodies. Congealed unnaturally from the shattered remains of their constituent parts, their mosaic souls are irrevocably damaged and only partially functional. War dogs are thus metaphysically unstable, incapable of higher spiritual functions like empathy or love, and their personalities and beliefs are highly malleable. This makes them the ideal disposable soldier for the discerning tyrant.

Enlisted at Rebirth

From the moment they are reborn, every war dog is part of Ajax's war machine. Fresh recruits undergo inspections and tests to ensure their viability and assess their capabilities, and those who are found lacking are immediately recycled.

Those who meet the minimum requirements are sent to a brief but intense training camp, where they are drilled in basic combat, personal fitness, and unswerving loyalty. It is here that they are indoctrinated with Ajax's ideals, and any who question them are again, immediately recycled. Those who survive this training camp are fitted with "Loyalty Collars" – unremovable neck pieces fitted with explosive fuse-iron charges – and sent on to join a Legion.

Chain of Command

Ajax leaves the management and tactical goals of individual legions to his hand-picked Strategoi. Each Strategos is an exceptionally talented war dog, often a veteran with dozens of upgrades and refinements, and is usually selected for their ability to think and plan. The Strategos in turn appoints the most powerful and skilled war dogs in the Legion to their Inner Council.

Below the Inner Council are the hundreds of officers and thousands of soldiers. A single deviation from an order, no matter how rational or well-considered, can get a lowly soldier sent back to the Body Banks. Therefore, lower-ranking war dogs rarely alter tactics or show initiative. Without an officer, war dogs turn into an unwieldy and stagnant force capable of only following their final orders.

War Dog Tactics
War dogs have a heavy focus on minion frontlines backed by captains with powerful control or support abilities. Their tactics reflect the replaceability of their low-ranking troops, throwing them into the mix without caution. Once a squad of minions is reduced to a few stragglers, captains will order them into position for maximum effect and manually detonate their loyalty collars.

The captains are intelligent, well-trained, and capable of prioritizing threats to their mission. Defensive and support units focus on tying up and slowing down high-Stamina threats while offensive units try their best to bully low-Stamina backline heroes. Unless ordered, retreat is not an option.

War Dog Sample Encounters
- Camp Patrol, 18 EV: 8x Conscript, 8x Sharpshooter, 1x Eviscerite, 1 Crucibite
- Bodyguard Squad, 24 EV: 8x Sharpshooter, 8x Tetherite, 2x Amalgamite, 1 Phosphorite
- Scout Patrol, 34 EV: 8x Commando, 16x Conscript, 2x Portalite, 2x Neuronite, 1 Subcommander
- Oppressor Force, 52 EV: 8x Conscript, 8x Sharpshooter, 16x Commando, 1 Pestilite, 1 Neuronite, 1 Ground Commander

War Dog Languages

Most war dogs speak Caelian and one Vaslorian human language.

War Dog Malice — **Level 1+ Malice Features**
At the start of any war dog's turn, you can spend malice to activate one of the following features.

Reconstitute ◆ 3 Malice
One war dog acting this turn tears apart a nearby corpse of a humanoid and incorporates its body parts into their own. The war dog regains Stamina equal to 5 times their level.

Fire for Effect (Maneuver) ◆ 5 Malice
Keywords Area, Magic, Ranged
Distance 4 cube within 10 **Target** Each creature in the cube
Effect Each target makes an **Agility test.**
✸ **≤11** **5 fire damage; slowed or weakened (save ends)**
★ **12–16** **5 fire damage; slowed or weakened (EoT)**
✦ **17+** **5 fire damage**

Fodder Run ◆ 7 Malice
Each war dog minion can shift up their speed, make a free strike, and then die.

War Dog Commando — Level 1 Minion Ambusher

Humanoid, War Dog — EV 6 for eight minions

Stamina 4
Speed 5 — **Size** 1M / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 2

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +0**

Daggers (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** One creature per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Effect The commando can use the Hide maneuver, even if observed.

Loyalty Collar
When the commando dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Conscript — Level 1 Minion Harrier

Humanoid, War Dog — EV 6 for eight minions

Stamina 4
Speed 7 — **Size** 1M / **Stability** 0
With Captain Strike damage +1 — **Free Strike** 1

Might +2 **Agility +0** **Reason +0** **Intuition +0** **Presence +0**

Blade (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Charge, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** One creature per minion

✦ **≤11** 1 damage
★ **12–16** 2 damage
✸ **17+** 3 damage

Effect This ability has an edge if it's used while charging.

Loyalty Collar
When the conscript dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Sharpshooter — Level 1 Minion Artillery

Humanoid, War Dog — EV 6 for eight minions

Stamina 3
Speed 7 — **Size** 1M / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 2

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +0**

Bolt Launcher (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 5 **Target** One creature or object per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Effect This ability ignores cover and concealment.

Loyalty Collar
When the sharpshooter dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Tetherite — Level 1 Minion Brute

Humanoid, War Dog — EV 6 for eight minions

Stamina 5
Speed 5 — **Size** 1M / **Stability** 1
With Captain Edge on strikes — **Free Strike** 2

Might +2 **Agility +0** **Reason +0** **Intuition +0** **Presence +0**

Banded Dagger (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ **≤11** 2 damage
★ **12–16** 4 damage
✸ **17+** 5 damage

Tethered
A captain attached to a tetherite squad has their Stability increased by the number of tetherites within 2 squares of them.

Loyalty Collar
When the tetherite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Amalgamite — Level 2 Band Brute

Humanoid, War Dog — EV 4

Stamina 25
Speed 5 — **Size** 2 / **Stability** 2 — **Free Strike** 3

Might +2 **Agility +0** **Reason +0** **Intuition +0** **Presence +0**

Several Arms (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 **Target** Two creatures or objects
✦ **≤11** 4 damage
★ **12–16** 5 damage; A<1 grabbed
✸ **17+** 6 damage; A<2 grabbed
Effect The amalgamite can have up to four targets grabbed.
3 Malice The amalgamite deals an additional 3 damage to each creature they have grabbed and regains Stamina equal to the damage dealt.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

Loyalty Collar
When the amalgamite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Crucibite — Level 1 Band Artillery

Humanoid, War Dog — EV 3

Stamina 10 — **Immunity** Fire 2
Speed 5 — **Size** 1M / **Stability** 0 — **Free Strike** 2

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +0**

Flamebelcher (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Weapon
Distance 5 × 1 line within 1 **Target** All creatures and objects
✦ **≤11** 2 fire damage
★ **12–16** 4 fire damage
✸ **17+** 5 fire damage
Effect The area is covered in sticky fire until the start of the crucibite's next turn. Whenever a creature enters the area for the first time in a round or starts their turn there, they take 2 fire damage.
3 Malice The area increases to a 10 × 1 line, and if any ally of the crucibite is in the area when it is created, the crucibite deals an additional 2 damage to each target.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

Loyalty Collar
When the crucibite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Eviscerite — Level 1 Band Harrier

Humanoid, War Dog — EV 3

Stamina 15
Speed 7 — **Size** 1M / **Stability** 0 — **Free Strike** 1

Might +1 **Agility +2** **Reason +0** **Intuition +0** **Presence +0**

Chainsaw Whip (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 **Target** One creature or object
✦ **≤11** 3 damage
★ **12–16** 4 damage; pull 1
✸ **17+** 5 damage; pull 2
Effect The eviscerite can grab a target pulled adjacent to them by this ability.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

Loyalty Collar
When the eviscerite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Neuronite — Level 1 Band Defender

Humanoid, War Dog — EV 3

Stamina 20 — **Immunity** Psychic 2
Speed 5 (fly) — **Size** 1M / **Stability** 0 — **Free Strike** 1

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +2**

Synlirii Grafts (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Psionic
Distance 1 burst **Target** Each enemy in the burst
✦ **≤11** 1 psychic damage; vertical slide 1
★ **12–16** 2 psychic damage; vertical slide 2
✸ **17+** 3 psychic damage; vertical slide 3

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

The Voice (Maneuver) ◆ 1 Malice
Keywords Area, Psionic
Distance 5 burst **Target** Each enemy in the burst
Effect The neuronite chooses an ally within 10 squares, then chooses whether each target is taunted by the ally or the ally has damage immunity 3 whenever they're attacked by a target until the start of the neuronite's next turn.

Loyalty Collar
When the neuronite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Pestilite — Level 3 Band Controller

Humanoid, War Dog — EV 5

Stamina 20 — **Immunity** Poison 3
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 2

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +2**

Plaguecaster (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Area, Magic, Ranged
Distance 3 cube within 10 **Target** Each creature in the cube
✦ **≤11** 2 poison damage; I<0 frightened (save ends)
★ **12–16** 4 poison damage; I<1 frightened (save ends)
✸ **17+** 5 poison damage; I<2 frightened (save ends)
Effect The area is covered in a cloud of pestilence that lasts until the start of the pestilite's next turn. Any creature who enters the area for the first time in a round or starts their turn there takes 2 poison damage.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

Loyalty Collar
When the pestilite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Phosphorite — Level 2 Band Hexer

Humanoid, War Dog — EV 4

Stamina 15 — **Immunity** Acid 2
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 2

Might +0 **Agility +1** **Reason +0** **Intuition +0** **Presence +0**

Caustic Detonator (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Magic, Ranged
Distance Ranged 10 **Target** One creature or object
Effect A detonator attaches to the target. At the end of each round, roll a die. On an odd result, the detonator explodes, triggering the power roll.
✦ **≤11** 4 acid damage; M<0 bleeding (save ends)
★ **12–16** 6 acid damage; M<1 bleeding (save ends)
✸ **17+** 10 acid damage; M<2 bleeding (save ends)
Special An adjacent creature can attempt an **easy Agility test** to remove the detonator as a maneuver. A failure does nothing, a success disarms and destroys the detonator, and a success with a reward allows the disarming creature to throw the detonator onto another target within 5 squares.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

Loyalty Collar
When the phosphorite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Portalite — Level 1 Band Ambusher

Humanoid, War Dog — EV 3

Stamina 15
Speed 5 (teleport) — **Size** 1M/ **Stability** 0
Free Strike 2

Might +0 **Agility +2** **Reason +0** **Intuition +0** **Presence +0**

Corrupted Ash Daggers (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** One creature or object
✦ **≤11** 4 damage; slide 1
★ **12–16** 6 damage; slide 2
✸ **17+** 7 damage; slide 3
Effect The portalite has an edge on this ability if an ally is adjacent to the target.
1 Malice The portalite teleports the target 3 squares before sliding them.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

Corrupted Ash Teleport (Maneuver) ◆ 1 Malice
Keywords Magic
Distance Self **Target** Self
Effect The portalite teleports up to 5 squares and has an edge on strikes until the end of their turn.

Loyalty Collar
When the portalite dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Subcommander — Level 2 Band Support

Humanoid, War Dog — EV 4

Stamina 20
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 2

Might +2 **Agility +0** **Reason +0** **Intuition +0** **Presence +1**

Command Saber (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object
✦ **≤11** 4 damage
★ **12–16** 5 damage
✸ **17+** 7 damage
Effect An ally within 5 squares of the subcommander can make a free strike against the target.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

The Iron Saint Does Not Recognize Retreat
Each ally within 5 squares of the subcommander adds 3 to their stability.

Loyalty Collar
When the subcommander dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Ground Commander — Level 3 Leader

Humanoid, War Dog — EV 20

Stamina 120
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 5

Might +3 **Agility +2** **Reason +3** **Intuition +2** **Presence +2**

Conditioning Spear (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 **Target** Two creatures or objects

✦ **≤11** **8 damage; pull 1**
★ **12–16** **12 damage; pull 2**
✷ **17+** **15 damage; pull 3**

Effect One ally within 10 squares of the commander can make a free strike.
1 Malice A target who is adjacent to the ground commander after this ability is resolved is **I<2** grabbed (save ends). This grab can't be escaped using the Escape Grab maneuver. The ground commander can grab up to two creatures at a time.

Highest Posthumous Promotion (Maneuver)
Keywords Area, Magic
Distance 10 burst **Target** Each war dog with a loyalty collar
Effect The ground commander selects any number of targets' loyalty collars and detonates them, killing the target instantly.

Final Orders (Triggered Action)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One ally
Trigger The target has a condition imposed on them, is force moved, or is killed.
Effect The target can move up to their speed and make a free strike before the triggering effect happens.

End Effect
At the end of their turn, the ground commander can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Loyalty Collar
When the ground commander dies, they explode, dealing 2d6 damage to each adjacent enemy.

Combined Arms (Villain Action 1)
Keywords Area
Distance 10 burst **Target** Each ally
Effect Each target can make a ranged free strike, then immediately use the Charge action.

Make an Example of Them (Villain Action 2)
Keywords Magic, Ranged
Distance Ranged 10 **Target** One enemy
Effect Each ally within 5 squares of the target can move up to their speed and make a free strike against the target. The target is then **I<2** frightened of the ground commander (save ends).

Claim Them for the Body Banks (Villain Action 3)
Keywords Area, Magic
Distance 10 burst **Target** Each ally
Effect Each target can shift 2 and use the Grab maneuver. For the rest of the encounter, each enemy has a bane on escaping grabs.

War Dogs — 2nd Echelon

The War Dogs, like any army, are outfitted to carry out warfare with weapons, armor, and no end of ghastly tools. But the War Dogs are no ordinary army, and they bear no ordinary equipment.

Shrikeguns

The shrikegun is a new kind of weapon fit for a new kind of soldier. Each shrikegun is a rapid firing bolt-thrower that replaces the draw of a crossbow with the compact energy of torsion springs. When loosed, a standard shrikegun throws a five-inch, iron-tipped wooden stake hard enough to reliably pierce steel plate at 50 yards. The stabilization grooves cut into the stakes create a shrill whistle, leading to many less disciplined armies breaking upon hearing the "Shrike-scream" of a loosed volley.

Fuse-Iron

Some War Dogs use fuse-iron weapons that emit flames or cause explosions. While the exact properties of fuse-iron depends on the alloy and shape, the material is known for turning physical force into heat and light. Special arrangements of fuse-iron utilize crush cavities, capable of creating concussive detonations that are incredibly powerful, if not particularly reliable. Fuse-iron is expensive, accident-prone, and almost impossible to work with in large amounts, so fuse-iron equipment is granted only to the army specialists.

Houndweapons

Insubordinate War Dogs are usually punished with a trip back to the Body Banks, but individuals who need to be made an example of are relegated to an even harsher fate: becoming a Houndweapon. These living weapons are horrific blends of flesh, machine, and spirit created to be fantastically powerful and terribly cruel tools of war. Only the highest-ranking and most capable War Dogs may requisition a Houndweapon, given their power and the difficult and time-consuming process needed to make them.

War Dog Malice — **Level 4+ Malice Features**

At the start of a level 4+ war dog's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The war dog activates a malice feature available to war dogs level 3 or lower.

Loyalty Unto Death (Maneuver) ◆ 3 Malice

Keywords Magic, Ranged

Distance Ranged 10 **Target** Two war dogs with loyalty collars

Effect Each target shifts up to their speed and has their loyalty collar detonates, killing them instantly. Enemies adjacent to each target must make a **Presence test.**

✸ **≤11** **push 4; frightened of the nearest non-minion war dog (save ends)**

★ **12-16** **push 2; frightened of the nearest non-minion war dog (EoT)**

✦ **17** **push 2**

War Dog Sparkslinger — **Level 4 Minion Artillery**

Humanoid, War Dog — EV 12 for eight minions

Stamina 7 — **Immunity** lightning 4

Speed 5 — **Size** 1M / **Stability** 0

With Captain Spread +1 — **Free Strike** 3

Might +0 **Agility +0** **Reason +3** **Intuition +0** **Presence +2**

Galvanic Arc (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Magic, Strike, Ranged

Distance Ranged 7 **Target** One creature or object per minion

✦ **≤11** **3 lightning damage**

★ **12-16** **5 lightning damage; spread 1**

✸ **17** **7 lightning damage; spread 2**

Effect The lightning arcs to nearby targets, dealing 2 damage to each enemy within a number of squares of the target equal to the result's spread value.

Loyalty Collar

When the sparkslinger dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Sweeper — **Level 4 Minion Harrier**

Humanoid, War Dog — EV 12 for eight minions

Stamina 8

Speed 6 — **Size** 1M / **Stability** 0

With Captain Edge on strikes — **Free Strike** 2

Might +0 **Agility +3** **Reason +0** **Intuition +2** **Presence +0**

Shrikegun Shot (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Melee, Ranged, Strike, Weapon

Distance Melee 1 or Ranged 3 **Target** One creature or object per minion

✦ **≤11** **2 damage**

★ **12-16** **4 damage; push 1**

✸ **17** **6 damage; push 3**

Effect This ability deals an additional 3 damage if the target is within 2 squares of the sweeper.

