

WAR DOGS

Ajax's war dogs—brutal patchwork soldiers—owe their new lives to the Iron Saint and fight for him fanatically. War dog minions are the freshest recruits, possessing minimal patchwork qualities and generally

treated as disposable. Those who survive a battle are rewarded with gifts from the Body Banks. Those who don't survive become recycled back into the Body Banks to be reborn.

◆ War Dog Stat Block List ◆

Echelon	Name	Level	Organization	Role	EV
1st	War Dog Commando	1	Minion	Ambusher	3 for four minions
1st	War Dog Conscript	1	Minion	Harrier	3 for four minions
1st	War Dog Sharpshooter	1	Minion	Artillery	3 for four minions
1st	War Dog Tetherite	1	Minion	Brute	3 for four minions
1st	War Dog Amalgamite	2	Horde	Brute	4
1st	War Dog Crucibite	1	Horde	Artillery	3
1st	War Dog Eviscerite	1	Horde	Harrier	3
1st	War Dog Neuronite	1	Horde	Defender	3
1st	War Dog Pestilite	3	Horde	Controller	5
1st	War Dog Phosphorite	2	Horde	Hexer	4
1st	War Dog Subcommander	2	Horde	Support	4
1st	War Dog Teletite	1	Horde	Ambusher	3
1st	War Dog Ground Commander	3	Leader	—	20
2nd	War Dog Sparkslinger	4	Minion	Artillery	6 for four minions
2nd	War Dog Sweeper	4	Minion	Harrier	6 for four minions
2nd	War Dog War Frog	4	Minion	Ambusher	6 for four minions
2nd	War Dog Arachnite	6	Horde	Artillery	8
2nd	War Dog Doomthief	5	Horde	Defender	7
2nd	War Dog Equivite	4	Horde	Brute	6
2nd	War Dog Hypokrite	4	Horde	Ambusher	6
2nd	War Dog Mischievite	5	Horde	Harrier	7
2nd	War Dog Thanatite	6	Horde	Controller	8
2nd	War Dog Tormentite	5	Horde	Hexer	7
2nd	War Dog War Doc	5	Horde	Support	7
2nd	War Dog Tetrarch	6	Leader	—	32
3rd	War Dog Draconite	7	Minion	Brute	9 for four minions
3rd	War Dog Saboteur	7	Minion	Ambusher	9 for four minions
3rd	War Dog Shriketroop	7	Minion	Artillery	9 for four minions
3rd	War Dog Aerocite	8	Horde	Harrier	10
3rd	War Dog Ballistite	8	Horde	Artillery	10
3rd	War Dog Blackcap	7	Horde	Ambusher	9
3rd	War Dog Breaker	7	Elite	Brute	36
3rd	War Dog Firestarter	8	Horde	Hexer	10
3rd	War Dog Geomancer	8	Horde	Controller	10
3rd	War Dog Iron Priest	8	Horde	Support	10
3rd	War Dog Prismite	8	Horde	Defender	10
3rd	War Dog Taxiarch	9	Leader	—	44
4th	War Dog Blood Jumper	10	Minion	Harrier	12 for four minions
4th	War Dog Hunter-Killer	10	Minion	Artillery	12 for four minions
4th	War Dog Socialite	10	Minion	Hexer	12 for four minions
4th	Castellan Hoplon	10	Elite	Defender	48
4th	Iron Champion Doru	10	Elite	Brute	48
4th	Logostician Vesper	10	Elite	Controller	48
4th	Soulbinder Psyche	10	Elite	Hexer	48
4th	Strategos Alkestis	10	Leader	—	48

Content Warning: Brainwashing and Body Horror

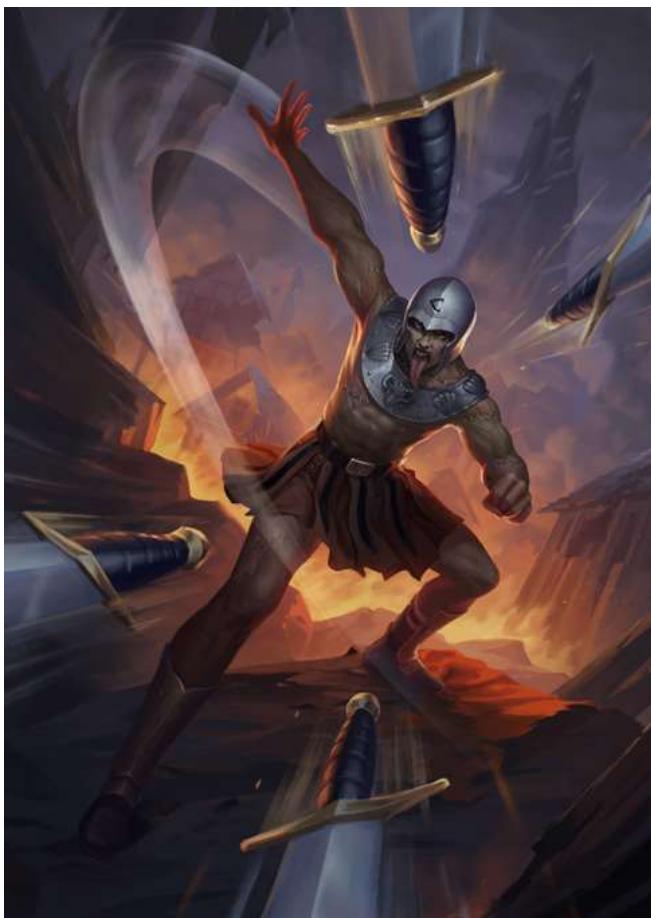
War dogs are explicitly evil soldiers built from the body parts of other humanoids. Check in with your players before running war dogs to make sure that they're okay with battling brainwashed soldiers with an appearance akin to Frankenstein's monster if he were built to be a shock trooper. If anyone is uncomfortable, modify the appearance and lore of the war dogs as you see fit.

Withdrawn From the Body Banks

Body Bank technology stolen from the upper worlds allows for the storage, manipulation, and reuse of biological body parts, and this technology has been put to terrible use by Ajax and his followers. For the rich and powerful elite, the Body Banks serve as a source of reliable medical materials and even enhancements. For everyone else, they are a looming threat and a warning of what might happen to the disloyal. Those body parts not claimed by the upper classes are stitched, welded, and fused together to become an endless supply of twisted warriors.

Soulless Soldiers

War dogs aren't undead. They still have minds, wills, and drives that separate them from zombies and mournlings. But one thing they share in common with the undead is the lack of a soul. Any remnants of a soul that didn't escape the shattered remains of their constituent parts are irrevocably damaged beyond repair in the process of making a war dog. War dogs are thus metaphysically unstable, incapable of higher spiritual functions such as empathy or love, and their personalities and beliefs are highly malleable. This makes them the ideal disposable soldier for a discerning tyrant.



War Dog Tactics

War dogs have a heavy focus on minion frontlines backed by captains with powerful control or support abilities. Those captains' tactics reflect the replaceability of their low-ranking troops, who they throw into the fray without caution. Once a squad of minions is reduced to a few stragglers, a captain will order them into position for maximum effect and manually detonate their loyalty collars.

War dog captains are intelligent, well trained, and focused on prioritizing threats to their mission. Defensive and support units focus on tying up and slowing down high-Stamina threats while offensive units try their best to bully low-Stamina backline heroes. Unless ordered, retreat is not an option for war dogs.

War Dog Sample Encounters

- **Camp Patrol, 18 EV:** Eight conscripts, eight sharpshooters, one eviscerite, one crucibite
- **Bodyguard Squad, 24 EV:** Eight sharpshooters, eight tetherites, two amalgamites, one phosphorite
- **Scout Patrol, 34 EV:** Eight commandos, sixteen conscripts, two teletalites, two neuronites, one subcommander
- **Oppressor Force, 52 EV:** Eight conscripts, eight sharpshooters, sixteen commandos, one pestilite, one neuronite, one ground commander

Enlisted at Rebirth

From the moment they are reborn, every war dog is part of Ajax's war machine. Fresh recruits undergo inspections and tests to ensure their viability and assess their capabilities, and those who are found lacking are immediately recycled.

Those who meet the minimum requirements are sent to a brief but intense training camp, where they are drilled in basic combat, personal fitness, and unwavering loyalty. It is here that war dogs are first indoctrinated with Ajax's ideals, and any who question those ideals are immediately recycled. Those who survive this training camp are fitted with loyalty collars—unremovable neck pieces fitted with explosive fuse-iron charges—and sent on to join a legion.

Chain of Command

Ajax leaves the management and tactical goals of individual legions to his hand-picked strategoi. Each strategos is an exceptionally talented war dog, often a veteran with dozens of upgrades and refinements, and is typically selected for their ability to think and plan. A strategos in turn appoints the most powerful and skilled war dogs in the legion to their inner council.

Below the inner council are hundreds of officers and thousands of soldiers. A single deviation from an order, no matter how rational or well considered, can get a lowly soldier sent back to the Body Banks. As such, lower-ranking war dogs rarely alter tactics or show initiative. Without an officer to command them, war dogs can easily turn into an unwieldy and stagnant force capable only of following their most recent orders.

War Dog Languages

Most war dogs speak Caelian and one Vaslorian human language.

War Dogs—1st Echelon

The Body Banks are filled with the remains of enemies of the state, conquered peoples, war dogs who have experienced a second death, and even scraps of monsters and animals that might prove useful. Though the creation of new war dogs is by no means an exact process, the flesh sculptors of the Body Banks take great pride in crafting a highly destructive, single-mindedly fanatical army.

