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.

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.

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 (Main Action) ◆ 2d10 + 3 ◆ Signature

Keywords Melee, Strike, Weapon

Distance Melee 2   **Target** 2 creatures or objects

✦   ≤11 **5 damage**

★ 12-16 **6 damage; A<1 grabbed**

✸   17+ **7 damage; A<2 grabbed**

Effect The horror can have up to four targets grabbed.

3 Malice The horror can vertical push 5 two creatures among either the targets or creatures it has grabbed.

Basilisk Glands (Main Action) ◆ 2d10 + 3 ◆ 5 Malice

Keywords Area, Magic

Distance 2 Burst   **Target** All enemies in the burst

✦   ≤11 **5 poison damage; M<0 weakened (save ends)**

★ 12-16 **7 poison damage; M<1 weakened and slowed (save ends)**

✸   17+ **10 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.

Basilisk Hatchling	Level 1 Minion Hexer
Basilisk, Beast	EV 3 for four minions

Stamina 3	**Immunity** Poison 4
Speed 5	**Size** 1T / **Stability** 0
With Captain +3 bonus to speed	**Free Strike** 1

Might 0   **Agility** +2   **Reason** 0   **Intuition** 0   **Presence** +1

Newborn Wink (Main Action) ◆ 2d10 + 2 ◆ Signature

Keywords Melee, Magic, Ranged, Strike

Distance Melee 1 or Ranged 10   **Target** One creature per minion

✦   ≤11   **1 corruption damage**

★   12-16   **2 corruption damage; R<1 slowed (save ends)**

✷   17+   **3 corruption damage; R<2 slowed (save ends)**

Effect This ability counts as a petrifying eye beam ability for use with basilisk malice features.

Just a Nibble

When the hatchling ends its turn adjacent to a prone creature, it takes a bite out of them, inflicting bleeding (EoT).

Tormented Albëoq	Level 2 Minion Brute
Abyssal, Demon	EV 4 for four minions

Stamina 7	**Weakness** Holy 3
Speed 5 (climb)	**Size** 1M / **Stability** 0
With Captain Speed +2	**Free Strike** 3

Might +2   Agility 0   Reason -2   Intuition -1   Presence +1

Lash Out in Agony (Main Action) ◆ 2d10 + 2 ◆ Signature

Keywords Melee, Strike, Weapon

Distance Melee 2   **Target** One creature per minion

✦   ≤11   **3 damage**

★   12-16   **4 damage; push 1**

✹   17+   **6 damage; push 2**

Mournful Shriek (Triggered Action)

Keywords ---

Distance Self   **Target** Self

Trigger The albëoq's squad takes damage and the albëoq is the last remaining squad member.

Effect The squad regains 14 Stamina and 2 albëoqs arise, joining the squad in unoccupied spaces within 3 squares.

Tormented Soulsight

The albëoq ignores concealment of frightened creatures within 2 squares and the albëoq 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 (climb)	**Size** 1M / **Stability** 0
	Free Strike 2

Might 0   Agility 0   Reason -2   Intuition -1   Presence +2

Impending Doom (Main 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, and when one minion's faces burst, all of them burst.

Tormented Soulsight

On frightened creatures within 2 squares of it, the myldorin ignores concealment and the myldorin has line of effect to the frightened creatures irrespective of mundane obstacles.

Tormented Lethe

When the myldorin is winded, their strikes additionally inflict **P<2** frightened, and any strike made against them gains an edge.

Deatheye Yslansh	Level 1 Leader
Humanoid, Lizardfolk, Demon	EV 12

Stamina 80	**Weakness** Holy 3
Speed 5	**Size** 1M / **Stability** 0
	Free Strike 5

Might 0   Agility 0   Reason +2   Intuition +1   Presence +3

Visions of Death (Main Action) ◆ 2d10 + 2 ◆ Signature

Keywords Melee, Magic, Ranged, Strike

Distance Ranged 15   **Target** 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)**

Effect A creature weakened by this ability has -1 to resist potencies of abilities that would inflict frightening.

Hear My Voice and Despair! (Maneuver)

Keywords Area

Distance 10 burst   **Target** Each enemy in the area

Effect 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.

Tormented Soulsight of the Deatheye

Yslansh ignores concealment of frightened creatures within 10 squares and Yslansh has line of effect to the frightened creatures irrespective of mundane obstacles.

Yslansh Reptilian Escape

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.

Your Service is Not Ended! (Free Triggered Action)

Keywords Magic, Ranged

Distance Ranged 15   **Target** One non-minion ally

Trigger The target is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed.

Effect In unoccupied spaces within 3 of the target, a squad of **4 undead crawling claws** coalesce out of the remains of their corpse.

Pain Begets the Eye (Triggered Action) ◆ 3 Malice

Keywords Magic

Distance Self   **Target** Self

Trigger Yslansh is targeted by a strike.

Effect Any damage from the strike is halved, and all enemies within 2 squares of Yslansh are **P<2** frightened (save ends) of Yslansh.

