

# Stat Blocks

## Monsters

<i>Monster</i>	<i>Part &amp; Scene</i>
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Tormented Albëoq	P2S5 & P2S9
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Excrucior Interfectus, Avatar of Torment	-

<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</b> Speed +2	<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.	

<b>Tormented Myldorin</b>	<b>Level 2 Horde Support</b>
Abyssal, Demon	EV 4
<b>Stamina 15</b>	<b>Weakness Holy 3</b>
<b>Speed 5</b>	<b>Size 1M / Stability 0</b>
<b>Free Strike 2</b>	
<b>Might 0 Agility 0 Reason -2 Intuition -1 Presence +2</b>	
<b>Impending Doom</b> (Action) ◆ 2d10 + 2 ◆ Signature	
<b>Keywords</b> Melee, Magic, Ranged, Strike	
<b>Distance</b> Ranged 10	<b>Target</b> One creature
✦ ≤11 <b>4 psychic damage</b>	
★ 12-16 <b>5 psychic damage; R&lt;1 damage weakness 3 (save ends)</b>	
✱ 17+ <b>7 psychic damage; R&lt;2 damage weakness 3 (save ends)</b>	
<b>Look on What You've Wrought</b> (Maneuver) ◆ 2 Malice	
<b>Keywords</b> Magic, Ranged	
<b>Distance</b> Ranged 10	<b>Target</b> One ally
<b>Effect</b> 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.	
<b>Tormented Soulsight</b>	
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.	
<b>Tormented Lethe</b>	
While the myldorin is winded, its strikes cause targets to be frightened (EoT) of it, and any strike made against it gains an edge.	

<b>Basilisk Hatchling</b>	<b>Level 1 Minion Hexer</b>
Basilisk, Beast	EV 3 for four minions
<b>Stamina 3</b>	<b>Immunity Poison 4</b>
<b>Speed 5</b>	<b>Size 1T / Stability 0</b>
<b>With Captain</b> +3 bonus to speed	<b>Free Strike 1</b>
<b>Might 0 Agility +2 Reason 0 Intuition 0 Presence +1</b>	
<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).	

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	4 damage
★ 12-16	5 damage; A<1 grabbed
* 17+	6 damage; A<2 grabbed
<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	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)
<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	6 damage; A<1 grabbed
★ 12-16	8 damage; A<2 grabbed
* 17+	10 damage; A<3 grabbed
<b>Effect</b> The horror can have up to four targets grabbed.	

Deatheye Yslansh	Level 1 Leader
Humanoid, Lizardfolk, Demon	EV 12
<b>Stamina</b> 80	<b>Size 1M / Stability 0</b>
<b>Speed</b> 5	<b>Free Strike 5</b>
<b>Might 0 Agility +2 Reason +2 Intuition +1 Presence +3</b>	
<b>Visions of Death</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Melee, Magic, Ranged, Strike	
<b>Distance</b> Ranged 10	<b>Target</b> 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)
<b>Effect</b> A creature weakened by this ability has -1 to resist potencies of abilities that would inflict frightening.	
<b>Hear My Voice and Despair!</b> (Maneuver)	
<b>Keywords</b> Area	
<b>Distance</b> 10 burst	<b>Target</b> Each enemy in the area
<b>Effect</b> 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.	
<b>Tormented Soulsight of the Deatheye</b>	
Yslansh ignores concealment of frightened creatures within 10 squares and Yslansh has line of effect to the frightened creatures irrespective of mundane obstacles.	
<b>Yslansh Reptilian Escape</b>	
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.	
<b>Your Service is Not Ended!</b> (Free Triggered Action)	
<b>Keywords</b> Magic, Ranged	
<b>Distance</b> Ranged 15	<b>Target</b> One non-minion ally
<b>Trigger</b> The target is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed.	
<b>Effect</b> In unoccupied spaces within 3 of the target, a squad of 4 <b>undead crawling claws</b> coalesce out of the remains of their corpse.	
<b>Pain Begets the Eye</b> (Triggered Action) ♦ 3 Malice	
<b>Keywords</b> Magic	
<b>Distance</b> Self	<b>Target</b> Self
<b>Trigger</b> Yslansh is targeted by a strike.	
<b>Effect</b> Any damage from the strike is halved, and all enemies within 2 squares of Yslansh are P<2 frightened (save ends) of Yslansh.	
<b>Chorus from the Abyss</b> (Villain Action 1)	
<b>Keywords</b> Ranged	
<b>Distance</b> Ranged 10	<b>Target</b> Three enemies
<b>Effect</b> Each target must choose between taking 5 psychic damage, or being frightened (save ends).	
<b>You Will Serve Better in Death</b> (Villain Action 2)	
<b>Keywords</b> Magic, Ranged	
<b>Distance</b> Ranged 15	<b>Target</b> One ally
<b>Effect</b> Yslansh kills the target and its place summons an <b>undead umbral stalker</b> .	
<b>The Avatar Demands Death! DEATH!</b> (Villain Action 3)	
<b>Keywords</b> Magic	
<b>Distance</b> Self	<b>Target</b> Self
<b>Effect</b> Yslansh shifts up to her speed, uses Visions of Death, shifts up to her speed, and then uses Hear My Voice and Despair.	



# Retainers

<i>Retainer</i>	<i>Part &amp; Scene</i>
Gwennyl Thorton	P1S3
Squire Qoroth	P2S3
Squire Bleddyn	P2S8

**Dir. Note:** These stat blocks are also in the Player Rewards document.

Squire Qoroth	Level 1 Harrier Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 23	Size 1M / Stability 1
Speed 7	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; grow a thornskin	
✱ 17+ 7 damage; grow a thornskin	
Masking Glamour	
Abilities targeting Qoroth that would take a bane from cover or concealment have a double bane instead.	
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).	

Gwennyl Thorton	Level 1 Defender Retainer
Human, Humanoid	EV 3
Stamina 30	Size 1M / Stability 1
Speed 5	Free Strike 2
Might +2	Agility 0
Reason 0	Intuition 0
Presence +1	
Practiced Strike (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	
Target One creature or object	
+ ≤11 3 damage	
★ 12-16 5 damage; A<1 weakened (save ends)	
✱ 17+ 7 damage; A<2 weakened (save ends)	
Effect This ability inflicts bleeding (EoT) if the target is already weakened.	
Supernatural Insight	
Gwennyl ignores concealment if it's granted by a supernatural effect.	

Squire Bleddyn	Level 1 Defender Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 28	Size 1M / Stability 1
Speed 5	Free Strike 2
Might +2	Agility 0
Reason 0	Intuition 0
Presence +1	
Sharpened Shield (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	
Target One creature or object	
Effect Bleddyn and her mentor, if they're within 5 squares from Bleddyn, can shift 2 before the ability is used.	
+ ≤11 3 damage; push 1; M<0 prone	
★ 12-16 4 damage; push 2; M<1 prone	
✱ 17+ 5 damage; push 3; M<2 prone	
Supernatural Insight	
Gwennyl ignores concealment if it's granted by a supernatural effect.	
Unwavering in the Storm	
When an ally is adjacent to Gwennyl, they have cover and can choose to use Gwennyl's Stability to resist force movement.	