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| Bark Hound | | Level 1 Band Harrier | |
| Animal, Fey | | EV 3 | |
| Stamina 18 | | Immunity poison 3 / Weakness fire 3 | |
| Speed 6 | | Size 1M / Stability 0 | |
| | | Free Strike 1 | |
| Might 0 | | Agility 2 | Reason 0 |
| Intuition 0 | | Presence 1 | |
| Envenomed Claws (Action) ◆ 2d10 + 2 ◆ Signature | | | |
| Keywords Melee, Strike, Weapon | | | |
| Distance Melee 1 | | Target One creature or object | |
| ✦ | ≤11 | 5 poison damage | |
| ★ | 12-16 | 6 poison damage; shift 1 | |
| ✱ | 17+ | 8 poison damage; shift 2; M<2 bleeding (save ends) | |
| Bark Worse Than Its Bite (Action) | | | |
| Keywords Area, Magic | | | |
| Distance 2 burst | | Target All enemies in the burst | |
| ✦ | ≤11 | 2 sonic damage | |
| ★ | 12-16 | 3 sonic damage | |
| ✱ | 17+ | 4 sonic damage | |
| Effect The hound grows a barkskin. | | | |
| Rapid Regrowth (Maneuver) ◆ 2 Malice | | | |
| Keywords Magic | | | |
| Distance Self | | Target Self | |
| Effect Use Bark Worse Than Its Bite as a maneuver. | | | |
| Sturdy Like an Oak | | | |
| While the hound has a barkskin, whenever the hound takes damage, it can lose its barkskin to half the damage and shift 2. | | | |

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| Wode Houndmaster | Level 2 Leader |
| Fey, Humanoid | EV 16 |
| Stamina 110 | |
| Speed 5 | Size 1M / Stability 1 |
| | Free Strike 5 |
| Might 3 Agility 3 Reason 0 Intuition 0 Presence 3 | |
| Vine Whip (Action) ◆ 2d10 + 3 ◆ Signature | |
| Keywords Melee, Strike, Weapon | |
| Distance Melee 4 | Target 2 creatures or objects |
| ✦ ≤11 8 poison damage; pull 1; A<1 prone | |
| ★ 12-16 11 poison damage; pull 2; A<2 prone | |
| ✱ 17+ 14 poison damage; pull 3; A<3 prone | |
| Effect An ally targeted by this ability makes a free strike instead of taking damage (and takes no effect either). | |
| Heel! (Maneuver) | |
| Keywords --- | |
| Distance Melee 4 | Target Each ally |
| Effect Slide each target 1 square. | |
| Yank the Leash (Triggered Action) | |
| Keywords --- | |
| Distance Melee 4 | Target One ally |
| Trigger A creature targets the houndmaster with a strike. | |
| Effect The ally becomes the target of the triggering strike instead. | |
| End Effect | |
| At the end of their turn, the houndmaster can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way. | |
| Spore Bomb (Villain Action 1) | |
| Keywords Area, Magic | |
| Distance 3 Cube within 10 | Target All enemies in area |
| Effect A toxic plant grows in each space in the area and all targets are M<2 dazed (save ends). | |
| Sick 'Em! (Villain Action 2) | |
| Keywords Area | |
| Distance Self and 10 burst | Target Self and all allies |
| Effect Each target moves up to their speed and makes a free strike. | |
| Explosive Spores (Villain Action 3) | |
| Keywords Magic, Ranged | |
| Distance Ranged 10 | Target One toxic plant |
| Effect The target is destroyed. All toxic plants that are destroyed as a result of this ability explode. All creatures and objects within 1 burst of an exploding toxic plant take 3 fire damage. | |