The vast majority of war dogs are simple amalgams of humanoids fused, stitched, and welded together with stolen Upper World technology and forbidden alchemy. Their unnatural origin is on clear display: patchwork skin, mismatched limbs, and unsettling proportions marking them as artificial revenants.

War Dog Malice

Level 1+ Malice Features

At the start of any war dog's turn, you can spend Malice to activate one of the following features.

Reconstitute

3 Malice

One war dog acting this turn tears apart a nearby corpse of a humanoid and incorporates its body parts into their own. The war dog regains Stamina equal to 5 times their level.

Fire for Effect

Area, Magic, Ranged
4 cube within 10

5 Malice

Maneuver
Each creature in the area

Effect: Each target makes an **Agility test**. The same condition is imposed on each affected target.

≤11	5 fire damage; slowed or weakened (save ends)
12–16	5 fire damage; slowed or weakened (EoT)
17+	5 fire damage

Fodder Run

7 Malice

Each war dog minion in the encounter shifts up to their speed and can make a free strike. A minion who does so is then reduced to 0 Stamina.

War Dog Commando

Humanoid, Soulless, War Dog

Level 1 Minion Ambusher

EV 3 for four minions

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

Immunity: —

Movement: —

Weakness: —

With Captain: +1 damage bonus to strikes

Might 0

Agility +2

Reason 0

Intuition 0

Presence 0

Daggers

Signature Ability

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

Main action
One creature or object per minion

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

Effect: After using this ability, the commando can attempt to hide even if observed.

Loyalty Collar

When the commando is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Conscript

Humanoid, Soulless, War Dog

Level 1 Minion Harrier

EV 3 for four minions

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

Immunity: —

Movement: —

Weakness: —

With Captain: +1 damage bonus to strikes

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

2d10 + 2	Charge, Melee, Ranged, Strike, Weapon	Main action
Melee 1 or ranged 5	One creature or object per minion	
≤11	1 damage	
12–16	2 damage	
17+	3 damage	

Effect: If used with the Charge main action, this ability gains an edge.

Loyalty Collar

When the conscript is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Sharpshooter

Humanoid, Soulless, War Dog

Level 1 Minion Artillery

EV 3 for four minions

1M	7	3	0	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Movement: —

Weakness: —

With Captain: +5 bonus to ranged distance

Might 0	Agility +2	Reason 0	Intuition 0	Presence 0
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Bolt Launcher

2d10 + 2	Ranged, Strike, Weapon	Main action
Ranged 5	One creature or object per minion	
≤11	2 damage	
12–16	4 damage	
17+	5 damage	

Effect: This ability ignores cover and concealment.

Loyalty Collar

When the sharpshooter is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Tetherite

Humanoid, Soulless, War Dog

Level 1 Minion Brute

EV 3 for four minions

1M	5	5	1	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Movement: —

Weakness: —

With Captain: Gain an edge on strikes

Might +2	Agility 0	Reason 0	Intuition 0	Presence 0
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Banded Dagger

2d10 + 2	Melee, Strike, Weapon	Main action
Melee 2	One creature or object per minion	
≤11	2 damage	
12–16	4 damage	
17+	5 damage	

Tethered

A captain attached to a tetherite squad has their stability increased by the number of tetherites within 2 squares of them.

Loyalty Collar

When the tetherite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Amalgamate

Humanoid, Soulless, War Dog

Level 2 Horde Brute

EV 4

2 Size 5 Speed 25 Stamina 2 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 Agility 0 Reason 0 Intuition 0 Presence 0

Several Arms 2d10 + 2

Melee, Strike, Weapon

Melee 2

≤11 4 damage
12-16 5 damage; A<1 grabbed
17+ 6 damage; A<2 grabbed

Effect: The amalgamate can have up to four targets grabbed at once.

3 Malice: The amalgamate deals 3 damage to each creature grabbed this way or who they already have grabbed, and regains Stamina equal to the damage dealt.

Signature Ability

Main action

Two creatures or objects

Posthumous Promotion

Magic, Ranged

Ranged 10

Maneuver

One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Loyalty Collar

When the amalgamate is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Crucibite

Humanoid, Soulless, War Dog

Level 1 Horde Artillery

EV 3

1M Size 5 Speed 10 Stamina 0 Stability 2 Free Strike

Immunity: Fire 2
Movement: —

Weakness: —

Might 0 Agility +2 Reason 0 Intuition 0 Presence 0

Flamebelcher 2d10 + 2

Area, Weapon

5 × 1 line within 1

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

Effect: The area is covered in sticky fire until the start of the crucibite's next turn. Any creature who enters the area for the first time in a round or starts their turn there takes 2 fire damage.

3 Malice: The area becomes a 10 × 1 line, and if any ally of the crucibite is in the area when it is created, the ability deals an extra 2 damage to each target.

Signature Ability

Main action

Each creature and object in the area

Posthumous Promotion

Magic, Ranged

Ranged 10

Maneuver

One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Loyalty Collar

When the crucibite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.



War Dog Eviscerite

Humanoid, Soulless, War Dog

Level 1 Horde Harrier
EV 3

1M Size 7 Speed 15 Stamina 0 Stability 1 Free Strike

Immunity: —
Movement: —

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

✖ **Chainsaw Whip** 2d10 + 2
Melee, Strike, Weapon
Melee 3
≤11 3 damage
12-16 4 damage; pull 1
17+ 5 damage; pull 2

Effect: The eviscerite can automatically grab a target pulled adjacent to them this way.

☒ **Posthumous Promotion**

Magic, Ranged
Ranged 10

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

★ **Loyalty Collar**

When the eviscerite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

Signature Ability

Main action

⌚ One creature and object

War Dog Neuronite

Humanoid, Soulless, War Dog

Level 1 Horde Defender
EV 3

1M Size 5 Speed 20 Stamina 0 Stability 1 Free Strike

Immunity: Psychic 2
Movement: Fly
Weakness: —

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

✖ **Synlirii Grafts** 2d10 + 2

Signature Ability

Main action

⌚ Each enemy in the area

☒ **Posthumous Promotion**

Magic, Ranged

Ranged 10
⌚ One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

✖ **The Voice**

1 Malice

Maneuver

⌚ Each enemy in the area

Effect: The neuronite chooses one ally within 10 squares. Each target is either taunted by the ally, or the ally has damage immunity 3 whenever any target makes a strike against them (the neuronite's choice). Either effect lasts until the start of the neuronite's next turn.

★ **Loyalty Collar**

When the neuronite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.



War Dog Pestilite

Humanoid, Soulless, War Dog

Level 3 Horde Controller

EV 5

1M Size 5 Speed 20 Stamina 0 Stability 2 Free Strike

Immunity: Poison 3

Weakness: —

Movement: —

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

✖ **Plaguecaster** 2d10 + 2

Signature Ability

Main action

⌚ Each creature in the area

≤11 2 poison damage; ≤0 frightened (save ends)

12-16 4 poison damage; ≤1 frightened (save ends)

17+ 5 poison damage; ≤2 frightened (save ends)

Effect: The area is filled with a cloud of pestilence that lasts until the start of the pestilite's next turn. Any creature who enters the area for the first time in a round or starts their turn there takes 2 poison damage.

☒ **Posthumous Promotion**

Magic, Ranged

Ranged 10
⌚ One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

★ **Loyalty Collar**

When the pestilite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Phosphorite
Humanoid, Soulless, War DogLevel 2 Horde Hexer
EV 4

1M Size 5 Speed 15 Stamina 0 Stability 2 Free Strike

Immunity: Acid 2
Movement: —

Weakness: —

Might 0 Agility +2 Reason 0 Intuition 0 Presence 0

 Caustic Detonator 2d10 + 2**Signature Ability**Magic, Ranged


Main action

 One creature or object**Effect:** A detonator attaches to the target. At the end of each round, roll a die. On an odd result, the detonator explodes, triggering the following power roll. 4 acid damage; M<0 bleeding (save ends) 6 acid damage; M<1 bleeding (save ends) 10 acid damage; M<2 bleeding (save ends)**Special:** A creature adjacent to the target can attempt an **Agility** test as a maneuver to remove the detonator. No effect. The detonator is disarmed and destroyed. The creature can attach the detonator to another creature or object within 5 squares of them. **Posthumous Promotion**Magic, Ranged
Maneuver
 One war dog**Effect:** If the target has a loyalty collar, they are reduced to 0 Stamina.**★ Loyalty Collar**

When the phosphorite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Subcommander

Humanoid, Soulless, War Dog

Level 2 Horde Support
EV 4

1M Size 5 Speed 20 Stamina 0 Stability 2 Free Strike

Immunity: —
Movement: —

Weakness: —

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

 Command Saber 2d10 + 2**Signature Ability**

Melee, Strike, Weapon

Main action

 One creature or object 4 damage 5 damage 7 damage**Effect:** One ally within 5 squares of the subcommander can make a free strike against the target. **Posthumous Promotion**Magic, Ranged
Maneuver
 One war dog**Effect:** If the target has a loyalty collar, they are reduced to 0 Stamina.**★ The Iron Saint Does Not Recognize Retreat**

Each ally within 5 squares of the subcommander gains a +3 bonus to stability.

