

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 lifespans, 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 that 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 with might or magic. Others turn to theft, sometimes driven to desperation by rapacious neighbors. Travelers in human lands are likely to encounter robbers and barons both seeking to 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 fell power 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. Human 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 nature explains their renowned knack for seizing the moment—knowing when to risk 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 chests filled with 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 many other folk are not. As such, they have an uncanny knack for detecting when nearby creatures, objects, and phenomena have been created by magic and psionics. This same sense allows them to resist supernatural 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 2d10 + 2

3 Malice

Area, Magic, Ranged

Maneuver

■ 3 cube within 10

Each enemy and object in the area

≤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)

Special: This ability can't be used by a minion.

★ Exploit Opening

5 Malice

Each human acting this turn gains an edge on abilities until the end of their turn, or has a double edge on any ability that 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

Human, Humanoid

Level 2 Minion Controller

EV 4 for four minions

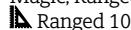
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|------------|------------|--------------|----------------|------------------|
| 1M Size | 5 Speed | 4 Stamina | 0 Stability | 2 Free Strike |
|------------|------------|--------------|----------------|------------------|

Immunity: Corruption 2, psychic 2
Movement: — **With Captain:** +5 bonus to ranged distance

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

Lightning Strike 2d10 + 2

Magic, Ranged, Strike



10
≤11 2 lightning damage
12-16 3 lightning damage
17+ 5 lightning damage

Signature Ability

Main action

One creature or object per minion

Effect: If the apprentice mage doesn't use a maneuver or a move action this turn, the target is also slowed (EoT).

Supernatural Insight

The apprentice mage ignores concealment if it's granted by a supernatural effect.

Human Archer

Human, Humanoid

Level 1 Minion Artillery

EV 3 for four minions

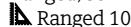
| | | | | |
|------------|------------|--------------|----------------|------------------|
| 1M Size | 5 Speed | 3 Stamina | 0 Stability | 2 Free Strike |
|------------|------------|--------------|----------------|------------------|

Immunity: Corruption 1, psychic 1
Movement: — **With Captain:** +5 bonus to ranged distance

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

Crossbow 2d10 + 2

Ranged, Strike, Weapon



10
≤11 2 damage
12-16 4 damage
17+ 5 damage

Signature Ability

Main action

One creature or object per minion

Supernatural Insight

The archer ignores concealment if it's granted by a supernatural effect.

Human Death Acolyte

Human, Humanoid

Level 1 Minion Hexer

EV 3 for four minions

| | | | | |
|------------|------------|--------------|----------------|------------------|
| 1M Size | 5 Speed | 3 Stamina | 0 Stability | 1 Free Strike |
|------------|------------|--------------|----------------|------------------|

Immunity: Corruption 1, psychic 1
Movement: — **With Captain:** +5 bonus to ranged distance

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

Necrotic Bolt 2d10 + 2

Ranged, Strike, Weapon



10
≤11 1 corruption damage
12-16 2 corruption damage
17+ 3 corruption damage

Signature Ability

Main action

One creature or object per minion

Effect: One creature within 5 squares regains 1 Stamina.

Supernatural Insight

The death acolyte ignores concealment if it's granted by a supernatural effect.

Human Guard

Human, Humanoid

Level 1 Minion Brute

EV 3 for four minions

| | | | | |
|------------|------------|--------------|----------------|------------------|
| 1M Size | 5 Speed | 5 Stamina | 0 Stability | 2 Free Strike |
|------------|------------|--------------|----------------|------------------|

Immunity: Corruption 1, psychic 1

Movement: —

Weakness: —

With Captain: +2 bonus to speed

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

Halberd 2d10 + 2

Melee, Strike, Weapon



2
≤11 2 damage
12-16 4 damage
17+ 5 damage

Signature Ability

Main action

One creature or object per minion

Effect: If the guard is flanked, they can make a free strike against a different target adjacent to them.

