

Death Knights



Nimble
A fast, tactical TTRPG

DEATH KNIGHTS

Once noble champions, Death Knights are fallen paladins or warlords who betrayed their oaths and now serve death itself. Cursed by dark necromantic forces, they rise clad in blackened armor, their souls forever bound to undeath. Death Knights command legions of the lost and often guard profane relics or cursed ruins. Their presence blights the land, and their very name inspires dread—each one a tale of tragic fall and terrible wrath.

ENCOUNTERS & TACTICS:

Deathknights have fewer HP than equally leveled monsters, and thus rely on their armor and Squires Interposing to keep them going in battle.

- **Hollowfile.** (VS levels 4–5 heroes) Composed of 2–3 Hollow Knights, Squires, and Crows. Hollow Knights use their speed to pick off creatures with the lowest armor first if possible. Crows stick together, attacking whatever is closest or most damaged. Squires stick close to their knights, and are quick to sacrifice themselves at their first opportunity.
- **The Pale March.** (VS levels 5–12 heroes). A pair of Death Knights/Marshals/Barons/Regents with 2 Squires each and enough Crows to make up the difference in level.
- **The Vowless Crusade.** (VS levels 12+ heroes). 1 Regent and 2 or more Barons/Marshals, each with 2 Squires. Death Knights can block line of sight against Ranged attacks for their minions. They can move adjacent Squires with them when they Gravewalk.

INCREASING THE DIFFICULTY

- **Squires.** Have the Squires spread out somewhat to avoid AoE damage, ready to Interpose only against any attack that would bypass their Armor or other above average attack/effect.
- **Gravewalk.** Save it for when a hero is being healed outside of your Aura's radius to stifle the healing and deal damage instead. That'll make the heroes respect you!
- **Crows.** Have them spread out and attack Dying heroes to inflict wounds more quickly.

DECREASING THE DIFFICULTY

- **Squires.** Have them clump up, and Interpose even against small attacks, or push their Knights into disadvantageous positions when Interposing.

• **Gravewalk.** Use it for mobility, or get closer to bank rank Ranged or undamaged heroes. Move out of Interpose Range of your Squires.

• **Crows.** Have crows clump up and attack heavily armored or high-health heroes that can easily shrug off their meager damage.

WHAT TO SAY IN COMBAT!

- **When dealt Radiant damage.** "Even in undeath... I fear the light."
- **When the Heroes fail at an ability.** "Steel breaks. I do not."
- **Reveal tactics.** "Crush the healer. The rest will kneel!"
- **Egg them on.** "I will snuff out your hope."
- **When the Heroes fail at an ability.** "Steel breaks. I do not."
- **When a Squire dies:** "They serve with dark devotion." Squire: "Tell... the others... I stood."

KNIGHTLY NAMES:

Sir Alric Blackthorn, Dame Vexmoor, Sir Thaddeus, Dame Morwyn, Sir Hollowvale, Lord Breckenridge

SQUIRE NAMES:

Tallow, Edrin, Halwain, Toman, Pytt, Bones, Jorik

PARLEY

When clearly losing, Death Knights may reveal to the most honorable of heroes some flickers the last ember of their former selves deep within:

- "Please, end it quickly, before I recall who I was."
- "I still hear the rusting echo of honor I once had. I cannot face my broken oath."

Do they parley as a ruse or sincerely? It's up to you! Heroes may seek to redeem them (a fun quest!).

GRAVE CROW MINION, LVL 1/2

- **Doom Peck.** 2 damage

GRAVE SQUIRE MINION, LVL 1

Dark Devotion. Can Interpose for knights.



Dread of Death. WIL save instead of rolling for Initiative against Death Knights.



Touched by Death. Damage from Death Knights also causes 1 Wound.



Hated of light. Vulnerable to Radiant. Immediately strikes back for half as much damage.

HOLLOW KNIGHT LVL 5

8 H 40 M

Hollow One. Cannot crit or be crit (ignore any additional dice/effects that happen when crit).

- **Doomblade.** 1d10+10 (Req: DC 12 WIL save to Interpose).

DEATH KNIGHT LVL 9

8 H 50 M

Merciless Aura. Enemies within Reach 1 cannot regain HP, when healed they instead suffer 1d10 damage.

- **Doomblade.** 1d10+20 (Req: DC 14 WIL save to Interpose). Then (optional):
- **Call Servant.** (Single use) Summon 2 Grave Crows or 1 Grave Squire within Reach 6.



REACTION (single use) Gravewalk. Instantly descend into the earth and erupt from the ground up to 6 spaces away. Creatures within Reach 2 are knocked Prone on a failed DC 14 DEX save.

DEATH KNIGHT MARSHAL LVL 12

8 H 80 M

Merciless Aura. Enemies within Reach 2 cannot regain HP, when healed they instead suffer 2d10 damage.

- **Doomblade.** 1d10+25 (Req: DC 16 WIL save to Interpose). Then:
- **Call Servant.** Summon 2 Grave Crows or 1 Grave Squire within Reach 8.



REACTION (single use) Gravewalk. Instantly descend into the earth and erupt from the ground up to 8 spaces away. Creatures within Reach 2 are knocked Prone on a failed DC 16 DEX save.

DEATH KNIGHT BARON LVL 16, LARGE

8 H 120 M

Merciless Aura. Enemies within Reach 3 cannot regain HP, when healed they instead suffer 3d10 damage.

- **Doomblade.** 1d10+30 (Req: DC 18 WIL save to Interpose). Then:
- **Call Servant.** Summon 2 Grave Crows and 1 Grave Squire within Reach 10.



REACTION (2 uses) Gravewalk. Instantly descend into the earth and erupt from the ground up to 10 spaces away. Creatures within Reach 3 are knocked Prone on a failed DC 18 DEX save.

DEATH KNIGHT REGENT LVL 20, LARGE

H 160

Merciless Aura. Enemies within Reach 4 cannot regain HP, when healed they instead suffer 4d10 damage.

- **Doomblade.** 1d10+40 (Req: DC 20 WIL save to Interpose). Then:

- **Call Servant.** Summon 2 Grave Crows and 2 Grave Squires within Reach 12.



REACTION (2 uses) **Gravewalk.** Instantly descend into the earth and erupt from the ground up to 12 spaces away. Creatures within Reach 4 are knocked Prone on a failed DC 20 DEX save.

Level 10 Solo Large Fallen Knight

CAELIAS, BARON OF ASH

200 H STR+, WIL+

Mounted Combatant. Heroes have disadvantage on Initiative. While mounted, Caelias does not trigger Opportunity Attacks and can move through smaller creatures as if they were not there.

ACTIONS: After each hero's turn, Move 6 then choose one:

- **Doom Charge.** Charge forward up to 10 spaces in a straight line. Each creature you pass through takes 20 damage – DEX save. They are knocked Prone if they take 10 or more damage this way.
- **Doomblade.** 1d10+20, on crit: 1 Wound (Req: DC 16 WIL save to Interpose).

BLOODYED: When Caelias is reduced to 100 HP, he dismounts and summons his Doomsteed (100 HP Large, unarmored creature, it can Interpose 1/round from up to 10 spaces away). He uses Doomblade AND the Doomsteed can Doom Charge each turn.

LAST STAND: Caelias is dying! **100** more damage and he dies. Summon 2 Gravewracks within Reach 10 at the end of each of your turns (they act at the end of each round). Gain advantage on Doomblade attacks.

Level 14 Solo Large Death Commander

TYR, LORD OF LEGIONS

360 M STR+, WIL+

Commander of Dark Devotion. Tyr's Squires can attack for 1d10 damage.

ACTIONS: After each hero's turn choose one:

- **Squires, Attend Me.** Summon 1 Grave Squire adjacent to you and each hero.
- **Strike!** Each Grave Squire can move 6 and attack (Req: DC 16 WIL save to Interpose).

BLOODYED: "Squires, hold fast!" When Tyr is reduced to 180 HP, he summons 1 Grave Squire per hero. Grave Squires now die only when they suffer 10 or more damage at a time.

LAST STAND: Tyr is dying! **140** more damage and he dies. He summons 2 Grave Squires adjacent to himself and each hero, they act immediately.



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FEY

DESIGN: FRANK HUDSON & EVAN DIAZ
ARTIST: ALEXANDRA PETRUK

FEY

Fey are wild-hearted spirits of nature, driven by impulse and whimsy. They love practical jokes, and relish a well-laid prank or caper. However, Fey rarely consider the consequences of their actions, and their antics can quickly take a sinister turn.

FEY LORE

- **Sprite:** Sprites are minor fey that appear to mortals as a winged ball of light. They enjoy a care-free life, but may resort to violence if someone intrudes on their fun.
- **Faerie:** Faeries are tiny, mischievous winged humanoids that go about their jokes and schemes with boundless enthusiasm. Being the butt of their jokes is often exhausting, and sometimes dangerous.
- **Faerie Troubadour:** Faeries love music. A Troubadour's magical tunes escalate whatever chaos other Faeries are causing nearby.
- **Faerie Merrymaker:** Ferry Merrymakers always carry a bag of tricks. Their Pyrotechnics are a welcome addition to any party.
- **Faerie Trickmage:** Trickmages use illusions to drag bystanders into their convoluted plots. They tend to hide their true motives until the final reveal. "The more elaborate the setup," says the Trickmage motto, "the better the punchline."
- **Gremlin:** Ugly, pot-bellied little troublemakers. Left to their own devices, Gremlins will spend all day moving and hiding household objects and insulting anyone they come across. They are eager to start fights, despite their small size.
- **Gremlin Wrestler:** Gremlin Wrestlers are nasty bullies that immobilize much larger opponents with a mix of practical martial-arts and fey magic.
- **Gremlin Roastmaster:** Roastmasters are high-status Gremlins that lead a gang of their peers using insults and intimidation. They use dirty tricks and cheap shots against anyone that threatens their gang.
- **Bogey:** Bogeys are distant cousins of Gremlins. Their lanky, hulking forms bely their cunning nature. Unlike most Fey, Bogeys are overtly malicious, taking cruel satisfaction in the pain and sadness of those they lure into the dark.