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| The Horror | Level 1 Solo |
| Undead, Chimera | EV 30 |
| Stamina (30 * Party Size) + (10 * Victories) | |
| Speed 5 | Size 2 / Stability 2 |
| | Free Strike 5 |
| Might +3 Agility -1 Reason +1 Intuition -2 Presence -4 | |
| Solo Monster | |
| Solo Turns The horror takes up to two turns each round. They can't take turns consecutively. | |
| End Effect At the end of their turn, the horror can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way. | |
| Grafted Arms (Action) ♦ 2d10 + 3 ♦ Signature | |
| Keywords Melee, Strike, Weapon | |
| Distance Melee 2 | Target 2 creatures or objects |
| ✦ ≤11 4 damage | |
| ★ 12-16 5 damage; A<1 grabbed | |
| ✱ 17+ 6 damage; A<2 grabbed | |
| Effect The horror can have up to four targets grabbed. | |
| 3 Malice The horror can vertical push 5 one grabbed target. | |
| Basilisk Glands (Action) ♦ 2d10 + 3 ♦ 5 Malice | |
| Keywords Area, Magic | |
| Distance 2 Burst | Target All enemies in the burst |
| ✦ ≤11 4 poison damage; M<0 weakened (save ends) | |
| ★ 12-16 6 poison damage; M<1 weakened and slowed (save ends) | |
| ✱ 17+ 9 poison damage; M<2 weakened and slowed (save ends) | |
| Yslansh's Tactics | |
| If the horror would be flanked, Yslansh whispers commands to it and the flankers gain no edge. | |
| Arise | |
| The first time the horror is reduced to Stamina 0 by damage that isn't fire or holy damage and their body isn't destroyed, they regain 10 Stamina and fall prone. | |
| Kill Them, My Creation! (Triggered Action) | |
| Keywords Melee, Strike, Weapon | |
| Distance Ranged 5 | Target 1 creature |
| Trigger The target strikes the horror and gets a tier-1 result. | |
| Effect The horror shifts 5. Any creatures they have grabbed move with the horror, taking 1 damage for each square the horror shifts. If they end this movement adjacent within 2 of the target, roll power. | |
| ✦ ≤11 6 damage; A<1 grabbed | |
| ★ 12-16 8 damage; A<2 grabbed | |
| ✱ 17+ 10 damage; A<3 grabbed | |
| Effect The horror can have up to four targets grabbed. | |

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| Basilisk Hatchling | Level 1 Minion Hexer |
| Basilisk, Beast | EV 3 for four minions |
| Stamina 3 | Immunity Poison 4 |
| Speed 5 | Size 1T / Stability 0 |
| With Captain +3 bonus to speed | Free Strike 1 |
| Might 0 Agility +2 Reason 0 Intuition 0 Presence +1 | |
| Newborn Wink (Action) ♦ 2d10 + 2 ♦ Signature | |
| Keywords Melee, Magic, Ranged, Strike | |
| Distance Melee 1 or Ranged 10 | Target One creature per minion |
| ✦ ≤11 1 corruption damage ★ 12-16 2 corruption damage; R<1 slowed (save ends) ✱ 17+ 3 corruption damage; R<2 slowed (save ends) | |
| Effect This ability counts as a petrifying eye beam ability for use with basilisk malice features. | |
| Just a Nibble | |
| When the hatchling ends its turn adjacent to a prone creature, it takes a bite out of them, inflicting bleeding (EoT). | |

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| Tormented Albëoq | Level 2 Minion Brute |
| Abyssal, Demon | EV 4 for four minions |
| Stamina 7 | Weakness Holy 3 |
| Speed 5 (climb) | Size 1M / Stability 0 |
| With Captain Speed +2 | Free Strike 3 |
| Might +2 Agility 0 Reason -2 Intuition -1 Presence +1 | |
| Lash Out in Agony (Action) ♦ 2d10 + 2 ♦ Signature | |
| Keywords Melee, Strike, Weapon | |
| Distance Melee 2 | Target One creature per minion |
| ✦ ≤11 3 damage | |
| ★ 12-16 4 damage; push 1 | |
| ✱ 17+ 6 damage; push 2 | |
| Mournful Shriek (Triggered Action) | |
| Keywords --- | |
| Distance Self | Target Self |
| Trigger The albëoq's squad takes damage and the albëoq is the last remaining squad member. | |
| Effect The squad regains 14 Stamina and 2 albëoqs arise, joining the squad in unoccupied spaces within 3 squares. | |
| Tormented Soulsight | |
| The albëoq ignores concealment of frightened creatures within 2 squares and the albëoq has line of effect to the frightened creatures irrespective of mundane obstacles. | |