★ Loyalty Collar

When the subcommander is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Teletalite

Humanoid, Soulless, War Dog

Level 1 Horde Ambusher

EV 3

1M Size 5 Speed 15 Stamina 0 Stability 2 Free Strike

Immunity: —
Movement: Teleport

Weakness: —

Might 0 Agility +2 Reason 0 Intuition 0 Presence 0

 Corrupted Ash Daggers 2d10 + 2**Signature Ability**

Melee, Ranged, Strike, Weapon

 Melee 1 or ranged 10

Main action

 One creature or object 4 damage; slide 1 6 damage; slide 2 7 damage; slide 3**Effect:** The teletalite gains an edge on this ability if any ally is adjacent to the target.**1 Malice:** The teletalite teleports the target 3 squares before sliding them. **Posthumous Promotion**

Magic, Ranged



Maneuver

 One war dog**Effect:** If the target has a loyalty collar, they are reduced to 0 Stamina.**Corrupted Ash Teleport**

Magic

**1 Malice**

Maneuver

**Effect:** The teletalite can teleport up to 5 squares and gains an edge on strikes until the end of their turn.**★ Loyalty Collar**

When the teletalite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.



War Dog Ground Commander

Humanoid, Soulless, War Dog

Level 3 Leader
EV 20

1M Size	5 Speed	120 Stamina	2 Stability	5 Free Strike
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Immunity: —
Movement: —

Weakness: —

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

Conditioning Spear 2d10 + 3

Melee, Psionic, Ranged, Strike

Melee 1 or ranged 5

≤11 8 damage; pull 1

12-16 12 damage; pull 2

17+ 15 damage; pull 3

Effect: One ally within 10 squares of the ground commander can make a free strike.

Signature Ability

Main action

Two creatures or objects

Malice: A target who has **I<2** and who is adjacent to the ground commander after this ability is resolved is grabbed (save ends). This grab can't be escaped using the Escape Grab maneuver. The ground commander can grab up to two creatures at a time.

Highest Posthumous Promotion

Area, Magic

10 burst

Maneuver

Each war dog in the area

Effect: Any target who has a loyalty collar is reduced to 0 Stamina.

Final Orders

Magic, Ranged

Ranged 10

Triggered action

One ally

Trigger: The target takes damage, is force moved, or is reduced to 0 Stamina.

Effect: Even if reduced to 0 Stamina, the target moves up to their speed and can make a free strike after the triggering effect is resolved. The target then immediately dies.

End Effect

At the end of each of their turns, the ground commander 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.

Loyalty Collar

When the ground commander is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

Combined Arms

Area

10 burst

Villain Action 1

Each ally in the area

Effect: Each target can make a ranged free strike, then immediately use the Charge main action.

Make an Example of Them

Magic, Ranged

Ranged 10

Villain Action 2

One enemy

Effect: Each ally within 5 squares of the target moves up to their speed and can make a free strike against the target. If the target has **I<2** they are frightened of the ground commander (save ends).

Claim Them for the Body Banks

Area, Magic

10 burst

Villain Action 3

Each creature in the area

Effect: Each target ally shifts up to 2 squares and can use the Grab maneuver. Until the end of the encounter, each target enemy takes a bane on the Escape Grab maneuver.



War Dogs—2nd Echelon

War dogs, like any soldiers, are outfitted to carry out warfare with weapons, armor, and no end of ghastly tools. But Ajax's war dog forces are no ordinary army, and they bear extraordinary equipment.

Shrikeguns

The shrikegun is a new kind of weapon fit for a new kind of soldier. Each shrikegun is a rapid-firing bolt-thrower that replaces the draw of a crossbow with the compact energy of torsion springs. When loosed, a standard shrikegun throws a five-inch, iron-tipped wooden stake hard enough to reliably pierce steel plate at 50 yards. The stabilization grooves cut into the stakes create a shrill whistle when they are fired, leading to many less-disciplined armies breaking upon hearing the "shrike scream" of a loosed volley.

Fuse-Iron

Some war dogs use fuse-iron weapons that emit flames or cause explosions. While the exact properties of fuse-iron depend on its specific alloy and shape, the material is known for turning physical force into heat and light. Special arrangements of fuse-iron utilize crush cavities to create concussive detonations that are incredibly powerful, if not particularly reliable. Fuse-iron is expensive, accident-prone, and almost impossible to work with in large quantities, so that fuse-iron equipment is granted only to war dog specialists.

Houndweapons

Insubordinate war dogs are usually punished with a trip back to the Body Banks, but individuals who need to be made an example of are condemned to an even harsher fate: becoming a houndweapon. These living weapons are horrific blends of flesh, machine, and spirit created as powerful and terribly cruel tools of war. Only the highest-ranking and most capable war dogs can requisition houndweapons, given those living armaments' power and the time and difficulty involved in making them.

War Dog Malice

Level 4+ Malice Features

At the start of any level 4 or higher war dog's turn, you can spend Malice to activate one of the following features.

★ Prior Malice Features

3–7 Malice

The war dog activates a Malice feature available to war dogs of level 3 or lower.

☒ Loyalty Unto Death

5 Malice

Magic, Ranged
Ranged 10

Maneuver
Two war dogs

Effect: Each target who has a loyalty collar shifts up to their speed, then is reduced to 0 Stamina. After each target's Loyalty Collar trait is resolved, each enemy adjacent to either target makes a **Presence test**.

≤11 Push 4; the enemy is frightened of the nearest non-minion war dog (save ends)

12–16 Push 2; the enemy is frightened of the nearest non-minion war dog (EoT)

17+ Push 2

War Dog Sparkslinger

Humanoid, Soulless, War Dog

Level 4 Minion Artillery

EV 6 for four minions

1M Size 5 Speed 7 Stamina 0 Stability 3 Free Strike

Immunity: Lightning 4

Weakness: —

Movement: — **With Captain:** Lightning spread increases by 1 square

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

☒ Galvanic Arc

2d10 + 3

Magic, Ranged, Strike

Ranged 7

Signature Ability

Main action

One creature or object per minion

≤11 3 lightning damage

12–16 5 lightning damage; the lightning spreads 1 square

17+ 7 lightning damage; the lightning spreads 2 squares

Effect: The lightning's spread is the distance it arcs from a target to nearby enemies. Each enemy within that distance takes 2 lightning damage.

★ Loyalty Collar

When the sparkslinger is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.



War Dog Sweeper
Humanoid, Soulless, War DogLevel 4 Minion Harrier
EV 6 for four minions

1M Size 6 Speed 8 Stamina 0 Stability 2 Free Strike

Immunity: —
Movement: —Weakness: —
With Captain: Gain an edge on strikes

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

☒ **Shrikegun Shot** 2d10 + 3

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 3

Signature Ability

Main action

One creature or object per minion

≤11 2 damage

12-16 4 damage; push 1

17+ 6 damage; push 3

Effect: Any target within 2 squares of the sweeper takes an extra 3 damage.★ **Shrapnel-Laced Loyalty Collar**

When the sweeper is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each enemy and object within 2 squares of them.

War Dog War Frog
Humanoid, Soulless, War DogLevel 4 Minion Ambusher
EV 6 for four minions

1S Size 5 Speed 8 Stamina 0 Stability 3 Free Strike

Immunity: Poison 4

Movement: Climb, swim

Weakness: —

With Captain: +2 bonus to speed

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

☒ **Poisoned Dagger** 2d10 + 3

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 4

Signature Ability

Main action

One creature per minion

≤11 3 poison damage

12-16 5 poison damage

17+ 7 poison damage

Effect: The war frog can jump 3 squares before or after making the strike. If they end this jump in cover or concealment, they can attempt to hide.★ **Loyalty Collar**

When the war frog is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object

War Dog Arachnrite
Humanoid, Soulless, War DogLevel 6 Horde Artillery
EV 8

1L Size 5 Speed 35 Stamina 0 Stability 4 Free Strike

Immunity: Psychic 6

Movement: Climb

Weakness: —

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

☒ **Longarm Shrikegun** 2d10 + 3

Ranged, Strike, Weapon

Ranged 15

≤11 7 damage

12-16 9 damage

17+ 11 damage; A < 3 bleeding (save ends)

Effect: This ability ignores cover and concealment. The arachnrite chooses one of the following damage types when making the strike: acid, cold, fire, lightning, poison, psychic, or sonic.**2 Malice:** The arachnrite can use this ability as if they were in the space of any ally within distance.☒ **Web Vial**

Area, Ranged

2 cube within 10

Maneuver

Special

Effect: The area is difficult terrain until the end of the encounter.★ **Eight-Eyed Sight**

At the start of each of their turns, the arachnrite automatically knows the location of each hidden creature within 10 squares of them.

★ **Loyalty Collar**

When the arachnrite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object



War Dog Doomthief
Humanoid, Soulless, War DogLevel 5 Horde Defender
EV 7

1L Size 5 Speed 40 Stamina 2 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

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

Ripper Shrikegun 2d10 + 3Area, Weapon
10 × 3 line within 1≤11 3 damage; push 1
12-16 5 damage; push 3
17+ 6 damage; push 5; A<3 slowed (save ends)**Signature Ability**

Main action

Each enemy in the area

Effect: The doomthief can't willingly move on the same turn they use this ability.**Doom Magnet**

The doomthief emits a 3 aura of warped fate that blocks line of effect for any enemy ability that doesn't include them as a target.