THE WILDSCAPES

The Wildscapes are an alternate realm that overlaps places in the mundane realm where natural energies are strongest: the heart of an ancient forest, a rip tide in the ocean, or a snowy mountain peak. Fey can cross into the heroes' world from these points. Inside the Wildscapes, heroes will encounter wild amplifications of nature: groves of 1000-foot trees, a coral-reef castle, or a never-ending blizzard atop a bottomless sea of snow.

ADVENTURE SEEDS

- **Workshop Trouble.** A local tannery grinds to a halt after a string of bizarre mishaps: tools misplaced, belts snapping, vats boiling over. The foreman begs for help finding the unknown saboteur (a gang of surly Gremlins) before an accident claims a life.
- **Sleepwalking through Life.** Whenever the heroes sleep they sleepwalk, wandering off while humming a haunting tune. Their nocturnal movements point them to a grove of twisted trees deep in the forest, where an ancient hermit needs the heroes' help driving off a Bogey.
- **Family Feud.** Two noble families teeter on the brink of war after months of sabotage, scandal, and misplaced heirlooms. Suspicions run high, but the truth is stranger: a mischievous Trickmage delights in their frustration. Expose the mastermind before violence erupts.
- **The Winter Queen.** The Winter Queen's palace is hidden deep in a forest of perpetual cold. She lures travelers into her domain as entertainment for her subjects. Winters have been getting longer, and the reach of her snowstorms are expanding by the day.

FEY LOOT

Sneezing powder, stink bombs, cayenne pepper, whoopie cushions, scrolls containing jokes or poetry, a double-headed coin, tiny and ornate weapons, tiny crowns set with gems, and slightly-cursed magical items including: Headband of Rapid Hair Growth, Bell of Constant Ringing, and Gloves of Gesticulation.

RUNNING FEY

GM Note. Fey are hard to kill outright. Reducing one to 0 HP banishes it back to their home in the Wildscapes (often times in a puff of colorful smoke, glitter, or a pile of buttons & shinies they've collected), where it may take years to find a way back to the mortal planes.

Faeries are quick and evasive, and love harassing heroes with hit-and-run tactics. Faeries generally don't want to hurt the heroes—they think their battles are all in good fun—instead they use Fey magic to make heroes look foolish, exhaust their energy, and wear down their resolve. On a big hit, you might as ask, "What's so embarrassing that you take X psychic damage? In contrast, Gremlins are bullies that fight dirty and target weak opponents. They relish a good scrap, and find joy in really putting a hurt on their enemies. Gremlins and Faeries sometimes put aside their differences to work together and multiply their "entertainment."

WHAT ARE THESE BUGGERS UP TO?

1. Bullying/pranking a creature.
2. Dancing in a circle, singing a limerick.
3. Arm-wrestling or knife-throwing contest.
4. Drawing crude graffiti with fey magic.
5. Playing a child's game like jacks or hide & seek.
6. Pretending to sleep. Surprise!

FEY ENCOUNTERS

- **Improv Team.** (VS levels 1–2 heroes) Faeries attack from a distance while Sprites fly in and out of melee range to bait opportunity attacks from players, which are particularly bad against them.
- **Surprise Party.** (VS levels 3–4 heroes) A Faerie Troubadour, hiding behind some Faerie Merrymakers. The heroes must spread out and silence the Troubadour before things get out of hand.
- **Rough-Housers.** (VS levels 3–5 heroes) Gremlins and Wrestlers. Gremlins rush ranged heroes and Taunt, while Wrestlers pin down melee heroes.
- **Comedy Club.** (VS levels 5–6 heroes) A Gremlin Roastmaster and a swarm of Faeries Merrymakers. Protect the Roastmaster—it's very easy to miss against Faeries, so his special ability will be doing a lot of work in this encounter.
- **Trickmage's Master Plan.** (VS levels 6–7 heroes) A Trickmage supported by Troubadours and Ferry Merrymakers. The Trickmage can protect

the Troubadours using *Stop Hitting Yourselves!*, allowing them to share their buff longer.

- **Bogey Men.** (VS levels 6–12 heroes) 1–2 Bogies and several Gremlin Wrestlers. The Wrestlers lock down weaker heroes and drag them towards the Bogey, who wants to be surrounded by targets. Add a Roastmaster or Troubadour taunting from the back line for an even more demanding battle!

INCREASING THE DIFFICULTY

- **Ambush.** Fey are great at hiding—ambush! Or add more with hidden reinforcements!
- **Faeries.** Flying Fey can abuse cover and environmental hazards: fly into a tree's branches for cover, across a river, or out a window. Targeting ranged heroes first can clump up the heroes better for the Troubadour and Trickmage.
- **Gremlins.** The Gremlin furthest away from melee heroes Taunts, the rest go after the heroes least able to escape their grappling.

DECREASING THE DIFFICULTY

- Fey are easy to frighten. They might panic and issue a retreat after a sufficient display of force.
- **Faeries.** Love being the center of attention—back-line fighters may get tired of being ignored, and approach the heroes to gloat or showboat.
 - **Gremlins.** Have the most dangerous Gremlins taunt brazenly, so the heroes can focus their damage efficiently.
 - **Bogeys.** Love a good challenge! Focus and Grapple the melee fighter or the tank, once they see how strong they are. "OoO, yOu sTrOnK!"

TPK ALTERNATIVES

Most Fey don't really want the heroes dead in the first place! Instead of causing their last Wound, heroes are simply knocked unconscious. Fey might take their equipment and dress crude scarecrows with them to further mock the heroes when they come to. Evil Fey may instead present the defeated heroes a magical contract, entwining them in the Fey's schemes against a more dangerous foe.



FAERIE STATBLOCKS

Sprightly Evasion: Attacks against Faeries are rolled with disadvantage and miss on 2 or less.

SPRITE LVL 1/2, TINY
Fae Trick. 1d4+4.

12 FLY

FAERIE LVL 2, TINY
Tricksy Magic. (Range 6) 1d4+10 psychic damage.

20 FLY

FAERIE TROUBADOUR LVL 3, TINY
Invigorating Presence. (Reach 4) Fey gain medium armor and advantage on attacks.

26 FLY

Clamorous Chorus. (Reach 4) Enemies make a WIL save, each takes 15 psychic damage minus the results of the save.

FAERIE MERRYMAKER LVL 4, TINY 38 FLY

Prank Bomb. (Range 4) 2d4+10. On hit, choose 1:
• **Sticky Gum:** Slowed for 1 Round.
• **Smelly Gas:** Poisoned for 1 Round.

FAERIE TRICKMAGE LVL 6, TINY 50 FLY

Stop Hitting Yourselves! Reaction, 1/Round. (Reach 4)
Swap the position of two creatures.

Illusory Assault. (Reach 4) Create 3 illusory fey minions (d4) in empty spaces adjacent to a hero. They attack immediately.

Advantage. If a minion would attack with advantage, increment their die one step instead.



GREMLIN STATBLOCKS

Come Get Some! If no heroes are Taunted, a Gremlin may Taunt all heroes for 1 Round.

GREMLIN LVL 3, SMALL

38

Weeee! 1d6+10. Then, if target is Small size or larger, Ride (escape DC 10).

Remember! If an attack misses a Gremlin that is Riding a hero, it hits the hero they're Riding instead! Gremlins find this HILARIOUS.

GREMLIN WRESTLER LVL 4, SMALL

46

Punching Up: Can Grapple Large creatures.

I'mma Mess You Up! 2d6+10. On hit: Grappled (escape DC 12). If Grappled, knock Prone as well.

BOGEY LVL 10, LARGE 120

Taste for Violence. If a Bogey has 2 or more adjacent heroes, it uses a d20 for its attacks.

Choose Twice:

- **Smash and Grab.** 1d10+5. On Hit: Grappled (escape DC 14).
- **Headbutt.** If Grappling target, 1d10+10 damage and Dazed.

GREMLIN ROASTMASTER LVL 6, SMALL 68

Take a look at this tough guy! (Reach 6) Heroes that miss attacks suffer 5 psychic damage.

Cheap Shot. 1d6+10. If target is Hampered, deal 20 damage instead.

ARTIST: PETR KOSTYUK



BOGEY



ARTIST: ANNIE STEGG GERARD

MAV, THE WINTER QUEEN

A formidable fey monarch that rules over a wintry domain. She is the equal and opposite ruler to Titania, the good-natured May Queen. Mav aspires to bring about a winter that never ends to the mortal realm.

Level 10 Solo Avatar of Seasons

Mav, The Winter Queen

M

280

ALL+

Wind Ward. Attacks from Range 6 or beyond have disadvantage against Mav.

Ice Avatar. Resistant to Ice, vulnerable to Fire: when dealt Fire damage, her next attack is made with advantage.

ACTIONS: After each hero's turn choose 1:

- **Winter's Wrath.** (1 use, Reach 8) Create a 6x6 area of wintry storm. Enemies in the area take 10 damage, they take 10 more whenever they enter the area or if there at the end of each of their turns.
- **Wolf-Spirit's Bite.** Move 10. 1d10+8. On hit: drag the target 2 spaces in any direction.
- **Stormlord's Gust.** (Reach 8) All heroes make a DC 15 STR Save. Move all heroes that fail up to 4 spaces in the same direction; on success, half as far.

BLOODYED: At **140 HP**, Mav's Wintry Storm increases to 8x8. Mav is no longer vulnerable to Fire damage. Your forced movement moves twice as far.

LAST STAND: Mav is thawing out! **100** more damage and she's banished to the Wildscapes. Her Wintry Storm is ended, Mav summons icy shards that cover the ground within Reach 12. Enemies suffer 3 damage for each space they move in the area.

RAZZLE, GREMLIN ICONOCLAST

Razzle is an unspeakably awful little creature—this makes him quite popular amongst Gremlins.