Shrapnel-Laced Loyalty Collar

When the sweeper dies, they explode, dealing 1d6 damage to each enemy within 2 squares of them.

War Dog War Frog — **Level 4 Minion Ambusher**

Humanoid, War Dog — EV 12 for eight minions

Stamina 8 — **Immunity** Poison 4

Speed 5 (swim, climb) — **Size** 1S / **Stability** 0

With Captain Speed +2 — **Free Strike** 3

Might -1 **Agility +3** **Reason +0** **Intuition +2** **Presence +0**

Poisoned Dagger (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Attack, Melee, Ranged, Weapon

Distance Melee 1 or Ranged 4 **Target** One creature per minion

✦ **≤11** **3 poison damage**

★ **12-16** **5 poison damage**

✸ **17** **7 poison damage**

Effect The war frog jumps 3 squares before or after making their attack. If the war frog lands in cover or concealment, they can take the Hide maneuver as part of this ability.

Loyalty Collar

When the war frog dies, they explode, dealing 1d6 damage to each adjacent enemy.

War Dog Arachnite — Level 6 Band Artillery

Humanoid, War Dog — EV 8

Stamina 35 — **Immunity** psychic 6
Speed 5 (climb) — **Size** 1L / **Stability** 0
Free Strike 4

Might +0 **Agility +3** **Reason +2** **Intuition +2** **Presence +1**

Longarm Shrikegun (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** 1 creature or object

✦ ≤11 **7 special damage**
★ 12-16 **9 special damage**
✸ 17 **11 special damage; A<3 bleeding (save ends)**

Effect This ability ignores cover and concealment. The arachnite chooses one of the following damage types when making the attack: acid, cold, fire, lightning, poison, psychic, or sonic.
2 Malice The arachnite can use this ability as if they were occupying the space of an ally within distance.

Web Vial (Maneuver)
Keywords Area, Ranged
Distance 2 Cube within 10 — **Target** Special
Effect The affected area becomes difficult terrain.

Eight-Eyed Sight
The arachnite automatically finds all hidden creatures within 10 at the start of their turn.

Loyalty Collar
When the arachnite dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Doomthief — Level 5 Band Defender

Humanoid, War Dog — EV 7

Stamina 40
Speed 5 — **Size** 1L / **Stability** 2
Free Strike 3

Might +3 **Agility -1** **Reason +0** **Intuition +3** **Presence +1**

Ripper Shrikegun (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Area, Weapon
Distance 10 x 3 line within 1 — **Target** all enemies

✸ ≤11 **3 damage; push 1**
★ 12-16 **5 damage; push 3**
✦ 17 **6 damage; push 5; A<3 slowed (save ends)**

Effect The doomthief cannot move on the same turn they use this ability.

Doom Magnet
The doomthief emits a 3 aura of warped fate, blocking line of effect for enemy abilities that don't include the doomthief as a target.

Expanding Doom (Maneuver) ◆ 4 Malice
Keywords —
Distance Self — **Target** Self
Effect The doomthief gains damage immunity 4 and their doom magnet aura increases by 3 until the start of their next turn.

Loyalty Collar
When the doomthief dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Equivite — Level 4 Band Brute

War Dog — EV 6

Stamina 53
Speed 8 — **Size** 2 / **Stability** 2
Free Strike 3

Might +3 **Agility +3** **Reason -1** **Intuition -2** **Presence +0**

Fuse-Iron Lance (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object

✦ ≤11 **6 damage**
★ 12-16 **8 damage**
✸ 17 **10 damage; I<3 frightened (save ends)**

Effect The equivite has an edge on this ability while charging.
2 Malice The ability deals an additional 3 fire damage to the target and each enemy adjacent to the target.

Blazing Charge (Maneuver)◆ 2d10 + 3
Keywords Melee, Weapon
Distance Special — **Target** Special
Effect The equivite moves up to their speed and can move through enemies and objects at normal speed. They make one power roll total against each enemy and object they pass through.

✦ ≤11 **2 damage; push 1**
★ 12-16 **4 damage; push 2**
✸ 17 **5 damage; push 3; M<3 prone**

Loyalty Collar
When the equivite dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Hypokrite — Level 4 Band Ambusher

Humanoid, War Dog — EV 6

Stamina 30
Speed 8 — **Size** 1M / **Stability** 0
Free Strike 3

Might +1 **Agility +3** **Reason +0** **Intuition +0** **Presence +2**

Needle-Knife (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object

✦ ≤11 **6 damage**
★ 12-16 **8 damage; A<2 bleeding (save ends)**
✸ 17 **10 damage; A<3 bleeding and weakened (save ends)**

Effect This ability deals an additional 6 damage if the hypocrite is hidden or disguised.

Feign Death (Triggered Action) ◆ 2 Malice
Keywords —
Distance Ranged 20 — **Target** Self
Trigger The hypokrite takes damage.
Effect The hypokrite activates their Loyalty Collar ability and teleports to an unoccupied square adjacent to an ally within distance alive.

Face in the Crowd
The hypokrite is invisible while adjacent to an unhidden ally. When using the Hide maneuver, the hypocrite can choose to disguise themself as another creature within line of effect.

Loyalty Collar
When the hypokrite dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Mischievite — Level 5 Band Harrier

Humanoid, War Dog — EV 7

Stamina 35
Speed 6 — **Size** 1M / **Stability** 0
Free Strike 3

Might +1 **Agility +3** **Reason +0** **Intuition +2** **Presence +0**

Fuse-Iron Knives (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 — **Target** 2 creatures
✦ ≤11 **5 damage**
★ 12-16 **7 damage**
✸ 17 **8 damage; R<3 dazzled (save ends)**
Effect A dazzled creature has a bane on strikes and can't have line of effect to targets who aren't adjacent to them.

Misdirection (Maneuver)
Keywords --
Distance Ranged 3 — **Target** 1 ally or dazzled creature
Effect The mischievite swaps positions with the target. An ally targeted by this ability can make a free strike either before or after being swapped.
2 Malice The mischievite may use this ability as a triggered action when targeted by a strike or ability. The swapped target becomes the new target of the triggering strike or ability.

Crafty
The mischievite's movement does not trigger opportunity attacks.

Loyalty Collar
When the mischievite dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Thanatite — Level 6 Band Controller

Humanoid, War Dog — EV 8

Stamina 35
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 3

Might +1 **Agility +1** **Reason +2** **Intuition +3** **Presence +1**

Snaking Entrails (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged
Distance Ranged 10 — **Target** 1 ally
Effect The target dies. The thanatite makes one power roll against each enemy within 2 of the target:
✦ ≤11 **3 corruption damage; A<1 slowed (save ends)**
★ 12-16 **5 corruption damage; A<2 slowed (save ends)**
✸ 17 **7 corruption damage; A<3 restrained (save ends)**
3 Malice If an affected enemy is adjacent to a corpse, they are frightened of the thanatite (save ends).

Wall of Flesh (Maneuver)
Keywords Area, Magic, Ranged
Distance 10 wall within 10 — **Target** One corpse
Effect The target is molded into a wall of blood and bone. The wall must share at least one square with the target. Each enemy within the affected area vertical slides 2 and is knocked prone. Each square of wall has 3 Stamina.

Loyalty Collar
When the thanatite dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Tormentite — Level 5 Band Hexer

Humanoid, War Dog — EV 7

Stamina 30
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 3

Might +0 **Agility +0** **Reason +2** **Intuition +3** **Presence +0**

Mark of Agony (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** One creature or object
✦ ≤11 **6 corruption damage**
★ 12-16 **8 corruption damage; marked (save ends)**
✸ 17 **9 corruption damage; marked (save ends)**
Effect Strikes against marked targets have an edge. Whenever the tormentite takes damage, each marked target takes 3 damage.

Vortex of Pain (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Area, Magic
Distance 4 cube within 10 — **Target** All enemies
✦ ≤11 **2 corruption damage**
★ 12-16 **4 corruption damage**
✸ 17 **5 corruption damage; an ally within the affected area can end one save ends effect affecting them and give it to a target.**
Effect The tormentite regains 2 Stamina per target of this ability.

Persistent Pain
The tormentite takes 1 damage at the start of each of their turns.

Loyalty Collar
When the tormentite dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog War Doc — Level 5 Band Support

Humanoid, War Dog — EV 7

Stamina 35
Speed 5 — **Size** 1L / **Stability** 1
Free Strike 3

Might +0 **Agility +1** **Reason +3** **Intuition +2** **Presence +0**

Syringe Crossbow (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 — **Target** One creature
✦ ≤11 **6 poison damage**
★ 12-16 **8 poison damage**
✸ 17 **9 poison damage; M<3 weakened (save ends)**
Effect An ally targeted by this ability gains 5 temporary Stamina and makes a free strike instead of taking damage.

Sanguine Stimulants (Triggered Action) ◆ 1 Malice
Keywords —
Distance Ranged 15 — **Target** One war dog ally
Trigger The target dies
Effect Each ally adjacent to the target deals an additional 6 damage on their next strike.

Posthumous Promotion (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** One war dog with a loyalty collar
Effect The target's loyalty collar detonates, killing them instantly.

Body Bank Branch Manager
The Reconstitute Malice effect costs 1 malice fewer. Each ally may treat the war doc as a source of corpses for the purposes of using Reconstitute.

War Dog Tetrarch — Level 6 Leader

Humanoid, War Dog — EV 32

Stamina 180
Speed 7 — **Size** 1M / **Stability** 2
Free Strike 7

Might +4 **Agility +3** **Reason +2** **Intuition +3** **Presence +4**

Houndblade (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 3 **Target** Two creatures or objects
✦ **≤11** **11 damage**
★ **12-16** **16 damage; taunted (EoT)**
✸ **17** **19 damage; taunted (EoT)**
Effect A creature taunted by this ability has a bane on strikes.
3 Malice Each target loses 1d3 Recoveries.

"Get them, you dolts!" (Maneuver) ◆ 1 Malice per target
Keywords —
Distance Ranged 10 **Target** Up to three creatures
Effect The target shifts up to their speed and makes a free strike. The target deals an additional 4 damage if they strike a taunted enemy.

Sneering Disregard (Triggered Action)
Keywords —
Distance Self **Target** Triggering creature
Trigger A non-taunted creature targets the tetrarch with a power roll.
Effect The tetrarch imposes a double bane on the power roll. If the target gets a tier-1 result, the tetrarch ignores any additional effects of the ability, and the target is frightened of the tetrarch (save ends).

End Effect
At the end of their turn, the tetrarch can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Chosen of the Iron Saint
The Director gains 1 malice whenever an ally within 10 of the tetrarch gets a tier-3 result on an attack.

Enter the Fray (Villain Action 1) ◆ 2d10 + 4
Keywords Area
Distance 2 burst **Target** All enemies
Effect The tetrarch leaps 7 squares before using this action.
✦ **≤11** **push 2; I<2 frightened (save ends)**
★ **12-16** **push 4; I<3 frightened (save ends)**
✸ **17** **push 5; I<4 frightened (save ends)**

Lay Waste (Villain Action 2) ◆ 2d10 + 4
Keywords Area, Weapon
Distance Five 2 cubes within 20 **Target** All creatures and objects
✦ **≤11** **7 fire damage; A<2 slowed (EoT)**
★ **12-16** **13 fire damage; A<3 slowed (save ends)**
✸ **17** **16 fire damage; A<4 slowed (save ends)**
Effect The cubes are set ablaze. Until the end of the encounter, the affected area is considered difficult terrain, and a creature takes 2 fire damage for each affected square they enter.

"You Would Dare?!" (Villain Action 3)
Keywords —
Distance Self **Target** Self
Effect Until the end of the encounter, the tetrarch rallies themself, gains damage immunity 2, and their signature action now targets three creatures or objects.

War Dogs — 3rd Echelon

The Body Banks are full of the remains of enemies of the state, conquered peoples, war dogs who have experienced a second death, and even scraps of monsters and animals that might prove useful. While the creation of new War Dogs is by no means an exact process, the flesh sculptors take great pride in crafting a highly destructive, single-mindedly fanatical army.

Rank and File

The vast majority of War Dogs are simple amalgams of humanoids, fused, stitched, and welded together with stolen Upper World technology and forbidden alchemy. Their unnatural origin is on clear display; patchwork skin, mismatched limbs, and unsettling proportions mark them as artificial revenants. As a War Dog proves their loyalty and rises in rank, they may be rewarded with special attention from the flesh sculptors, evening out their construction and supplying them with higher quality material. War Dogs who have risen through the ranks this way pride themselves on their nearly normal appearances.

Happy Accidents

Making War Dogs is more art than science, and happy little accidents can create War Dogs with unusual characteristics. These War Dogs are given great attention by the flesh sculptors, both to further improve the abilities of these deviants and to learn how to replicate their creation.

Made to Order

War Dogs are most often made by playing the odds: each new resurrection is assumed to create certain ratios of infantry, mages, specialists, and so on. However, by radically altering the processes and providing special materials, War Dogs can be made that bear little resemblance to any humanoid and with power beyond that of the usual conscript.

These monstrous War Dogs are developed to fulfill very specific roles and combat niches, often fused with inorganic materials after their rebirth to become living war machines. Despite the War Dog tendency to value appearance, they are highly respected for having been chosen for greatness and consider their monstrous forms a badge of honor bestowed by Ajax.

War Dog Malice — **Level 7+ Malice Features**

At the start of a level 7+ war dog's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The war dog activates a malice feature available to war dogs level 6 or lower.

Alchemical Cloud ◆ 7 Malice

A bank of choking chemicals sweeps across the battlefield. Each enemy makes a **Might test**.

✸ ≤11 **8 poison damage; dazed (EoT)**
★ 12-16 **7 poison damage; weakened (EoT)**
✦ 17 **4 poison damage**

War Dog Draconite — **Level 7 Minion Brute**

Humanoid, War Dog — EV 18 for eight minions

Stamina 13
Speed 5 — **Size** 2 / **Stability** 2
With Captain Strike damage +3 — **Free Strike** 4

Might +4 **Agility +1** **Reason -2** **Intuition -1** **Presence +2**

Greatsword and Roar (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 2 **Target** One creature or object per minion

✦ ≤11 **4 damage**
★ 12-16 **4 damage; 3 psychic damage**
✸ 17 **4 damage; 4 psychic damage; target moves up to their speed away from the draconite**

Effect If the target is winded after taking damage, they are frightened of the draconite (EoT).

Loyalty Collar

When the draconite dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Saboteur — **Level 7 Minion Ambusher**

Humanoid, War Dog — EV 18 for eight minions

Stamina 12
Speed 6 — **Size** 1S / **Stability** 0
With Captain Ranged distance +5 — **Free Strike** 4

Might -1 **Agility +2** **Reason +4** **Intuition +3** **Presence +1**

Fuse-Iron Bomb (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Ranged, Weapon
Distance 1 cube within 5 **Target** One square per minion

✦ ≤11 **4 fire damage**
★ 12-16 **7 fire damage; push 1**
✸ 17 **8 fire damage; push 3**

Effect This ability ignores cover and concealment. The affected area blocks line of effect.

Loyalty Collar

When the saboteur dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Shriketrooper — **Level 7 Minion Artillery**

Humanoid, War Dog — EV 18 for eight minions

Stamina 10
Speed 5 — **Size** 1M / **Stability** 0
With Captain Edge on strikes — **Free Strike** 4

Might +1 **Agility +4** **Reason +3** **Intuition +1** **Presence +1**

Canis Shrikegun (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion

✦ ≤11 **4 damage**
★ 12-16 **7 damage**
✸ 17 **8 damage; I<3 frightened of all shriketroopers (EoT)**

Effect The target moves up to their speed away from the shriketrooper.

Loyalty Collar

When the shriketrooper dies, they explode, dealing 2d6 damage to each adjacent enemy.

War Dog Aerocite — Level 8 Band Harrier

Humanoid, War Dog — EV 10

Stamina 50
Speed 8 (fly) — **Size** 1M / **Stability** 0
Free Strike 3

Might +0 **Agility +4** **Reason +1** **Intuition +3** **Presence +1**

Dive Bomb (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** One creature or object
✦ ≤11 **7 damage**
★ 12-16 **10 damage; vertical slide 3**
✸ 17 **12 damage; vertical slide 5**
1 Malice If the aerocite would vertically slide an enemy, the enemy is grabbed instead.