Expanding Doom

A Self

4 Malice

Maneuver

B Self

Effect: The doomthief has damage immunity 4 and the size of the aura from their Doom Magnet trait increases by 3, both until the start of their next turn.**Loyalty Collar**

When the doomthief is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Equivite
Soulless, War DogLevel 4 Horde Brute
EV 6

2 Size 8 Speed 53 Stamina 2 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

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

Fuse-Iron Lance 2d10 + 3Charge, Melee, Strike, Weapon
Melee 2≤11 6 damage
12-16 8 damage
17+ 10 damage; I<3 frightened (save ends)**Signature Ability**

Main action

One creature or object

Effect: This ability gains an edge while charging.**2 Malice:** The ability deals an extra 3 fire damage to the target and each enemy adjacent to the target.**Blazing Charge** 2d10 + 3Melee, Weapon
A Special; see below

Maneuver

B Special

Effect: The equivite moves up to their speed and ignores difficult terrain. Any mundane size 1 object whose space they move through is destroyed. The equivite makes one power roll against each enemy whose space they move through for the first time.≤11 2 damage; push 1
12-16 4 damage; push 2
17+ 5 damage; push 3; M<3 prone**Loyalty Collar**

When the equivite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Hypokrite
Humanoid, Soulless, War DogLevel 4 Horde Ambusher
EV 6

1M Size 8 Speed 30 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

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

Needle-Knife 2d10 + 3Melee, Strike, Weapon
Melee 1≤11 6 damage
12-16 8 damage; A<2 bleeding (save ends)
17+ 10 damage; A<3 bleeding and weakened (save ends)**Effect:** This ability deals an extra 6 damage if the hypokrite is hidden or disguised.**Feign Death**

Ranged

A Ranged 20

2 Malice

Triggered action

B Special

Trigger: The hypokrite takes damage.**Effect:** The hypokrite detonates their loyalty collar to deal 2d6 damage to each adjacent enemy, but teleports to an unoccupied space adjacent to an ally within distance and remains alive.**Face in the Crowd**

The hypokrite is invisible while adjacent to any ally who isn't hidden, and they can attempt to hide even while observed. Whenever they use the Hide maneuver, the hypokrite can disguise themselves as another creature within line of effect.

Loyalty Collar

When the hypokrite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Mischievite

Humanoid, Soulless, War Dog

Level 5 Horde Harrier
EV 7

1M Size 6 Speed 35 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

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

X **Fuse-Iron Knives** 2d10 + 3
Melee, Ranged, Strike, Weapon
Melee 1 or ranged 5

≤11 5 damage
12-16 7 damage
17+ 8 damage; **R<3** the target is dazzled (save ends)

Effect: A dazzled target takes a bane on strikes and has line of effect only within 1 square.

Signature Ability
Main action
Two creatures

Misdirection

Ranged

Melee 1 or ranged 3

Maneuver
One ally or dazzled creature

Effect: The mischievite swaps positions with the target. An ally targeted by this ability can make a free strike before or after being swapped.

2 Malice: The mischievite can use this ability as a triggered action when they are targeted by an ability. If they do, the swapped target becomes the new target of the triggering ability.

Crafty

The mischievite doesn't provoke opportunity attacks by moving.

Loyalty Collar

When the mischievite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object

War Dog Thanatite

Humanoid, Soulless, War Dog

Level 6 Horde Controller
EV 8

1M Size 5 Speed 35 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

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

X **Snaking Entrails** 2d10 + 3
Magic, Ranged
Ranged 10

Effect: The target dies and the thanatite makes one power roll against each enemy within 2 squares of the target.

≤11 3 corruption damage; **A<1** slowed (save ends)
12-16 5 corruption damage; **A<2** slowed (save ends)
17+ 7 corruption damage; **A<3** restrained (save ends)

3 Malice: If an affected enemy is adjacent to any corpse, they are frightened of the thanatite (save ends).

Wall of Flesh

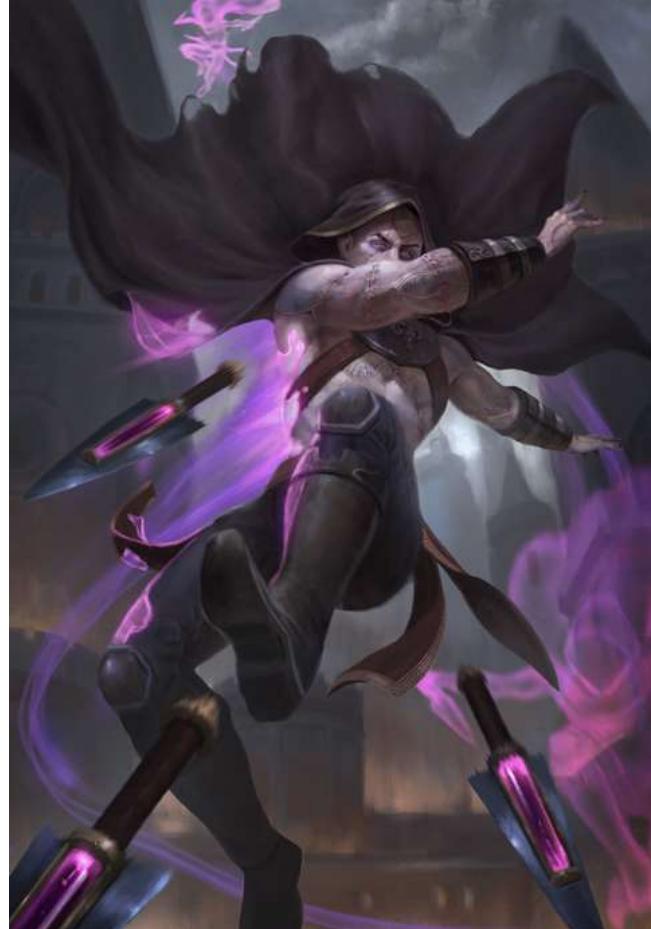
Area, Magic, Ranged
10 wall within 10

Maneuver
One corpse

Effect: The target spawns a wall of bloody muscle and pulsing viscera that must share one or more squares with the target. Each enemy in the area when the wall is created vertically slides up to 2 squares and is knocked prone. Each square of the wall has 3 Stamina.

Loyalty Collar

When the thanatite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.



War Dog Tormentite
Humanoid, Soulless, War DogLevel 5 Horde Hexer
EV 7

1M Size 5 Speed 30 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

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

 Mark of Agony 2d10 + 3Magic, Ranged, Strike
 Ranged 10**Signature Ability**

Main action

 One creature or object

[≤11] 6 corruption damage

[12-16] 8 corruption damage; the target is marked (save ends)

[17+] 9 corruption damage; the target is marked (save ends)

Effect: Strikes made against a target marked this way gain an edge. Additionally, whenever the tormentite takes damage, each target marked by them takes 3 damage. **Vortex of Pain** 2d10 + 3Area, Magic, Ranged
 4 cube within 10**3 Malice**

Main action

 Each enemy in the area

[≤11] 2 corruption damage

[12-16] 4 corruption damage

[17+] 5 corruption damage; one ally in the area can end one effect on them that can be ended by a saving throw, and can give that effect to one target

Effect: The tormentite regains 2 Stamina for each creature targeted by this ability.**Persistent Pain**

From the start of the encounter, the tormentite takes 1 damage at the start of each of their turns.

Loyalty Collar

When the tormentite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog War Doc
Humanoid, Soulless, War DogLevel 5 Horde Support
EV 7

1L Size 5 Speed 35 Stamina 1 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

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

 Syringe Crossbow 2d10 + 3

Ranged, Strike, Weapon

 Ranged 10

[≤11] 6 poison damage

[12-16] 8 poison damage

[17+] 9 poison damage; M < 3 weakened (save ends)

Effect: A target enemy is subject to this ability's power roll. A target ally instead gains 5 temporary Stamina and can make a free strike. **Posthumous Promotion**

Magic, Ranged

 Ranged 10

Maneuver

 One war dog**Effect:** If the target has a loyalty collar, they are reduced to 0 Stamina. **Sanguine Stimulants**

Magic, Ranged

 Ranged 15**1 Malice**

Triggered action

 Special**Trigger:** One ally within distance dies.**Effect:** Each ally adjacent to the dead ally deals an extra 6 damage on their next strike.**Body Bank Branch Manager**If the war doc uses the Reconstitute war dog Malice feature, it costs 1 Malice less. Additionally, allies can treat the living war doc as a corpse when using the Reconstitute feature (see [Reconstitute](#)).**No Loyalty Collar?**

The war doc and the iron priest are among the most zealous war dogs in their ranks. When placed into positions of authority, they are often called upon to determine which war dogs are ready for combat and which units should be scrapped for parts.

War Dog Tetrarch

Humanoid, Soulless, War Dog

Level 6 Leader
EV 32

1M Size 7 Speed 180 Stamina 2 Stability 7 Free Strike

Immunity: —

Movement: —

Might +4 Agility +3 Reason +2 Intuition +3 Presence +4

✖ Houndblade 2d10 + 4

Charge, Melee, Ranged, Strike, Weapon

Melee 1 or ranged 3

≤11 11 damage

12-16 16 damage; taunted (EoT)

17+ 19 damage; taunted (EoT)

Signature Ability

Main action

Two creatures or objects

Effect: A creature taunted this way takes a bane on strikes.

3 Malice: Each target loses 1d3 Recoveries.

✖ Get Them, You Dolt!

Ranged

Ranged 10

1 Malice per target

Maneuver

Three creatures

Effect: Each target shifts up to their speed and can make a free strike. If the free strike targets an enemy taunted by the tetrarch, it deals an extra 4 damage.

✖ Sneering Disregard

Ranged

Ranged 10

Triggered action

The triggering creature

Trigger: A creature within distance who is not taunted by the tetrarch targets the tetrarch with a power roll.

Effect: The power roll has a double bane. If the target obtains a tier 1 outcome, the tetrarch ignores any of the power roll's effects other than damage and the target is frightened of the tetrarch (save ends).

★ End Effect

At the end of each of their turns, the tetrarch can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

✖ Enter the Fray 2d10 + 4

Area

2 burst

Villain Action 1

Each enemy in the area

Effect: The tetrarch can jump up to 7 squares before using this ability.