Level 7 Small, Insufferable Rascal

Razzle, Gremlin Iconoclast

M

200

STR+, WIL+

"The Boys." When combat begins, 2 Gremlin minions/hero arrive as well.

Endless Stream of Vile Insults. All heroes are permanently Taunted by Razzle.

ACTIONS: After each hero's turn choose 1:

- **Poke Eyes, Pull Hair.** (If a minion died last turn) Teleport to an enemy, gain Riding and attack for 1d6+6. On hit: Blinded 1 round. Then (if the heroes outnumber the gremlins) summon 1 minion/hero.
- **Get 'em Boys!** (If no minions died last turn) All minions move then attack (1d6 each, 1d8 instead VS a Blinded or Ridden hero).

BLOODYED: "Razzle Dazzle!" At **100 HP** A flash of glitter Blinds all heroes for 1 round. Razzle may teleport 8 and summon 1 minion/hero.

LAST STAND: Razzle is losing his cool! **70** more damage and he's banished to the Wildscapes. 3 Gremlin Minions/hero arrive to protect him. Razzle turns invisible until the end of the next Hero's turn.



Bilos

"They are not like us, child. The blackest human heart would be virtuous in their courts."
– Archmage Bilos



FIENDISH HORRORS

Ravenous, chaotic, evil that answers only the call of slaughter and ruin. Dripping with ichor, bristling spines, and claws—they glut themselves on pain.

NALFESHNEE LVL 19, LARGE

290 **12 TELE**

- **Spellthief.** Cast a spell you saw cast this round. OR:
- **Ichorbolt.** (Range 6) d6 to creatures in a 3x3 area.

A grotesque swine-fiend, bloated with dark magic.

Cast copies of weaker spells, stay near melee heroes.

Use your mobility to stay far away from heroes.

GLABREZU LVL 14, LARGE

H **110**

- Doomclaw (2x).** (Reach 2) 3d6+10. On damage: Grappled (escape DC 17). If the same creature is Grappled by both of the glabrezu's claws, it must escape from each of them separately. OR:
Tear Asunder. (A creature Grappled by both claws) 50 unpreventable damage. If the target is at 0 HP: DC 17 STR save or be torn in two, dying instantly.

A mighty fiend with terrible pincers and heavy carapace.

Target two different heroes with Doomclaw.

Target a single weak/slow hero with both Doomclaws.

HEZRou LVL 13, LARGE

M **150**

- Bite (2x).** 2d6+6. Highest die is Primary. On Crit:

Consumed. At the end of each of your turns suffer 2d6+6 damage (ignoring armor) and 1 Wound. Your attacks have advantage and ignore armor (teleport or escape DC 15).

A nightmarish toad-fiend, large enough to swallow a horse whole.

Move twice instead of one of your attacks. Target high-STR/DEX classes to be consumed.

Target classes that buff their allies (e.g., Commander, Songweaver) to limit their special abilities.

VROCK LVL 11, LARGE

130

- Horrid Screech.** (Reach 6) 20 psychic damage (ignoring armor), enemies are also Dazed on a failed DC 15 STR save. (Reach 18) 10 damage instead and advantage on the save.

A foul, carrion bird, often kept by fiends as a living alarm system.

Keep it near strong melee heroes (Berserker, Commander, Oathsworn) so the save is much easier to overcome.

Keep it in the air out of melee reach, target weaker heroes (Mage, Songweaver, Stormshifter).

INCUBUS/SUCCUBUS LVL 8

90

Infernal Allure. At the beginning of each round, Allure 1 hero on a failed DC 15 Will save (you spend one of their actions this round). They gain advantage on the save for each time they fail this encounter.

- Brimstone Whip.** (Reach 3) 2d6+6 damage.

Cruel tempters who use their allure to sow chaos and inflict pain.

Target strong-willed heroes (Shepherd & Songweaver)

Target weak-willed heroes (The Cheat & Shadowmancer)

HOOKSPAWN LVL 6, LARGE

68

- Rend (2x).** 1d6+6. On damage: Lacerated.

Lacerated. Suffer 1 damage for each space you move (or are moved). Healing or a DC 15 Examination check ends.

Its enormous scythe-like hooks prevent prey from fleeing.

Target Ranged heroes who have little need to move.

Lacerate as many heroes as possible. Combine with Glabrezu, Hezrou, or Incubus/Succubus to force movement.

SPINY FIEND LVL 4

49

- Spines.** Melee attackers take 3 damage.

- Claws (2x).** 1d6+6. OR:

- Shoot Spine.** (Range 12) 1d6+6.

Covered in wickedly sharp spines, both a defence and cruel offense.

IMP LVL 2, SMALL

34

Cowardly. Advantage on attacks when an ally is adjacent, Disadvantage otherwise.

- Sting.** 1d6+6.

Cowardly opportunists, they strike whenever attention falters.

STENCHLING LVL 1/2, SMALL

18

- Bite.** 2d6.

Putrid Cloud. On Death: 2d6 poison damage to enemies within Reach 2.

Scavengers whose foul stench make them a menace to all.



FIENDISH TYRANTS

EXECUTOR LVL 18, LARGE

270

Torment. (Reach 8) Select up to 3 enemies, each must SECRETLY choose:

- **Courage.** Suffer 2d20 damage.
- **Cowardice.** Take no damage; If ALL choose Cowardice, Suffer 2d20 damage and 1 Wound.

Direct envoys to Vorgrath, these towering, supreme judges wield dominion over the minds of those that dare stand against them.

Allow the heroes to creatively coordinate their choices in secret (e.g., telepathy or stealth check).

If the Executor notices coordination, heroes may forfeit their choice and you choose for them this round instead.

OVERLORD LVL 15, LARGE

200

Cruel Dealer. Whenever an enemy rejects an Offering, they take 10 psychic damage.

- **Rise, My Minions!** (Reach 8) Summon 3 fiendish minions (size:d8). Then:
- **We Offer You Clarity!** Each fiendish minion Offers to Taunt an enemy.

Eyeless, robed lawmakers that tip the scales ever in their own favor. They enforce deals through malevolent cunning.

Have all minions Offer to Taunt a single nearby enemy who can easily dispatch them with an AoE.

Have each minion Offer to Taunt a different enemy, continue to target any Hero who rejects. Extra challenging when combined with the Lumbrax, Pactmonger, or Hierarch.

HIERARCH LVL 13, LARGE

170

Tip the Scales. Enemies roll Disadvantage, with +1 Disadvantage. Allies roll Advantage with +1 Advantage.

I Offer You ABSOLUTION! (Reach 8) Permit 1 hero to kneel (considered Prone). Otherwise punish them for 2d20+10 damage.

High-Judges of Fiendlaw who tip the scales ever in their own favor.

Act last amongst monsters or Offer Absolution to those not at risk of being attacked.

Act first and Offer Absolution to those at greatest risk of being attacked.

LASHFIEND LVL 10, LARGE

130

I Offer You REVENGE! When attacked by an Lashfiend, the target may choose to make a DC 15 STR save.

Punish. (Reach 8) 2d20+10 damage. If the Offer was accepted, roll 1 additional d20. On save, the hero chooses one of the dice rolled for the Lashfiend to suffer, the hero takes the remaining damage.

Vengeful fiends with spiny, whip-like tails who revel in revenge.

Target strong heroes (Berserker, Commander, Oathsworn)

Target weak heroes (Mage, Songweaver, Stormshifer)

JUSTICIA^R LVL 6, LARGE

70

Infernal Edict. When damaged by the Justicar, enemies MUST accept the next Offer they receive. Enemies suffer 5 damage whenever they act while it is not their turn.

Cruel Judgment. (Reach 6) 1d20+5.

Large judges of Fiendlaw with enormous, gaping maws. They bellow judgements toward foes, forcing them into terrible deals.

Limit the need to Interpose by spreading damage out and attacking more well-armored heroes.

Focus-fire weak heroes, force their allies to Interpose. Tempt them into making Opportunity Attacks against weak enemies. Use Cruel Judgment to set up devastating Offerings for the Hierarch, Lashfiend, or Pactmonger.

LUMBRAX LVL 4, LARGE

50

I Offer You REPRIEVE! If accepted, summon 3 minions (size:d8). If rejected Brutalize:

• **Brutalize.** 2d20 damage.

Hulking, powerful, but lazy. Prefer to have their underlings do most physical labor for them.

Swarm your minions around Heroes who can easily deal AoE damage. The minions are lazy and attack next round.

Threaten weakened heroes with BIG damage (feel free to let them know you'll be rolling d20s!) so you can summon LOTS of minions (who attack right away). Works great with the Grumbulus.

PACTMONGER LVL 3

40

- **I Offer You POWER!** (Reach 8) Offer a hero an additional Action. Then:
- **Reckoning.** (Reach 8) 2d8+4; or twice as much if the target has accepted an Offer this round.

Cruel predators who seek out and feed upon the weak-willed and power-hungry.

Choose strong heroes, ones that can easily be protected, or ones that have already accepted an offer.

Act last amongst monsters. Choose heroes with very low HP, they'll lose the action anyway when they drop to 0!

GRUMBULUS LVL 2, SMALL
Gnash. 2d8+4.

32

I Offer You SECRETS! (1 use) When an attacker would kill you: offer control of a random Fiend on their next turn. If accepted, you can't be harmed this round.

Blackmailing, little secret-hoarders. They leverage this illicit information to hold sway over other fiends.

Make your Offer more often (e.g., when you take damage), or select a powerful Fiend instead of choosing randomly.

Use these with other powerful Fiends to really tempt Heroes into taking the offer—or with ones that summon weak minions like the Lumbrax to increase the chances of the heroes getting a bad deal!

QUASIT LVL 1, TINY

20

Mobile. Move 3 spaces away after attacking.

Slash. 1d8+4.

I Offer You RICHES! (1 use) When an attacker would kill you: offer LVL gp. If accepted, you can't be harmed this round.

Diminutive, horned fellows with exquisitely tailored suits.