Caustic Paste Bomb (Maneuver) ◆ 2d10 + 4 ◆ 2 Malice
Keywords Area, Magic, Ranged
Distance 3 cube within 5 — **Target** all creatures or objects
✦ ≤11 **2 acid damage; M<2 slowed (save ends)**
★ 12-16 **4 acid damage; M<3 slowed (save ends)**
✸ 17 **6 acid damage; M<4 slowed (save ends)**
Effect The affected area is considered difficult terrain.

Jetwing Agility
If the aerocite moves 5 or more squares on their turn, they impose a bane on strikes until the start of their next turn.

Loyalty Collar
When the aerocite dies, they explode, dealing 3d6 damage to each adjacent enemy.

War Dog Ballistite — Level 8 Band Artillery

War Dog — EV 10

Stamina 72
Speed 0 — **Size** 1L / **Stability** 5
Free Strike 4

Might +4 **Agility -2** **Reason +2** **Intuition +3** **Presence +2**

Biokinetic Ballista (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 15 — **Target** Two creatures or objects
✦ ≤11 **7 damage; push 1**
★ 12-16 **10 damage; push 3**
✸ 17 **11 damage; push 5**
Effect A target that is pushed into an obstacle is knocked prone and **M<3** restrained (save ends).

Kill Zone (Maneuver) ◆ 3 Malice
Keywords Area, Magic, Ranged
Distance 3 cube within 12 — **Target** Special
Effect Until the start of the ballistite's next turn, the affected area becomes difficult terrain and ranged abilities targeting enemies occupying an affected square deal an additional 8 damage.

Set Up and Tear Down
At the start of the ballistite's turn, they can increase their speed by 4 until the end of their turn. They cannot use maneuvers or actions other than move while their speed is greater than 0.

Loyalty Collar
When the ballistite dies, they explode, dealing 3d6 damage to each adjacent enemy.

War Dog Blackcap — Level 7 Band Ambusher

Humanoid, War Dog — EV 9

Stamina 45
Speed 6 (teleport) — **Size** 1M / **Stability** 0
Free Strike 4

Might +1 **Agility +4** **Reason +4** **Intuition +2** **Presence +0**

Flesh-eater Knife (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Melee, Ranged, Strike, Weapon
Distance Melee 1 or Ranged 5 — **Target** One creature or object
✦ ≤11 **8 damage**
★ 12-16 **11 damage**
✸ 17 **12 damage; M<4 bleeding and weakened (save ends)**
Effect The blackcap teleports up to their speed before rolling power, creating an ash clone in their original square.

Ashes to Ashes (Maneuver)
Keywords –
Distance Ranged 20 — **Target** One ash clone
Effect The target makes a free strike.
2 Malice This ability targets all ash clones.

Ash Clones
An ash clone created by the blackcap has 1 Stamina and shares the rest of the blackcap's characteristics. Ash clones don't take turns in combat and can only move when the blackcap moves.

Duplicating Loyalty Collar
When the blackcap or an ash clone dies, they explode, dealing 3d6 poison damage and **A<3** weakened (save ends) to each adjacent enemy.

War Dog Breaker — Level 7 Troop Brute

Humanoid, War Dog — EV 36

Stamina 200
Speed 5 — **Size** 2 / **Stability** 4
Free Strike 8

Might +4 **Agility +2** **Reason +1** **Intuition +1** **Presence +3**

Pile Bunker Gauntlet (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 — **Target** Two creatures or objects
✦ ≤11 **12 damage; push 4**
★ 12-16 **17 damage; slide 4**
✸ 17 **21 damage; vertical slide 4**
Effect A target that is force moved into an obstacle is knocked prone and **M<3** dazed (save ends).

Surging Power (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The breaker's speed increases by 3 and they have a double edge on their abilities until the start of their next turn. The breaker fails all potent effects until the start of their next turn.

Breaking Point
When the breaker is reduced to 0 Stamina, they do not die. They lose any conditions affecting them and immediately take a turn, regardless of if they have already taken one this round. During this turn, they deal an additional 5 damage on their strikes and abilities. The breaker dies at the end of this turn.

Loyalty Collar
When the breaker dies, they explode, dealing 3d6 damage to each adjacent enemy.

War Dog Firestarter — Level 8 Band Hexer

Humanoid, War Dog — EV 10

Stamina 45 — **Immunity** Fire 8
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 3

Might +0 **Agility +2** **Reason +3** **Intuition +4** **Presence +1**

Twin Flamebelchers (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Weapon
Distance 10 × 1 line within 1 **Target** All creatures and objects

✦ ≤11 3 fire damage; A<2 seared (save ends)
★ 12-16 6 fire damage; A<3 seared (save ends)
✸ 17 8 fire damage; A<4 seared (save ends)

Effect A seared creature has a bane on their strikes and damage weakness 5. A tier-3 result that includes an already seared target allows the firestarter to immediately use Enflame as a free triggered action.

Enflame (Maneuver) ◆ 2d10 + 4
Keywords Magic
Distance Ranged 10 **Target** Special
Effect Roll power against each enemy within 2 of a seared creature within distance:

✦ ≤11 2 fire damage
★ 12-16 4 fire damage; A<3 seared (save ends)
✸ 17 6 fire damage; A<4 seared (save ends)

Loyalty Collar
When the firestarter dies, they explode, dealing 3d6 damage to each adjacent enemy.

War Dog Iron Priest — Level 8 Band Support

Humanoid, War Dog — EV 10

Stamina 50
Speed 5 — **Size** 1M / **Stability** 0
Free Strike 3

Might +2 **Agility +1** **Reason +1** **Intuition +4** **Presence +4**

Houndcannon (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Weapon
Distance 7 x 1 line within 1 **Target** All enemies

✦ ≤11 3 damage
★ 12-16 6 damage; P<3 bleeding (save ends)
✸ 17 8 damage; P<4 lose 1 recovery, bleeding (save ends)

Effect Allies within 2 of the iron priest have an edge on their next strike. If 1 or more recoveries were lost due to this ability, affected allies have double edge instead.

Iron Banner (Maneuver)
Keywords Area, Magic
Distance 4 aura **Target** All War Dogs
Effect Until the start of the iron priest's next turn, all targets gain one of the following effects, chosen by the Director:

✦ The target has damage immunity 2.
✦ The target's strikes deal an additional 3 holy damage.
✦ The target's speed increases by 3.

3 Malice The Director chooses two effects instead of one.

Chosen of the Iron Saint
The Director gains 1 malice whenever an ally within 3 of the iron priest gets a tier-3 result on a power roll.

War Dog Geomancer — Level 8 Band Controller

Humanoid, War Dog — EV 10

Stamina 45
Speed 5 (burrow) — **Size** 1M / **Stability** 3
Free Strike 3

Might +2 **Agility +1** **Reason +4** **Intuition +4** **Presence +2**

Earthwave (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Magic
Distance 7 x 2 line within 10 **Target** All creatures

✦ ≤11 3 damage; M<2 push (see effect)
★ 12-16 6 damage; M<3 push (see effect)
✸ 17 8 damage; M<4 push (see effect) and prone

Effect This ability ignores stability. The geomancer declares a direction for the Earthwave. A creature pushed by this ability is pushed to toward the squares at the end of the area in the chosen direction.

2 Malice A two square deep trench is dug into the affected area.

Siegeworks (Maneuver)
Keywords Area, Magic, Ranged
Distance 5 wall within 10 **Target** Special
Effect The geomancer raises walls of stone with portholes within distance. Creatures have line of effect through a wall while adjacent to it.

Dust Cloud
The geomancer is surrounded by a 2 aura of swirling dust and earthen debris. The geomancer and all allies in the affected area are concealed.

Loyalty Collar
When the geomancer dies, they explode, dealing 3d6 damage to each adjacent enemy.

War Dog Prismite — Level 8 Band Defender

War Dog — EV 32

Stamina 82 — **Immunity** Psychic 8
Speed 5 (fly, hover) — **Size** 2 / **Stability** 2
Free Strike 3

Might +4 **Agility +0** **Reason +4** **Intuition +2** **Presence +3**

Grasping Toungtacles (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Psionic, Weapon
Distance 2 burst **Target** All enemies

✦ ≤11 3 psychic damage
★ 12-16 6 psychic damage; R<3 grabbed
✸ 17 8 psychic damage; R<4 grabbed, target has a bane on escaping the grab

Effect The prismite can use a maneuver to pull each target they have grabbed into squares adjacent to them.

Hard Light Field (Maneuver)
Keywords Area, Psionic, Ranged
Distance 4 cube within 10 **Target** All allies
Effect Each target has cover and their stability increases by 2 until the start of the prismite's next turn.

Tractor Beam (Triggered Action) ◆ 1 Malice
Keywords Psionic, Ranged
Distance Ranged 10 **Target** One enemy
Trigger The target uses a melee ability against an ally.
Effect Pull 5. The damage is halved and the ally ignores any additional effects.

Prismacore Detonation
When the prisimite dies, they explode, dealing 3d6 psychic damage to each enemy within 2 squares of them.

War Dog Taxiarch — Level 9 Leader

Humanoid, War Dog — EV 44

Stamina 240 — **Immunity** Lightning 10
Speed 7 (teleport) — **Size** 1M / **Stability** 1
Free Strike 9

Might +1 **Agility +3** **Reason +5** **Intuition +4** **Presence +3**

Stunning Surge (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** Two creatures or objects

✦ **≤11** **14 lightning damage; spread 1; I<3 dazed (save ends)**
★ **12-16** **19 lightning damage; spread 2; I<4 dazed (save ends)**
✸ **17** **23 lightning damage; spread 3; I<5 dazed (save ends)**

Effect The lightning arcs to nearby targets, dealing 5 lightning damage to each enemy within distance of the result's spread value.
2 Malice The spread value increases by 2. A creature that takes lightning damage from this ability is **M<4** slowed (EoT).

Overcharge (Maneuver) ◆ 2 Malice
Keywords Area, Magic
Distance 4 cube within 10 — **Target** All War Dogs
Effect Each target shifts up to their speed and makes a free strike, dealing an additional 5 lightning damage.

Thunderstruck (Triggered Action)
Keywords Magic
Distance Melee 1 — **Target** One enemy
Trigger Target deals damage to the taxiarch with a melee ability.
Effect The target is teleported 5 and is thunderstruck (save ends). Thunderstruck enemies have lightning weakness 5 and the taxiarch has an edge on power rolls made against them.

End Effect
At the end of their turn, the taxiarch can take 15 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Galvanic Soul
Once per turn, whenever the taxiarch teleports away from or into a space within 2 of an enemy, that enemy takes 5 lightning damage and **M<4** push 2.

Magnetic Trickery (Villain Action 1)
Keywords Magic
Distance 10 Burst — **Target** All enemies
Effect Slide 5 and **M<4** falls prone.

Conductor of Combat (Villain Action 2)
Keywords Magic
Distance 5 burst — **Target** All War Dogs
Effect Each target shifts up to their speed and either makes a free strike or uses a maneuver.

Unlimited Power! (Villain Action 3)
Keywords Area, Magic
Distance 3 burst — **Target** All creatures
Effect Each target makes an **Agility test.**

✸ **≤11** **18 lightning damage; thunderstruck (save ends) (see Thunderstruck)**
★ **12-16** **14 lightning damage; thunderstruck (EoT)**
✦ **17** **9 lightning damage**

Effect Until the end of the encounter, an enemy that enters a square within 3 of the taxiarch or starts their turn there takes 3 lightning damage.

War Dogs — 4th Echelon

Ajax leaves the management and tactical goals of individual war dog legions to his hand-picked Strategoi. The Strategos in turn appoints the most powerful and skilled War Dogs in the Legion to their Inner Council.

Logostician Vesper

A master of logistical support and a living portal network, Vesper is the emergent personality of several dozen potent psychic minds working in concert. From their position within an armored and highly mobile flesh chassis, Vesper manages supply lines and transport for the legion.

Soulbinder Psyche

Viewed by other war dogs as "The Goddess of the Banks", Psyche possesses a spirit that can return from the body banks again and again without ever losing her core self. She is a master of the connection between soul and flesh and a talented mage besides.

Castellan Hoplon

Hoplon's scars are not from the Body Banks, but from years of combat and hard-fought sieges. A master of the harrying retreat, the holdfast, and the last stand, wherever the fighting is most intense, and the lines threaten to buckle, Hoplon is there to lead the defense.

Iron Champion Doru

Upon his accidental creation, only the intervention of Ajax himself was able to stop the Iron Champion's rampage. His raw strength and untempered aggression make him a valuable combatant, but it is his mysterious regeneration that makes him a true monster on the battlefield.

Strategos Alkestis

Leader of the Legion Alkestis and one of the most brilliant commanders ever to be born a war dog, Alkestis has made her legion one of the most feared of Ajax's forces. The Silver Wolf is known for her battlfield tactics and a willingness to stoop to any low to gain an edge on her enemies.

War Dog Malice — **Level 10 Malice Features**

At the start of a level 10 war dog's turn, you can spend malice to activate one of the following features.

Prior Malice Features ◆ X Malice

The war dog activates a malice feature available to war dogs level 9 or lower.

Cry Havoc (Maneuver) (Non-minion) ◆ 2d10 + 5 ◆ 7 Malice
Keywords Area, Magic
Distance 3 burst **Target** All enemies in the burst
✦ ≤11 **7 psychic damage**
★ 12-16 **11 psychic damage; P<4 frightened (save ends)**
✸ 17 **14 psychic damage; P<5 frightened (save ends)**
Effect Each war dog within distance ends all EoT and save ends effects, deals an additional 15 damage on strikes until the end of their next turn, shifts up to their speed, and makes a free strike.

War Dog Blood Jumper — **Level 10 Minion Harrier**

Humanoid, War Dog — EV 24 for eight minions

Stamina 15
Speed 7 (fly) **Size** 1M / **Stability** 2
With Captain Speed +3 **Free Strike** 4
Might +5 **Agility +4** **Reason +2** **Intuition +3** **Presence +2**

Jumplance (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Charge, Melee, Strike, Weapon
Distance Melee 1 **Target** One creature or object per minion
✦ ≤11 **4 damage**
★ 12-16 **7 damage**
✸ 17 **9 damage**
Effect This ability has a double edge if the blood jumper moved 10 or more squares on the turn it's used.

Drop Troop

The blood jumper must end their turn on solid ground or they immediately fall prone.

Loyalty Collar

When the blood jumper dies, they explode, dealing 3d6 damage to each adjacent enemy.

War Dog Hunter-Killer — **Level 10 Minion Artillery**

Humanoid, War Dog — EV 24 for eight minions

Stamina 14
Speed 5 **Size** 1M / **Stability** 0
With Captain Strike damage +4 **Free Strike** 5
Might +1 **Agility +5** **Reason +3** **Intuition +5** **Presence +2**

Fuse-Iron Rocket (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Ranged, Strike, Weapon
Distance Ranged 10 **Target** One creature or object per minion
✦ ≤11 **5 damage; push 2**
★ 12-16 **8 damage; push 3**
✸ 17 **10 damage; push 4**
Effect Each enemy adjacent to the target takes 5 fire damage.

Loyalty Collar

When the hunter-killer dies, they explode, dealing 3d6 damage to each adjacent enemy.

War Dog Socialite — **Level 10 Minion Hexer**

Humanoid, War Dog — EV 24 for eight minions

Stamina 14 **Immunity** Psychic 10
Speed 5 **Size** 1M / **Stability** 0
With Captain Edge on strikes **Free Strike** 4
Might +2 **Agility +2** **Reason +4** **Intuition +3** **Presence +5**

Call to Self-Sabotage (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Psionic, Ranged, Strike
Distance Ranged 5 **Target** One creature or object per minion
✦ ≤11 **Target makes a tier-1 free strike against themself**
★ 12-16 **Target makes a tier-2 free strike against themself**
✸ 17 **Target makes a tier-3 free strike against themself**
Effect This ability deals an additional 5 damage for each Surge the target has.

Loyalty Collar

When the socialite dies, they explode, dealing 3d6 damage to each adjacent enemy.

Iron Champion Doru — Level 10 Troop Brute

Humanoid, War Dog — EV 48

Stamina 260
Speed 5 — **Size** 1L / **Stability** 2
Free Strike 10

Might +5 **Agility +4** **Reason +1** **Intuition +4** **Presence +2**

Houndaxe (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** Two creatures or objects

✦ ≤11 **15 damage**
★ 12-16 **21 damage; Doru gains an edge on his next power roll; M<4 slide 3**
✸ 17 **25 damage; Doru gains a double edge on his next power roll; M<5 slide 5**

Effect The damage can't be reduced.
3 Malice This ability targets an additional creature or object.