Supernatural Insight

The guard ignores concealment if it's granted by a supernatural effect.

Human Raider

Human, Humanoid

Level 1 Minion Harrier

EV 3 for four minions

| | | | | |
|------------|------------|--------------|----------------|------------------|
| 1M Size | 7 Speed | 4 Stamina | 0 Stability | 1 Free Strike |
|------------|------------|--------------|----------------|------------------|

Immunity: Corruption 1, psychic 1

Movement: —

Weakness: —

With Captain: Gain an edge on strikes

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

Handaxes 2d10 + 2

Charge, Melee, Strike, Weapon



1
≤11 1 damage
12-16 2 damage
17+ 3 damage

Signature Ability

Main action

One creature or object per minion

Effect: If this ability is used as part of a charge, 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.

Human Rogue

Human, Humanoid

Level 1 Minion Ambusher

EV 3 for four minions

| | | | | |
|------------|------------|--------------|----------------|------------------|
| 1M Size | 7 Speed | 4 Stamina | 0 Stability | 2 Free Strike |
|------------|------------|--------------|----------------|------------------|

Immunity: Corruption 1, psychic 1

Movement: —

Weakness: —

With Captain: Gain an edge on strikes

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

Concealed Dagger 2d10 + 2

Melee, Ranged, Strike, Weapon



1
≤11 1 damage
12-16 2 damage
17+ 3 damage

Signature Ability

Main action

One creature or object per minion

Effect: If the rogue is disguised or hidden when they use this ability, it deals an extra 3 damage.

Supernatural Insight

The rogue ignores concealment if it's granted by a supernatural effect.

Human Brawler

Human, Humanoid

Level 1 Platoon Brute

EV 6

1M Size 5 Speed 40 Stamina 0 Stability 4 Free Strike

Immunity: Corruption 1, psychic 1
Movement: —

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

Haymaker 2d10 + 2

Melee, Strike, Weapon
 Melee 1

6 damage
9 damage
12 damage; **M<2** grabbed and the target takes a bane on the Escape Grab maneuver

Effect: A target who is already grabbed takes an extra 2 damage.

Signature Ability

Main action

One creature or object

Throw

Melee
 Melee 1

1 Malice
Maneuver
 One creature grabbed by the brawler

Effect: The brawler pushes the target up to 5 squares.

Shoot the Hostage

The brawler halves the damage from any strike if they have a creature or object grabbed of size 1S or larger. The grabbed creature or object takes the remaining damage.

Supernatural Insight

The brawler ignores concealment if it's granted by a supernatural effect.

Human Death Cultist

Human, Humanoid

Level 2 Platoon Support

EV 8

1M Size 5 Speed 40 Stamina 0 Stability 4 Free Strike

Immunity: Corruption 2, psychic 2
Movement: —

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

Death Scythe 2d10 + 2

Magic, Melee, Ranged, Strike, Weapon
 Melee 1 or ranged 10

6 corruption damage
9 corruption damage
12 corruption damage; **I<2** weakened (save ends)

2 Malice: The death cultist regains Stamina equal to half the damage dealt.

1 Malice per minion

Maneuver

One dead minion in the area

Rise, My Minions

Area
 5 burst

Effect: Each target who died during this encounter revives with 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.

Human Knave

Human, Humanoid

Level 2 Platoon Defender

EV 8

1M Size 5 Speed 50 Stamina 0 Stability 4 Free Strike

Immunity: Corruption 2, psychic 2
Movement: —

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

Morningstar and Javelin 2d10 + 2

Melee, Ranged, Strike, Weapon
 Melee 1 or ranged 5

6 damage
9 damage
12 damage; **M<2** the target has a double bane on their next power roll

Effect: The target is taunted (EoT).

Signature Ability

Main action

One creature or object

I'm Your Enemy

Whenever an adjacent creature the knave has taunted deals damage to a creature other than the knave, the knave can make a free strike against them.