When damaged, it can make its Offer, if accepted it can flee combat in a puff of sulfuric smoke.

Tempt multiple heroes with smaller weapons to make Opportunity Attacks by moving past them or moving away after attacking. It can OFFER more riches, but they only carry enough gp to fulfil the offer once—"I'll owe you! hehehehe..."

RUNNING TYRANTS

Fiendish Tyrants offer cruel choices to the heroes—sometimes they'll want to take the offer, other times they may be forced to take them, or punished for rejecting it. Tyrants often work alongside other creatures (usually mortals who have entered bargains with them), either as mooks to soak up damage for them or a single champion to protect them.

Fiendishly Crafty. A crafty fiend reveals only the benefits of the Offer and NOT the drawbacks—though if a hero insists, you may reveal all the terms.

TPK ALTERNATIVES

You are taken hostage by the Fiends, and your essence harvested from your lifeless bodies with the following potential outcomes:

- **Freaky Game Day.** You break free from your infernal shackles and will have to pilot random monsters to find a way back to your bodies.
- **No Body to Go With.** Your now-undead bodies have arisen to save yourselves!





ARTIST: VLADIMIR MATYUKHIN

VORGRATH, THE INSATIABLE

Lore & tactics, coming soon!

Level 14 Solo Progenitor of Fiends

Vorgrath, the Insatiable

After each hero's turn perform 1 action (recommended: in order).

- **Bow Before Me!** Each hero rolls 3d20. Allow each to bow (become Prone) or take that much damage.
- **Serve Me!** (Prone target) Spend 3 actions for them (they regain any spent actions).
- **Suffer!** Fly 8 then Ichorbolt. (Range 8) d66 damage to creatures in a 3x3 area.



375

ALL+

BLOODY: BLEED WITH ME! At **187 HP**, Vorgrath inflicts Lacerated on all heroes.

Lacerated. Suffer 1 damage for each space you move (or are moved). Healing or a DC 15 Examination check ends.

LAST STAND: Your Pain Will Be Unending! Vorgrath is dying! **140** more damage and more damage and he dies! Until then he can force a hero within Reach 8 to Interpose for him (1 time use).



goblins

Nimble

A fast, tactical TTRPG

GOBLINS

Green, cunning, and thriving on chaos, Goblins are quick to flee and even quicker to mock you mercilessly if given the chance. They tend to live on the margins of society and the edges of civilization, not because they must—but because that's where the fun is. Goblins find joy in causing chaos, they trap caves and byways for laughs, steal anything not nailed down (and sometimes even things that are), and view any sign of order as an irresistible target for sabotage.

Disorganized by nature, Goblins can be forced into temporary cohesion when bullied by a stronger leader—typically a cruel Taskmaster or a Bugbear. But even then, their discipline is tenuous, held together with threats (and only while the boss is watching). They're at their best when they're left to scurry, squabble, and scavenge, always laughing, always scheming, and always just one insult away from starting another fight. Their favorite game? "Throw Rocks at Your Friends"—a pastime with no rules, no teams, and a dubious win condition.

GOBLIN LORE

- **Goblin Minion.** The cannon fodder of goblin society: lazy, sneaky, and only slightly more threatening than a thrown boot. Their job is mostly to get in the way, shout insults, and die in amusing ways. They function less as warriors and more as living obstacles (and they're proud of it).
- **Goblin.** The backbone of any raiding party, especially when it comes to setting up makeshift traps, stealing food, and heckling anyone who will listen.
- **Goblin Ratrider.** Riding into battle atop mangy giant rats, these goblins are thrill-seekers and scouts. Their mounts are as diseased and unpredictable as their riders.
- **Goblin Taskmaster.** The rare goblins mean enough to boss others around and survive the attempt. They often work under the heel of Bugbears, screaming secondhand orders and threats they usually can't deliver.
- **Bugbear.** Big, brutish, and deeply grumpy, Bug-

bears are the heavy muscle of Goblin society. They despise noise and disorder—Bugbears tolerate Goblins' antics in exchange for servitude and a steady supply of things to hit.

- **Bugbear Chieftain.** Chieftains rule with fear, iron clubs, and a zero-tolerance policy for goblin antics (except the useful kind). Under their leadership, goblins become surprisingly efficient raiders—at least for a few weeks.
- **Nilbog.** Every Goblin's dream is rising to the rank of Nilbog—a rare Goblin so chaotic that, when one appears, the tribe descends into madness or worship. Minions throw themselves off ledges in reverence and Taskmasters weep in frustration.

ADVENTURE SEEDS

- **Urban Goblin Colonies.** Gobbos will sometimes infest a city's underworks like rats, stealing anything that can be reached by a mad dash from the sewer access points: shoes, small animals, etc.
- **Slork's "Things I Found" Pop-up Shop.** He can show up anywhere, with various items ranging from the magical to mundane. Always very poorly described: "Slork finded stick" could be a magical wand, a rare key, a venomous snake, or an actual stick. At least his prices are reasonable.
- **Goblin Civil War.** Two warrens fighting over a crossbow that's been out of bolts for weeks. "We stole it first!"
- **Goblin Fortress.** A hill fortress made entirely of junk, chicken wire, and angry rodents. Booby-trapped beyond reason. The Goblins claim it's "impregnabtle."

GOBLIN LOOT:

Live mouse (a snack for later), moldy bread, smooth stones, sharp sticks, teeth (forcibly removed), arrows, LOTS of blades (jagged, but effective), dead captive (forgot to feed him), shiny junk (bits of metal, broken glass, and buttons), slug farm (a jar of slimy, wriggling slugs), unidentifiable jerky. A notebook tracking bizarre trades and bets, boots (too big).

RUNNING GOBLINS

Goblins are chaos. They prefer to stab close up, and run away afterwards to attempt to provoke Heroes into making Opportunity Attacks (increasing the odds of triggering their "Haha, Missed Me!" ability). They'll attack from Range but only if all enemies are too far away.

Goblins work best in dense terrain: caves, ruins, alleyways—anywhere they can set up ambushes or bait you into chasing them into a trap. Their goal is rarely total victory—they mostly want to humiliate, loot, and live long enough to tell the story.

GOBLIN ENCOUNTERS

- **Minion Tutorial.** (VS level 1 heroes) Composed only of Goblin Minions, use this group to teach the basics of combat: initiative, movement, and attacking. These Goblins use the most basic tactics.
- **Raiding Party.** (VS levels 2–3 heroes) Composed of regular Goblins, Minions, and the occasional Ratrider for extra movement. Goblins will actively move into melee range and run away before their turn ends to provoke Heroes into wasting their actions on less efficient opportunity attacks.
- **Ambush Party.** (VS levels 3–4 heroes) Something (e.g., Goblins, treasure, "hostages") are used as bait to draw Heroes in and Goblins jump out, followed by Bugbears when the party is occupied. Sprinkle in a trap or two for maximum chaos.
- **Rat Force Strike Team!** (VS levels 3–5 heroes) Lead by a Taskmaster, this team has numerous Ratriders who charge in trying their best to knock heroes over. ALL the Goblins gang up on whom-ever goes Prone.
- **Alpha Squad.** (VS levels 3–6 heroes) Lead by a Chieftain and multiple Taskmasters, this party uses the most intelligent tactics: they gang up on vulnerable Heroes, and use powerful weapons like the Ratapult to great effect. Taskmasters stay at Range behind a good-sized Spikefield, and Pit Traps are used to separate and slow the party.

INCREASING THE DIFFICULTY

- **Goblins.** If a hero is less than 6 spaces away, run up to them, stab then run away in hopes of triggering an Opportunity Attack. Goad heroes into it with verbal taunts: "You can't catch me!" feigning fear (especially if you miss, or seeing them survive

your best stab) "Ahh! Run awaayy!"

• **Bugbear.** Bugbears are patient ambushers, t-They almost always start combat hidden and will jump out, attacking any hero who has strayed too far from his party, or their back lines. Heroes who assess intelligently may spot them before they jump out from behind the back lines. They preferring to attack last in a round after heroes have already Interposed & Defended.

• **Taskmaster.** Are the rare Goblin that is happy to stay in the back lines, calling minions to battle and shooting from Range. They always keep a minion within Interpose range. These are VERY tempting targets for heroes to chase down (into a trap!).

• **Ratrider.** Hunt down backline and isolated heroes. With their incredibly fast speed they can regularly stay out of reach of melee heroes, and can set up powerful attacks for Bugbears when they knock Heroes Prone.

TRAPS

A way to increase the difficulty without adding more monsters. Use them as single use monsters, only where it makes sense and only occasionally. The threat of a trap is almost as good as a trap itself.

DECREASING THE DIFFICULTY

- **Bugbears.** Attack from Range to deal less damage, and can spread their damage around rather than focusing on badly injured heroes, or ones that have already Defended.
- **Goblins.** Very injured Goblins can run past multiple heroes, and less injured Goblins can remain adjacent to melee heroes rather than running away to same them an action moving.
- **Taskmasters.** May "run out" of minions to call to the battlefield or their minions may be out of position to Interpose for them.
- **Ratriders.** Can stay more stationary or spread their damage around.

TPK ALTERNATIVE

- **Ransom.** If the Heroes lose, Goblins are happy to take them hostage and hold them for ransom if that seems like more fun than killing them.

Knock Unconscious. Monsters can knock unconscious instead of dealing a hero a final Wound.

GOBLIN STATBLOCKS



Haha, Missed Me! Whenever an attack misses you, deal 1 psychic damage in return.

GOBLIN MINION LVL 1/4, SMALL
Stab. 1d6 (follows minion rules).

GOBLIN LVL 1/3, SMALL
Stab. 1d6+2 (or Shoot, Range 8). 15

BUGBEAR LVL 2
• **Cleave.** 2d6+4. OR:
• **Javelin.** 1d6+2 (Range 8). M 30

BUGBEAR CHEIFTAINT LVL 4
Cleave. (Reach 2) 2d6+10, can also damage a 2nd target within Reach. M 40

GOBLIN TASKMASTER LVL 2, SMALL M 30

Meat Shield. Can force other goblins to Interpose for him.