Bloody Whirlwind (Action) ◆ 2d10 + 5 ◆ 2 Malice
Keywords Area, Melee, Weapon
Distance Melee 3 — **Target** All creatures and objects

✦ ≤11 **5 damage; A<3 bleeding (save ends)**
★ 12-16 **11 damage; A<4 bleeding (save ends)**
✸ 17 **15 damage; A<5 bleeding (save ends)**

Effect Doru deals an additional 5 damage for each winded target in the area.

Hunting Leap (Maneuver)
Keywords Attack, Melee, Weapon
Distance Ranged 5 — **Target** one creature or object
Effect Doru jumps to an unoccupied square adjacent to the target, then makes a free strike against them. If the target is winded or bleeding, the distance is Ranged 10 and the free strike deals an additional 5 damage.

Laugh it Off (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger An enemy makes a strike against Doru.
Effect Doru imposes a bane on the strike and gains an edge on his next power roll.

Leaving Already? (Free Triggered Action)
Keywords Attack, Melee, Weapon
Distance Melee 2 — **Target** one enemy
Trigger An enemy triggers an opportunity attack from Doru
Effect Doru's opportunity attack deals an additional 5 damage and the target is **A<4** slowed (EoT).
1 Malice Doru shifts up to 2 squares.

Iron Juggernaut
Doru is immune to the effects of the slowed and restrained conditions. Doru may move while grabbed, and the creature grabbing him moves along with him unless they choose to let go.

The Scarless
Doru regenerates 10 Stamina at the beginning of his turn unless he was dealt fire or acid damage the previous round. Whenever he regains Stamina this way, he can spend 2 malice to end one save ends condition on himself.

Champion's Loyalty Collar
When Doru dies, he explodes, dealing 4d6 damage to each enemy within 3 spaces.

Soulbinder Psyche — Level 10 Troop Hexer

Humanoid, War Dog — EV 48

Stamina 220
Speed 5 (fly, hover) — **Size** 1M / **Stability** 0
Free Strike 10

Might +1 **Agility +3** **Reason +3** **Intuition +4** **Presence +5**

Soulbind (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Magic, Ranged, Strike
Distance Ranged 10 — **Target** Two creatures or objects

✦ ≤11 **15 holy damage; R<3 soulbound (save ends)**
★ 12-16 **20 holy damage; R<4 soulbound (save ends)**
✸ 17 **24 holy damage; R<5 soulbound (save ends)**

Effect Soulbound creatures cannot benefit from surges or edges until the condition ends as their equipment fights against them.

Soulstorm (Action) ◆ 2d10 + 5 ◆ 2 Malice
Keywords Area, Magic
Distance 3 cube within 10 — **Target** All enemies in the cube

✦ ≤11 **8 corruption damage; P<3 weakened (EoT)**
★ 12-16 **12 corruption damage; P<4 weakened (EoT)**
✸ 17 **15 corruption damage; P<5 weakened (EoT)**

Effect The affected area is considered difficult terrain until the beginning of Psyche's next turn. Psyche may use a maneuver at the start of her turn to maintain this effect, move it up to 5 squares in any direction, and roll power against each creature in the new area.
1 Malice Until the start of Psyche's next turn, if this ability applies weakened, it also applies Soulbound (save ends)

Command the Awakened (Maneuver)
Keywords Magic, Ranged
Distance 5 burst — **Target** all soulbound enemies
Effect Each target takes 5 damage as if attacking themself, and **M<4** slides 5.

Spirit Form (Triggered Action)
Keywords —
Distance Self — **Target** Self
Trigger An enemy moves within 2 squares of Psyche.
Effect Psyche moves 5 squares away. During this movement, she has damage immunity 5 and ignores difficult terrain. Whenever she passes through a creature for the first time during the movement, that creature takes 5 corruption damage.

Vengeance for the Slain (Free Triggered Action)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** One war dog
Trigger The target becomes winded or dies.
Effect An enemy within 10 of the target loses all Surges and takes 5 corruption damage.
1 Malice The enemy also has a bane on their next strike.

Immortal Soul
When Psyche dies, her spirit supports the nearest war dog, who gains damage immunity 2, deals an additional 5 damage on strikes, and may use the Immortal Strike maneuver until the end of the encounter. That war dog also gains the Immortal Soul trait, and on their death will transfer this effect to the nearest war dog.

Immortal Strike (Maneuver)
Keywords Magic, Ranged
Distance Ranged 10 — **Target** one creature or object
Effect The target takes 10 psychic damage.

Castellan Hoplon — Level 10 Troop Defender

Humanoid, War Dog — EV 48

Stamina 260 — **Immunity** damage 3
Speed 5 — **Size** 1M / **Stability** 3
Free Strike 10

Might +5 **Agility +2** **Reason +4** **Intuition +3** **Presence +4**

Inspiring Strike (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 1 **Target** Two creatures or objects
✦ ≤11 **15 damage**
★ 12-16 **20 damage; push 3**
✸ 17 **24 damage; push 5**
Effect Two allies within 10 of Hoplon can shift up to their speed and either take the defend action or make a free strike.

Summon the Onyx Tower (Action) ◆ 5 Malice
Keywords Area
Distance 5 cube within 15 **Target** Special
Effect A 10-square tall tower made of black stone shimmers into being. It has 3 floors and a crenelated rooftop. War dogs within or adjacent to the onyx tower gain 5 Stamina at the start of each of their turns and have damage immunity 2, and war dogs within the tower have line of effect through its walls. The tower has an entrance in the middle of each side on the ground floor. This ability can only be used once per encounter.

Shield Warden (Maneuver) ◆ 2 Malice
Keywords Area
Distance 3 burst **Target** All enemies in the burst
✦ ≤11 **R<3 taunted (EoT)**
★ 12-16 **R<4 taunted (EoT)**
✸ 17 **R<5 taunted (EoT)**
Effect Until the start of his next turn, enemy abilities that include Hoplon as a target have a bane.

Timely Intervention (Triggered Action)
Keywords Attack, Magic
Distance Ranged 10 **Target** Triggering enemy
Trigger An enemy targets an ally with a strike or ability.
Effect Hoplon teleports to an unoccupied space adjacent to the target and becomes the new target. Hoplon then makes a free strike against the target, who becomes **R<4** taunted (EoT).

Black Shield's Curse (Free Triggered Action)
Keywords —
Distance Ranged 10 **Target** One enemy
Trigger The target deals damage to Hoplon.
Effect Hoplon's cursed shield returns some of the damage it takes. The target takes corruption damage equal to half the damage dealt to Hoplon +3 (or +10 if Last Stand is activated).

Hold the Line
Each ally within 3 squares of Hoplon has damage immunity 2 and cover.

Last Stand
The first time Hoplon's Stamina would be reduced to 0, it is instead reduced to 1. He gains damage immunity 10 until the end of his next turn. When Hoplon dies, each ally within 5 gains damage immunity 3 and deals an additional 5 damage on strikes.

Logostician Vesper — Level 10 Troop Controller

War Dog — EV 48

Stamina 253
Speed 10 — **Size** 2 / **Stability** 3
Free Strike 10

Might +2 **Agility +1** **Reason +5** **Intuition +4** **Presence +1**

Portal to the Firing Line (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Area, Ranged, Weapon
Distance 5 x 3 line within 15 **Target** All non-prone creatures and objects
✦ ≤11 **8 damage**
★ 12-16 **12 damage; I<4 slowed (save ends)**
✸ 17 **15 damage; I<5 slowed (save ends)**
Effect A creature targeted by this ability may drop prone to impose a bane on it.
2 Malice The portal remains until Vesper dies or the encounter ends. Any non-prone enemy that enters or starts their turn in the affected area takes 15 damage, or 7 damage if they choose to fall prone.

Portal to the Mantle (Action) ◆ 2d10 + 5 ◆ 3 Malice
Keywords Area, Magic, Ranged
Distance 3 cube within 15 **Target** All creatures and objects
✦ ≤11 **8 fire damage**
★ 12-16 **12 fire damage**
✸ 17 **15 fire damage**
Effect The affected area becomes difficult terrain. A creature that enters an affected square or starts their turn in one takes 10 fire damage. The affected area increases by 1 at the beginning of each round.

Portal to the Void (Maneuver)
Keywords Area, Magic, Ranged
Distance 5 cube within 15 **Target** All creatures and objects
✦ ≤11 **A<4 pulled 3 towards the center**
★ 12-16 **A<5 pulled 3 towards the center**
✸ 17 **pulled 3 towards the center**
Effect A portal appears at the center square of the area. Any creature that shares a square with the portal when this ability is used or that would be pulled into the portal's square takes 10 sonic damage.
2 Malice The portal remains until Vesper dies or the encounter ends. A creature that enters an affected square is **A<4** pulled 3 towards the center. A creature that starts their turn in an affected square is **M<4** slowed (EoT).

Portal to the Sky (Triggered Action)
Keywords —
Distance Ranged 15 **Target** One enemy
Trigger The target moves within 3 squares of Vesper
Effect The target is dropped through a portal and teleported 7 squares above a square within distance.

Living Logistics Network
Each ally that starts their turn within 10 squares of Vesper has the teleport keyword added to their movement until the end of their turn. Whenever an affected ally teleports, they deal an additional 5 damage on their next strike.

Crash and Burn
When Vesper dies, they move their full speed and then explode, dealing 4d6 damage to each adjacent enemy. Any enemy that takes more than 14 damage this way vertically slides 5.

STRATEGOS ALKESTIS — LEVEL 10 LEADER

Humanoid, War Dog — EV 48

Stamina 260
Speed 5 — **Size** 1M / **Stability** 2
Free Strike 10

Might +4 **Agility +4** **Reason +5** **Intuition +5** **Presence +5**

Houndgun and Houndblade (Action) ◆ 2d10 + 5 ◆ Signature
Keywords Attack, Melee, Ranged, Weapon
Distance Melee 1 or Ranged 10 **Target** Two creatures or objects

✦ **≤11** **15 damage; M<4 bleeding (save ends)**
★ **12-16** **21 damage; M<5 bleeding (save ends)**
✸ **17** **25 damage; M<6 bleeding (save ends)**

Effect Each target loses 1d3 Recoveries.
2 Malice Each ally adjacent to a bleeding enemy makes a free strike.

Focus Fire (Maneuver)
Keywords —
Distance Ranged 15 **Target** One creature or object
Effect Until the start of Alkestis' next turn, the target can't reduce incoming damage dealt to them.

Artillery Enfilade (Triggered Action) ◆ 2d10 + 5 ◆ 2 Malice
Keywords Area, Ranged, Weapon
Distance 7 x 3 line within 10 **Target** All creatures and objects
Trigger An ally dies within 10 of Alkestis.

✦ **≤11** **8 damage; A<4 slowed (save ends)**
★ **12-16** **13 damage; A<5 slowed (save ends)**
✸ **17** **16 damage; A<6 slowed (save ends)**

Effect The affected area becomes difficult terrain until the start of the next round.

End Effect
At the end of her turn, Alkestis can take 20 damage to end one save ends effect affecting her. This damage can't be reduced in any way.

Tactical Brilliance
At the start of Alkestis' turn, the Director gains 2 malice. The Director also gains 1 malice whenever a war dog gets a tier-3 result on a power roll.

Fog of War (Villain Action 1)
Keywords —
Distance Special **Target** All allies
Effect Each target gains a double edge on their next power roll, disappears, and reappears anywhere on the encounter map further than 3 squares away from all enemies.

Send in the Second Wave (Villain Action 2)
Keywords --
Distance Ranged 15 **Target** Special
Effect For each war dog that has died this combat, Alkestis summons a 3rd Echelon **War Dog Shriketrooper** into an unoccupied square within distance.

The Silver Wolf's Final Stratagem (Villain Action 3)
Keywords Area, Magic
Distance 5 burst **Target** Special
Effect Each enemy within distance becomes **I<4** dazed, **M<4** restrained, and **A<4** cannot use triggered actions until the start of the next round. Until the end of the encounter, Alkestis and each ally within distance has damage immunity 3 and deals an additional 5 damage on strikes.

Werewolf

When you see the blood in their eyes, the werewolf is already upon you.

Werewolves are shapeshifters filled with a need to rend and tear. They used to be ordinary humans, elves, polders, and the like. But when their feral compulsion takes control, they change into abominable beastmen and sometimes massive wolves.

Howling Primordial Chaos

Werewolves are swirling conductors of Primordial Chaos. Their bodies overflow with energy, almost painfully so. They shift and expand their forms into more beastlike shapes to best contain their power. And yet, one bite is all it takes for those ferocious forces to flow into its next host.

Brokered or Cursed

The curse of the werewolf is actively sought out by terrible nobles and rulers looking to extend their power and instill fear into their people. They secure deals with devils who can tap into the Primodial Chaos and unleash their beast, usually in exchange for relinquishing their legacy after they come to pass.

Laypeople don't have the luxury of a legacy, nor do they have councils that can help temper a werewolf. They know full well the horror of losing yourself to the beast and take action to rout out the threat of a werewolf among their own. Fear leaves them submissive to the demands of cursed kings, yet oppressive to their own accursed kin.

On Wights and Weres

The powers that bore the werewolves were also harnessed and cultivated under the traditions of the stormwight furies. A werewolf's ferocity cannot overcome the stormwight's rage, nor can rage overpower ferocity. It's not uncommon for werewolves to subconsciously treat encounters with stormwight furies as if they were sport.

Werewolf Languages

Werewolves can speak any language they knew before they were cursed. The werewolves that have spent time researching their curse might also know Khamish, Anjali, or Khelt, depending on the source of their particular circumstances.

Werewolf Malice	**Malice Features**
At the start of a werewolf's turn, you can spend malice to activate one of the following features.	
Blood In Their Eyes ◆ 3 Malice The werewolf gains 10 temporary Stamina and their speed increases by 3 until the end of their turn. The werewolf can't activate this power if they took any holy damage since the end of their previous turn.	
Accursed Mist ◆ 5 Malice The encounter map becomes hazy until the end of the round. The werewolf has damage immunity 2 and is concealed while in the mist. Any Creatures that have 1 or more ferocity at the end of their turn while in the mist gains 2 ferocity.	
Moonfall ◆ 10 Malice The encounter map turns to night and the moon appears impossibly big in the sky until the end of the encounter. The werewolf can take an additional maneuver on each of their turns while they have line of effect to the moon.	

WEREWOLF — LEVEL 1 SOLO

Accursed, Humanoid, Werebeast — EV 30

Stamina 200
Speed 8 — **Size** 1M / **Stability** 0
Free Strike 5

Might +3 **Agility +2** **Reason −1** **Intuition +1** **Presence +1**

Solo Monster

Solo Turns The werewolf takes up to two turns each round. They can't take turns consecutively. They can use two actions on each of their turns. While dazed, the werewolf can take one action and one maneuver per turn.

End Effect At the end of their turn, the werewolf can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Shapeshifter

The werewolf enters combat in their hybrid humanoid form. Their shape can't change via any effects beyond their own ability.

Ferocity

The werewolf's abilities are capable of inflicting ferocity points on non-stormwight enemies. If a creature has 10 or more ferocity at the start of their turn, they spend all their ferocity and either make a free strike at the nearest creature or shift up to their speed towards the nearest creature and take a free strike. Non-stormwight creatures that take damage in this way gain 1 ferocity. All accumulated ferocity disappears after completing a respite.

Accursed Bite (Action) ◆ 2d10 + 3 ◆ Signature

Keywords Charge, Melee, Strike, Weapon

Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **9 damage; 2 ferocity**
★ 12–16 **13 damage; 4 ferocity**
✸ 17 **16 damage; 5 ferocity**

2 Malice The target has **P<0** lycanthropy. The potency of this attack increases by 1 each time the werewolf forces the same target to resist it.

Effect A creature afflicted with lycanthropy accumulates 2 ferocity at the end of each of their turns whenever they're in combat. Their ferocity does not disappear after completing a respite; they must complete the Find a Cure project to end this condition.