≤11 Push 2; I<2 frightened (save ends)

12-16 Push 4; I<3 frightened (save ends)

17+ Push 5; I<4 frightened (save ends)

✖ Lay Waste 2d10 + 4

Area, Ranged, Weapon

Melee 5 or ranged 10

Each creature and object in the area

≤11 7 fire damage; A<2 slowed (EoT)

12-16 13 fire damage; A<3 slowed (save ends)

17+ 16 fire damage; A<4 slowed (save ends)

Villain Action 2

Effect: The area is set ablaze until the end of the encounter. While ablaze, the area is difficult terrain, and any creature takes 2 fire damage for each square in the area they enter for the first time in a round.

✖ You Would Dare?!

Self

Self

Effect: Until the end of the encounter, the tetrarch has damage immunity 2, and their Houndblade ability targets three creatures or objects.



War Dogs—3rd Echelon

As a war dog proves their loyalty and gains the favor of their superiors, they might be rewarded with special attention from the flesh sculptors of the Body Banks, smoothing out their construction and supplying them with higher-quality parts. War dogs who have risen through the ranks this way pride themselves on their nearly ordinary appearances.

Happy Accidents

Making war dogs is more art than science, and happy little accidents can create war dogs with unusual characteristics. These war dogs are given great attention by the flesh sculptors, both to further improve the abilities of these deviants and to learn how to replicate their creation.

Made to Order

War dogs are most often made by playing the odds, with each new resurrection assumed to create certain ratios of infantry, mages, specialists, and so on. However, by radically altering their creation processes and providing special materials, war dogs can be made who bear little resemblance to any humanoid, and who possess power beyond that of any typical conscript.

These monstrous war dogs are developed to fulfill specific roles and combat niches, and are often fused with inorganic materials after their rebirth as living war machines. Monstrous war dogs are uniformly respected for having been chosen for greatness, and they consider their unnatural forms a badge of honor bestowed by Ajax.

War Dog Malice

Level 7+ Malice Features

At the start of any level 7 or higher war dog's turn, you can spend Malice to activate one of the following features.

★ Prior Malice Features

3–7 Malice

The war dog activates a Malice feature available to war dogs of level 6 or lower.

◎ Alchemical Cloud

7 Malice

A bank of choking chemicals sweeps across the area of the encounter map. Each enemy in the encounter makes a **Might** test.

- ≤11 8 poison damage; dazed (EoT)
- 12–16 7 poison damage; weakened (EoT)
- 17+ 4 poison damage

War Dog Draconite

Humanoid, Soulless, War Dog

Level 7 Minion Brute

EV 9 for four minions

2
Size

5
Speed

13
Stamina

2
Stability

4
Free Strike

Immunity: —

Movement: —

Weakness: —

With Captain: +3 damage bonus to strikes

Might +4 **Agility** +1 **Reason** -2 **Intuition** -1 **Presence** +2

Greatsword and Roar

2d10 + 4
Charge, Melee, Strike, Weapon

Melee 2

≤11 4 damage

12–16 4 damage, 3 psychic damage

17+ 4 damage, 4 psychic damage; the target must move their speed in a straight line away from the draconite

Effect: If this damage leaves the target winded, they are frightened of the draconite until the end of the target's next turn.

Signature Ability

Main action

◎ One creature or object per minion

★ Loyalty Collar

When the draconite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Saboteur

Humanoid, Soulless, War Dog

Level 7 Minion Ambusher

EV 9 for four minions

1S
Size

6
Speed

12
Stamina

0
Stability

4
Free Strike

Immunity: —

Movement: —

Weakness: —

With Captain: +5 bonus to ranged distance

Might -1 **Agility** +2 **Reason** +4 **Intuition** +3 **Presence** +1

Fuse-Iron Bomb

2d10 + 4
Ranged, Weapon

Ranged 5

≤11 4 fire damage

12–16 7 fire damage; push 1

17+ 8 fire damage; push 3

Effect: The space the target occupies fills with dark smoke and blocks line of effect until the start of the saboteur's next turn.

Signature Ability

Main action

◎ One creature or object per minion

★ Loyalty Collar

When the saboteur is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Shriketroop

Humanoid, Soulless, War Dog

Level 7 Minion Artillery

EV 9 for four minions

1M
Size

5
Speed

10
Stamina

0
Stability

4
Free Strike

Immunity: —

Movement: —

Weakness: —

With Captain: Gain an edge on strikes

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

Canis Shrikegun

2d10 + 4
Ranged, Strike, Weapon

Ranged 10

≤11 4 damage

12–16 7 damage

17+ 8 damage; **I**<3 the target is frightened of all shriketroops (EoT)

Effect: The target must move their speed in a straight line away from the shriketroop.

Signature Ability

Main action

◎ One creature or object per minion

★ Loyalty Collar

When the shriketroop is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Aerocite

Humanoid, Soulless, War Dog

Level 8 Horde Harrier
EV 10

1M Size 8 Speed 50 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: Fly

Might 0 Agility +4 Reason +1 Intuition +3 Presence +1

Dive Bomb 2d10 + 4

Melee, Strike, Weapon
Melee 1

≤11 7 damage
12-16 10 damage; vertical slide 2
17+ 12 damage; vertical slide 3

Signature Ability

Main action

One creature or object

Effect: An enemy forced moved by this ability is grabbed instead.

Caustic Paste Bomb 2d10 + 4

Area, Magic, Ranged
3 cube within 5

Maneuver

Each creature or object in the area

≤11 2 acid damage; M<2 slowed (save ends)
12-16 4 acid damage; M<3 slowed (save ends)
17+ 6 acid damage; M<4 slowed (save ends)

Effect: The area is difficult terrain.

Jetwing Agility

If the aerocite moves 5 or more squares on their turn, strikes made against them take a bane until the start of their next turn.

Loyalty Collar

When the aerocite is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Ballistite

Soulless, War Dog

Level 8 Horde Artillery

EV 10

1L Size 0 Speed 72 Stamina 5 Stability 4 Free Strike

Immunity: —
Movement: —

Might +4 Agility -2 Reason +2 Intuition +3 Presence +2

Biokinetic Ballista 2d10 + 4

Signature Ability

Main action

Two creatures or objects

Ranged, Strike, Weapon
Ranged 15

≤11 7 damage; push 1
12-16 10 damage; push 3
17+ 11 damage; push 5

Effect: Any target pushed into an obstacle is knocked prone, and if they have M<3 they are restrained (save ends).

Kill Zone

Area, Magic, Ranged
3 cube within 12

3 Malice

Maneuver

Special

Effect: Until the start of the ballistite's next turn, the area is difficult terrain, and any ranged ability targeting an enemy in the area deals an extra 8 damage.

Set Up and Tear Down

At the start of each of the ballistite's turns, they can gain a +4 bonus to speed until the end of their turn. While their speed is greater than 0 by any means, they can't use main actions or maneuvers.

Loyalty Collar

When the ballistite is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.



War Dog Blackcap

Humanoid, Soulless, War Dog

Level 7 Horde Ambusher
EV 9

1M Size	6 Speed	45 Stamina	0 Stability	4 Free Strike
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Immunity: —
Movement: Teleport

Might +1 **Agility +4** **Reason +4** **Intuition +2** **Presence 0**

☒ **Flesh-Eater Knife** 2d10 + 4
Magic, Melee, Ranged, Strike, Weapon
↳ Melee 1 or ranged 5
≤11 8 damage
12-16 11 damage
17+ 12 damage; M<4 bleeding and weakened (save ends)

Effect: The blackcap can teleport up to their speed before using this ability, creating an ash clone (see below) in their original square.

Signature Ability

Main action

◎ One creature or object

☒ Ashes to Ashes

Ranged
↳ Ranged 20

Maneuver
◎ Up to three ash clones

Effect: Each target makes a free strike.

★ Ash Clones

An ash clone created by the blackcap has the blackcap's statistics but has 1 Stamina. Ash clones don't take turns in combat, but they can act when the blackcap allows them to and can move when the blackcap willingly moves.

★ Duplicating Loyalty Collar

When the blackcap or any of their ash clones is reduced to 0 Stamina, that creature's loyalty collar explodes, dealing 3d6 poison damage to each adjacent enemy and object. If any adjacent enemy has A<3 they are also weakened (save ends).

War Dog Breaker

Humanoid, Soulless, War Dog

Level 7 Elite Brute
EV 36

2 Size	5 Speed	200 Stamina	4 Stability	7 Free Strike
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Immunity: —
Movement: —

Weakness: —

Might +4 **Agility +2** **Reason +1** **Intuition +1** **Presence +3**

☒ **Pile Bunker Gauntlet** 2d10 + 4

Charge, Melee, Strike, Weapon
↳ Melee 1
≤11 12 damage; push 4; prone
12-16 17 damage; slide 4; prone or M<3 dazed (save ends)
17+ 21 damage; slide 4; prone; M<4 dazed (save ends)

Signature Ability

Main action

◎ Two creatures or objects

☒ Surging Power

↳ Self

Maneuver
◎ Self

Effect: Until the start of their next turn, the breaker has a double edge on abilities and is automatically affected by all potency effects.

★ Breaking Point

When the breaker would be reduced to 0 Stamina, they delay that effect as they end any conditions affecting them and immediately take a turn, regardless of whether they have already taken a turn this round. The breaker's abilities deal an extra 5 damage during this turn, at the end of which they are reduced to 0 Stamina.