- **Stab.** 1d6+2 (or Shoot, Range 8). Then:
- **Get in here!** Call a goblin minion to the fight.

GOBLIN RATRIDER LVL 2 30 10

CHAARGE! If you move at least 4 spaces in a straight line, attack with advantage once.

Bite & Stab (2x). 1d6+2. On crit: Prone.

NILBOG LVL 3 30

Backwards Chaos. Attacks that would hit a Nilbog instead miss, attacks that would miss, hit instead.

Neener Neener! Reaction, when a hero's attack misses a Goblin or when a hero *could* opportunity attack a Goblin, but *doesn't*: Deal 4 psychic damage.

GOBLIN HAZARDS

TRIPPING HAZARD LVL 1/2

Hidden Trap! Hasty Movement. Creatures who move more than once are knocked Prone on a failed DC 10 Perception check!

GOBLIN SPIKEFIELD LVL 1 (PER HERO)

Obvious Hazard! When a non-Goblin moves, they suffer 1 damage per space unless they treat the area as difficult terrain.

GOBLIN PIT TRAP LVL 1

Hidden Trap! When a Medium or larger creature steps into the area. DC 12 Perception to spot it and halt movement, otherwise DEX save.

- **1-9.** 8 damage, fall 10 ft. land Prone.
- **10-14.** 4 damage, fall 10 ft.
- **16+.** Leap harmlessly across.

Escape. Standing up costs 3 spaces of movement, climbing out costs 4 more.

RATAPULT LVL 2

Static Weapon. Instead of attacking, a creature can trigger this. Single use; a strong creature (e.g. Bugbear) can reload.

Smell Ya Later! (Range 8) Launch a dead Giant Rat: 8 Damage, Prone, and Poisoned 1 minute (roll 1d6).

- **6-5.** DC 16 DEX save for half damage only.
- **4-3.** DC 12 DEX save for half damage only.
- **2-1.** Misfire. Enemy chooses where rat lands.

Level 2 Solo Angry Bugbear

KROGG, GOBLIN KING

75 M STR+, DEX+

ACTIONS: After each hero's turn, choose one:

- **Manglemaul.** Move 6. 2d6+3 damage, Grappled (escape DC 10). OR:
- **Crack Skulls.** Move 6. Swing a Grappled creature at another creature. Both take **2d6+3** damage, ending the Grapple.

BLOODYED: At **38 HP**, Krogg's damage increases to **2d8+3**.

LAST STAND: Krogg is dying! If he takes **20** more damage he dies. Until then, he has Heavy armor.

Level 3 Solo Goblin & Large Rat Cavalry

VERMIS & SKITTERSNACK

120

STR+, DEX+

Mangy Rat. When Skittersnack is struck, summon 1 giant flea (a d4 minion, on hit: 1 damage).

ACTIONS: After each hero's turn, alternate using your 2 abilities:

- **Chaaarrge!** Move 10 in a straight line, deal 2d6 damage to all in your path (2 spaces wide).
- **Itchy Fleas.** Move 4. Skittersnack summons 1 giant flea/hero (they act at the end of each round).

BLOODYED: Flea Bitten Varmint! At **60 HP** Skittersnack summons 3 Giant Fleas per hero.

LAST STAND: Fleas, Please! Veris & Skittersnack are dying! **30** more damage and they die. Until then, they perform both actions each turn.



LIZARDFOLK



Known among themselves as Lazir, Lizardfolk are reptilian humanoids native to hot, humid swamps and wetlands. Though distantly related to kobolds and dragons, they shun both and prefer isolation. Lazir tribes are led by two figures: the Greatscale, a dominant male warrior, and the All Mother, the eldest female and spiritual leader. Only females possess magic, serving as shamans who interpret ancestral will and preserve tradition.

Though seemingly primitive, the Lazir are shrewd and pragmatic. They trade with outsiders, valuing gold not as currency but for its resistance to corrosion in their damp homeland, using it for weapons and ornamentation. Physically, they are taller and hardier than humans, with thick scales, sharp claws, and muscular tails for powerful swimming. Their colors—green, blue, or red—reflect diet and swamp conditions.

Lazir culture prizes loyalty, strength, and directness. Deception or evasive speech is distrusted, sometimes met with violence. Within their territory, intruders are silently watched by Reedstalkers, scouts who report to the tribe's leaders. If war is chosen, the Lazir strike swiftly and in unison, using the sounds of the swamp to mask their movements before swarming their prey from every direction.

“Look, all I’m saying is, unless you want to end up like the last guy, just get straight to the point. They aren’t keen on small talk.” — Maxwell, Caravan Guard

ENVIRONMENTAL CHALLENGES

Fighting Lizardfolk means entering their swampy domain. Depending on how difficult you want the encounter to be, you may engage the heroes on different levels of swampliness and Muck: difficult terrain for non-Lizardfolk.

- **Shallow Swamp.** Up to 25% of the battlefield is covered with wet Muck. Minor effort is needed to avoid it.
- **Deep Swamp.** Up to 50% of the battlefield; movement paths are substantially hindered.
- **Prime Hunting Grounds.** 75% of the battlefield; there are precious few areas to stand and move normally!

TPK ALTERNATIVE

Criminals, exiles, or prisoners are typically thrown into the pit to be fed to the Hydra or tossed into the Raptor pens if a Hydra is not available. If the heroes fight and lose, they are captured, perhaps the lizardfolk make it a ceremony and need to wait for a full moon, or maybe if they survive the night with cleverness, or beat the Hydra, they gain the Lizardfolk respect and are allowed to go free as "chosen of the swamp".

LIZARDFOLK ENCOUNTERS

- **Bogfang Scouting Party.** (VS lvl 2-4 heroes). Composed of Reedstalker, Hunters, and a Raptor or 2, depending. Reedstalkers will keep in cover using their poisoned blowpipes, usually in water, to lure the heroes towards them. Once in the water, Hunters will spring forth to net them while Raptors come from behind. They will focus on anyone wearing cloth, believing them to be magic users.
- **Marshblood Warband.** (VS lvl 4-6 heroes) Same as previous, but now add in Scalebreakers and a Broodguard, which leads the warband. A Broodguard will always go for the toughest-looking hero.
- **Hatchguard Circle.** (VS lvl 6-9 heroes) A mix of

low-level lizardfolk led by a shaman, possibly more depending on the size of the threat. There will also be additional Broodguard that won't need to guard the shaman and join in the attack. The Chieftain might join if deemed necessary.

- **Voice of the Mire.** (VS levels 9-12 heroes) The Hydra is brought to bear, as well as the Greatscale and Shaman. Lizardfolk become much more dangerous in the presence of their All Mother, and it's taking her out quickly will be key in breaking their morale. But she will not be easily exposed, and there is still the monstrous Hydra to contend with.

LOOT

Antivenom (Potion, Action: drink to remove and become immune to Poisoned for 1 hr). Jewelry made of gold and colourful stones (valuable, priceless to the right buyer). Feather charm - various coloured feathers tied to a string. Raptor claws (advantage on checks to climb). Bone dagger. Swamp moss poultice (used to cover wounds and stop infection-recover 1 Wound or other condition). Edible mushrooms. Strange powder (sniffing it will induce hallucinations). Crude gold pendant of a snapping turtle's shell.

LIZARDFOLK COMPANIONS

SWAMP RAPTOR LVL 2

28 ➔ 10

Pack Tactics. Advantage when an ally is adjacent to target.

Pounce. 1d8+10. On crit: Prone & Restrained (Escape DC 10, or any damage to the Raptor).

Domesticated by the Lizardfolk, Swamp Raptors hunt, guard, and carry messages through the bogs. The fiercest defend hatcheries, attacking anything without the tribe's scent. When they die, their hides and bones are repurposed for tools and armor.

Spread the Raptors and allies out, attacking different targets.

Use their speed to attack isolated heroes in packs. They'll gain advantage from Pack Tactics, Prone, AND Restrained!

HYDRA LVL 13

160

Uh, guys... Starts with 2 heads. Gain 1 additional head at 120hp, 90hp, 60hp, and 30hp.

Bite. (Reach 3) 1d20 per head, you may split the damage dice among any creature in Reach. On damage, poisoned (healing ends).

Young hydras are captured and tamed through ritual using mist, drums, and pheromones. In peace, they are fed offerings—often trespassers. When one grows too large, the Lizardfolk deem it sacred, abandoning their village so the beast may rule the swamp.

Spread the attacks out, or attack a Dying hero with all heads, it only counts as a single attack and is not likely to crit!

Attack a single hero for devastating damage!

LIZARDFOLK ABILITIES

Muck Walkers. Double movement while in Muck instead of treating it as Difficult Terrain.

Cold-Blooded. Lizardfolk despise the cold, and if hit by any Ice-based attack, are Poisoned for 1 round.
Saves against Ice spells are made with Disadvantage.

LIZARDFOLK REEDSTALKER LVL 1

26

Sneak. You are Invisible until you attack.

Blowpipe. (Range 8) 1d8, On damage: Poisoned for 1 round (healing ends).

Slight and agile, Reedstalkers patrol tribal borders and watch for intruders. They move unseen through trees and muck, striking from afar with blowpipes and poisoned darts.

Attack already Poisoned heroes, act after Scalebreakers

Attacks from Invisible can't be Defended or Interposed!

LIZARDFOLK HUNTER LVL 4

34

Gotcha! (1 use) When an enemy moves adjacent, Restrain them with a net (escape DC 12, or any fire/slashing damage).

• **Javelin.** (Range 8) 2d8+10 OR:

• **Club.** 2d8

Powerful ranged attackers who carry nets for capturing prey who get too close (and to set up their Scalebreakers underlings).

"Forget" to use your net; attack from up close.

Net is wet/reinforced (unaffected by fire/slashing damage). Use Muck to get at maximum Range before attacking.