Chorus from the Abyss (Villain Action 1)

Keywords Ranged

Distance Ranged 10   **Target** Three enemies

Effect Each target must choose between taking 5 psychic damage, or being frightened (save ends).

You Will Serve Better in Death (Villain Action 2)

Keywords Magic, Ranged

Distance Ranged 15   **Target** One ally

Effect Yslansh kills the target and its place summons an **undead umbral stalker**.

The Avatar Demands Death! DEATH! (Villain Action 3)

Keywords Magic

Distance Self   **Target** Self

Effect Yslansh shifts up to her speed, uses Visions of Death, shifts up to her speed, and then uses Hear My Voice and Despair.

Statue of the Third Commander	Level 2 Solo
Construct, Statue	EV 48

Stamina (80 * Party Size) + (12 * Victories)	**Size** 2 / **Stability** 3
Speed 5	**Free Strike** 5

Might +3   Agility +1   Reason +1   Intuition -2   Presence +2

Solo Monster

Solo Turns The statue takes up to two turns each round. They can't take turns consecutively.

End Effect At the end of their turn, the statue can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Just a Test

The statue only fights until it is winded. Once it is winded, it returns to its pedestal and the test is completed.

Stone Shaper

Whenever the statue make a free strike, it can raise one cube of stone under the target. The target is **A<1** prone on its surface.

Great Hammer of Stone (Main Action) ◆ 2d10 + 3 ◆ Signature

Keywords Area, Weapon

Distance 1 Burst   **Target** Each enemy in the area

✦   ≤11   **5 poison damage; M<1 dazed or bleeding (EoT)**
★   12-16 **8 poison damage; M<2 dazed or bleeding (EoT)**
✹   17+   **11 poison damage; M<3 dazed or bleeding (EoT)**

1 Malice The statue can shift 2 and make a free strike.

The Wode Protects Us (Maneuver) ◆ 3 Malice

Keywords Area, Magic

Distance Self   **Target** Self

Effect The statue becomes invisible until the start of its next turn and teleports to a square within 10.

Parry! (Triggered Action)

Keywords Melee

Distance Melee 1   **Target** Self

Trigger A creature makes a strike against the statue.

Effect The damage is halved and if there is any potency effect associated with it, the potency is decreased by 1. Additionally, the statue makes a melee free strike on the creature.

Plant Your Feet! (Villain Action 1)

Keywords Area

Distance 10 Burst   **Target** Each enemy on the ground in the area

Effect Each target must make a **Might test**:

- ✦ ≤11 **Prone and can't stand (EoT)**
- ★ 12-16 **Prone**
- ✷ 17+ **No effect**

Evil Can Strike From Anywhere (Villain Action 2)

Keywords Magic, Melee, Strike, Weapon

Distance Self   **Target** Self

Effect The statue teleports up to 5 squares, makes a free strike, then teleports up to 5 squares again and makes another free strike.

Arcadia is Enemy Territory (Villain Action 3)

Keywords Magic, Ranged

Distance Self   **Target** Self

Effect All raised terrain on the platform the statue fights on explodes, dealing 4 damage to any enemies on the terrain or adjacent to it and inflicting **M<1** restrained (save ends). Additionally, the square each terrain was on and all adjacent squares become difficult terrain for enemies.

The Statue Malice	Malice Features

At the start of a statue's turn, you can spend malice to activate one of the following features.

Hesitation Will Not Save the Vale ◆ 3 Malice

Until the end of the round, at the end of each turn, the statue can shift 2.

Solo Action ◆ 5 Malice

The statue takes an additional action on their turn. They can use this feature even if they are dazed.

The Wode, Our Battlefield, Our Birthright ◆ 5 Malice

Vines emerge and rapidly grow across the entire encounter map. Each enemy must make an Agility test.

✦ ≤11 **8 damage; restrained (save ends)**

★ 12-16 **restrained (EoT)**

✳ 17+ **no effect**

You Uplifted Us ◆ 7 Malice

Two pillars of stone 1 square wide either thrust up out of the ground or jut down from the ceiling anywhere on the encounter map, to a height of up to 6 squares. A creature in the area of a pillar before it extends falls prone on its surface. If the creature comes into contact with the ceiling above or the floor beneath the pillar and has **M < 2**, they are restrained (save ends).

Excrucior Interfectus	Level 5 Solo
Abyssal, Demon	EV 84

Stamina 480	**Weakness** Holy 5
Speed 6	**Size** 4 / **Stability** 3
	Free Strike 7

Might +3   Agility -1   Reason +1   Intuition +2   Presence +3

Solo Monster

Solo Turns Excrucior takes up to two turns each round. They can't take turns consecutively.

End Effect At the end of their turn, Excrucior can take 10 damage to end one save ends effect affecting them. This damage can't be reduced in any way.

