

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



Wode Houndmaster	Level 2 Leader
Fey, Humanoid	EV 16
<b>Stamina</b> 110	
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 1
	<b>Free Strike</b> 5
<b>Might 3 Agility 3 Reason 0 Intuition 0 Presence 3</b>	
<b>Vine Whip</b> (Action) ◆ 2d10 + 3 ◆ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 4	<b>Target</b> 2 creatures or objects
✦ ≤11 <b>8 poison damage; pull 1; A&lt;1 prone</b>	
★ 12-16 <b>11 poison damage; pull 2; A&lt;2 prone</b>	
✱ 17+ <b>14 poison damage; pull 3; A&lt;3 prone</b>	
<b>Effect</b> An ally targeted by this ability makes a free strike instead of taking damage (and takes no effect either).	
<b>Heel!</b> (Maneuver)	
<b>Keywords</b> ---	
<b>Distance</b> Melee 4	<b>Target</b> Each ally
<b>Effect</b> Slide each target 1 square.	
<b>Yank the Leash</b> (Triggered Action)	
<b>Keywords</b> ---	
<b>Distance</b> Melee 4	<b>Target</b> One ally
<b>Trigger</b> A creature targets the houndmaster with a strike.	
<b>Effect</b> The ally becomes the target of the triggering strike instead.	
<b>End Effect</b>	
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.	
<b>Spore Bomb</b> (Villain Action 1)	
<b>Keywords</b> Area, Magic	
<b>Distance</b> 3 Cube within 10	<b>Target</b> All enemies in area
<b>Effect</b> A <b>toxic plant</b> grows in each space in the area and all targets are M<2 dazed (save ends).	
<b>Sick 'Em!</b> (Villain Action 2)	
<b>Keywords</b> Area	
<b>Distance</b> Self and 10 burst	<b>Target</b> Self and all allies
<b>Effect</b> Each target moves up to their speed and makes a free strike.	
<b>Explosive Spores</b> (Villain Action 3)	
<b>Keywords</b> Magic, Ranged	
<b>Distance</b> Ranged 10	<b>Target</b> One toxic plant
<b>Effect</b> 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.	



The Horror	Level 1 Solo
Undead, Chimera	EV 30
<b>Stamina</b> (30 * Party Size) + (10 * Victories)	
<b>Speed</b> 5	<b>Size 2 / Stability 2</b>
	<b>Free Strike 5</b>
<b>Might +3 Agility -1 Reason +1 Intuition -2 Presence -4</b>	
<b>Solo Monster</b>	
<b>Solo Turns</b> The horror takes up to two turns each round. They can't take turns consecutively.	
<b>End Effect</b> 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.	
<b>Grafted Arms</b> (Action) ♦ 2d10 + 3 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 2	<b>Target</b> 2 creatures or objects
✦ ≤11 <b>4 damage</b>	
★ 12-16 <b>5 damage; A&lt;1 grabbed</b>	
✱ 17+ <b>6 damage; A&lt;2 grabbed</b>	
<b>Effect</b> The horror can have up to four targets grabbed.	
<b>3 Malice</b> The horror can vertical push 5 one grabbed target.	
<b>Basilisk Glands</b> (Action) ♦ 2d10 + 3 ♦ 5 Malice	
<b>Keywords</b> Area, Magic	
<b>Distance</b> 2 Burst	<b>Target</b> All enemies in the burst
✦ ≤11 <b>4 poison damage; M&lt;0 weakened (save ends)</b>	
★ 12-16 <b>6 poison damage; M&lt;1 weakened and slowed (save ends)</b>	
✱ 17+ <b>9 poison damage; M&lt;2 weakened and slowed (save ends)</b>	
<b>Yslansh's Tactics</b>	
If the horror would be flanked, Yslansh whispers commands to it and the flankers gain no edge.	
<b>Arise</b>	
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.	
<b>Kill Them, My Creation!</b> (Triggered Action)	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Ranged 5	<b>Target</b> 1 creature
<b>Trigger</b> The target strikes the horror and gets a tier-1 result.	
<b>Effect</b> 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 <b>6 damage; A&lt;1 grabbed</b>	
★ 12-16 <b>8 damage; A&lt;2 grabbed</b>	
✱ 17+ <b>10 damage; A&lt;3 grabbed</b>	
<b>Effect</b> The horror can have up to four targets grabbed.	



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





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



Tormented Myldorin		Level 2 Horde Support	
Abyssal, Demon		EV 4	
Stamina 15		Weakness Holy 3	
Speed 5		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 has line of effect to the frightened creatures irrespective of mundane obstacles.			
Tormented Lethe			
While the myldorin is winded, its strikes cause targets to be frightened (EoT) of it, and any strike made against it gains an edge.			