LIZARDFOLK SHAMAN LVL 8

60

Broodward. When damaged, choose 1 other Lizardfolk to immediately move and attack.

Swampsong. Lizardfolk attack with d10s this round.

Mother to us all: Upon Death, Lizardfolk roll d20s for the rest of the encounter.

Female Lazir who hold deep spiritual authority as shamans—maternal figures and ancestral conduits. Will sacrifice themselves to goad their allies to fight more fervently.

Warn that the shaman isn't being protected. "It's almost as if she wants to sacrifice herself."

Charge forward, egg the heroes into attacking the shaman.

LIZARDFOLK SCALEBREAKER LVL 3

42

Bash. 2d8+2. +10 VS Hampered creatures.

The muscle of a Lizardfolk tribe. They charge forward without hesitation, driven by dedicated fervor for their Greatscale or Shaman.

Act first and target non-Hampered heroes

Act last and prioritize Hampered heroes.

Hampered. Anything that negatively impacts movement or actions (e.g., standing in Muck, Prone, Restrained, Poisoned, Dazed...).

LIZARDFOLK BROODGUARD LVL 6

H 54

Swift Defense. (1/round) Can Interpose within Reach 4.

Shell Bash. 2d8+10. On Crit: Dazed.

Broodguards are massive warriors chosen to protect the brood. They carry heavy snapping-turtle shells to defend their allies.

Interpose against crits or other attacks good VS heavy armor.
Hold position near other lizardfolk and forego attacking.

Protect high-damage allies like Hunters. Interpose against attacks that are less effective against Heavy armor.

LIZARDFOLK GREATSCALE LVL 10

M 100

Mighty Scales. Attacks miss them on 1 and 2.

Tail Swipe. 2d8 to all enemies within Reach 2. On damage, Prone. Then:

Crush. 2d8+10. On crit: Dazed.

A tribe's chieftain—a scarred, veteran Broodguard. Leadership is earned through strength; challengers test him in brutal combat to prove the tribe's might.

Tailswipe a small number of heroes. Crush a non-Prone target.

Act last, combo with Scalebreaker and Raptor for big damage.

Yātāñā Constructs



MANA CONSTRUCTS

Enchanted with living mana and bound to the will of powerful spellcasters, Mana Constructs are soulless automatons that neither speak nor feel. Often created to guard arcane secrets or deployed to hunt down rogue spellcasters. They move with unfeeling precision, each variant fulfilling a single-minded purpose of the arcane power that created them.

These towering beings are typically summoned by archmages, lich-kings, or forgotten orders to guard sacred relics, forbidden tomes, or the inner sanctums of magical strongholds. Each hulk is forged for a specific function and sealed with a binding sigil that tethers them to a master's will or location of power.

MANA CONSTRUCT LORE

- **Scourge Hulk.** These constructs act as wardens and pain engines, their flails are etched with runes that echo the shrieks of creatures they've struck. They often guard prison halls or magical containment vaults where threats must remain bound rather than dead.
- **Spire Hulk.** These swift-striking anti-thief constructs guard against stealth and subtlety. Created to root out infiltrators, thieves, and assassins, their gaze can pierce stealthy attempts and basic illusions, while their blades are honed for swift, silent kills.
- **Breaker Hulk.** These super-heavy constructs are less subtle. They act as seige breakers and specialize in taking down heavily fortified enemies. These are designed to hold choke points, or end a seige against a mage's tower. Breakers excel in brief, decisive violence.
- **Arbalest Scion.** Support Construct, Ranged Harrier. Built to snipe intruders with enchanted bolts—these constructs are often stationed atop tower parapets or deep gallery nests with overlapping lines of fire. Their range and reliability make them indispensable sentries.
- **Halberdier Scion.** Common infantry construct. These scions control space with their long polearms, and are deployed in corridors, temple gates, and narrow halls—anywhere they may face groups of enemies.
- **Bladed Scion.** Rabble-clearing infantry. These scions serve as the disciplined front line of any detachment. Swift and reactive, made for sudden bursts of lethal force against groups of tightly packed foes. They enter the battlefield when the Archmage faces overwhelming numbers.

ADVENTURE SEEDS:

- **Reliquary Heist.** A wealthy patron hires the heroes to infiltrate a ruined mage's tower and recover a magical artifact, a tome, a person, or even the secret to creating constructs themselves!
- **Bad Side of a Mage's Guild.** The heroes have gotten on the bad side of a Mage's Guild, until the guild is dealt with, they encounter increasingly powerful Mana Constructs hunting them whenever they travel.
- **Protect the Tower!** A Mage's constructs have been sabotaged, the heroes are needed to help defend against a seige until they are brought back online.

LOOT:

- **Mana Potion.** Action, recover $2d4 + 2$ mana.
- **Greater Mana Potion.** Action, recover $3d4 + 3$ mana.
- **Supreme Mana Potion.** Action, recover $4d4 + 4$ mana.
- **Executor's Halberd.** $1d10 + \text{STR}$ (Reach 2), advantage at Reach 2, disadvantage otherwise.

SCOURGE HULK

SPIRE HULK



Mana Charged. After mana is spent, the closest mana construct MUST attack a target within Range/Reach.

SCOURGE HULK LVL 8, LARGE 8 M 75
Punish. (Reach 2) 3d6, the highest die is the primary die. On crit: +20 damage & Prone.

On Death. An enemy gains 1 action.

SCOURGE TITAN LVL 14, HUGE 10 M 150
Punish. (Reach 3) 4d6, the highest die is the primary die. On crit: +30 damage & Prone.

On Death. 2 enemies gain 1 action.

SPIRE HULK LVL 8, LARGE 8 M 70

Aegis. Ignore damage from 1st attack each round.

Swift Strike. (Reach 2) 1d6+20.
1d20+20 instead vs. Evasive targets (DEX>STR).

On Death. An enemy can move for free.

SPIRE TITAN LVL 14, HUGE 10 M 150

Aegis. (1/round) Ignore ALL effects of 1 attack.

Swift Strike. (Reach 3) 1d6+30.
1d20+30 instead vs. Evasive targets (DEX>STR).

On Death. 2 enemies can move for free.

BREAKER HULK

HALBERDIER SCION



ARBALEST SCION LVL 3

40

- **Shoot.** (Range 8) 1d6+10 damage OR:
- **Finishing Move.** Deal 20 damage to an adjacent Prone enemy.

HALBERDIER SCION LVL 3

50

Execute. (Reach 2) 1d20, advantage at Reach 2, disadvantage otherwise. On 18+: Prone.

BLADED SCION LVL 5

60

Flurry. 3d6, also damages the next closest target within Reach.

On Death. 1 enemy gains advantage on their next attack.

BREAKER HULK LVL 8, LARGE

H 60

Crush. Moving through a Prone creature deals 20 damage.

Armor Breaker. 1d4+20. On Crit: Prone. Advantage 2 vs Tanky targets (STR>DEX).

On Death. An enemy gains 15 temp HP.

BREAKER TITAN LVL 14, HUGE

8 H 125

Crush. Moving through a Prone creature deals 30 damage.

Armor Breaker. (Reach 2) 1d4+30. On Crit: Prone. Advantage 3 vs Tanky targets (STR>DEX).

On Death. An enemy gains 30 temp HP.

Nimble

A fast, tactical TTRPG

ORCS!

ARTIST: KEREM BEYIT

ORCS

Mighty, battle-born, warriors that train endlessly to resist blades and arrows. Only the greatest Orcs dare use the arcane, and even they do so with reverence and fear.

Orc Encounters & Tactics:

- **Skirmishband.** (VS levels 1–4 heroes) Composed primarily Orcs, Orc Raiders, & Warpigs. They use simple tactics: Orcs and Orc Raiders engage the first available targets, Warpigs are trained to use their speed, to engage the back lines with less armor.
- **Warband.** (VS levels 3–10 heroes). With a Battlebard or Warchief (or both) a Skirmishband becomes a true Warband. Add in a few Elites and these become truly terrifying combatants. They use much more intelligent tactics: flanking, ganging up on isolated heroes, targeting heroes with lower armor, and especially targeting any hero using magic.
- **Inferniband.** (VS levels 8–16 heroes). When an orc tribe has been pushed to the edge, their high leader musters and personally leads this ultimate warband. Flamecallers always travel with a retinue of Battlebards, Elites, and Warchiefs—they can quickly flood the battlefield with overwhelming numbers, impeccable positioning, and using Pillar of Flame to Damage as many heroes and Orcs as possible to trigger their Enrage ability.

Orcish Names:

Karthug One-Eye, Brakka the Red, Katerwal the Howler, Skrall, Trugga Wormgut, Makluk Deepscar.

Defeat (TPK Alternatives)

The heroes are taken captive to the Orc's High Flamecaller—He wants them to:

- **Remain an Enemy.** Deliver a message to those who sent them and he will spare their "miserable lives" leaving them with a rad scar (ask the heroes what scar they'd like).
- **Become an Ally.** He wants their aid in defeating a powerful rival. "You fight unlike any we've seen, It took a warband many times your size to subdue you..."

Parley

When clearly losing, orcs may yield to a hero (particularly one who can cast magic) as their new, true High Flamecaller. If spared, they will honorably serve and die for their new Flamecaller—and can provide info they'd have access to, and be sent on minor quests in their region.

Note. They can engage in combat "off-screen," but to avoid overcomplicating play, they will refuse to personally aid their Flamecaller in combat: "A High Flamecaller can handle themselves."

Orc Loot:

Oversized Cleaver, Slab of Bacon, Giant Horn (blow it and orcs may answer the call), Tattooing Kit (with black ash ink), Bone Totem Necklace, Clan Banner Scrap, Flamecaller's Pungent Incense, Warrior's Diary (retrieved from a fallen soldier; bloodstained, full of strategic notes & maps), Black Iron Nails, War Paint Jar (a mix of blood, ash, and herbs; applying it gives a faint burning sensation).