★ Loyalty Collar

When the breaker is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Firestarter

Humanoid, Soulless, War Dog

Level 8 Horde Hexer
EV 10

1M Size	5 Speed	45 Stamina	0 Stability	3 Free Strike
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Immunity: Fire 8
Movement: —

Weakness: —

Might 0 **Agility +2** **Reason +3** **Intuition +4** **Presence +1**

☒ **Twin Flamebelchers** 2d10 + 4

Signature Ability

Main action

↳ 10 × 1 line within 1
◎ Each creature and object in the area

≤11 3 fire damage; A<2 the target is seared (save ends)

12-16 6 fire damage; A<3 the target is seared (save ends)

17+ 8 fire damage; A<4 the target is seared (save ends)

Effect: A seared creature takes a bane on strikes and has damage weakness 5. If this ability obtains a tier 3 outcome against one or more creatures who are already seared, the firestarter can use Enflame as a free triggered action.

☒ **Enflame** 2d10 + 4

Magic, Ranged

↳ Ranged 10

Maneuver

◎ Special

Effect: This ability targets each enemy within 2 squares of any seared creature within distance.

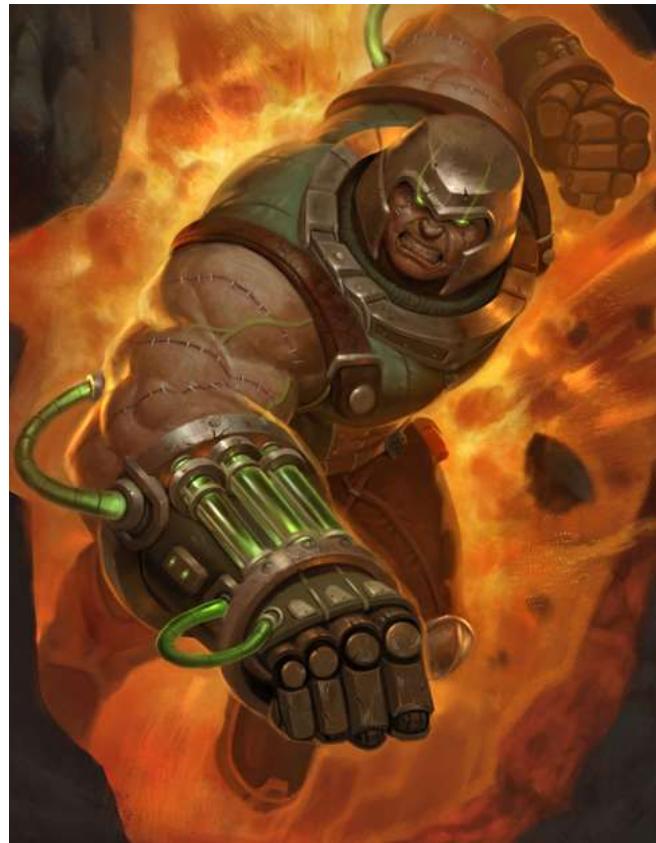
≤11 2 fire damage

12-16 4 fire damage; A<3 the target is seared (save ends)

17+ 6 fire damage; A<4 the target is seared (save ends)

★ Loyalty Collar

When the firestarter is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.



War Dog Geomancer

Humanoid, Soulless, War Dog

Level 8 Horde Controller

EV 10

1M Size	5 Speed	45 Stamina	3 Stability	3 Free Strike
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Immunity: —**Movement:** Burrow

Might +2 **Agility +1** **Reason +4** **Intuition +4** **Presence +2**

Earthwave 2d10 + 4Area, Magic, Ranged
7 × 2 line within 10

≤11 3 damage; M<2 push (see effect)
12-16 6 damage; M<3 push
17+ 8 damage; M<4 push, prone

Signature Ability

Main action

Each creature in the area

Effect: This ability ignores stability. The geomancer declares a direction for the area, and any creature pushed by this ability is pushed to the last space in the area in the chosen direction.

2 Malice: The ground beneath the area becomes a 2-square-deep trench after the power roll is resolved.

SiegeworksArea, Magic, Ranged
5 wall within 10

Maneuver
Special

Effect: The geomancer raises a wall of stone set with viewing gaps. Creatures have line of effect through the wall while adjacent to it.

Dust Cloud

The geomancer is always surrounded by a 2 aura of swirling dust and earthen debris. The geomancer and any ally in the area have concealment.

Loyalty Collar

When the geomancer is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object

**War Dog Iron Priest**

Humanoid, Soulless, War Dog

Level 8 Horde Support

EV 10

1M Size	5 Speed	50 Stamina	0 Stability	3 Free Strike
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Immunity: —**Movement:** —**Weakness:** —

Might +2 **Agility +1** **Reason +1** **Intuition +4** **Presence +4**

Houndcannon 2d10 + 4Area, Weapon
7 × 1 line within 1

≤11 3 damage
12-16 6 damage; P<3 bleeding (save ends)
17+ 8 damage; P<4 the target loses 1 Recovery and is bleeding (save ends)

Signature Ability

Main action

Each enemy in the area

Effect: Any ally within 2 squares of the iron priest gains an edge on their next strike. If any target lost a Recovery, any affected ally has a double edge instead.

Iron Banner

Area, Magic
4 aura

Each war dog in the area

Effect: For every 2 Malice spent, each target gains one of the following effects until the start of the iron priest's next turn.

- The target has damage immunity 2.
- The target's strikes deal an extra 3 holy damage.
- The target has a +3 bonus to speed.

Chosen of the Iron Saint

The Director gains 1 Malice whenever an ally within 3 squares of the iron priest obtains a tier 3 outcome on a power roll.

War Dog Prismite

Soulless, War Dog

Level 8 Horde Defender

EV 10

2 Size	5 Speed	82 Stamina	2 Stability	3 Free Strike
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Immunity: —**Movement:** Fly, hover

Might +4 **Agility 0** **Reason +4** **Intuition +2** **Presence +3**

Grasping Tonguetacles 2d10 + 4Area, Psionic, Weapon
2 burst

≤11 3 psychic damage
12-16 6 psychic damage; R<3 grabbed, pull 2
17+ 8 psychic damage; R<4 grabbed and the target takes a bane on the Escape Grab maneuver, pull 2

Signature Ability

Main action

Each enemy in the area

Effect: The prismite can have an unlimited number of creatures grabbed.

Hard Light Field

Area, Psionic, Ranged
4 cube within 10

Maneuver

Each ally in the area

Effect: Until the start of the prismite's next turn, each target has cover and gains a +2 bonus to stability.

Tractor Beam

Psionic, Ranged
Ranged 10

Triggered action

The triggering enemy

Trigger: An enemy within distance uses a melee ability against an ally.

Effect: The target is pulled up to 5 squares toward the prismite and any damage from the triggering ability is halved.

Prismacore Detonation

When the prismite is reduced to 0 Stamina, they explode, dealing 3d6 psychic damage to each enemy within 2 squares of them.



War Dog Taxiarach

Humanoid, Soulless, War Dog

Level 9 Leader

EV 44

1M Size **7** Speed **240** Stamina **1** Stability **9** Free Strike

Immunity: — **Movement:** Teleport **Weakness:** —

Might +1 **A**gility +3 **R**eason +5 **I**ntuition +4 **P**resence +3

▢ Stunning Surge

2d10 + 5

Magic, Ranged, Strike

▢ Ranged 10

≤11 14 lightning damage; the lightning spreads 1 square;

1<3 dazed (save ends)

12-16 19 lightning damage; the lightning spreads 2 squares;

1<4 dazed (save ends)

17+ 23 lightning damage; the lightning spreads 3 squares;

1<5 dazed (save ends)

Signature Ability

Main action

▢ Two creatures or objects

▢ Overcharge

Area, Magic, Ranged

▢ 4 cube within 10

2 Malice

Maneuver

▢ Each war dog in the area

Effect: Each target shifts up to their speed and can make a free strike that deals an extra 5 lightning damage.

▢ Thunderstruck

Magic, Melee

▢ Melee 1

Triggered action

▢ The triggering enemy

Trigger: An enemy within distance deals damage to the taxiarach.

Effect: After the ability is resolved, the target is teleported up to 5 squares and is thunderstruck (save ends). A thunderstruck creature has lightning weakness 5, and the taxiarach gains an edge on power rolls against them.

★ End Effect

At the end of each of their turns, the taxiarach can take 15 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

▢ Magnetic Trickery

Area, Magic

▢ 10 burst

Villain Action 1

▢ Each enemy in the area

Effect: Slide 5, and if the target has M<4 they fall prone.

▢ Conductor of Combat

Area, Magic

▢ 5 burst

Villain Action 2

▢ Each war dog in the area

Effect: Each target shifts up to their speed, then can make a free strike or use a maneuver.

▢ Unlimited Power!

Area, Magic

▢ 3 burst

Villain Action 3

▢ Each creature in the area

Effect: Each target makes an **Agility test**.

≤11 18 lightning damage; the target is thunderstruck (save ends)

12-16 14 lightning damage; the target is thunderstruck (EoT)

17+ 9 lightning damage

See **Thunderstruck**. Additionally, until the end of the encounter, any enemy who moves within 3 squares of the taxiarach for the first time in a round or starts their turn there takes 3 lightning damage.

War Dogs—4th Echelon

At the apex of the war dog command structure, a number of infamous figures are known for their brutal tactics, legendary battle prowess, and unbreakable loyalty to Ajax.

Castellan Hoplon

Hoplon's scars are not from the Body Banks, but from years of combat and hard-fought sieges. A master of the harrying retreat, the holdfast, and the last stand, Hoplon is there to lead the defense wherever the fighting is most intense and the lines threaten to buckle.

Iron Champion Doru

Upon the accidental creation of the Iron Champion, only the intervention of Ajax was able to stop Doru's rampage. His raw strength and untempered aggression make him a valuable combatant, but it is his mysterious regeneration that makes him a true monster on the battlefield.

