

# 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

Area, Magic, Ranged

3 cube within 10

≤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.

3 Malice

Maneuver

Each enemy and object in the area

#### ★ 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

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

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

**M**ight 0    **A**gility +1    **R**eason 0    **I**ntuition 0    **P**resence +2

☑ **Lightning Strike** 2d10 + 2      **Signature Ability**  
 Magic, Ranged, Strike      Main action  
 ⚡ Ranged 10      ☉ One creature or object per minion  
 ⚡ ≤11 2 lightning damage  
 ⚡ 12-16 3 lightning damage  
 ⚡ 17+ 5 lightning damage  
**Effect:** If the apprentice mage doesn't use a maneuver or a move action this turn, the target is 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      **Weakness:** —  
**Movement:** —      **With Captain:** +5 bonus to ranged distance

**M**ight 0    **A**gility +2    **R**eason 0    **I**ntuition 0    **P**resence 0

☑ **Crossbow** 2d10 + 2      **Signature Ability**  
 Ranged, Strike, Weapon      Main action  
 ⚡ Ranged 10      ☉ One creature or object per minion  
 ⚡ ≤11 2 damage  
 ⚡ 12-16 4 damage  
 ⚡ 17+ 5 damage

★ **Supernatural Insight**

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

**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      **Weakness:** —  
**Movement:** —      **With Captain:** +5 bonus to ranged distance

**M**ight 0    **A**gility +1    **R**eason 0    **I**ntuition 0    **P**resence +2

☑ **Necrotic Bolt** 2d10 + 2      **Signature Ability**  
 Ranged, Strike, Weapon      Main action  
 ⚡ Ranged 10      ☉ One creature or object per minion  
 ⚡ ≤11 1 corruption damage  
 ⚡ 12-16 2 corruption damage  
 ⚡ 17+ 3 corruption damage  
**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      **Weakness:** —  
**Movement:** —      **With Captain:** +2 bonus to speed

**M**ight +2    **A**gility 0    **R**eason 0    **I**ntuition 0    **P**resence 0

☑ **Halberd** 2d10 + 2      **Signature Ability**  
 Melee, Strike, Weapon      Main action  
 ⚡ Melee 2      ☉ One creature or object per minion  
 ⚡ ≤11 2 damage  
 ⚡ 12-16 4 damage  
 ⚡ 17+ 5 damage  
**Effect:** If the guard is flanked, they can make a free strike against 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      **Weakness:** —  
**Movement:** —      **With Captain:** Gain an edge on strikes

**M**ight 0    **A**gility +2    **R**eason 0    **I**ntuition 0    **P**resence 0

☑ **Handaxes** 2d10 + 2      **Signature Ability**  
 Charge, Melee, Strike, Weapon      Main action  
 ⚡ Melee 1      ☉ One creature or object per minion  
 ⚡ ≤11 1 damage  
 ⚡ 12-16 2 damage  
 ⚡ 17+ 3 damage  
**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      **Weakness:** —  
**Movement:** —      **With Captain:** Gain an edge on strikes

**M**ight 0    **A**gility +2    **R**eason 0    **I**ntuition 0    **P**resence +1

☑ **Concealed Dagger** 2d10 + 2      **Signature Ability**  
 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 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:** —

**Weakness:** —

**M**ight +2

**A**gility +1

**R**eason 0

**I**ntuition 0

**P**resence 0



**Haymaker** 2d10 + 2

Melee, Strike, Weapon

Melee 1

≤11 6 damage

12-16 9 damage

17+ 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

One creature grabbed by the brawler

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

**1 Malice**

Maneuver

### ★ 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:** —

**Weakness:** —

**M**ight 0

**A**gility +1

**R**eason 0

**I**ntuition 0

**P**resence +2



**Death Scythe** 2d10 + 2

Magic, Melee, Ranged, Strike, Weapon

Melee 1 or ranged 10

≤11 6 corruption damage

12-16 9 corruption damage

17+ 12 corruption damage; **L<2** weakened (save ends)

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

**Signature Ability**

Main action

One creature or object



**Rise, My Minions**

Area

5 burst

Each dead minion in the area

**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.

**1 Malice per minion**

Maneuver

### ★ 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:** —

**Weakness:** —

**M**ight +2

**A**gility 0

**R**eason +1

**I**ntuition 0

**P**resence 0



**Morningstar and Javelin** 2d10 + 2

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 5

≤11 6 damage

12-16 9 damage

17+ 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:** —

**Weakness:** —

**M**ight 0

**A**gility +2

**R**eason 0

**I**ntuition 0

**P**resence +1



**Rapier and Dagger** 2d10 + 2

Melee, Strike, Weapon

Melee 1

≤11 6 damage

12-16 9 damage

17+ 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:** —

**Weakness:** —

**M**ight 0    **A**gility 0    **R**eason +2    **I**ntuition 0    **P**resence +1

⚡ **Lightning Bolt** 2d10 + 2

Magic, Ranged, Strike

⚡ Ranged 15

**Signature Ability**

Main action

🎯 One creature or object

≤11 7 lightning damage

12-16 10 lightning damage

17+ 13 lightning damage

**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** 2d10 + 2

Area, Magic

⚡ 5 cube within 1

🎯 Each enemy and object in the area

**3 Malice**

Maneuver

≤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.

★ **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:** —

**Weakness:** —

**M**ight 0    **A**gility +2    **R**eason 0    **I**ntuition +1    **P**resence 0

🏹 **Trick Crossbow** 2d10 + 2

Melee, Ranged, Strike, Weapon

⚡ Melee 1 or ranged 15

**Signature Ability**

Main action

🎯 One creature or object

≤11 6 damage

12-16 9 damage

17+ 12 damage

**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:** —

**Weakness:** —

**M**ight +3

**A**gility +2

**R**eason +2

**I**ntuition 0

**P**resence +2

### ☞ Zweihander Swing 2d10 + 3

Area, Weapon

1 burst

**Signature Ability**

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

1 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

1 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!

Self

**Villain Action 1**

☞ Self

**Effect:** The blackguard shifts up to their speed. During or after this movement, they can use their Zweihander Swing twice.

### ☠ Back!

Area, Magic

5 burst

**Villain Action 2**

☞ 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:** —

**Weakness:** —

**M**ight +2

**A**gility +3

**R**eason +2

**I**ntuition +3

**P**resence +2

### ☞ Whip and Magic Longsword 2d10 + 3

Magic, Melee, Strike, Weapon

1 Melee 2

**Signature Ability**

Main action

☞ Two enemies or objects

≤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

Melee

1 Melee 1

Maneuver

☞ One enemy

≤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

1 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!

Area

10 burst

**Villain Action 1**

☞ Each artillery ally in the area

**Effect:** Each target makes a ranged free strike.

### ☠ Form Up!

Area

10 burst

**Villain Action 2**

☞ 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

Self

**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**  
Size**5**  
Speed**30**  
Stamina**0**  
Stability**3**  
Free StrikeImmunity: —  
Movement: Fly

Weakness: —

**M**ight +2   **A**gility +2   **R**eason -3   **I**ntuition +1   **P**resence -2**Talons** 2d10 + 2  
Melee, Strike, Weapon  
Melee 1**Signature Ability**

Main action

One creature or object

≤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.**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.