Battlelust. Heroes have disadvantage on Initiative against a band composed mostly of Orcs.



Tough as Nails. Medium armor, except against magic damage.
Enrage. When crit: deal 5 damage to an adjacent enemy.



WARPIG LVL 1/2

10

18

Orc LVL 1

26

- **Battleaxe.** 1d10+4. OR:
- **Javelin.** 1d6+4 (Range 8)

Orc Raider LVL 3

34

- **Twin Strike (2x).** 1d10+4. OR:
- **Javelin.** 1d6+4 (Range 8).

Orc Battlebard LVL 4

50

Stand Your Ground! Allied Orcs attacks with advantage so long as you have not moved (or been moved) since your last turn.

Battle Horn (1/encounter). Trigger every allied Orc's Enrage ability.

Orc Elite LVL 6

70

Cleave. 2d10+4, can target a 2nd enemy in Reach. OR:
Heavy Javelin. 2d6+4 (Range 8).

Orc Warchief LVL 8

90

Warchief's Axe. 2d10+4, then:

Call the Horde. Summon 1 Orc to the battlefield.

High Orc Flamecaller LVL 10

70

Touch Not The Flamecaller! When damaged, choose 1 Orc to move and trigger their Enrage ability.

Pillar of Flame. (AoE, Reach 8) 1d10+10 to ALL creatures in a 2×2 area. Orcs there trigger their Enrage ability .



Level 10 Solo Orc Lord

HORDECALLER KEREM

250 M STR+, WIL+

Hordecall. When initiative is rolled and when crit, summon 1 Flamebound Ancestor per hero (place them within Reach 6). **Flamebound Ancestor:** d10 minion. On death: 5 damage to 1 adjacent enemy.

ACTIONS: After each hero's turn, Move 6 then choose one:

- **Ancestors of Flame.** If there are more heroes than Orcs: Use your Hordecaller ability.
- **Command the Horde:** (1/round) Command your horde to move then attack.
- **Flameslash.** (Reach 6) 2d10+4 damage.

BLOODYED: "Ancestors, I call upon thee!" Trigger your Hordecaller ability.

LAST STAND: Kerem is dying! **100** more damage and he dies. Hordecall at the end of each turn.



THE TARRASQUE

An earth Titan of horrific power and primordial origin. The Tarrasque is a cataclysmic force whose footsteps reshape continents. It cannot be defeated, only sent back into depths to slumber for a time before it inevitably reemerges to bring devastation to the world.

RUNNING THE TARRASQUE

It opens combat by using its Cataclysm ability, and follows that up with Consuming anyone it can. The Tarrasque has no need to move in combat as its Reflective Carapace (combined with its heavy armor and Indomitable ability) can take out many ranged foes by itself—but when combined with its Worldheart Beam, there is nowhere to hide.

The number of Wounds the Tarrasque can apply means that this battle will come to an end quickly if the heroes are not fully prepared and use teamwork and smart tactics.

To increase the difficulty:

- The Tarrasque may vomit up any consumed heroes dealing too much damage from the inside then Crush them.
- Heroes staying close enough to each other to Interpose can be taken out with a Worldheart Beam.

To reduce the difficulty:

- "Waste" a Worldheart Beam on a single annoying hero.
- Spend a turn letting loose a Terrifying Roar that can Daze or Frighten heroes who fail a DC 20 STR or WIL save.

Titans. These fights are possible to win, but are not easy or even fair. Heroes must come prepared to die. GMs must come prepared to oblige.



Level 20 Solo Gargantuan Worldbreaker Tarrasque, Cataclysmic Titan

H

400

ALL+++

Indomitable. Immune to all conditions that would Hamper. Can take no more than 25 damage/turn.

Reflective Carapace. Ranged attackers suffer half as much damage they deal.

Opening Move: Cataclysm. Reach 12. All structures in the area are destroyed. DC 20 DEX save, 50 damage minus the save result. On failure, Restrained underneath rubble (escape DC 20).

ACTIONS: After each hero's turn, choose 1:

- **Consume.** Reach 6 (VS a Hampered target). 1d20+20 damage and Consumed.

Consumed. At the end of each of your turns suffer 1d20+20 damage (ignoring armor) and 1 Wound. Your attacks have advantage and ignore armor (teleport or DC 20 STR save to escape).

- **Crush.** Reach 6. 1d20+20 and Prone, advantage vs smaller targets. On damage: deal 1 Wound.

- **Charge.** (If no target is within Reach 6) next turn use **Worldheart Beam.** Line 40 (3 spaces wide), 2d100 damage. Flying targets fall, landing Prone.

BLOODYED: Rage of the Earthsplitter. (Reach 24) At **200 HP** enemies suffer 2d20 psychic damage. Then make a DC 20 WIL save. On a 20+ they suffer their choice of the following conditions during their next turn: Dazed, Frightened, or Dying (lose all of your HP). **10-19:** they must choose 2. **<10:** Suffer all 3.

LAST STAND: Throes of the Worldbreaker. At 0 HP the Tarrasque is weakening, **200** more damage and it is banished back into the heart of the earth! Until then, at the beginning of each of its turns it deals 1d20 damage to all enemies within Reach 12.

Nimble

A fast, tactical TTRPG



Troglodytes

ARTIST: EARL LAN

TROGLODYTES

Ruthless, cave-dwelling brutes—you'll smell them before you see them.

Overwhelming Stench. When rolling initiative VS Troglodytes, make a STR save instead.

Death Stench. On death: Poison adjacent enemies for 1 round.

TROGLODYTE LVL 1/3

Claws. 1d6+3.

14

MONSTER'S PREFERRED TARGET:

Roll 1d4 or choose one:

1. Whoever is the best smelling.
2. Whoever is wearing the shiniest equipment.
3. Whoever makes light or casts magic.
4. Whoever makes the most noise.



TROGLODYTE TUNNELER LVL 1

14

Burrower. Unseen until you attack (advantage on attacks when unseen). If not burrowed or grappled, burrow instead of attacking.

From Below! 1d6+3. On hit: Grappled (escape DC 10).

TROGLODYTE MUCKTHROWER LVL 2

20

Burrower. Unseen until you attack (advantage on attacks when unseen). If not burrowed or grappled, burrow instead of attacking.

From Below! 1d6+3. On hit: Poisoned.

TROGLODYTE SCREECHER LVL 3

30

Screech. (AoE, Reach 2) 1d6+3 and Daze. (AoEs do not miss or crit, and ignore armor)

TROGLODYTE CHAMPION LVL 4

M

40

Spiked Club. 3d6+9.

TROGLODYTE STENCHMASTER LVL 4

40

Pervading Stench. (AoE, Reach 12) 1d6+3 to all enemies, they are Dazed and Poisoned for 1 turn. (AoEs don't miss or crit, and ignore armor)

TROGELDYTE LOOT:

Fungus-covered skull, filthy hide cloak (reeks of death), stench gland (a grotesque organ still oozes its vile odor), cave moss poultice (smells awful, tastes worse, might heal), bone charms – (tiny humanoid bones strung together), pouch of shimmering spores, rusty shackles, chipped stone idol (an unknown, many-eyed creature), pouch of teeth, cave fish (still alive! blind, slimy, and disturbingly resilient), scrap of ancient map (torn, water-damaged, partially legible).

Nimble

A fast, tactical TTRPG



Vampires

FRANK HUDSON & EVAN DIAZ

VAMPIRES

Vampires are immortal undead that retain the intelligence and memories they had in life, but with their conscience ripped away. Their blood curse banishes them from the daylight, and dooms them to thirst for the blood of living humanoids.

Vampires have diverse and powerful magical abilities including super-human strength and vitality, shapechanging, hypnotism, and flight. Some lurk in the shadows, drawing their prey into the dark to feed. Others use their power and immortality to build comfortable lives as nobility and feast on their subjects at their leisure.

VAMPIRE LORE

- **Vampire Spawn:** Humanoids who began the vampiric transformation but their minds were broken in the process. They mindlessly thirst for blood, lacking any trace of their former humanity.
- **Vampire Thinblood:** The weakest of the vampire kin. Their powers have been diluted by many generations of transmission of the blood curse. They hide amongst humans, beguiling and seducing them in order to feed.
- **Vampire Gorger:** A vampire that imbibes too deeply and for too long, becoming bloated and disfigured from overindulgence. Characterized by swollen, misshappen bodies and mouths that hang permanently agape.
- **Vampire Outlander:** These vampires embrace their rightful place as an apex predator. Nothing is more satisfying to them than the thrill cornering of their terrified prey.
- **Vampire Fullblood:** Fullbloods are powerful vampires afflicted by the most ancient and potent strains of the blood curse. Fullbloods are frequently arrogant and imperious, choosing to assume positions of wealth and power, command legions of servants and familiars, and maintain an impressive castle or manor home.

VAMPIRE ALLIES

Vampires' magical abilities allow them to bind servants to their will. These creatures are commonly found under the command of Vampires:

- **Minions:** Vampires can control the minds of animals with little effort, preferring Wolves (d10) and Bat (d4, Flying) Minions.
- **Timberwolf:** Timberwolves are a favorite pet of Vampires, giant beasts that are physically imposing but as easy to dominate as any other animal.
- **Gargoyles:** Stone statues of terrifying design, imbued with a mote of a vampire's magical essence. Used by vampires to protect their castle homes, they attack by flying above enemies and crushing them with terrible force.
- **Blood Thralls:** Weak-willed, servile humans who willingly submit as servants in exchange for a vampire's favor. A Thrall lures victims to their master, and performs other errands and tasks beneath their master. The more powerful a vampire, the more thralls it may have at its command.
- **Bloodstain:** Thralls that live out their purpose may be granted a form of immortality, dissolved into puddles of animated blood. They remain telepathically connected to the Vampire that created them and seek to fulfil their master's every desire.