Claws (Action) ◆ 2d10 + 3

Keywords Melee, Strike, Weapon

Distance Melee 1 — **Target** Two creatures or objects

✦ ≤11 **8 damage**
★ 12–16 **11 damage; 1 ferocity; M<2 push 3**
✸ 17 **14 damage; 3 ferocity; M<3 vertical slide 3**

Berserker Slash (Action) ◆ 5 Malice

Keywords —

Distance Self — **Target** Self

Effect The werewolf shifts up to their speed and uses Claws against each creature who comes within 1 of the werewolf during the move. The werewolf makes one power roll against all targets.

Wall Leap (Maneuver)

Keywords —

Distance Self — **Target** Self

Effect The werewolf jumps 4 squares. If they end this movement at a wall, the werewolf jumps off the wall 4 squares and makes a melee free strike.

Facepalm and Head Slam (Triggered Action) ◆ 2 Malice

Keywords —

Trigger The target targets the werewolf with a melee ability after charging or moving 3 or more squares in a straight line towards them.

Distance Melee 1 — **Target** 1 creature

Effect The target is knocked prone and takes 5 damage before executing the ability.

Vukenstep

The werewolf ignores difficult terrain.

Howl (Villain Action 1)

Keywords Area

Distance 5 burst — **Target** All enemies in the burst

Effect Each target makes an **Intuition test.**

✸ ≤11 **Target moves up to their speed away from the werewolf; frightened (save ends)**
★ 12–16 **Frightened (EoT)**
✦ 17 **no effect**

Effect Enemies that have 1 or more ferocity gain 4 ferocity and howl along with the werewolf.

Full Wolf (Villain Action 2)

Keywords —

Distance Self — **Target** Self

Effect The werewolf changes into a massive wolf, pushing adjacent creatures out of their way and moving into a square that can accommodate their new size. Until they die or the end of the encounter, their Speed is 10, their Size is 3, and their Stability is 2. Each of the werewolf's strikes deal an additional 3 damage and inflict an additional 1 ferocity. The potency of the werewolf's Accursed Bite increases by 1.

Rampage (Villain Action 3) ◆ 2d10 + 3

Keywords Area, Melee, Weapon

Distance 2 burst — **Target** All creatures in the burst

✦ ≤11 **8 damage; 2 ferocity**
★ 12–16 **11 damage; 4 ferocity**
✸ 17 **14 damage; 8 ferocity; prone**

Effect The werewolf shifts up to twice their speed either before or after using this ability.

Wyverns

Few dragons can match the fury of a wyvern. Their aggression is driven by hunting and territorial instinct. Many adventurers meet their end in the wyvern's maw—some because the wyvern saw them as competitors, and others because the wyvern was simply hungry.

Wyvern scales match the colors of the mud, rock, and rust that dominate the mountains and badlands where they prefer to reside. Unlike typical dragons, wyverns don't have front legs—instead, they walk like bats, propelled by their rear legs and balancing on the joints of their wings.

Mountain Hunters

While on the hunt, wyverns perch on stone outcroppings and natural spires overlooking their territory. They first attack with their stinger, injecting prey with corrosive acid. If a wyvern's victim attempts to hide, the wyvern's hooked claws and fearsome teeth can tear open any crag or crevice in pursuit.

Acidic Aggressors

Without front limbs to grasp their prey, wyverns prefer to keep their distance and strike with their long, stinger-tipped tails. A single sting is usually enough to kill common game outright, and even larger foes are left wracked by pain. Wyverns have no interest in drawn-out struggle, and they relentlessly sting their foes at every opportunity.

Protective Parents

A wyvern's infamous temper is easily provoked, particularly if their eggs or hatchlings are threatened. Many monster slayers for hire won't accept contracts to track and hunt wyverns during hatching season. Yet this season is when heroes are needed most, as mated pairs aggressively hunt anything or anyone to feed their young.

Communicating with Wyverns

Wyverns are unable to speak. However, a clever hero carrying a feast of fresh meat might still be able to reason with one.

Wyvern Malice	**Malice Features**
At the start of any wyvern's turn, you can spend malice to activate one of the following features.	
Simmering Anger ◆ 3 Malice One wyvern in the encounter can make a free strike against each enemy adjacent to them.	
Boiling Fury ◆ 5 Malice Until the end of the round, each wyvern in the encounter has a double edge on strikes and they can use their signature action instead of a free strike whenever they would make an opportunity attack.	
Overflowing Rage ◆ 7 Malice Each wyvern's anger fills the area with a thick miasma of hated. Each enemy makes an **Intuition test.**	

✸	≤11	**Taunted by the nearest creature or object (save ends); power rolls made against the target have a double edge while they are taunted**
★	12-16	**Taunted by the nearest creature or object (save ends)**
✦	17	**no effect**

Wyvern Lurker — Level 4 Troop Ambusher

Beast, Wyvern — EV 24

Stamina 120 — **Immunity** Acid 5
Speed 9 (fly) — **Size** 2 / **Stability** 2
Free Strike 6

Might +2 **Agility +3** **Reason -1** **Intuition +1** **Presence 0**

Agonizing Stinger (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 2 creatures or objects
✦ **≤11** 9 damage
★ **12–16** 14 damage; M<2 bleeding (save ends)
✸ **17** 17 damage; M<3 bleeding (save ends)
1 Malice The lurker deals an additional 6 acid damage to one target if they were hidden from them.

Acidic Anguish (Action) ◆ 2d10 + 3 ◆ 3 Malice
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✸ **≤11** 10 acid damage; M<1 weakened (save ends)
★ **12–16** 16 acid damage; M<2 weakened (save ends)
✦ **17** 20 acid damage; M<3 weakened (save ends)
Effect A target weakened from this ability takes 1d4 acid damage at the start of each of their turns until the condition ends.

Swooping Torment (Maneuver)
Keywords —
Distance Self — **Target** Self
Effect The lurker flies up to their speed and hides. Each enemy that comes within 1 square of the lurker during this movement can choose to take 3 sonic damage or fall prone.

Retaliatory Dive (Triggered Action)
Keywords —
Distance Ranged 5 — **Target** Triggering creature
Trigger A creature deals damage to the lurker with a ranged ability.
Effect The lurker flies into a square adjacent to the target and makes a free strike against them.

Ruthless Rage
The lurker deals an additional 3 damage on strikes while within 10 squares of another wyvern.

Tenacious Hunter
Any creature suffering a condition inflicted by a wyvern can't be hidden from the lurker.

Wyvern Predator — Level 4 Troop Brute

Beast, Wyvern — EV 24

Stamina 140 — **Immunity** Acid 5
Speed 7 (fly) — **Size** 3 / **Stability** 3
Free Strike 6

Might +3 **Agility +2** **Reason -1** **Intuition +1** **Presence 0**

Sedating Stinger (Action) ◆ 2d10 + 3 ◆ Signature
Keywords Melee, Strike, Weapon
Distance Melee 3 — **Target** 2 creatures or objects
✦ **≤11** 9 damage
★ **12–16** 14 damage; M<2 slowed (save ends)
✸ **17** 17 damage; M<3 slowed (save ends)
Effect The target is restrained (save ends) if they are already slowed.

Tail Sweep (Action) ◆ 2d10 + 3
Keywords Area, Melee, Weapon
Distance 3 × 6 line within 1 **Target** All enemies and objects in the line
✦ **≤11** 6 damage; A<1 3 acid damage
★ **12–16** 11 damage; A<2 3 acid damage
✸ **17+** 14 damage A<3 3 acid damage
5 Malice The predator uses this ability a second time. They can target a new line or the same one.

Grasping Jaws (Maneuver) ◆ 2d10 + 3 ◆ 2 Malice
Keywords Melee, Strike, Weapon
Distance Melee 2 — **Target** 1 creature or object
✸ **≤11** 9 damage; A<1 grabbed
★ **12–16** 14 damage; A<2 grabbed
✦ **17** 17 damage; A<3 grabbed (bane to escape)

Deterring Sting (Triggered Action) ◆ 1 Malice
Keywords —
Distance Self — **Target** Triggering creature
Trigger A creature deals damage to the predator with a melee ability.
Effect The predator uses their Sedating Stinger ability against the target and then shifts 3.

Stubborn Rage
The predator is immune to being dazed or frightened while winded or while within 10 squares of another wyvern.

Tenacious Hunter
Any creature suffering a condition inflicted by a wyvern can't be hidden from the predator.

Xorannox The Tyract

Xorannox the Tyract is an Overmind. Formally known by their endonym, vaurath (plural vaurathi), overminds plot and scheme against their chief rivals, the synlirii and the olothec, for control of the World Below.

Psionic Eyes

An overmind is an enormous floating brain with a large central eye surrounded by many smaller embedded eyes. Even more alien, several psionic eyes float within inches of their head, each connected to a small brain that can manifest a unique psionic effect.

Intelligent Loremasters

Like their rivals, overminds are loremasters of supreme intellect. They aren't usually wizards, but they all view the collection of knowledge and arcane sciences as the best tool for ultimate conquest. Overminds are cruel and capricious but enjoy tests of intellectual might. Their one vanity is their unshakable belief in their own intellectual superiority over all others.

Overmind Lairs

Thanks to their innate flight, overminds prefer to build (or rather, have their thralls build) towers with no doors or entrances anywhere near the bottom.

Rivalries and Negotiations

Unlike their rivals, overminds have an intense hatred of their own kind and never work together. However, overminds often enjoy diplomacy with other species, seeking to form alliances and build secret networks of agents throughout the World Below.

Smelly Eggs

Overmind procreation involves one horror laying a single egg in a slime pool and leaving it behind. When another overmind later detects the distinct smell of the egg, they spray their inseminating fluid into the pool. These actions are compelled by biological necessity, a compulsion even the overminds can't ignore.

Unwitting explorers sometimes accidentally abscond with an egg. If unfertilized, its bearer is likely to attract the attention of other overminds and synlirii that use the eggs in genetic experiments to create psionic creatures. If fertilized, the explorer could find themselves as a newly hatched overmind's first victim.

Xorannox the Tyract

Xorannox (ZOR-ah-nocks) rules as Lord of the White Tower, a multi-level finger of alabaster stone. Commonly known as the Tyract – an ancient Za'hariax word that literally translates as "a king who rules with his teeth" – the overmind indeed consumes those who displease him.

Xorannox is chief of the Grasp, a secret organization that seeks to overthrow the voiceless talkers' great empire and place Xorannox above all, first as king, then as god.

The Tyract is a master strategist, always one step ahead of his enemies. Heroes may be surprised to discover their allies are members of the Grasp. When they meet Xorannox, he's delighted! He loves treating with humanoids! They have the same enemies, after all.

Unfortunately, no matter how useful or dependable a party of heroes might be, Xorannox is nearly incapable of resisting the urge to betray his allies. He assumes, as do most vaurathi, that the natural end of all alliances is betrayal. Thus when the gauntlet is thrown, and his life is in danger, the only minions he can truly trust are his own six eyes.

Xorannox's Languages

Overminds typically speak Za'hariax. Xorannox also speaks Caelian, Voll, and Hyrallic.

Xorannox's Malice	**Malice Features**
At the start of Xorannox's turn, you can spend malice to activate one of the following features.	
Gas Belch ◆ 3 Malice Xorannox lets out a noxious belch. Each enemy within 2 of him is **M<3** weakened (save ends).	
Slime Trail ◆ 5 Malice Until the end of Xorannox's next turn, whenever he or his eyes leave their space, they secrete a viscous slime into the squares on the ground. An enemy that enters an affected square has lightning weakness 5 and fire weakness 5 until the end of the encounter.	
Mind Over Matter ◆ 7 Malice Xorannox fills the encounter map with a powerful telekinetic field. The Director chooses a cardinal direction (North, South, East, or West). A creature is affected by pull 2 in the chosen direction whenever they take a move action or are force moved. Each instance of this feature causes the previous instance to end. This additional movement ignores stability.	

Xorannox the Tyract — Level 6 Solo

Horror, Overmind — EV 80

Stamina 450
Speed 5 (fly, hover) — **Size** 3 / **Stability** 3
Free Strike 7

Might +4 **Agility +2** **Reason +4** **Intuition +3** **Presence +3**

Solo Monster

Solo Turns Xorannox takes up to two turns each round. He can't take turns consecutively. He can use two actions on each of his turns. While dazed, Xorannox can take one action and one maneuver per turn.

End Effect At the end of his turn, Xorannox can take 10 damage to end one save ends effect affecting him. This damage can't be reduced in any way.

Eyes of the Tyract

Six unique eyestalks float around Xorannox and act on his turn at his command. On each of Xorannox's turns, he directs one eyestalk to move and use a signature action. When an eyestalk is destroyed, Xorannox can't use that eyestalk's ability.

Toothful Thrashing (Action) ◆ 2d10 + 4 ◆ Signature

Keywords Melee, Strike, Weapon
Distance Melee 1 — **Target** 1 creature or object

✦ ≤11 **12 damage; slide 2; M<2 bleeding (EoT)**
★ 12-16 **20 damage; slide 3; M<3 bleeding (EoT)**
✸ 17 **23 damage; vertical slide 3; M<4 bleeding (EoT)**

Grav Spike (Action) ◆ 2d10 + 4

Keywords Area, Psionic, Ranged
Distance 2 burst — **Target** All enemies in the burst

✦ ≤11 **Vertical push 3**
★ 12-16 **Vertical push 5**
✸ 17 **Vertical push 7**

Effect Xorannox shifts up to his speed before or after using this ability.

Optical Collusion (Maneuver)

Keywords Area, Melee
Distance Self — **Target** Self

Effect Xorannox commands all eyestalks to move up to their speed.

Shutout (Maneuver) ◆ 2 Malice

Keywords —
Distance 5 x 2 line within 1 — **Target** Special

Effect Xorannox ends all ongoing supernatural effects and suppresses supernatural effects from equipment in the affected area. New supernatural effects cannot activate in the affected area until the end of Xorannox's next turn.

Cower! (Triggered Action)

Keywords Psionic, Ranged
Distance Ranged 10 — **Target** Special

Trigger A creature deals damage to Xorannox.

Effect The triggering creature is **I<3** frightened (save ends).

Above It All

Xorannox can't be flanked, frightened, or knocked prone.

Natural Enemies

If Xorannox perceives another overmind or voiceless talker on the battlefield, he targets that threat at least once every turn.

Disruption Beam (Villain Action 1) ◆ 2d10 + 4

Keywords Psionic, Ranged, Strike
Distance Ranged 10 — **Target** Three creatures

✦ ≤11 **11 psychic damage; R<2 dazed (save ends)**
★ 12-16 **17 psychic damage; R<3 dazed (save ends)**
✸ 17 **20 psychic damage; R<4 dazed (save ends)**

All Eyes, All Rise (Villain Action 2)

Keywords —
Distance Self — **Target** Self

Effect Xorannox reforms all destroyed eyestalks and raises them at full Stamina.

Panoptibeam (Villain Action 3)

Keywords Area, Melee, Weapon
Distance 2 burst — **Target** All enemies in the burst

Effect Xorannox directs each remaining eyestalk to use a signature action, targeting each creature in the area.

Compulsion Eye — Level 6 Controller

Eyestalk, Overmind

Stamina 30
Speed 5 (fly, hover) **Size** 1M / **Stability** 0
Free Strike 3

Might -1 **Agility +1** **Reason +4** **Intuition +1** **Presence -1**

Compulsion Beam (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Psionic, Ranged
Distance Ranged 6 **Target** 1 creature

✦ ≤11 **I<2 charmed**
★ 12-16 **I<3 charmed**
✸ 17 **I<4 charmed**

Effect A charmed creature moves up to their speed and makes a free strike against an enemy of Xorannox's choice as a free triggered action, and then is no longer charmed.

Psionic Barrier
The compulsion eye has damage immunity 15. When the compulsion eye uses an action, this immunity disappears until the end of the round.

Demolition Eye — Level 6 Artillery

Eyestalk, Overmind

Stamina 30
Speed 5 (fly, hover) **Size** 1M / **Stability** 0
Free Strike 3

Might -1 **Agility +1** **Reason +4** **Intuition +1** **Presence -1**

Explosion (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Psionic, Ranged
Distance 4 cube within 10 **Target** All enemies in the cube

✦ ≤11 **6 fire damage**
★ 12-16 **10 fire damage; A<3 prone**
✸ 17 **13 fire damage; A<4 prone**

Psionic Barrier
The demolition eye has damage immunity 15. When the demolition eye uses an action, this immunity disappears until the end of the round.

