

Stat Blocks

Monsters

<i>Monster</i>	<i>Part & Scene</i>
The Horror	P2S1
Torment Demon 1(m)	P2S5 & P2S9
Torment Demon 2(cap)	P2S5 & P2S9
Statue of the Third Commander	P2S6
Basilisk Hatchling	P2S7
Deatheye Yslansh	P2S9
Excrucior Interfectus, Avatar of Torment	-

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.	

Retainers

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