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.

Human Scoundrel

Human, Humanoid

Level 1 Platoon Ambusher

EV 6

1M Size 5 Speed 30 Stamina 0 Stability 4 Free Strike

Immunity: Corruption 1, psychic 1
Movement: —

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

Rapier and Dagger 2d10 + 2

Melee, Strike, Weapon

Melee 1
6 damage
9 damage
12 damage

2 Malice: If this ability gains an edge or has a double edge, it deals an extra 2 damage.

Signature Ability

Main action

One creature or object

Dagger Storm

5 Malice

Main action

The scoundrel uses Rapier and Dagger against up to three targets. They shift up to 2 squares before or after each strike.

Supernatural Insight

The scoundrel ignores concealment if it's granted by a supernatural effect.

Human Storm Mage

Human, Humanoid

Level 3 Platoon Controller

EV 10

| | | | | |
|------------|------------|---------------|----------------|------------------|
| 1M Size | 5 Speed | 40 Stamina | 0 Stability | 5 Free Strike |
|------------|------------|---------------|----------------|------------------|

Immunity: Corruption 3, psychic 3
Movement: —

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

☒ **Lightning Bolt** 2d10 + 2
 Magic, Ranged, Strike
 ⚔ Ranged 15
 ☈ 11 7 lightning damage
 12-16 10 lightning damage
 17+ 13 lightning damage

Signature Ability
 Main action
 ☈ One creature or object

5 Malice: The ability loses the Ranged and Strike keywords, takes the Area keyword, and is a 10 × 1 line within 15 that targets each enemy and object in the area.

Gust of Wind

Area, Magic
 ⚔ 5 cube within 1

☐ Each enemy and object in the area

☐ 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 supernatural effects.

3 Malice

Maneuver

Arcane Shield

Any melee ability targeting the storm mage takes a bane. Additionally, whenever the mage takes damage from an adjacent enemy, the enemy takes 2 lightning damage, and if they have R<1 they are pushed up to 2 squares.

Supernatural Insight

The storm mage ignores concealment if it's granted by a supernatural effect.

Human Trickshot

Human, Humanoid

Level 1 Platoon Artillery

EV 6

| | | | | |
|------------|------------|---------------|----------------|------------------|
| 1M Size | 5 Speed | 20 Stamina | 0 Stability | 4 Free Strike |
|------------|------------|---------------|----------------|------------------|

Immunity: Corruption 1, psychic 1
Movement: —

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

☒ **Trick Crossbow** 2d10 + 2
 Melee, Ranged, Strike, Weapon
 ⚔ Melee 1 or ranged 15
 ☈ 11 6 damage
 12-16 9 damage
 17+ 12 damage

Signature Ability
 Main action
 ☈ One creature or object

Effect: This ability ignores cover and concealment.

3 Malice: This ability targets one additional target.

★ Supernatural Insight

The trickshot ignores concealment if it's granted by a supernatural effect.



Human Blackguard

Human, Humanoid

Level 1 Leader

EV 12

| | | | | |
|------------|------------|---------------|----------------|------------------|
| 1M Size | 5 Speed | 80 Stamina | 2 Stability | 4 Free Strike |
|------------|------------|---------------|----------------|------------------|

Immunity: Corruption 2, psychic 2
Movement: —

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

⦿ Zweihander Swing 2d10 + 3**Signature Ability**

Area, Weapon
1 burst

Main action

⦿ Each enemy in the area

≤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: One ally within 10 squares can make a free strike.

1 Malice: One ally within 10 squares can use their signature ability instead.

☒ You!

Ranged

⦿ Ranged 10

Maneuver

⦿ 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 each of their turns, the blackguard can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

★ Supernatural Insight

The blackguard ignores concealment if it's granted by a supernatural effect.

☒ Parry!

