

Doughty Kingdom

Knight Armiger

• Medium Human Humanoid 4

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+9	18	16	+8	+6	+6	75	4	26

Attack of Opportunity ▲

War Flail • Melee strike

12 bludgeoning damage.

Composite Longbow [add on] • Ranged 20/40

9 piercing damage.

Athletics; resist mental 2d6

Tracker

• Medium Human Humanoid 3

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+7	17	15	+6	+8	+6	45	5	21

Staff • Melee strike

10 bludgeoning damage

Composite Longbow • Ranged 20/40 strike

15 piercing damage

Nature

Guard

• Medium Human Humanoid 1

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+8	17	16	+6	+4	+4	20	5	14

Attack of Opportunity ▲

Sap • Melee strike

8 bludgeoning damage.

Crossbow [add on] • Ranged 24/48 strike

5 piercing damage.

Athletics, Perception

Farmer

• Medium Human Humanoid 0

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+6	14	13	+7	+5	+4	20	5	14

Pitchfork • Melee 2 strike

7 piercing damage; on a hit, spend 1 AP to shunt target 1 and knock prone (Reflex negates prone).

Apple [add on] • Ranged 4/8 strike

6 bludgeoning damage.

Athletics

Ballista

• Large Siege Weapon 5

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+4	12	14	+7	+6	N/A	40	N/A	32

Siege Weapon

A siege weapon is not a creature. It takes no actions; those listed here are those that allied, adjacent humanoids can perform on it. The ballista is a Heavy Load for two creatures working together; they can move it up to 4 squares per Stride.

Aim •

The ballista is aimed at a square within 7 squares of the square it is currently aimed at (or within 7 squares of the ballista, if it wasn't already aimed at something).

Load ••

The ballista is partially loaded, or if it was already partially loaded it is now fully loaded.

Launch •

The ballista must be fully loaded: The creature occupying the space the ballista is aimed at takes 25 piercing damage (Reflex half). The ballista is no longer loaded.

resist all 4d6; immune healing, mental, void, poison, all conditions

Example force (700 points)

Tracker (21 pts)

with 10 guards with crossbows (170 pts)

Tracker (21 pts)

with 10 guards with crossbows (170 pts)

Knight Armiger with composite longbow (31 pts)

8 guards (182 pts)

Ballista (32 points)

with 3 guards (42 points).

REDOLENT HALLS

Trog Roughrider

◆ Medium Troglodyte Humanoid 8

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+11	19	18	+10	+8	+6	135	5	60

Powerful Stench Emanation 3 aura

A creature that enters the aura is sickened (Fortitude negates).

Whip

● Melee 2 strike

15 slashing damage.

Alchemist's Fire

□□ ● Ranged 4/8 strike

15 fire damage.

Mounted Superiority

While mounted, the herd-tender's attacks do +5 damage to non-mounted creatures on a hit.

Hasty Sacrifice [add on]

○ The roughrider is mounted and targeted by an attack.

The mount becomes the target of the attack instead. Roll 1d6; on 1-2 the roughrider falls off their mount and lands prone.

Javelin [replaces Alchemist's Fire]

● Ranged 6/12 strike

10 piercing damage.

+1 Speed [add on]

Athletics, Intimidation, Nature, Stealth, Survival

Trog Leader

◆ Medium Troglodyte Humanoid 3

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+8	17	17	+6	+3	+6	45	5	21

Powerful Stench Emanation 3

A creature that enters the aura is sickened (Fortitude negates).

Greataxe

● Melee strike

10 slashing damage. On a hit, can spend 1 AP and the target becomes rattled (Fortitude negates).

Javelin

● Ranged 6/12 strike

8 piercing damage.

Athletics

Trog Warrior

◆ Medium Troglodyte Humanoid 1

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+8	15	15	+7	+6	+3	20	5	14

Powerful Stench Emanation 3

A creature that enters the aura is sickened (Fortitude negates).

Club

● Melee strike

8 bludgeoning damage.

Javelin [add on]

● Ranged 6/12 strike

8 piercing damage.

Athletics

Quetzalcoatlus

◆ Huge Animal 7

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+10	18	19	+9	+10	+5	110	10 	48

Beak

● Melee 2 strike

25 piercing damage.

Talon

● Melee strike

20 piercing damage and the target is grabbed (Reflex negates grabbed).

Snatch

The quetzalcoatlus can move at half speed, dragging an adjacent grabbed creature with it.

Swoop

● The quetzalcoatlus Strides and may make one strike at any point during that movement.

Acrobatics, Athletics

Triceratops

◆ Huge Animal 8

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+11	18	18	+10	+4	+6	140	6	60

Frill Defense ○ A rider on the triceratops is the target of an attack.

The rider gets a +2 bonus to Armor against that attack.

Horns

● Melee 3 strike

20 piercing damage and the target is knocked prone (Reflex negates prone). Do +5 damage if the target is already prone.

Lumbering Charge

● Stride up to 2 squares then make a strike.

Trample

● 15 bludgeoning damage (Reflex half).

Howdah [add on]

A 2 square by 2 square platform. One passenger becomes the triceratops' commander. The howdah grants cover.

Athletics

Tyrannosaurus

◆ Gargantuan Dinosaur Animal 10

Fi	A	Pw	Fo	R	W	HP	Spd	Pts
+12	19	19	+11	+5	+9	180	8	90

Jaws

● Melee 4 strike

25 piercing damage and the target is grabbed (Reflex negates grabbed).

Foot

● Melee 3 strike

20 bludgeoning damage and on a critical hit the target is grabbed and knocked prone.

Fling

● A creature is grabbed

The target is pushed 4 squares and takes 10 bludgeoning damage. If the target ends its move adjacent to one or more creatures, choose one. It takes 10 bludgeoning damage (Reflex half).

Swallow Whole

● Medium; 20 bludgeoning damage.

Trample

● 20 bludgeoning damage (Reflex half).

Athletics

Example force (696 points)

1 quetzalcoatlus (48 pts)

with 1 roughrider (60 points)

1 quetzalcoatlus (48 pts)

with 1 roughrider (60 points)

1 tyrannosaurus (90 pts)

with 1 trog roughrider (60 pts)

1 triceratops (60 pts)

with Howdah add on (10 pts),

2 roughriders (120 pts)

and 3 trogs with javelins (51 pts)

1 trog leader (21 pts)

with 4 trogs with javelins (65 pts)