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| Tormented Myldorin | | Level 2 Horde Support | |
| Abyssal, Demon | | EV 4 | |
| Stamina 15 | | Weakness Holy 3 | |
| Speed 5 (climb) | | Size 1M / Stability 0 | |
| | | Free Strike 2 | |
| Might 0 Agility 0 Reason -2 Intuition -1 Presence +2 | | | |
| Impending Doom (Action) ◆ 2d10 + 2 ◆ Signature | | | |
| Keywords Melee, Magic, Ranged, Strike | | | |
| Distance Ranged 10 | | Target One creature | |
| ✦ | ≤11 | 4 psychic damage | |
| ★ | 12-16 | 5 psychic damage; R<1 damage weakness 3 (save ends) | |
| ✳ | 17+ | 7 psychic damage; R<2 damage weakness 3 (save ends) | |
| Look on What You've Wrought (Maneuver) ◆ 2 Malice | | | |
| Keywords Magic, Ranged | | | |
| Distance Ranged 10 | | Target One ally | |
| Effect The target grows miniature faces all over its body. The next time it is damaged, the faces shriek and and burst. The damage is halved and enemies adjacent to the target are frightened (save ends) of the target. If the target is a minion, all minions in the squad share the effect. | | | |
| Tormented Soulsight | | | |
| On frightened creatures within 2 squares of it, the myldorin ignores concealment and the myldorin has line of effect to the frightened creatures irrespective of mundane obstacles. | | | |
| Tormented Lethe | | | |
| When the myldorin is winded, their strikes additionally inflict P<2 frightened, and any strike made against them gains an edge. | | | |

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| Deatheye Yslansh | Level 1 Leader |
| Humanoid, Lizardfolk, Demon | EV 12 |
| Stamina 80 | Size 1M / Stability 0 |
| Speed 5 | Free Strike 5 |
| Might 0 Agility +2 Reason +2 Intuition +1 Presence +3 | |
| Visions of Death (Action) ♦ 2d10 + 2 ♦ Signature | |
| Keywords Melee, Magic, Ranged, Strike | |
| Distance Ranged 10 | Target One creature |
| ✦ ≤11 5 psychic damage; R<0 weakened (save ends) ★ 12-16 7 psychic damage; R<1 weakened (save ends) ✱ 17+ 9 psychic damage; R<2 weakened (save ends) | |
| Effect A creature weakened by this ability has -1 to resist potencies of abilities that would inflict frightening. | |
| Hear My Voice and Despair! (Maneuver) | |
| Keywords Area | |
| Distance 10 burst | Target Each enemy in the area |
| Effect Each target is P<1 frightened (EoT) of Yslansh. If a target was already frightened, Yslansh instead slides the target up to 3 squares, ignoring their stability. | |
| Tormented Soulsight of the Deatheye | |
| Yslansh ignores concealment of frightened creatures within 10 squares and Yslansh has line of effect to the frightened creatures irrespective of mundane obstacles. | |
| Yslansh Reptilian Escape | |
| While Yslansh still has a tail, whenever she is inflicted with an EoT or save ends effect, she can lose her tail to immediately end the effect and shift 2. | |
| Your Service is Not Ended! (Free Triggered Action) | |
| Keywords Magic, Ranged | |
| Distance Ranged 15 | Target One non-minion ally |
| Trigger The target is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed. | |
| Effect In unoccupied spaces within 3 of the target, a squad of 4 undead crawling claws coalesce out of the remains of their corpse. | |
| Pain Begets the Eye (Triggered Action) ♦ 3 Malice | |
| Keywords Magic | |
| Distance Self | Target Self |
| Trigger Yslansh is targeted by a strike. | |
| Effect Any damage from the strike is halved, and all enemies within 2 squares of Yslansh are P<2 frightened (save ends) of Yslansh. | |

Chorus from the Abyss (Villain Action 1)

Keywords Ranged

Distance Ranged 10

Target Three enemies

Effect Each target must choose between taking 5 psychic damage, or being frightened (save ends).

You Will Serve Better in Death (Villain Action 2)

Keywords Magic, Ranged

Distance Ranged 15

Target One ally

Effect Yslansh kills the target and its place summons an **undead umbral stalker**.