Mover Eye — Level 6 Controller

Eyestalk, Overmind

Stamina 30
Speed 5 (fly, hover) **Size** 1M / **Stability** 0
Free Strike 3

Might -1 **Agility +1** **Reason +4** **Intuition +1** **Presence -1**

Telekinetic Beam (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Psionic, Ranged, Strike
Distance Ranged 6 **Target** 2 creatures or objects

✦ ≤11 **11 damage; slide 4**
★ 12-16 **17 damage; slide 5**
✸ 17 **20 damage; slide 6**

Psionic Barrier
The mover eye has damage immunity 15. When the mover eye uses an action, this immunity disappears until the end of the round.

Necrotic Eye — Level 6 Hexer

Eyestalk, Overmind

Stamina 30
Speed 5 (fly, hover) **Size** 1M / **Stability** 0
Free Strike 3

Might -1 **Agility +1** **Reason +4** **Intuition +1** **Presence -1**

Necro Beam (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Psionic, Ranged, Strike
Distance Ranged 10 **Target** One creature or object

✦ ≤11 **11 corruption damage**
★ 12-16 **17 corruption damage; M<3 bleeding (save ends)**
✸ 17 **20 corruption damage; M<4 bleeding (save ends)**

Effect If this effect or the resulting Stamina loss from the bleeding condition reduces a creature's Stamina to 0, the target dies.

Psionic Barrier
The necrotic has damage immunity 15. When the necrotic eye uses an action, this immunity disappears until the end of the round.

Toxic Eye — Level 6 Hexer

Eyestalk, Overmind

Stamina 30
Speed 5 (fly, hover) **Size** 1M / **Stability** 0
Free Strike 3

Might -1 **Agility +1** **Reason +4** **Intuition +1** **Presence -1**

Toxic Vapors (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Psionic, Ranged
Distance 4 cube within 10 **Target** All enemies in the cube

✦ ≤11 **6 poison damage**
★ 12-16 **10 poison damage; M<3 weakened (save ends)**
✸ 17 **13 poison damage; M<4 weakened (save ends)**

Psionic Barrier
The toxic eye has damage immunity 15. When the toxic eye uses an action, this immunity disappears until the end of the round.

Zapper Eye — Level 6 Artillery

Eyestalk, Overmind

Stamina 30
Speed 5 (fly, hover) **Size** 1M / **Stability** 0
Free Strike 3

Might -1 **Agility +1** **Reason +4** **Intuition +1** **Presence -1**

Lightning Beam (Action) ◆ 2d10 + 4 ◆ Signature
Keywords Area, Psionic, Ranged
Distance 10 × 1 line within 1 **Target** All enemies in the line

✦ ≤11 **6 lightning damage**
★ 12-16 **10 lightning damage**
✸ 17 **13 lightning damage**

Effect Each target loses all Surges.

Psionic Barrier
The zapper eye has damage immunity 15. When the zapper eye uses an action, this immunity disappears until the end of the round.

Dynamic Terrain Objects

A terrain object is an element placed in an encounter that alters the tactics of the battlefield, allowing the Director to better theme an encounter. They range from hazards that provide tempting targets for forced movement, to fieldworks and siege engines that provide a locational advantage, and arcane objects that an entire encounter can be built around.

EV

The encounter value cost of the terrain object. Some objects, particularly environmental hazards, are purchased in areas of terrain, such as 10x10. The hazard can be smaller than the indicated size.

Stamina

Terrain objects either a single pool of Stamina or Stamina per square, depending on their size. If an object has Stamina per square it can be partially destroyed.

Size

Terrain objects either have a standard size (e.g. 1M) or squares of terrain or material. If an object has squares of terrain for size a creature can move through it but may trigger the object's effects. If an object lists squares of **breakaway** as part of size, those squares block movement and can be individually destroyed.

Direction

Some terrain objects have a defined direction when placed, such as a front facing side for archer's stakes.

Disable

Most terrain objects can be disabled in the right circumstances. The Sabotage skill is generally applicable for tests made to disable most mechanisms and siege engines. Disabling an arcane object requires a more intricate process.

Trigger

Hazards and other terrain objects tied to terrain generally trigger when a creature moves onto their spaces. Unless otherwise noted, there is no limit to how often a terrain object can trigger.

Effect

This defines what happens with a terrain object is triggered.

Upgrades

Some terrain objects can be upgraded for additional effects. If a terrain object has a size in squares the upgrade cost is paid on a square by square basis, unless otherwise noted.

Hidden Objects

Some terrain objects are inherently hidden or can be hidden with an upgrade. Hidden objects can be found as part of the Search for Hidden Creatures maneuver. When you make an Intuition test assess these results:

- *11 or lower:* You find all hidden objects within 1 square.
- *12–16:* You find all hidden objects within 5 squares.
- *17 or more:* You find all hidden objects within 10 squares.

Allied Awareness

If a creature is aware of the terrain object in the encounter and prepared, they are treated as allies of the object and gain the allied awareness benefits, representing their familiarity and training with the object.

Environmental Hazards

These represent natural elements that the defenders have channeled, cultivated, or otherwise placed to give them an edge in an encounter.

Angry Beehive — **Level 2 Hexer Hazard**

EV 2

A beehive full of angry bees that will swarm and attack with little provocation

Stamina: 3
Size: 1S

Disable: Cannot be disabled, if the beehive is attacked or destroyed, it will unleash the swarm of bees.

Trigger: A creature moves into the hive or an adjacent square without shifting.
Effect: The hive is removed and a swarm is placed on the square of the triggering creature. Any creature who begins their turn in the same space as the swarm takes 3 poison damage. At the start of each round, the swarm spreads to a random adjacent square preferring squares that contain a creature. After 3 rounds the swarm dissipates.

Upgrades: angry beehive can be upgraded in the following ways.

- **Concealed Hive (+1 EV)**: The hive is hidden until the swarm is unleashed.
- **Killer Bees (+2 EV)**: The bees are a particularly aggressive and dangerous species. The hive triggers even if a creature shifts adjacent to the hive. The swarm also deals +1D6 poison damage.

Brambles — **Level 1 Defender Fortification**

EV 1 / 10×10 thicket

A thicket of vines with sharp thorns

Stamina: 3/square
Size: 1 or more squares of difficult terrain

Disable: Only through destruction of each square of brambles.

Trigger: A creature moves into a brambles square without shifting.
Effect: The triggering creature takes 1 damage per square of brambles they move through.

Upgrade - **Poisonous Thorns (+1 EV)**: The brambles are poisonous. A creature who takes damage from a square gains **bleeding (save ends).**

Corrosive Pool — Level 2 Hexer Hazard

EV 3 / 10×10 pool

A shallow pool of acid or other corrosive liquid

Stamina: 12
Size: 1 or more squares of difficult terrain
Immunity: 5 all non-fire or non-cold damage.

Disable: Only through destruction.

Trigger: A creature begins their turn in or moves through a square of the corrosive pool.
Effect: The creature takes 3 acid damage starting their turn in the pool and for each square of the pool they move through.
Trigger: The liquid in the pool is highly volatile. When the pool takes any fire damage the pool uses the Explosive Reaction ability and is consumed.

Explosive Reaction (Triggered) ◆ 2d10 + 2
Keywords: Area
Distance: 3 burst **Target**: All creatures and objects
✦ ≤11 **3 fire damage; M<1 burning (save ends)**
★ 12-16 **6 fire damage; M<2 burning (save ends)**
✸ 17 **9 fire damage; M<3 burning (save ends)**
Effect: A burning creature or object takes 1D6 fire damage at the start of each of their turns until the effect ends. Creatures or objects on a pool square are also targeted with a double edge. Creatures or objects with acid weakness take extra damage from this attack and burning effect as if it was acid.

Allied Awareness
When you use this object, allies with weapons are equipped with torches. An ally can use a maneuver to throw a torch up to 5 squares and ignite the corrosive pool.

Frozen Pond — Level 1 Hexer Hazard

EV 1 / 10×10 pond

A shallow, frozen patch of water. The ice is thick enough that it won't break but the surface is slick and treacherous to navigate.

Stamina: 3/square
Size: 1 or more squares of difficult terrain
Immunity: 5 all non-fire damage

Disable: Destroying a square of the frozen pond turns the square into icy water.

Trigger: A creature moves into a pond's square without shifting.
Effect: The triggering creature's movement ends and they suffer the Slippery Surface ability.

Slippery Surface (Triggered) ◆ 2d10 + 2
Keywords: Strike
Distance: Melee **Target**: 1 creature or object
✦ ≤11 **push 1 the direction target was moving**
★ 12-16 **push 2 the direction target was moving; A<1 slowed (save ends)**
✸ 17 **push 3 the direction the target was moving; A<2 prone (save ends)**
Effect: If the target triggered this ability by being force moved, this ability has an edge and adds the remaining force movement distance to the push value. Forced movement from this ability does not retrigger Frozen Pond.

Upgrade - Thin Ice (+1 EV): The ice covering the pond is thin and the water is a little deeper.

Trigger: A creature enters a square of icy water or becomes prone on a square of frozen pond with the thin ice upgrade.
Effect: The square of frozen pond is destroyed and replaced with icy water. The triggering creature's movement ends and they suffer the Icy Water ability.
Swimming Under the Ice: If the Director rules the water is deep enough, creatures can swim under squares of frozen pond. Normal swimming rules apply, and the creature takes 1 cold damage at the beginning of each of their turns in the cold water under the frozen pond.

Icy Water (Triggered) ◆ 2D10 + 2
Keywords: Magic, Strike **Target**: 1 creature or object
Distance: Melee
✦ ≤11 **slide 1**
★ 12-16 **1 cold damage; slowed (EoT)**
✸ 17 **3 cold damage; restrained (save ends)**

Lava — Level 3 Hexer Hazard

EV 4 / 10×10 patch

A patch of liquid hot magma welling up from a crack in the ground. Not only dangerous to those who are unfortunate enough to step into it but to anyone who gets close to it.

Stamina: 12/square
Size: 1 or more squares of difficult terrain
Stamina: 12/square
Immunity: 5 all non-cold damage

Disable: Only through destruction of each square of Lava.

Trigger: A creature begins their turn in a square of lava, adjacent to a square of lava, or moves through at least one square of lava.
Effect: The triggering creature suffers the Liquid Hot Magma ability.

Liquid Hot Magma (Triggered) ◆ 2D10 + 2
Keywords: Strike **Target**: 1 creature or object
Distance: Melee
✦ ≤11 **5 fire damage; M<1 burning (save ends)**
★ 12-16 **9 fire damage; M<2 burning (save ends)**
✸ 17 **12 fire damage; M<3 burning (save ends)**
Effect: A burning creature or object takes 1D6 fire damage at the start of each of their turns until the effect ends. This ability has a bane if the target is adjacent to a square of lava and not in or moving through lava.

Upgrade - Magma Flow (+4 EV): The lava is flowing! At the beginning of each round of combat add one square of lava adjacent to an existing square of lava

Quicksand — Level 3 Hexer Hazard

EV 3 / 10×10 patch

A patch of sand saturated by water. It appears to be a normal patch of sand until it is stepped on.

Stamina: N/A
Size: 1 or more squares of terrain

Disable: May not be disabled.

Trigger: A creature moves through a square of quicksand or begins their turn in a square of quicksand.
Effect: The triggering creature suffers the Grasping Depths ability.

Grasping Depths (Triggered) ◆ 2D10 + 2
Keywords: Strike **Target**: 1 creature or object
Distance: Melee
✦ ≤11 **M<0 slowed (save ends)**
★ 12-16 **M<1 restrained (save ends)**
✸ 17 **M<2 restrained (save ends)**
Effect: This ability has a bane if the target triggered it by shifting into a square of quicksand. A character who started their turn restrained in a quicksand square begins to suffocate. You can hold your breath for a number of rounds equal to your Might score (minimum 1 round). At the end of each round after that, you take 1d6 damage while holding your breath.

Hidden
The quicksand begins the encounter hidden.

Toxic Plants — Level 2 Hexer Hazard

EV 2 / 10×10 field

A field of colorful mushrooms or lovely flowering plants that releases a cloud of spores when they are disturbed. Breathing in the spores will cause the victim to fall into a deep slumber.

Stamina: 3/square
Size: 1 or more squares of terrain

Disable: Only through destruction of each square of sleep spores.

Trigger: A creature begins their turn in a square of toxic plants, or moves into at least one square of toxic plants without shifting.
Effect: The triggering creature suffers the Sleep Spores ability.

Sleep Spores (Triggered) ◆ 2D10 + 2
Keywords: Magic, Strike **Target**: 1 creature
Distance: Melee
✦ ≤11 **M<0 dazed (save ends)**
★ 12-16 **M<1 dazed (save ends)**
✸ 17 **M<2 dazed (save ends)**
Effect: The spores begin to put the target into a deep slumber. A target who starts their turn dazed in a toxic plants square gets sluggish and drowsier and becomes **prone** while dazed and cannot stand until the dazed effect ends.

Upgrades: Sleep spores can upgrade in the following ways.
- **Poisonous Spores (+2 EV)**: The spores are also poisonous. Creatures that begin their turn dazed by this hazard take 1d6 poison damage.
- **Carnivorous Plants (+2 EV)**: The plants are carnivorous and will try to slowly digest anyone who was unfortunate enough to lay among them. Anyone who is prone in a toxic plants square will take 4 acid damage at the beginning of their turn.

Fieldworks

These represent temporary field fortifications that give the defenders an edge in an encounter.

Archer's Stakes — Level 1 Defender Fortification

EV 2

A series of sharp stakes have been placed into a palisade to protect defenders against charges and other attacks. The stakes point in one direction, towards the front of the object.

Stamina: 3/square
Size: 1 or more squares of difficult terrain, generally 4x1
Direction: a specific side of the stakes are defined as the front

Disable: Only through destruction of each square of stakes.

Trigger: A creature moves into a square of stakes.
Effect: The triggering creature takes 2 damage per square of stakes they move through and an additional 3 damage the movement is forced movement.

Upgrades: Stakes can upgrade in the following ways.
- **Poison (+2 EV)**: The tips of the stakes have poison applied to them. A creature who takes damage from a square will become **poisoned (save ends).** A poisoned creature will take 1d6 poison damage at the beginning of their turn until the effect ends.
- **Sticky (+3 EV)**: A sticky slime or webbing has been applied to the stakes and the ground between them. A creature who enters a square triggers Sticky Stakes in addition to normal archer's stakes effects.

Sticky Stakes (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Strike **Target**: 1 creature or object
Distance: Melee
✦ ≤11 **no effect**
★ 12-16 **A<1 slowed (EoT)**
✸ 17 **A<2 restrained (EoT)**

Allied Awareness
Allies of this object ignore the difficult terrain, damaging effects unless force moved, and benefit from cover in a square of archer's stakes.

Bear Trap — Level 1 Ambusher Trap

EV 2

Steel jaws attached to the ground by a chain. They will snap shut when stepped on, dealing damage and restraining the target.

Stamina: 6
Size: 1 square of terrain

Disable: Make a medium Agility test when you are adjacent to the bear trap. On a success the trap is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into a trap square and trigger it. Success with a consequence means the trap is jammed, but you are **slowed (EoT)**.

Trigger: The defenders calibrate the trap for a size at emplacement that triggers the trap. For example, goblins and kobolds typically calibrate these traps for size 1M. When a creature of the correct size or greater moves onto the trap, it triggers.
Effect: The triggering creature ends their movement and suffers the Bear Trap ability.

Bear Trap (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Strike **Target***:* 1 creature or object
Distance: Melee

✦	≤11	**shift 1 to closest non trap square**
★	12-16	**3 damage; A<1 slowed (save ends)**
✸	17	**5 damage; A<2 slowed (save ends)**

Upgrades - Chain (+1EV): The bear trap is attached to the ground by a steel chain. The target becomes restrained instead of slowed.

Hidden
The bear trap begins the encounter hidden.

Flammable Oil — Level 1 Ambusher Trap

EV 2 / 10x10 patch

A patch of flammable oil or pitch on the ground.

Stamina: N/A
Size: 1 or more squares of terrain

Disable: A character with appropriate knowledge, such as a College of Caustic Alchemy Shadow with the Alchemy skill, can attempt to disable an adjacent patch of flammable oil as a medium Agility test. Failure with a consequence means that you slide 1 onto the closest flammable oil square which ignites. Success with a consequence means the patch is disabled but you take **3 fire damage; burning (save ends)**. A burning creature or object takes 1D6 fire damage at the start of each of their turns until the effect ends.

Trigger: A creature or object in a square of oil takes fire damage or a creature or object enters a square of burning oil or begins their turn in a square of burning oil.
Effect: Each creature and object in a square of oil immediately takes **3 fire damage; burning (save ends)**. A burning creature or object takes 1D6 fire damage at the start of each of their turns until the effect ends.