Gazes of the Tormented (Main Action) ◆ 2d10 + 4 ◆ Signature

Keywords Area, Magic

Distance 3 Burst   **Target** Each enemy in the area

✦   ≤11   **7 psychic damage**

★   12-16 **10 psychic damage; the target is tormented (save ends)**

✸   17+   **13 psychic damage; the target is tormented (save ends)**

Effect A tormented creature grows all over their body faces that scream in pain and whisper evil thoughts. The creature is frightened of Excrucior. At the start of each of the creature's turns, they must attempt to cut off the faces as a free triggered action, taking damage that can't be reduced in any way equal to 2d6 + their Might score. If the creature takes 10 or more damage, the effect is ended.

The Vicious Cycle (Main Action) ◆ 2d10 + 3 ◆ 5 Malice

Keywords Area, Magic

Distance 15 Burst   **Target** Each enemy in the area

Effect Each tormented target takes 18 damage as the faces on their body explode and the target is no longer tormented. Each target that isn't tormented is **P < 4** tormented. All sigils of torment within 1 of any target immediately use the All The World Must Suffer ability.

A Monument to Pain (Maneuver) ◆ 5 Malice

Keywords Area, Magic

Distance Ranged 15   **Target** Special

Effect Excrucior summons one **sigil of torment** within distance. Any enemies occupying the space the sigil is summoned into take 8 corruption damage. The sigil immediately uses the All The World Must Suffer ability.

Fear Blinds You (Triggered Action)

Keywords -

Distance Ranged 15   **Target** The triggering creature

Trigger A creature within distance deals damage to Excrucior.

Effect The target has line of effect only within 2 squares (save ends).

Tormented Soulsight

On frightened creatures within 2 squares of it, Excrucior ignores concealment and Excruicior has line of effect to the frightened creatures irrespective of mundane obstacles.

Lethe of the Avatar of Torment

While Excrucior is winded, all sigils of torment have an edge on their power rolls, and any strike made against Excrucior gains an edge.

Fear Is The Mind-Killer (Villain Action 1)

Keywords Area, Magic

Distance Ranged 50   **Target** Each enemy

Effect All tormented targets are dazed (EoT). All targets that are not tormented are pushed 3, ignoring stability.

Fear is the Little-Death (Villain Action 2)

Keywords Area

Distance Ranged 50   **Target** Special

Effect All sigils of torment immediately use the **All The World Must Suffer** ability. Any creature who takes damage as a result is dying (EoT).

Where The Fear Has Gone There Will Be Nothing (Villain Action 3)

Keywords Magic, Ranged

Distance Ranged 10   **Target** One toxic plant

Effect All sigils of torment immediately use the All The World Must Suffer ability. All squares of mundane wood and stone within distance of each ability take 6 damage.

Sigil of Torment	Level 5 Relic Controller
Stamina 30	**Size** 4x4 cube

The sigil has **immunity all** to all damage types except **holy**.

Deactivate An enemy ends their turn in the sigil's area and no allies of the sigil are also in its area.

Activate A new round starts
Effect The **All The World Must Suffer** ability.

All The World Must Suffer (Free Triggered Action) ◆ 2d10 + 2

Keywords Area, Magic

Distance 10 Burst   **Target** All enemies in burst

✦ ≤11 **2 psychic damage; P<2 slowed (EoT)**

★ 12-16 **3 psychic damage; P<3 slowed and weakened (EoT)**

✸ 17+ **4 psychic damage; P<4 slowed and weakened (EoT)**

Effect The sigil teleport all enemies within its area to unoccupied spaces adjacent to its area. Additionally, the sigil summons a squad of a number of **wobalas** equal to 2 + the tier outcome of the power roll to unoccupied squares within the sigil's area.

Lizardfolk Deathshedder — Level 1 Horde Support

Humanoid, Lizardfolk   EV 4

Stamina 12   **Size** 1M / **Stability** 0

Speed 5 (swim)   **Free Strike** 2

Might -1   **Agility 0**   **Reason 0**   **Intuition 0**   **Presence +2**

Death is All Around Us (Main Action) ◆ 2d10 + 2 ◆ Signature

Keywords Area, Magic

Distance 1 Burst   **Target** All enemies in burst

✦   ≤11   **3 psychic damage**

★   12-16   **4 psychic damage; P<1 frightened (EoT)**

✷   17+   **5 psychic damage; P<2 frightened (EoT)**

Effect Gain temporary Stamina equal to 4 times the number of targets.

Reptilian Escape

While the deathshedder still has a tail, whenever the deathshedder is grabbed, slowed, weakened, or knocked prone, the deathshedder can lose their tail to immediately end the effect and shift 2.

Slough Off the Mortal Coil

The deathshedder cannot gain temporary Stamina in any way except by using Death is All Around Us. When the deathshedder's Stamina drops to 0, they do not die, they lose any conditions affecting them, shift 2, and use Death is All Around Us before dying. If the any target is killed or frightened by the ability, the deathshedder lives and their Stamina is reduced to 1 instead.