The Avatar Demands Death! DEATH! (Villain Action 3)

Keywords Magic

Distance Self

Target Self

Effect Yslansh shifts up to her speed, uses Visions of Death, shifts up to her speed, and then uses Hear My Voice and Despair.

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| Statue of the Third Commander | Level 2 Solo |
| Construct, Statue | EV 48 |
| Stamina (80 * Party Size) + (12 * Victories) | Size 2 / Stability 3 |
| Speed 5 | Free Strike 5 |
| Might +3 Agility +1 Reason +1 Intuition -2 Presence +2 | |
| Solo Monster | |
| Solo Turns The horror takes up to two turns each round. They can't take turns consecutively. | |
| End Effect At the end of their turn, the horror can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way. | |
| Just a Test | |
| The statue only fights until it is winded. Once it is winded, it returns to its pedestal and the test is completed. | |
| Stone Shaper | |
| Whenever the statue make a free strike, it can raise one cube of stone under the target. The target is A<1 prone on its surface. | |
| Great Hammer of Stone (Action) ♦ 2d10 + 3 ♦ Signature | |
| Keywords Area, Weapon | |
| Distance 1 Burst | Target Each enemy in the area |
| ✦ ≤11 3 poison damage; M<1 dazed or bleeding (EoT) | |
| ★ 12-16 6 poison damage; M<2 dazed or bleeding (EoT) | |
| ✱ 17+ 8 poison damage; M<3 dazed or bleeding (EoT) | |
| 2 Malice The statue can shift 2 and make a free strike. | |
| The Wode Protects Us (Maneuver) ♦ 3 Malice | |
| Keywords Area, Magic | |
| Distance Self | Target Self |
| Effect The statue becomes invisible until the start of its next turn and teleports to a square within 10. | |
| Parry! (Triggered Action) | |
| Keywords Melee | |
| Distance Melee 1 | Target Self |
| Trigger A creature makes a strike against the statue. | |
| Effect The damage is halved and if there is any potency effect associated with it, the potency is decreased by 1. | |

Plant Your Feet! (Villain Action 1)

Keywords Area

Distance 10 Burst

Target Each enemy on the ground in the area

Effect Each target must make a **Might test**:

✦ ≤11 **Prone and can't stand (EoT)**

★ 12-16 **Prone**

✳ 17+ **No effect**

Evil Can Strike From Anywhere (Villain Action 2)

Keywords Magic, Melee, Strike, Weapon

Distance Self

Target Self

Effect The statue teleports up to 5 squares, makes a free strike, then teleports up to 5 squares again and makes another free strike.

Arcadia is Enemy Territory (Villain Action 3)

Keywords Magic, Ranged

Distance Self

Target Self

Effect All raised terrain on the platform the statue fights on explodes, dealing 4 damage to any enemies on the terrain or adjacent to it and inflicting **M<1** restrained (save ends). Additionally, the square each terrain was on and all adjacent squares become difficult terrain for enemies.

| The Statue Malice | Malice Features |
|---|-----------------|
| At the start of a statue's turn, you can spend malice to activate one of the following features. | |
| Hesitation Will Not Save the Vale ♦ 3 Malice | |
| Until the end of the round, at the end of each turn, the statue can shift 2. | |
| Solo Action ♦ 5 Malice | |
| The statue takes an additional action on their turn. They can use this feature even if they are dazed. | |
| The Wode, Our Battlefield, Our Birthright ♦ 5 Malice | |
| Vines emerge and rapidly grow across the entire encounter map. Each enemy must make an Agility test. | |
| ✦ ≤11 8 damage; restrained (save ends) ★ 12-16 restrained (EoT) ✱ 17+ no effect | |
| You Uplifted Us ♦ 7 Malice | |
| Two pillars of stone 1 square wide either thrust up out of the ground or jut down from the ceiling anywhere on the encounter map, to a height of up to 6 squares. A creature in the area of a pillar before it extends falls prone on its surface. If the creature comes into contact with the ceiling above or the floor beneath the pillar and has M < 2 , they are restrained (save ends). | |