Deathey Yslansh	Level 1 Leader
Construct, Golem	EV 30
<b>Stamina</b> (30 * Party Size) + (10 * Victories)	
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 0
	<b>Free Strike</b> 5
<b>Might +3 Agility -1 Reason +1 Intuition -2 Presence -4</b>	
<b>Grafted Arms</b> (Action) ♦ 2d10 + 3 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 2	<b>Target</b> 2 creatures or objects
✦ ≤11 <b>4 damage</b>	
★ 12-16 <b>5 damage; A&lt;1 grabbed</b>	
✱ 17+ <b>6 damage; A&lt;2 grabbed</b>	
<b>Effect</b> The horror can have up to four targets grabbed.	
<b>3 Malice</b> The horror can vertical push 5 one grabbed target.	
<b>Basilisk Glands</b> (Action) ♦ 2d10 + 3 ♦ 5 Malice	
<b>Keywords</b> Area, Magic	
<b>Distance</b> 2 Burst	<b>Target</b> All enemies in the burst
✦ ≤11 <b>4 poison damage; M&lt;0 weakened (save ends)</b>	
★ 12-16 <b>6 poison damage; M&lt;1 weakened and slowed (save end)</b>	
✱ 17+ <b>9 poison damage; M&lt;2 weakened and slowed (save end)</b>	
<b>Yslansh's Tactics</b>	
If the horror would be flanked, Yslansh whispers commands to it and the flankers gain no edge.	
<b>Arise</b>	
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.	
<b>Kill Them, My Creation!</b> (Triggered Action)	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Ranged 5	<b>Target</b> 1 creature
<b>Trigger</b> The target strikes the horror and gets a tier-1 result.	
<b>Effect</b> 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 <b>6 damage; A&lt;1 grabbed</b>	
★ 12-16 <b>8 damage; A&lt;2 grabbed</b>	
✱ 17+ <b>10 damage; A&lt;3 grabbed</b>	
<b>Effect</b> The horror can have up to four targets grabbed.	

---

### 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.

Statue of the Third Commander	Level 2 Solo
Construct, Golem	EV 30
<b>Stamina</b> (30 * Party Size) + (10 * Victories)	
<b>Speed</b> 5	<b>Size 2 / Stability 2</b>
	<b>Free Strike 5</b>
<b>Might +3 Agility -1 Reason +1 Intuition -2 Presence -4</b>	
<b>Solo Monster</b>	
<b>Solo Turns</b> The horror takes up to two turns each round. They can't take turns consecutively.	
<b>End Effect</b> 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.	
<b>Grafted Arms</b> (Action) ♦ 2d10 + 3 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 2	<b>Target</b> 2 creatures or objects
✦ ≤11 <b>4 damage</b>	
★ 12-16 <b>5 damage; A&lt;1 grabbed</b>	
✱ 17+ <b>6 damage; A&lt;2 grabbed</b>	
<b>Effect</b> The horror can have up to four targets grabbed.	
<b>3 Malice</b> The horror can vertical push 5 one grabbed target.	
<b>Basilisk Glands</b> (Action) ♦ 2d10 + 3 ♦ 5 Malice	
<b>Keywords</b> Area, Magic	
<b>Distance</b> 2 Burst	<b>Target</b> All enemies in the burst
✦ ≤11 <b>4 poison damage; M&lt;0 weakened (save ends)</b>	
★ 12-16 <b>6 poison damage; M&lt;1 weakened and slowed (save end</b>	
✱ 17+ <b>9 poison damage; M&lt;2 weakened and slowed (save end</b>	
<b>Yslansh's Tactics</b>	
If the horror would be flanked, Yslansh whispers commands to it and the flankers gain no edge.	
<b>Arise</b>	
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.	
<b>Kill Them, My Creation!</b> (Triggered Action)	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Ranged 5	<b>Target</b> 1 creature
<b>Trigger</b> The target strikes the horror and gets a tier-1 result.	
<b>Effect</b> 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 <b>6 damage; A&lt;1 grabbed</b>	
★ 12-16 <b>8 damage; A&lt;2 grabbed</b>	
✱ 17+ <b>10 damage; A&lt;3 grabbed</b>	
<b>Effect</b> The horror can have up to four targets grabbed.	





Excrucior Interfectus	Level 3 Leader
Abyssal, Demon	EV 30
<b>Stamina</b> (30 * Party Size) + (10 * Victories)	
<b>Speed</b> 5	<b>Size 2 / Stability 2</b>
	<b>Free Strike 5</b>
<b>Might +3 Agility -1 Reason +1 Intuition -2 Presence -4</b>	
<b>Grafted Arms</b> (Action) ♦ 2d10 + 3 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 2	<b>Target</b> 2 creatures or objects
✦ ≤11 <b>4 damage</b>	
★ 12-16 <b>5 damage; A&lt;1 grabbed</b>	
✱ 17+ <b>6 damage; A&lt;2 grabbed</b>	
<b>Effect</b> The horror can have up to four targets grabbed.	
<b>3 Malice</b> The horror can vertical push 5 one grabbed target.	
<b>Basilisk Glands</b> (Action) ♦ 2d10 + 3 ♦ 5 Malice	
<b>Keywords</b> Area, Magic	
<b>Distance</b> 2 Burst	<b>Target</b> All enemies in the burst
✦ ≤11 <b>4 poison damage; M&lt;0 weakened (save ends)</b>	
★ 12-16 <b>6 poison damage; M&lt;1 weakened and slowed (save end)</b>	
✱ 17+ <b>9 poison damage; M&lt;2 weakened and slowed (save end)</b>	
<b>Yslansh's Tactics</b>	
If the horror would be flanked, Yslansh whispers commands to it and the flankers gain no edge.	
<b>Arise</b>	
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.	
<b>Kill Them, My Creation!</b> (Triggered Action)	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Ranged 5	<b>Target</b> 1 creature
<b>Trigger</b> The target strikes the horror and gets a tier-1 result.	
<b>Effect</b> 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 <b>6 damage; A&lt;1 grabbed</b>	
★ 12-16 <b>8 damage; A&lt;2 grabbed</b>	
✱ 17+ <b>10 damage; A&lt;3 grabbed</b>	
<b>Effect</b> 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.