

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.	

Squire Qoroth	Level 1 Harrier Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 20	
Speed 7	Size 1M / Stability 1
Free Strike 2	
Might 0	Agility 2
Reason 0	Intuition 1
Presence 0	
Thorned Fist (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Charge, Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
✦ ≤11	3 damage
★ 12-16	5 damage
✱ 17+	7 damage; grow a thornskin
Masking Glamour	
Qoroth immediately hides at the end of his turn while in cover or concealment, even if he is observed.	
Veil of Thorns	
While Qoroth has a thornskin, whenever he takes damage from a melee ability, he can lose his thornskin to shift 2 and cause the attacker to bleed (save ends).	

Wode Houndmaster
Fey, Humanoid
Stamina 110
Speed 5
Might 3
Agility 2
Vine W
Keywords Melee, Strik
Distance Melee 4
✦ ≤11
★ 12-16
✱ 17+
Effect An ally targeted damage (and takes no
Keywords ---
Distance Melee 4
Effect Slide each target
Ya
Keywords ---
Distance Melee 4
Trigger A creature targ
Effect The ally become
At the end of their turn
save ends effect affect
Keywords Area, Magic
Distance 3 Cube withir
Effect A toxic plant gro
M<2 dazed (save ends)
Keywords Area
Distance Self and 10 bo
Effect Each target mov
Ex
Keywords Magic, Rang
Distance Ranged 10
Effect The target is des
result of this ability exp
exploding toxic plant ta

	Level 2 Leader
	EV 16
	Size 1M / Stability 1
	Free Strike 5
ility 3 Reason 0 Intuition 0 Presence 3	
hip (Action) ♦ 2d10 + 3 ♦ Signature	
e, Weapon	
	Target 2 creatures or objects
amage; pull 1; A<1 prone	
amage; pull 2; A<2 prone	
amage; pull 3; A<3 prone	
by this ability makes a free strike instead of taking	
effect either).	
Heel! (Maneuver)	
	Target Each ally
t 1 square.	
ink the Leash (Triggered Action)	
	Target One ally
gets the houndmaster with a strike.	
s the target of the triggering strike instead.	
End Effect	
n, the houndmaster can take 5 damage to end one	
ing them. This damage can't be reduced in any way.	
Spore Bomb (Villain Action 1)	
n 10	Target All enemies in area
ows in each space in the area and all targets are	
).	
Sick 'Em! (Villain Action 2)	
urst	Target Self and all allies
es up to their speed and makes a free strike.	
Explosive Spores (Villain Action 3)	
ged	Target One toxic plant
stroyed. All toxic plants that are destroyed as a	
plode. All creatures and objects within 1 burst of an	
ake 3 fire damage.	