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| Excrucior Interfectus | Level 3 Leader |
| Abyssal, Demon | EV 30 |
| Stamina (30 * Party Size) + (10 * Victories) | |
| Speed 5 | Size 2 / Stability 2 |
| | Free Strike 5 |
| Might +3 Agility -1 Reason +1 Intuition -2 Presence -4 | |
| Grafted Arms (Action) ♦ 2d10 + 3 ♦ Signature | |
| Keywords Melee, Strike, Weapon | |
| Distance Melee 2 | Target 2 creatures or objects |
| ✦ ≤11 4 damage | |
| ★ 12-16 5 damage; A<1 grabbed | |
| ✱ 17+ 6 damage; A<2 grabbed | |
| Effect The horror can have up to four targets grabbed. | |
| 3 Malice The horror can vertical push 5 one grabbed target. | |
| Basilisk Glands (Action) ♦ 2d10 + 3 ♦ 5 Malice | |
| Keywords Area, Magic | |
| Distance 2 Burst | Target All enemies in the burst |
| ✦ ≤11 4 poison damage; M<0 weakened (save ends) | |
| ★ 12-16 6 poison damage; M<1 weakened and slowed (save ends) | |
| ✱ 17+ 9 poison damage; M<2 weakened and slowed (save ends) | |
| Yslansh's Tactics | |
| If the horror would be flanked, Yslansh whispers commands to it and the flankers gain no edge. | |
| Arise | |
| The first time the horror is reduced to Stamina 0 by damage that isn't fire or holy damage and their body isn't destroyed, they regain 10 Stamina and fall prone. | |
| Kill Them, My Creation! (Triggered Action) | |
| Keywords Melee, Strike, Weapon | |
| Distance Ranged 5 | Target 1 creature |
| Trigger The target strikes the horror and gets a tier-1 result. | |
| Effect The horror shifts 5. Any creatures they have grabbed move with the horror, taking 1 damage for each square the horror shifts. If they end this movement adjacent within 2 of the target, roll power. | |
| ✦ ≤11 6 damage; A<1 grabbed | |
| ★ 12-16 8 damage; A<2 grabbed | |
| ✱ 17+ 10 damage; A<3 grabbed | |
| Effect The horror can have up to four targets grabbed. | |

Worse Things Than Death (Villain Action 1)**Keywords** Area, Magic**Distance** 3 Cube within 10**Target** All enemies in area**Effect** A **toxic plant** grows in each space in the area and all targets are**M<2** dazed (save ends).

Sick 'Em! (Villain Action 2)**Keywords** Area**Distance** Self and 10 burst**Target** Self and all allies**Effect** Each target moves up to their speed and makes a free strike.

Explosive Spores (Villain Action 3)**Keywords** Magic, Ranged**Distance** Ranged 10**Target** One toxic plant**Effect** The target is destroyed. All toxic plants that are destroyed as a result of this ability explode. All creatures and objects within 1 burst of an exploding toxic plant take 3 fire damage.

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| Lizardfolk Deathshedder | Level 1 Horde Support |
| Humanoid, Lizardfolk | EV 4 |
| Stamina 12 | Size 1M / Stability 0 |
| Speed 5 (swim) | Free Strike 2 |
| Might -1 Agility 0 Reason 0 Intuition 0 Presence +2 | |
| Death is All Around Us (Action) ♦ 2d10 + 2 ♦ Signature | |
| Keywords Area, Magic | |
| Distance 1 Burst | Target All enemies in burst |
| ✦ ≤11 3 psychic damage ★ 12-16 4 psychic damage; P<1 frightened (EoT) ✱ 17+ 5 psychic damage; P<2 frightened (EoT) | |
| Effect Gain temporary Stamina equal to 4 times the number of targets. | |
| Reptilian Escape | |
| While the deathshedder still has a tail, whenever the deathshedder is grabbed, slowed, weakened, or knocked prone, the deathshedder can lose their tail to immediately end the effect and shift 2. | |
| Slough Off the Mortal Coil | |
| The deathshedder cannot gain temporary Stamina in any way except by using Death is All Around Us. When the deathshedder's Stamina drops to 0, they do not die, they lose any conditions affecting them, shift 2, and use Death is All Around Us before dying. If the any target is killed or frightened by the ability, the deathshedder lives and their Stamina is reduced to 1 instead. | |