Logostician Vesper

A master of logistical support and a living portal network, Vesper is the emergent personality of several dozen potent psychic minds working in concert. From their position within an armored and highly mobile flesh chassis, Vesper manages supply lines and transport for the forces of the Iron Saint.

Soulbinder Psyche

Viewed by other war dogs as "The Goddess of the Banks," Psyche possesses a spirit that can return from the Body Banks again and again without ever losing her core self. She is a master of the connection between soul and flesh, and a talented mage besides.

Strategos Alkestis

Leader of the Legion Alkestis and one of the most brilliant commanders ever to be born a war dog, Alkestis has made her legion one of the most feared of Ajax's armies. The Silver Wolf is known for her battlefield tactics and a willingness to stoop to any depths to gain an edge on her enemies.

War Dog Malice

Level 10+ Malice Features

At the start of any level 10 or higher war dog's turn, you can spend Malice to activate one of the following features.

★ Prior Malice Features

3–7 Malice

The war dog activates a Malice feature available to war dogs of level 9 or lower.

● Cry Havoc 2d10 + 5

7 Malice

Area, Magic

3 burst

≤11 7 psychic damage

12–16 11 psychic damage; P<4 frightened (save ends)

17+ 14 psychic damage; P<5 frightened (save ends)

Maneuver

Each enemy in the area

Effect: Each war dog within distance deals an extra 15 damage with strikes until the end of their next turn. Additionally, they end any effect on them that can be ended by a saving throw or that ends at the end of their turn, then shift up to their speed and can make a free strike.

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

War Dog Blood Jumper

Humanoid, Soulless, War Dog

Level 10 Minion Harrier

EV 12 for four minions

1M
Size

7
Speed

15
Stamina

2
Stability

4
Free Strike

Immunity: —
Movement: Fly

Weakness: —
With Captain: +3 bonus to speed

Might +5 Agility +4 Reason +2 Intuition +3 Presence +2

✗ Jumplance 2d10 + 5

Charge, Melee, Strike, Weapon

Melee 1

≤11 4 damage

12–16 7 damage

17+ 9 damage; A<4 bleeding (save ends)

Signature Ability

Main action

One creature or object per minion

★ Drop Troop

If the jumper doesn't end their turn on the ground, they fall prone.

★ Loyalty Collar

When the jumper is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Hunter-Killer

Humanoid, Soulless, War Dog

Level 10 Minion Artillery

EV 12 for four minions

1M
Size

5
Speed

14
Stamina

0
Stability

5
Free Strike

Immunity: —

Movement: —

Weakness: —

With Captain: +4 damage bonus to strikes

Might +1 Agility +5 Reason +3 Intuition +5 Presence +2

✗ Fuse-Iron Rocket 2d10 + 5

Ranged, Strike, Weapon

Ranged 10

≤11 5 damage; push 2

12–16 8 damage; push 3

17+ 10 damage; push 4

Signature Ability

Main action

One creature or object per minion

Effect: Each enemy adjacent to the target before the forced movement takes 5 fire damage.

★ Loyalty Collar

When the hunter-killer is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Socialite

Humanoid, Soulless, War Dog

Level 10 Minion Hexer

EV 12 for four minions

1M
Size

5
Speed

14
Stamina

0
Stability

4
Free Strike

Immunity: Psychic 10

Movement: —

Weakness: —

With Captain: Gain an edge on strikes

Might +2 Agility +2 Reason +4 Intuition +3 Presence +5

✗ Call to Self-Sabotage 2d10 + 5

Psionic, Ranged, Strike

Ranged 5

≤11 The target makes a free strike (tier 1 result) against themselves

12–16 The target makes a free strike (tier 2 result) against themselves

17+ The target makes a free strike (tier 3 result) against themselves

Signature Ability

Main action

One creature per minion

Effect: The target takes an extra 5 damage for each surge they have.

★ Loyalty Collar

When the socialite is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.



Castellan Hoplon

Humanoid, Soulless, War Dog

Level 10 Elite Defender

EV 48

1M Size 5 Speed 260 Stamina 3 Stability 10 Free Strike

Immunity: Damage 3

Movement: —

Weakness: —

Might +5 Agility +2 Reason +4 Intuition +3 Presence +4

▀ Inspiring Strike 2d10 + 5

Melee, Strike, Weapon

▀ Melee 1

≤11 15 damage

12-16 20 damage; push 3

17+ 24 damage; push 5

Signature Ability

Main action

⌚ Two creatures or objects

Effect: Two allies within 10 squares of Hoplon each shift up to their speed, then can take the Defend main action or make a free strike.

▢ Summon the Onyx Tower

Ranged

▀ Ranged 15

5 Malice

Maneuver

⌚ Special

Effect: A 10-square-tall tower made of black stone shimmers into being in an unoccupied space that is 5 squares on a side. The tower has three floors, an entrance in the middle of each side on the ground floor, and a crenelated rooftop. Any war dog inside or adjacent to the tower has damage immunity 2 and regains 5 Stamina at the start of each of their turns, and war dogs inside the tower can observe through and have line of effect through its walls. This ability can be used only once per encounter.

⌚ Shield Warden 2d10 + 5

Area

▀ 3 burst

≤11 R<3 taunted (EoT)

12-16 R<4 taunted (EoT)

17+ R<5 taunted (EoT)

2 Malice

Maneuver

⌚ Each enemy in the area

Effect: Until the start of Hoplon's next turn, any enemy ability that includes him as a target takes a bane.

▀ Timely Intervention

Magic

▀ Self

Triggered action

⌚ Self

Trigger: An enemy within 10 squares targets an ally with an ability.

Effect: Hoplon teleports to an unoccupied space adjacent to the enemy and becomes the new target of the ability. He can then make a free strike against the enemy, and if that enemy has R<4 they are taunted until the end of their next turn.

★ Hold the Line

Each ally within 3 squares of Hoplon has cover and damage immunity 2.

★ Last Stand

The first time in an encounter that Hoplon is reduced to 0 Stamina, he instead has 1 Stamina and gains damage immunity 10 until the end of his next turn. When Hoplon is reduced to 0 Stamina again, each ally within 5 squares of him gains damage immunity 3 and deals an extra 5 damage on strikes, all until the end of the encounter.

Iron Champion Doru

Humanoid, Soulless, War Dog

Level 10 Elite Brute

EV 48

1L	5	260	2	10
Size	Speed	Stamina	Stability	Free Strike

Immunity: —
Movement: —

Weakness: —

Might +5 Agility +4 Reason +1 Intuition +4 Presence +2
Houndaxe 2d10 + 5

Melee, Strike, Weapon

Melee 2

≤11 15 damage

12-16 21 damage; Doru gains an edge on his next power roll; **M<4** slide 317+ 25 damage; Doru has a double edge on his next power roll; **M<5** slide 5**Signature Ability**

Main action

◎ Two creatures or objects

Effect: The damage from this ability can't be reduced in any way.**3 Malice:** This ability targets one additional target.**Bloody Whirlwind** 2d10 + 5

Area, Weapon

Burst 3

◎ Each creature and object in the area

≤11 5 damage; **A<3** bleeding (save ends)12-16 11 damage; **A<4** bleeding (save ends)17+ 15 damage; **A<5** bleeding (save ends)**Effect:** This ability deals an extra 5 damage for each winded target in the area.**2 Malice**

Main action

Hunting Leap

Ranged

Ranged 5

Maneuver

◎ One creature or object

Effect: Doru jumps to an unoccupied space adjacent to the target, then can make a free strike against them. If the target is bleeding or winded, the distance of the ability becomes Ranged 10 and the free strike deals an extra 5 damage.

Laugh It Off

Self

Triggered action

◎ Self

Trigger: An enemy makes a strike against Doru.

Effect: The triggering strike takes a bane and Doru gains an edge on his next power roll.

Iron Juggernaut

Doru can't be made slowed or restrained. Additionally, he can move while grabbed, and a creature grabbing him moves along with him unless they let go.

The Scarless

Doru regains 10 Stamina at the start of each of his turns unless he took acid or fire damage since the start of his previous turn. Whenever he regains Stamina this way, the Director can spend 2 Malice to end one effect on Doru that can be ended by a saving throw.

Champion's Loyalty Collar

When Doru is reduced to 0 Stamina, his loyalty collar explodes, dealing 20 damage to each enemy and object within 3 squares of him.





Logostician Vesper

Level 10 Elite Controller

Soulless, War Dog

EV 48

2	10	253	3	10
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Movement:** — **Weakness:** —

Might +2 **Agility +1** **Reason +5** **Intuition +4** **Presence +1**

▀ Portal to the Firing Line 2d10 + 5

Area, Ranged, Weapon

▀ 5 × 3 line within 15

Signature Ability

Main action

🌀 Each creature and object in the area

Special: This ability targets only non-prone creatures.

≤11 8 damage

12-16 12 damage; A<4 slowed (save ends)

17+ 15 damage; A<5 slowed (save ends)

Effect: A target creature can choose to drop prone, in which case the ability takes a bane against them.

2 Malice: The area remains active until Vesper is reduced to 0 Stamina or until the end of the encounter. Any non-prone enemy who enters the area for the first time in a round or starts their turn there takes 15 damage, or 7 damage if they choose to fall prone.

▀ Portal to the Mantle 2d10 + 5

Area, Magic, Ranged

▀ 3 cube within 15

3 Malice

Main action

🌀 Each creature and object in the area

≤11 8 fire damage

12-16 12 fire damage

17+ 15 fire damage

Effect: The area is difficult terrain. Any creature who enters the area for the first time in a round or starts their turn there takes 10 fire damage. Until the end of the encounter, the size of the area increases by 1 at the start of each round.