ADVENTURE SEEDS

- **Signed in Blood:** People are going missing off the streets. The trail leads to a quiet bookstore, owned by a Vampire Thinblood, whose Thralls lure unwitting shoppers into the back rooms.
- **The Barony:** When the heroes arrive in a barony, young women are packing their bags to flee the settlement. The immortal baron Lazarescu is only seen once every hundred years, when he descends from his castle home to choose a new bride. The centennial lands at the end of the week.

VAMPIRE LOOT

Centuries-old artifacts, ancient coins from a foreign land, twisted and tarnished holy symbols, finely made clothes (a century out of style, and including a cape), portraits and sculptures of the vampire himself (through the ages), melodramatic poetry, human bones carefully wrapped in a shroud, a worn locket.

RUNNING VAMPIRES

Vampires are deadly hunters, but also possess punishing vulnerabilities. For this reason, Vampires seek to control the circumstances of an encounter, luring their enemies into ambushes where they can feed with minimal risk.

Vampires utilize minions ruthlessly, and in battle will focus a weak target while minions keep stronger fighters busy. Vampires will always use Bloodied, Bloodsoaked, and Dying targets to sate their thirst before attacking stronger foes. When faced with a Shepherd or other source of consistent Radiant damage (their primary weakness), Vampires will keep their distance, utilize minions, and strike aggressively when they sense an opportunity.

SOME LEGENDS ARE TRUE

There are many stories of Vampires' weaknesses. Unfortunately for the heroes, not all these stories are true. You are encouraged to choose 1 or more weaknesses from the list below for vampires in your game. The players must discover which legends are true through play:

- 1. Sunlight.** Vampires take 1d20 Radiant damage at the start of their turn if in direct sunlight.
- 2. Relics.** If a hero wields (as an action) a sacred relic near a Vampire, it must make a WIL save at the start of its turn (DC 12). On failure, Frightened until end of turn. The DC decreases by 2 each subsequent turn.
- 3. Garlic.** Vampires have disadvantage on all saves if garlic is nearby.
- 4. Wooden Stake.** A critical hit with a Wooden Stake (a d4 weapon) instantly kills a bloodied Vampire.
- 5. Fire.** A Vampire that takes Fire damage becomes Dazed (1/round).
- 6. Water.** Running water or holy water deals 2d12 damage to a Vampire.

VAMPIRE ENCOUNTERS

• **Ambush Predators (Level 5-10):** A Blood Thrall (disguised as a regular citizen) lures the party into an ambush with one or more Vampire Thinbloods. The Thinbloods use Mesmerize to attempt to split the party and feed. To make it more difficult: add a locking door, pit, or other obstacle to split the party more effectively.

• **Hunting Party (Level 10-16):** A Bloodstain appears from nowhere, soaking the party in blood. A Vampire Outlander approaches slowly from the distance, as Timberwolves and Wolf minions swarm the party. Take full advantage of the Bloodsoaked status.

• **The Count's Entourage (Level 14+):** Attacking a fullblooded Vampire in his home should result in a suitably climactic battle. Unleash a Gorger, Gargoyles, and several Spawn to weaken the party. The Vampire arrives to turn the tide when the heroes start to win.

DEFEAT (TPK ALTERNATIVES)

Losing to a Vampire is a potentially campaign-altering event. Your Vampires may:

- **Subjugate:** Bind the heroes to the vampire as thralls. Thralls must obey their master's commands—the heroes will need to find a way to undermine their master or break the magic.
- **Underestimate:** The vampire feeds—or his minions do. The party is discarded at the brink of death, before being found and nursed back to health by a good samaritan.
- **Turn.** Any hero dealt a lethal Wound by a Vampire's bite can fall unconscious and begin to turn into a Vampire. The remaining heroes will need to find a solution or (in time) see their friend become an enemy!

GM's Note: Tread carefully with turning heroes into vampires—a campaign with a vampire may quickly become a campaign ABOUT vampires. You may decide that they remain unconscious until healed, or they become an NPC, or that they can continue adventuring with their friends, but replace their ancestry ability with appropriate boons and comparable weaknesses (and story snags) as a vampire.



VAMPIRE STATBLOCKS

Sunscorn. Radiant deals +10 damage to you. When damaged this way, gain advantage on your next attack.

Predation: Advantage VS Bloodied creatures.

VAMPIRE SPAWN LVL 10

118 ➔ 8

- **Rend.** 1d10+20. OR:
- **Feed.** (If you have advantage) 1d20+20 damage.

VAMPIRE OUTLANDER LVL 17

200 ➔ 8

Hunter's Bola: (1/ Round) When crit, Restrain them (escape DC 18, or 2 actions).

Call of the Wild. (If you have no minions) Summon 1 Wolf minion/hero (d10, speed 10). Then:

- **Feed.** (If you have advantage) 1d20+30 damage and 1 Wound. OR:
- **Crossbow.** (Range 8) 1d10+20

VAMPIRE THINBLOOD LVL 14

170 ➔ 8

Mesmerize. DC 16 WIL Save or spend 1 action moving where the vampire wishes. Then:

- **Rapier (x2).** 1d10+10 OR:
- **Feed.** (If you have advantage) 1d20+30 damage and 1 Wound.

VAMPIRE GORGED LVL 15, LARGE

230

Bloodgorged: Vulnerable to Piercing and Slashing damage, when damaged this way adjacent targets become Bloodsoaked: considered Bloodied until they wash.

- **Thrash.** 2d10+10 to all adjacent targets OR:
- **Devour.** (If you have advantage) 1d20+30 damage and 1 Wound.

VAMPIRE (FULLBLOOD) LVL 19

230 ➔ 8

Batform: (1/round) Reaction, temporarily turn into a cloud of bats and teleport 6 spaces (can be used to avoid an attack).

Enthrall. (Range 12) DC 20 WIL Save or Enthralled, on save 10 Psychic damage. Then:

- **Feed.** (If you have advantage or an Enthralled target) 1d20+40 damage and 1 Wound. OR:
- **Sanguine Strike (2x).** 1d10+20 (Reach 2).

Enthralled. The Vampire spends one action on each of your turns, and you can't Defend against it, nor allow anyone to Interpose for you against it; damage ends.

VAMPIRIC SERVANT STATBLOCKS

TIMBERWOLF LVL 3

40 ➔ 10

Mangle. 1d4+10. Advantage VS bloodied creatures.

BLOOD THRALL LVL 8

M ➔ 75

Nothing Without Master! Unarmored and attack with disadvantage when beyond Reach 6 of a Vampire.

Cursed Dagger. 1d4. On hit: +25 damage.

GARGOYLE LVL 6

H ➔ 41 FLY 6

Crush. 1d4 (with disadvantage). On hit: +30 damage and Prone.

BLOODSTAIN LVL 10

M ➔ 75

Blood Spatter: Melee attackers and creatures you hit become Bloodsoaked: considered Bloodied until washed.

Crimson Lash: 1d4+10 (Reach 2), up to 3 targets.



THE CRIMSON COUNT

Count Alaric is an ancient Vampire of such profound power that nature and reality are warped by his presence. Where he settles, nights grow unnaturally long, as though the sun is afraid to rise. Beasts become rabid and vicious, vermin reproduce until they fill the alleys. Before long, locals become despondent and hopeless as the Vampires he spawns run amok, and spread to nearby settlements. Once a region collapses under his influence, he will search for new hunting grounds.

Alaric is rarely seen outside his estate, preferring his Thralls to bring him entertainment. Although he presents the air of a handsome sophisticate, Alaric is emotional, passionate, and prone to flights of fancy. The subjects of his obsessions are carelessly discarded the moment something else catches his eye. As long as the Count remains alive, everyone in his domain is in peril. If the heroes lack sufficient motivation, a friendly NPC may go missing, last seen at his estate.

RUNNING ALARIC

Alaric is a well-balanced foe with strong defensive abilities, steady damage output, and above-average mobility. Radiant damage will give heroes an

early advantage, but once Bloodied, he becomes much more difficult to damage. Begin by moving in and striking with Ebonfang then flying away if possible. Any hero with a poor WIL save or anyone bloodied is a great target to Beguile, then Beckon on the next turn. **To increase the difficulty:**

- **Bats:** Alaric is far deadlier with his bat swarms. If they're being shut down, spread them out.
- **Mobility:** Outdistance melee heroes using Ebonfang, targeting the back line with Beguile and Beckon at every opportunity.

To reduce the difficulty:

- **Bats:** They may clump up near hero with high armor, or one with an AoE ability. Or they may move twice and instead of attacking.
- **Beguile:** Target heroes that are not Bloodied or ones with advantage on their WIL saves.
- **Beckon.** Use this less often, use Ebonfang more.
- **Monologue.** Arrogant and perilously self-absorbed, he may underestimate the heroes and spend a turn or two taunting them, telling them of his plans or insulting them for their impudence. "You'd make lovely thralls..."

Level 16 Solo Vampire Lord

Alaric Draegoth, the Crimson Count

320

ALL++

Sanguine Cloak. (1/turn) Deal 1d10 necrotic damage whenever you are hit, the attack is reduced by this amount.

Sunscorn: Vulnerable to radiant. After taking radiant damage, use Beguile as a Reaction, they roll with disadvantage.

ACTIONS: After each hero's turn, summon 1 blood bat minion (d10) within 8 spaces, then choose 1:

- **Ebonfang.** 1d10+15 damage, your target is considered Bloodied for 1 round. Fly 8 before or afterward.
- **Beguile.** (If no one is Beguiled) Beguile a target on a failed DC 18 WIL save (w/ disadvantage if Bloodied).

Beguiled. Dazed. Cannot Defend or allow anyone to Interpose for you. Damage ends.

Beckon. Move a Beguiled creature adjacent to you and bite them: 2d10+30 damage and 1 Wound.

BLOODYED: At **160 HP**, gain **Mistform**. No longer vulnerable to radiant. **Bat Decoy.** (1/round) Whenever Alaric would take damage, instead first swap places with a bat minion.

LAST STAND: Alaric is dying! **160** more damage and he dies. Until then, his Sanguine Cloak, attacks, and bats roll d20s instead of d10s.