Upgrade (Concealed; +1 EV): The oil is concealed.

Allied Awareness
When you use this object, allies with weapons are equipped with torches. An ally can use a maneuver to throw a torch up to 5 squares and ignite the flammable oil.

Hidey-Hole — Level 1 Ambusher Trap

EV 1

A hidden cavity in a floor, wall, or ceiling of the environment

Stamina: N/A
Size: 1 square of terrain

Disable: Make a medium Might test when you are adjacent to the hidey-hole. Sabotage will generally apply. On a success the hidey-hole collapses and can no longer be used during combat. Failure with a consequence means you are **restrained (EoT).** Success with a consequence means the hidey-hole collapses, but you are **slowed (EoT).**

Trigger: A creature begins the encounter in a square or ends their turn in a square of the hidey-hole.
Effect: The triggering creature can hide as a free triggered action.

Upgrade to Network (+1 EV per hidey-hole): The hidey-hole is connected to a tunnel network. A creature familiar with the network can move to any square adjacent to another connected hidey-hole if they have movement available equal to the straight-line distance to that square. Creatures unfamiliar with the network can use a maneuver to make a hard Intuition test to discover a connected hidey-hole.

Pavise Shield — Level 1 Defender Fortification

EV 1

A reinforced metal shield embedded in the terrain that acts as mobile cover and can be repositioned with a lot of effort.

Stamina: 9
Size: 1M

Disable: As a maneuver, make a hard Might test when you are adjacent to the pavise shield in use by another creature. On success you take control of the shield. On failure with a consequence the creature using the shield makes an opportunity attack against you.

Trigger: A creature uses a maneuver to grab the pavise.
Effect: While a creature has the pavise grabbed they have cover and take half damage from attacks that trace line of effect through it. The pavise takes the other half of the damage.
Movement: While you have a pavise grabbed your movement is halved and you move it like a grabbed creature

Snare Trap — Level 1 Ambusher Trap

EV 1

A rope snare that will grab a target, leaving them hanging upside down.

Stamina: 1
Size: 1 square of terrain

Disable: As a maneuver, make a medium Agility test when you are adjacent to the snare trap. On a success the trap is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into a trap square and trigger it. Success with a consequence means the trap is jammed, but you are **slowed (EoT).**

Trigger: The defenders calibrate the trap for a size at emplacement that triggers the trap. For example, goblins and kobolds typically calibrate these traps for size 1M. When a creature of the correct size or greater moves onto the trap, it triggers.
Effect: The triggering creature ends their movement and suffers the snare ability.

Snare (Triggered) 2D10 + 2
Keywords: Weapon, Strike **Target***:* 1 creature or object
Distance: Melee
✦ ≤11 **shift 1 to closest non trap square**
★ 12-16 **1 damage; A<1 restrained (save ends)**
✸ 17 **3 damage; A<2 restrained (save ends)**
Effect: A creature restrained by this ability is vertically pulled 2 and suspended in the air by the snare line until they save. When they save they will fall.

Upgrade - Net trap (+1EV): Upgrade the snare to a net. Increase the Stamina to 3 and the size to 2x2, the Snare attack gains the area keyword, when triggered, it will attack anyone in the trap area. Any creature who makes their save to end the restrained effect will end it for all affected creatures.

Hidden
The snare trap begins the encounter hidden.

Spike Trap — Level 2 Ambusher Trap

EV 3

A pit dug out of the terrain, filled with spikes, and camouflaged to avoid detection.

Stamina: 6
Size: 2x2

Disable: As a maneuver, make a medium Agility test when you are adjacent to the spike trap. On a success the trap is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into a trap square and trigger it. Success with a consequence means the trap is jammed, but you are **slowed (EoT).**

Trigger: The defenders calibrate the trap for a size at emplacement that triggers the trap. For example, goblins and kobolds typically calibrate these traps for size 1M. When a creature of the correct size or greater moves onto the trap, it triggers.
Effect: The triggering creature ends their movement and suffers the spike trap ability.

Spike Trap (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Area **Type***:* Triggered (Free)
Distance: Melee
✦ ≤11 **2 damage; shift 1 to the closest open non trap square**
★ 12-16 **5 damage; A<0 prone**
✸ 17 **8 damage; A<1 prone, restrained (EoT)**
Effect: Once the trap has been triggered, any creature that moves into a trap square ends their movement and triggers the Spike Trap ability. The open pit is 2 square deep.

Hidden
The spike trap begins the encounter hidden.

Mechanisms

These represent more intricate construction projects that can impact the battlefield.

Mechanisms need to be linked to another triggering mechanism for activation. Some creatures have the ability to trigger mechanisms on their turn.

Column of Blades — **Level 3 Defender Fortification**

EV 3

A spinning wooden column affixed with sharp blades

Stamina: 5
Size: 1L

Disable: Direct damage only.

Trigger: A creature enters a square adjacent to the column of blades.
Effect: The triggering creature suffers the Spinning Blades ability.

Spinning Blades (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Strike **Target:** 1 creature or object
Distance: Melee
✦ ≤11 **4 damage**
★ 12-16 **6 damage; M<2 bleeding (save ends)**
✸ 17 **9 damage; M<3 bleeding (save ends)**

Upgrades: Column of Blades can be upgraded in the following ways.

- **Stone Column (+1EV)**: Upgrade the column to stone. Increase the Stamina to 8.
- **Metal Column (+1EV):** Upgrade the column to metal. Increase the stamina to 11.
- **Concealed (+1 EV):** The column is motionless and the blades are concealed inside of the column until it is triggered at which point it becomes revealed.
- **Spiked Flails (+4 EV):** Instead of blades the column is affixed with heavy spiked balls attached to it by chains. The fortification triggers against any creatures that enter a square up to 2 squares from it and inflicts Whirling Flails instead of Spinning Blades.

Whirling Flails (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Strike **Target:** 1 creature or object
Distance: Melee
✦ ≤11 **5 damage**
★ 12-16 **8 damage; M<2 daze (save ends)**
✸ 17 **11 damage; M<3 daze (save ends)**

Allied Awareness
Allies of this object can shift through triggering squares and avoid the fortification's effects. A creature observing this can make a Hard Intuition test and try to shift through triggering squares. On a success they avoid the fortification's effects. On a failure they suffer the ability. On a failure with a consequence they suffer the ability with an edge.

Dart Trap — **Level 1 Ambusher Trap**

EV 1

A concealed short ranged dart thrower

Stamina: 3
Size: 1S, can be placed in a wall
Direction: the dart trap has a direction its ability faces

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into a square the object can target and trigger it. Success with a consequence means the object is jammed, but you are **slowed (EoT)**.

Trigger: A creature enters a square in a 1x5 line the dart trap is facing.
Effect: The triggering creature suffers the Dart ability.

Dart (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Ranged, Strike **Target:** 1 creature or object
Distance: Ranged 5
✦ ≤11 **1 damage**
★ 12-16 **2 damage**
✸ 17 **3 damage**

Upgrades: Dart Trap can be upgraded in the following ways.

- **Poison Darts (+2EV)**: The darts are poisoned. A creature who takes damage from a dart will become **poisoned (save ends).** A poisoned creature will take 1d6 poison damage at the beginning of their turn until the effect ends.
- **Large Darts (+1EV):** The darts are slightly larger and add **push 1 / push 2/ push 3** to the power roll.
- **Gatling Darts (+4 EV):** The dart trap is equipped with multiple barrels capable of launching darts at a high rate of fire. The Dart ability becomes Area 5x1 within 1 line instead of a Strike and does +1d6 damage.

Hidden
The dart trap begins the encounter hidden.

Hidden Portcullis — Level 3 Ambusher Trap

EV 4

A portcullis is hidden in the ceiling of a passage or chokepoint that drops when activated.

Stamina: 9/square
Size: 2x1 up to 4x1 squares

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into an object square and trigger it. Success with a consequence means the object is jammed, but you are slowed (EoT).

Trigger: A creature is standing on a portcullis square when it is activated by another mechanism, such as a pressure plate.
Effect: The triggering creature suffers the Heavy Gate ability.

Heavy Gate (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Area **Target**: All creatures and objects
Distance: Squares under the mechanism

✦ ≤11 **3 damage; slide 1 (ignores stability)**
★ 12-16 **7 damage; restrained (EoT)**
✸ 17 **10 damage; restrained (save ends)**

Effect: The portcullis blocks movement through its squares. There is a 50% chance that a slid target winds up on either side of the portcullis. When the restrained condition ends for a creature, the creature shifts 1 out of the hidden portcullis squares.

Hidden
The hidden portcullis begins the encounter hidden.

Pillar — Level 2 Hexer Hazard

EV 3

A stone pillar that can be toppled with the right amount of damage or from a well-engineered trigger

Stamina: 6
Size: 1 square breakaway

Disable: Direct damage only.

Trigger: The pillar is destroyed or a linked trigger is activated
Effect: The pillar topples in the direction opposite of the creature that destroyed it or, if triggered, in a direction defined when the pillar was placed in the encounter. The Toppling Pillar ability activates in the direction the pillar toppled.

Toppling Pillar (Triggered) 2D10+2
Keywords: Area **Target:** All creatures and objects.
Distance: 4 x 1 line within 1

✦ ≤11 **4 damage**
★ 12-16 **6 damage; M<1 restrained (EoT)**
✸ 17 **9 damage; M<2 restrained (save ends)**

Effect: The squares affected become difficult terrain

Upgrades: Pillars can be upgraded in the following ways.

- **Sturdier Materials (+1EV)**: Upgrade the pillar to metal. Increase the Stamina to 9 and deal 1d6 extra damage when toppling on a creature.
- **Falling Wall (+0EV):** Multiple pillars can be bought together to represent a larger toppling object, like a wall. All pillars need to be destroyed before it falls if this is the case, and toppling direction is predefined when the objects are placed.

Pressure Plate — Level 1 Support Trigger

EV 2

This mechanism acts as a trigger for another linked mechanism. It begins the encounter concealed from enemies.

Stamina: N/A
Size: 1x1 up to 4x4 squares of terrain
Link A pressure plate is linked to another mechanism that it activates when triggered

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into an object square and trigger it. Success with a consequence means the object is jammed, but you are **slowed (EoT).**

Effect: The pressure plate is set for a specific triggering size, usually 1S or 1M. When a creature of that size or larger moves onto a pressure plate square, the linked mechanism activates.

Upgrades: Tripwires can be upgraded in the following ways.

- **Tripwire (-1EV)**: The pressure plate is a tripwire, which only triggers once. It is still concealed, but can be discovered with an easy test.

Hidden
The pressure plate begins the encounter hidden.

Pulley — Level 1 Support Trigger

EV 1

This is a simple rope and pulley system that may be used to quickly ascend to the top of another structure such as a wall, scaffolding, or tower.

Stamina: 1
Size: 1S, attached to a structure of some sort such as a wall, tower or scaffolding

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature tries to activate it. Failure with a consequence means you slide 1 into an object square and trigger it. Success with a consequence means the object is jammed, but you are **slowed (EoT).**

Trigger: A creature adjacent to the pulley uses a maneuver to cut the rope
Effect: The triggering creature is sent to the top of the structure the pulley is attached to. Once used in this manner the pulley is disabled and may not be used again.

Upgrade - Chain (+1EV): Instead of a rope and pulley the system uses a chain. The pulley is not disabled after use.

Cimbable
A creature adjacent to the pulley may make a climb test and use it to climb to the top of the structure it's attached to.

RAM — LEVEL 2 AMBUSHER TRAP

EV 3

A heavy wooden ram that drops or swings into the encounter area. Multiple rams can be bought together to represent larger mechanisms, such as a stack of tumbling logs.

Stamina: 3/square
Size: Up to 4 squares (2x2, 1x3, 1x4) breakaway
Direction: The ram has a defined facing it moves into

Disable: Make a medium Agility test when you are adjacent to the object. Sabotage will generally apply. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into an object square and trigger it. Success with a consequence means the object is jammed, but you are slowed (EoT).

Trigger: Activated by a linked mechanism.
Effect: The ram moves up to 3 squares from its starting position using the Ram ability against any target it moves through.

Ram (Triggered) ◆ 2D10 + 2
Keywords: Weapon, Area **Target**: All creatures and objects
Distance: Squares the ram moves into

✦	≤11	**3 damage; slide 1 (ignores stability)**
★	12-16	**6 damage; push 3**
✸	17	**9 damage; push 5**

Effect: There is a 50% chance that a slid target winds up on either side of the ram.

Upgrades: Rams can be upgraded in the following ways.

- **Stone (+1 EV)**: Increase the stamina per square to 6. Do an extra 1d3 damage.
- **Metal (+2 EV)**: Increase the stamina per square to 9. Do an extra 1d6 damage.
- **Chompers (+1 EV)**: The ram can be upgraded to be a repeating mechanism. The ram re-triggers at the beginning of every round.
- **Rapid Chompers (+3 EV)**: The ram can be upgraded to a rapid repeating mechanism. The ram re-triggers at the beginning of every turn.
- **Ceiling (+1 EV)**: The ram can be mounted in the ceiling and ram the squares below it when it is triggered. Creatures are pushed away by the ram's squares. This can be used to create chain reactions with other terrain objects that trigger when creatures are moved into them. For example, when a ceiling ram drops onto a creature in a spike trap the spike trap ability is triggered again.

Hidden

The ram plate begins the encounter hidden.

SWITCH — LEVEL 1 SUPPORT TRIGGER

EV 1

This mechanism acts as a trigger for another linked mechanism. You can place this mechanism on a floor or wall.

Stamina: 3
Squares: 1T built into a floor or a wall
Link A switch is linked to another mechanism that it activates when triggered

Disable: Make a medium Agility test when you are adjacent to the object. Sabotage will generally apply. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means you slide 1 into an object square and trigger it. Success with a consequence means the object is jammed, but you are slowed (EoT).

Trigger: A creature uses a maneuver while adjacent to the switch or the switch is destroyed.
Effect: The linked mechanism is activated.

Upgrade - Hidden (+1 EV): The switch is hidden, requiring a hard Intuition test to find before it can be attacked or used.

Siege Engines

These are powerful weapons that require a team of creatures to operate or move. Siege weapons can scale in size from smaller field weapons up to large mechanisms that can destroy buildings.

Adjacent Creature Actions

Many siege engines do not take actions on their own. Instead, an adjacent creature can use their action to activate a siege engine ability. Some siege weapons must be reloaded as an adjacent creature action before it can use an ability again. Others can benefit from other adjacent creature actions, such as spot and move.

An allied squad of creatures can split their squad action and coordinate multiple adjacent creature actions.

Arrow Launcher — Level 2 Artillery Siege Engine

EV 8

A small wooden cart that uses rockets to launch up to 100 arrows at one time. While it is inaccurate it makes up for it by spreading a large volume of projectiles over a wide area.

Size: 1L
Stamina: 30

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means the object attacks you, if it is loaded. Success with a consequence means the object is disabled, but you are slowed (EoT).

Arrow Storm (Adjacent Creature Action) ◆ 2D10
Keywords: Area, Weapon **Target:** All creatures and objects
Distance: 5 cube within 20
✦ ≤11 **5 damage**
★ 12-16 **8 damage**
✸ 17 **11 damage**
Effect: Arrow Storm cannot be used again until the object is reloaded.

Reload (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The object is reloaded, allowing Arrow Storm to be used again.

Spot (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The next use of Arrow Storm has an edge and +10 range

Move (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: This object moves 3 and the adjacent creature using their action moves 3 as long as they end their move adjacent to this object.

Upgrades: An arrow launcher can be upgraded in the following ways:

- **Flaming arrows (+1 EV):** The arrows now deal fire damage and will ignite flammable objects in the area of effect.
- **Screamers (+3 EV)**: The rockets are designed to make a distinct high pitched screaming noise as they are fired and descend onto their targets. The arrow launcher ability has the Screamers ability instead of Arrow Storm.

Screamers (Adjacent Creature Action) 2D10
Keywords: Area, Weapon **Target:** All creatures and objects
Distance: 5 cube within 20
✦ ≤11 **5 damage; R<0 Dazed (save ends)**
★ 12-16 **8 damage; R<1 Dazed (save ends)**
✸ 17 **11 damage; R<1 Frightened (save ends)**
Effect: Screamers cannot be uses again until the object is reloaded.

Boiling Oil Cauldron — Level 3 Defender Fortification

EV 10

A large cauldron of boiling oil that can be poured onto an enemy. Ideally placed above an area to gain an edge on attack rolls.

