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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 + 2 ♦ 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 + 2 ♦ 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. | |