Melee

⦿ Melee 1

Triggered action

⦿ Self or one ally

Trigger: A creature makes a strike against the blackguard or an ally adjacent to them.

Effect: The damage is halved.

☒ Advance!**Villain Action 1**

⦿ Self

⦿ 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**

Area, Magic

⦿ 5 burst

⦿ Each enemy in the area

Effect: The blackguard slides each target up to 5 squares.

☒ I Can Throw My Blade and So Should You!**Villain Action 3**

Area, Magic, Ranged, Weapon

⦿ 3 cube within 5

⦿ Each enemy in the area

Effect: The blackguard uses their Zweihander Swing against each target. Each ally within 5 squares of the area can then make a free strike against a target (one target per ally).

Human Bandit Chief

Human, Humanoid

Level 3 Leader

EV 20

| | | | | |
|------------|------------|----------------|----------------|------------------|
| 1M Size | 5 Speed | 120 Stamina | 2 Stability | 5 Free Strike |
|------------|------------|----------------|----------------|------------------|

Immunity: Corruption 4, psychic 4

Movement: —

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

⦿ Whip and Magic Longsword 2d10 + 3**Signature Ability**

Magic, Melee, Strike, Weapon

⦿ Melee 2

≤11 8 damage; pull 1
12-16 12 damage; pull 2
17+ 15 damage; pull 3

Effect: Any target who is adjacent to the bandit chief after the power roll is resolved takes 3 corruption damage.

2 Malice: This ability targets one additional target

⦿ Kneel, Peasant! 2d10 + 3**Signature Ability**

Melee

⦿ Melee 1

≤11 Push 1; M<1 prone
12-16 Push 2; M<2 prone
17+ Push 4; M<3 prone

2 Malice: The ability takes the Area keyword, loses the Melee keyword, and is a 1 burst that targets each enemy in the area.

☒ Bloodstones

Magic

⦿ Self

Triggered action

⦿ Self

Trigger: The bandit chief makes a power roll.

Effect: The bandit chief takes 5 corruption damage and increases the outcome of the power roll by one tier. This damage can't be reduced in any way.

★ End Effect

At the end of each of their turns, the bandit chief can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

★ Supernatural Insight

The bandit chief ignores concealment if it's granted by a supernatural effect.

☒ Shoot!**Villain Action 1**

Area

⦿ 10 burst

⦿ Each artillery ally in the area

Effect: Each target makes a ranged free strike.

☒ Form Up!**Villain Action 2**

Area

⦿ 10 burst

⦿ Each ally in the area

Effect: Each target shifts up to their speed. Additionally, until the end of the encounter, while the bandit chief or any ally is adjacent to a target, they have damage immunity 2.

☒ Lead From the Front**Villain Action 3**

⦿ Self

Effect: The bandit chief shifts up to 10 squares regardless of their speed. During or after this movement, they can use their Whip and Magic Longsword against up to four targets. Additionally, one ally adjacent to each target can make a free strike against that target.

Giant Hawk

Animal, Human

Level 1 Platoon Mount

EV 6

| | | | | |
|------|-------|---------|-----------|-------------|
| 2 | 5 | 30 | 0 | 3 |
| Size | Speed | Stamina | Stability | Free Strike |

Immunity: —
Movement: Fly**Weakness:** —**Might +2** **Agility +2** **Reason -3** **Intuition +1** **Presence -2**

Talons 2d10 + 2
Melee, Strike, Weapon
Melee 1

| | |
|-------|-------------------|
| ≤11 | 5 damage |
| 12-16 | 7 damage |
| 17+ | 9 damage; grabbed |

2 Malice: If this ability gains an edge or has a double edge, it deals an extra 2 damage.

Signature Ability

Main action

One creature or object

Dive

Self

Effect: The hawk moves up to their speed.

1 Malice

Maneuver

Self

★ Mounted Platform

Once per turn when the hawk moves, any creature riding the hawk can make a free strike during or after the movement.