Stamina: 50
Size: 1L

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means the object attacks you, if it is loaded. Success with a consequence means the object is disabled, but you are slowed (EoT).

Boiling Oil (Adjacent Creature Action) ◆ 2D10 + 2
Keywords: Area, Weapon **Target:** All creatures and objects
Distance: 3 cube within 1
✦ ≤11 **5 fire damage; M<1 burning (save ends)**
★ 12-16 **9 fire damage; M<2 burning (save ends)**
✸ 17 **12 fire damage; M<3 burning (save ends)**
Effect: A burning creature or object takes 1D6 fire damage at the start of each of their turns until the effect ends**.** Boiling Oil cannot be used again until the object is reloaded

Reload (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The object is reloaded, allowing the Boiling Oil action to be used again.

CATAPULT — LEVEL 3 ARTILLERY SIEGE ENGINE

EV 10

A large weapon that throws a projectile in an arc. A catapult can attack without line of sight as long as an ally has line of sight to the target square and there is a path above the target.

Stamina: 50
Size: 2

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means the object attacks you, if it is loaded. Success with a consequence means the object is disabled, but you are slowed (EoT).

Arcing Shot (Adjacent Creature Action) 2D10 + 2
Keywords: Area, Weapon **Target:** All creatures and objects
Distance: 3 cube within 20
✦ ≤11 **5 damage**
★ 12-16 **9 damage; A<0 push 1**
✸ 17 **12 damage; A<1 push 2**
Effect: Arcing Shot cannot be used again until the object is reloaded.

Reload (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The object is reloaded, allowing Arcing Shot to be used again.

Spot (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The next use of Arcing Shot has an edge and +10 range

Move (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: This object moves 2 and the adjacent creature using their action moves 2 as long as they end their move adjacent to this object.

Upgrades: A catapult can be upgraded in the following ways:

- **Fire Me Boy! (+2 EV):** The side fielding the catapult has trained their forces to safely use the catapult to deliver an assault across the battlefield. Instead of attacking, a creature can use the catapult to vertical push 10 any ally within 2 squares of the catapult of size 1L or less. If the tossed ally lands in an empty square, they take no damage.
- **I Love it Here, it's so Flammable (+2 EV)**: The arcing shot does fire damage. Any squares targeted by the arcing shot are burning until the end of the encounter. When a creature begins their turn in a square or first enters a square that's burning on a turn, they take 2 fire damage.

EXPLODING MILL WHEEL — LEVEL 3 ARTILLERY SIEGE ENGINE

EV 10

A massive wooden wheel loaded with explosives. During sieges it is rolled towards fortifications where it will explode, causing massive damage.

Stamina: 25
Size: 2

Disable: Before the wheel is rolling you may make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means the object attacks you, if it is loaded. Success with a consequence means the object is disabled, but you are **slowed (EoT).** Once the wheel is rolling, the only thing that can disable it is it exploding due to hitting a size 3 or larger object, being triggered with the spot action, or being destroyed by damage.

Roll the Wheel (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The exploding mill wheel begins to roll. It immediately moves 2 in a straight line, using the Crushing Wheel ability on any creature or object it moves through. At the beginning of every creature's turn the exploding mill wheel continues to move in a straight line, using the Crushing Wheel ability on any creature of object it moves through. Creatures and objects of size 2 or smaller do not stop the wheel's movement.

Crushing Wheel (Attack) ◆ 2D10 + 2
Keywords: Area, Weapon **Target:** All creatures and objects
Distance: Self
✦ ≤11 **5 damage; push 1**
★ 12-16 **9 damage; push 2**
✸ 17 **12 damage; push 3**
Effect: Make one power roll against every square the exploding mill wheel enters.

Massive Explosion (Free Triggered Action) 2D10+2
Keywords: Area, Ranged **Target:** All creatures and objects
Distance: 5 burst
Trigger: The exploding mill wheel attempts to move into an object or creature that is size 3 or larger or is reduced to 0 Stamina
✦ ≤11 **5 damage; push 1; M<0 burning (save ends)**
★ 12-16 **9 damage; push 2 M<1 burning (save ends)**
✸ 17 **12 damage; push 3 M<2 burning (save ends)**
Effect: The exploding mill wheel is destroyed

Upgrade - Piloted (+4 EV): The wheel has been fitted with a control mechanism and a pilot's seat for an ally of size 1M or smaller. This allows the wheel to be turned in any direction while it is moving. At any time during its movement, the pilot may take an action to eject out of the wheel landing in an adjacent space while the wheel continues moving in a straight line. Piloting the wheel takes knowledge and some skill but a player could figure it out and pilot it with a hard reason test. On a success the character may pilot the wheel. Failure with a consequence means the wheel immediately explodes. Success with a reward means that the player has even figured out how to disarm the explosives and may disable that aspect of the wheel.

Field Ballista — Level 2 Siege Engine, Artillery

EV 8

A large weapon that uses a mechanism similar to a crossbow. Attacking with a ballista releases a large bolt.

Stamina: 40
Size: 2

Disable: Make a medium Agility test when you are adjacent to the object. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means the object attacks you, if it is loaded. Success with a consequence means the object is disabled, but you are slowed (EoT).

Release Bolt (Adjacent Creature Action) ◆ 2D10 + 2
Keywords: Strike, Ranged, Weapon **Target:** 1 creature or object
Distance: Ranged 20
✦ ≤11 **5 damage**
★ 12-16 **8 damage; M<1 push 1**
✸ 17 **11 damage; M<2 push 2**
Effect: Release Bolt cannot be used again until the object is reloaded.

Reload (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The object is reloaded, allowing Release Bolt or Chain Bolt to be used again.

Spot (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The next use of Release Bolt or Chain Bolt has an edge and +10 range

Move (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: This object moves 3 and the adjacent creature using their action moves 3 as long as they end their move adjacent to this object.

Upgrades: A field ballista can be upgraded in the following ways.
- **Penetrating Bolt (+2 EV)**: The field ballista is outfitted with penetrating bolts. The ballista targets 2 additional creatures or objects in a straight line behind the initial target. This affects any creatures, including allies, and must affect the first two creatures or objects in range.
- **Chain Bolt (+2EV)**: The field ballista has the Chain Bolt ability instead of the Release Bolt ability.

Chain Bolt (Adjacent Creature Action) ◆ 2D10 + 2
Keywords: Strike, Ranged, Weapon **Target:** 1 creature or object
Distance: Ranged 20
✦ ≤11 **4 damage**
★ 12-16 **7 damage; M<1 slowed (save ends)**
✸ 17 **10 damage; M<2 slowed (save ends)**
Effect: Release Bolt cannot be used again until the object is reloaded.

Crank the Chain (Adjacent Creature Action) ◆ 2D10 + 2
Keywords: Strike, Ranged, Weapon **Target:** 1 creature slowed by the field ballista
Distance: 20
✦ ≤11 **pull 1**
★ 12-16 **pull 3**
✸ 17 **pull 5**
Effect: This forced movement will trigger opportunity attacks.

Iron Dragon — Level 4 Artillery Siege Engine

EV 12

A large metal device that uses a bellows system and liquid fuel to shoot out a gout of flame

Stamina: 60
Size: 2

Disable: Make a medium Agility test when you are adjacent to the object. Sabotage will generally apply. On a success the object is jammed and will not trigger when a creature steps on it. Failure with a consequence means the object attacks you, if it is loaded. Success with a consequence means the object is disabled, but you are slowed (EoT).

Gout of Flame (Action) ◆ 2D10 + 2
Keywords: Area, Ranged **Target:** All creatures and objects
Distance: 8x2 within 1
✦ ≤11 **6 damage; A<0 burning (save ends)**
★ 12-16 **10 damage; A<1 burning (save ends)**
✸ 17 **13 damage; A<2 burning (save ends)**
Effect: A burning creature or object takes 1D6 fire damage at the start of each of their turns until the effect ends. Gout of Flame cannot be used until the object is reloaded

Reload (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The object is reloaded, allowing Gout of Glame to be used again.

Spot (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: The next use of Gout of Glame has an edge and +10 range

Move (Adjacent Creature Action)
Keywords: -- **Target:** this object
Distance: Melee 1
Effect: This object moves 23 and the adjacent creature using their action moves 2 as long as they end their move adjacent to this object.

WATCHTOWER **LEVEL 2 DEFENDER FORTIFICATION**

EV 8

A sturdy wooden tower that provides cover and high ground. The tower is accessed by a set of ladders or stairs leading up to the top.

Stamina: 50
Size: 3

Disable: Direct damage only.

High Ground: The watchtower is accessible by ladders and acts as high ground and cover for creatures inside of it

Upgrades: A watchtower can be upgraded in the following ways:

- **Ballista Emplacement (+12 EV):** The watchtower is equipped with a ballista emplacement. The Ballista emplacement follows all rules for the Field Ballista.
- **Boiling Oil Cauldron (+17 EV):** The watchtower is equipped with a boiling oil cauldron which follows all the normal rules for the boiling oil cauldron.
- **Spyglass (+2 EV):** A creature in the watchtower may use a spot action to make a search for hidden creatures gaining an edge on the roll and increasing the range to 15.
- **Stone Tower (+2 EV)**: The watchtower is reinforced with stone. Increase stamina to 50.
- **Iron Tower (+4 EV)**: The watchtower is reinforced with stone and iron. Increase stamina to 100.

ARCANE OBJECTS

More powerful and esoteric objects that can be the center of an encounter.

THE BLACK OBELISK **LEVEL 3 RELIC, CONTROLLER**

EV 20

A foreboding black obelisk that knows more about you than you would like.

Stamina: 100
Size: 2

Disable: Make a hard Reason test when you are adjacent to the object. Magic will generally apply. On a success the object is disabled for the rest of the encounter. Failure with a consequence means you immediately trigger *Your Fears Become Manifest* with a bane. Success with a consequence means the object is disabled, but you are **slowed (save ends).**

Trigger: A round begins
Effect: Each enemy within 10 of the Black Obelisk suffers the Your Fears Become Manifest ability

Your Fears Become Manifest (Triggered) ◆ 2D10 + 2
Keywords: Area, Magic, Object **Target**: All enemies
Distance: Burst 10

✦ ≤11 **P<1 slowed (EoT)**
★ 12-16 **P<2 slowed (EoT), weakened (EoT)**
✸ 17 **P<3 slowed (EoT), weakened (EoT), frightened (EoT)**

Effect: The target is pushed 2.

THE CHRONAL HYPERCUBE **LEVEL 3 RELIC, CONTROLLER**

EV 20

A shape that is impossible for most creatures to understand.

Stamina: 80
Size: 1M

Disable: Only a creature trained in Psionics can attempt to disable the Chronal Hypercube. Make a hard Reason test when within 10 of the Hypercube. On a success, the Hypercube teleports adjacent to your square at the start of the next round and becomes your ally. On a failure with a consequence you take 1d6 psychic damage.

Dimensional Flicker

At the start of the round, roll 1d10. On a 7+ the Hypercube teleports to a square of your choice within 10 and is hidden. A creature with the Psionics skill can use those skills to attempt to find it.

Chronal Superhighway

Allies within 10 squares of the Hypercube can teleport in place of any normal movement they take, using the same distance as the normal movement. They have an edge on any attacks they make after teleporting.

THE THRONE OF A'AN **LEVEL 4 RELIC, CONTROLLER**

EV 24

A'An was the Sun God of the Antical Protectorate in what was now Vanigar. She was slain along with the other Nine Star Gods, ending the Age of Suns, plunging the region into eternal winter.

Stamina: 140
Size: 2

Disable: The Throne can only be disabled by attuning to it, casting out the current occupant, and sitting in it, becoming the new Hierophant of A'An. The Hierophant can make a hard Presence test with a bane to disable the Throne. Failure with a consequence triggers Nova.

Light of the Northern Sun

In the Age of Suns there was no darkness and no night. Even among the many suns of that time, the light of A'An was the brightest.

The Throne manifests the Sun powers of A'An, even when no one is seated in it. The following effects occur within 10 squares of the Throne:

- The Throne casts a bright light, preventing any form of concealment or darkness from existing or manifesting, even from a god.
- No creature can hide.
- Any creature with cold immunity gains fire weakness 10.
- Any creature that uses an ability that does cold damage takes 11 fire damage.

Sitting on the Throne

"Awaken me! The Sun must shine again!"

Only a creature attuned to the throne can sit in it. A creature can attune to the throne as an action, if adjacent to the Throne, by succeeding at a hard Presence test. Failing this test with a consequence inflicts 11 fire damage.

A creature seated in the throne becomes the Hierophant of A'An and gains the following benefits:

- The Hierophant, and their allies within 10 squares, gain fire immunity 10
- The Hierophant, and their allies within 10 squares, can choose to do fire damage instead of their normal damage
- You gain +5 stability and all attacks against you suffer a bane, unless the attacker is also attuned to the Throne.
- They gain the **Primordial Flare** and **Solar Accretion** abilities.

Primordial Flare (Maneuver) ◆ 2D10 + 2

"You have forgotten how the True Sun burns. Sear this into your memory."

Keywords: Magic, Strike, Ranged **Target:** 1 creature or object
Distance: Ranged 20

✦ ≤11 **6 fire damage**
★ 12-16 **11 fire damage**
✸ 17 **14 fire damage**

Effect: The target gains fire weakness 10 until the beginning of the Hierophant's next turn.

Solar Accretion (Free Triggered)

"To return the Sun must feed on life and fire!"

Keywords: Magic **Target**: 1 creature
Distance: Ranged 10
Trigger: A target within distance is winded or reduced to 0 stamina by fire damage.
Effect: If the Hierophant is a hero, they gain 3 heroic resources. If Hierophant is a villain, the Director gains 3 malice.

Nova (Free Triggered)

"No! I will return!"

Keywords: Magic **Target**: All creatures and objects
Distance: 10 Burst
Trigger: The Throne is destroyed or the Hierophant fails with a consequence when disabling it.
Effect: Targets take 14 fire damage. The Hierophant gains the Incubator of A'An complication. If there is no Hierophant, a creature within 10 squares of the Throne, and chosen by the Director, gains the Incubator of A'An complication.

INCUBATOR OF A'AN

A shard of the formerly dead Sun God A'An is incubating inside of your body, guiding you so she can be resurrected to her true glory by earning 100 followers.

Benefit: You gain all the Sun domain abilities as if you were a conduit of your level. You gain fire immunity 5. If you succeed in resurrecting A'An you will become a Saint of A'An.

Drawback: You gain cold weakness 5. When a respite ends, and you have not recruited a new follower of A'An, make a hard Presence test. On a failure you lose a Recovery. On a failure with a consequence A'An possesses your body until your next respite. You now must roleplay A'An trapped in your form, prioritizing earning new followers.

Power Fixtures

The more of these objects that stay on the field, the worse the situation will get for the invaders. Power fixtures are especially potent fortifications for solo creatures and smaller strike forces.

Psionic Shard — **Level 5 Defender Fortification**

EV 7

A massive crystal that hums and makes the air feel thick.

Stamina: 40
Size: 2

Disable: Direct damage only.

Trigger: The shard is destroyed
Effect: The shard releases a shockwave that briefly tightens the barrier around each creature affected by Psionic Barrier, inflicting dazed (EoT).

Psionic Barrier

While at least one psionic shard is intact, the damage dealt to each ally creature is halved.

Holy Idol — **Level 5 Support Relic**

EV 7

An empowering monument to the higher power that enables the villain's machinations.

Stamina: 35
Size: 2

Disable: Direct damage only.

Empowered Will

At the start of each round while the holy idol is intact, the Director gains a d6 that lasts until the end of the round. When an ally creature deals or takes damage, the Director can roll the d6 to increase the damage the creature deals or reduce the damage the creature takes by an amount equal to the result (to a minimum of 2). Only one d6 can be applied to any one instance of damage.

Tree of Might — **Level 5 Hexer Hazard**

EV 14

A gnarled tree with unearthed roots that writhe and curl.

Stamina: 60
Size: 3
Immunity: 5 all non-fire or corruption damage

Disable: Direct damage only.

Tree's Nourishment

At the start of each round while at least one tree of might is intact, each enemy touching the ground takes **M<0** 10 corruption damage and the tree of might grows a fruit. The potency increases by 1 each subsequent round.

Mighty Fruit

Once per round, an adjacent creature can take some fruit from the tree of might and eat it as a free action. The creature gains 10 temporary Stamina and has their Might score increased by 1 (to a maximum of 6) until the end of the encounter.