▀ Portal to the Void 2d10 + 5

Area, Magic, Ranged

▀ 5 cube within 15

Maneuver

🌀 Each creature and object in the area

≤11 A<4 pull 3 toward the center of the area

12-16 A<5 pull 3 toward the center of the area

17+ Pull 3 toward the center of the area

Effect: A portal appears at the center of the area. Any creature at the center of the area when this ability is used or who is pulled into the center for the first time in a round takes 10 sonic damage.

2 Malice: The area remains active and deals its damage until Vesper is reduced to 0 Stamina or until the end of the encounter. Any creature who enters the area and has A<4 is pulled 3 squares toward the center of the area. Any creature who starts their turn in the area and has M<4 is slowed until the end of their turn.

▀ Portal to the Sky

Ranged

▀ Ranged 3

Triggered action

🌀 One enemy

Trigger: The target moves within distance of Vesper.

Effect: The target is dropped through a portal, which teleports them up to 7 squares above a space within 15 squares.

★ Living Logistics Network

Each ally who starts their turn within 10 squares of Vesper can teleport whenever they willingly move until the end of their turn. Whenever an affected ally teleports, they deal an extra 5 damage on their next strike.

★ Crash and Burn

When Vesper is reduced to 0 Stamina, they move up to their speed and then explode, dealing 4d6 damage to each adjacent enemy and object. Any enemy who takes more than 14 damage this way vertically slides 5 squares.

Soulbinder Psyche

Humanoid, Soulless, War Dog

Level 10 Elite Hexer
EV 48

1M Size **5** Speed **220** Stamina **1** Stability **10** Free Strike

Immunity: —
Movement: Fly, hover

Might +1 **Agility +3** **Reason +3** **Intuition +4** **Presence +5**

☒ Soulbind 2d10 + 5
Magic, Ranged, Strike
Ranged 10

Signature Ability

Main action

Two creatures or objects

- ≤11 15 holy damage; **R<3** the target is soulbound (save ends)
- 12-16 20 holy damage; **R<4** the target is soulbound (save ends)
- 17+ 24 holy damage; **R<5** the target is soulbound (save ends)

Effect: A soulbound creature can't benefit from edges or double edges, and can't gain or use surges.

☒ Soulstorm 2d10 + 5
Area, Magic, Ranged
Ranged 3 cube within 10

2 Malice

Main action

Each enemy in the area

- ≤11 8 corruption damage; **P<3** weakened (EoT)
- 12-16 12 corruption damage; **P<4** weakened (EoT)
- 17+ 15 corruption damage; **P<5** weakened (EoT)

Effect: The area is difficult terrain until the start of Psyche's next turn. At the start of each of her turns, Psyche can use a maneuver to maintain this effect, move the area up to 5 squares, and make the power roll against each creature in the area's new location.

1 Malice: Until the start of Psyche's next turn, if this ability makes a creature weakened, that creature is also soulbound (save ends; see Soulbind above).

☒ Command the Awakened

Magic, Ranged
Ranged 5 burst

Maneuver

Each soulbound enemy in the area

Effect: Each target takes 5 damage from a self-inflicted wound, and if they have **M<4** Psyche slides them up to 5 squares.

☒ Spirit Form

Ranged
Ranged 10

Triggered action

Self

Trigger: An enemy moves within 2 squares of Psyche.

Effect: Psyche moves up to 5 squares, and has damage immunity 5 and ignores difficult terrain during this movement. The first time she moves through any creature during this movement, that creature takes 5 corruption damage.

☒ Vengeance for the Slain

Ranged
Ranged 10

Free triggered action

One enemy

Trigger: A war dog within distance is made winded or reduced to 0 Stamina.

Effect: The target loses all their surges and takes 5 corruption damage.

1 Malice: The target also takes a bane on their next strike.

★ Immortal Soul

When Psyche is reduced to 0 Stamina, her spirit surrounds the nearest war dog, who has damage immunity 2, deals an extra 5 damage on strikes, and can use the following Immortal Flare maneuver until the end of the encounter. That war dog also gains the Immortal Soul trait, and transfers this effect to the nearest war dog when they die.

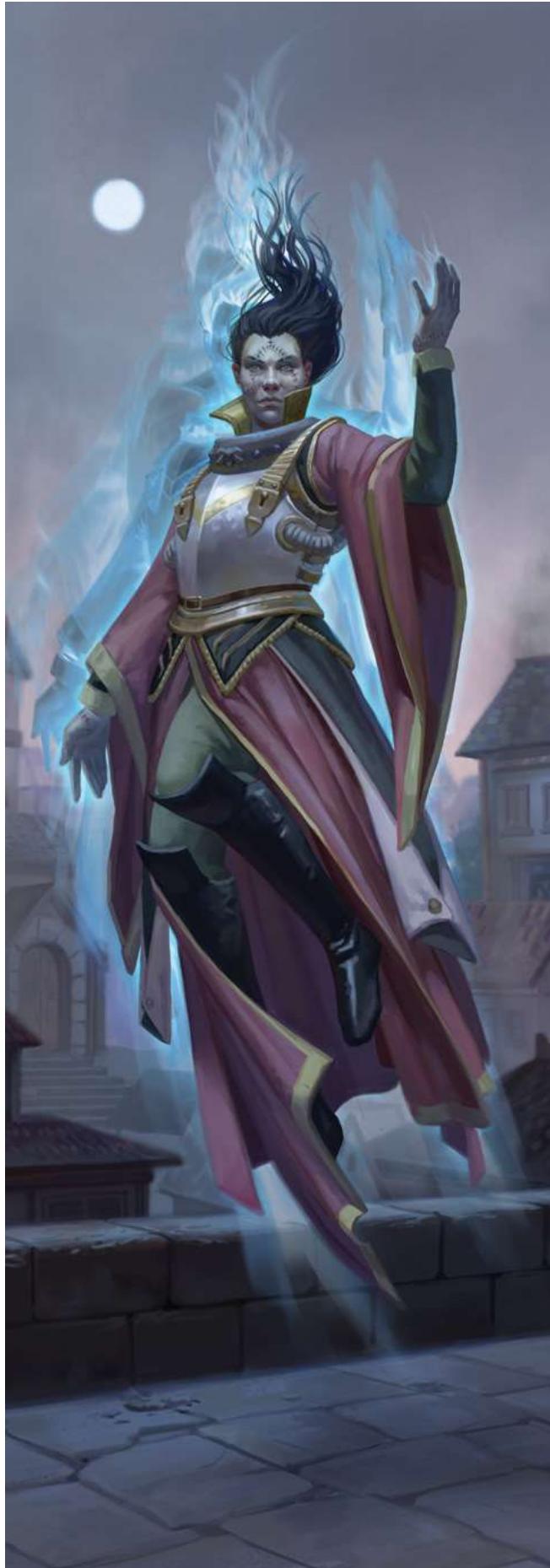
☒ Immortal Flare

Magic, Ranged
Ranged 10

Maneuver

One creature or object

Effect: The target takes 10 psychic damage.



Strategos Alkestis
Humanoid, Soulless, War DogLevel 10 Leader
EV 48

1M Size 5 Speed 260 Stamina 2 Stability 10 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +4 **Agility +4** **Reason +5** **Intuition +5** **Presence +5****Houndgun and Houndblade** 2d10 + 5**Signature Ability**

Melee, Ranged, Strike, Weapon

Main action

Ranged 1 or ranged 10

Two creatures or objects

≤11 15 damage; **M<4** bleeding (save ends)
12-16 21 damage; **M<5** bleeding (save ends)
17+ 25 damage; **M<6** bleeding (save ends)

Effect: Each target loses 1d3 Recoveries.**2 Malice:** When a target is made bleeding this way, each ally adjacent to them can make a free strike against the target.**Focus Fire**

Ranged

Ranged 15

Maneuver

One creature or object

Effect: Until the start of Alkestis's next turn, any effect that reduces the damage taken by the target has no effect.**Artillery Enfilade** 2d10 + 5**2 Malice**

Area, Ranged, Weapon

Triggered action

Ranged 7 × 3 line within 10

Each creature and object in the area

Trigger: An ally is reduced to 0 Stamina within 10 squares of Alkestis.

≤11 8 damage; **A<4** slowed (save ends)
12-16 13 damage; **A<5** slowed (save ends)
17+ 16 damage; **A<6** slowed (save ends)

Effect: The area is difficult terrain until the start of the next round.**End Effect**

At the end of each of her turns, Alkestis can take 20 damage to end one effect on her that can be ended by a saving throw. This damage can't be reduced in any way.

Tactical Brilliance

At the start of each of Alkestis's turns, the Director gains 2 Malice. While Alkestis is alive and in the encounter, the Director also gains 1 Malice whenever a war dog in the encounter obtains a tier 3 outcome on a power roll.

Fog of War**Villain Action 1****Special****Each ally in the encounter****Effect:** Each target can disappear, then reappear anywhere on the encounter map 3 or more squares away from any enemy. Additionally, each target has a double edge on their next power roll.**Send in the Second Wave****Villain Action 2****Ranged****Ranged 15****Special****Effect:** For each war dog reduced to 0 Stamina in the encounter, a **war dog shriketrooper** appears in an unoccupied space within distance.**The Silver Wolf's Final Stratagem****Villain Action 3****Area, Magic****5 burst****Each creature in the area****Effect:** Until the start of the next round, each target enemy who has **I<4** is dazed, each target enemy who has **M<4** is restrained, and each target enemy who has **A<4** can't use triggered actions. Additionally, until the end of the encounter, Alkestis and each target ally have damage immunity 3 and deal an extra 5 damage with strikes.