

# Stat Blocks

## Monsters

<i>Monster</i>	<i>Part &amp; Scene</i>
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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 (climb)</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 (Action)</b> ♦ 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 (Triggered Action)</b>	
<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>	
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.	

<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 (climb)</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 (Action)</b> ♦ 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 (Maneuver)</b> ♦ 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 the myldorin has line of effect to the frightened creatures irrespective of mundane obstacles.	
<b>Tormented Lethe</b>	
When the myldorin is winded, their strikes additionally inflict <b>P&lt;2</b> frightened, and any strike made against them 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 (Action)</b> ♦ 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 <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.	

The Statue Malice	Malice Features
At the start of a statue's turn, you can spend malice to activate one of the following features.	
<b>Hesitation Will Not Save the Vale</b> ♦ 3 Malice	
Until the end of the round, at the end of each turn, the statue can shift 2.	
<b>Solo Action</b> ♦ 5 Malice	
The statue takes an additional action on their turn. They can use this feature even if they are dazed.	
<b>The Wode, Our Battlefield, Our Birthright</b> ♦ 5 Malice	
Vines emerge and rapidly grow across the entire encounter map. Each enemy must make an Agility test.	
+ ≤11 <b>8 damage; restrained (save ends)</b>	
★ 12-16 <b>restrained (EoT)</b>	
✱ 17+ <b>no effect</b>	
<b>You Uplifted Us</b> ♦ 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 <b>M &lt; 2</b> , they are restrained (save ends).	

Statue of the Third Commander	Level 2 Solo
Construct, Statue	EV 48
<b>Stamina</b> (80 * Party Size) + (12 * Victories)	<b>Size 2 / Stability 3</b>
<b>Speed 5</b>	<b>Free Strike 5</b>
<b>Might +3 Agility +1 Reason +1 Intuition -2 Presence +2</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>Just a Test</b>	
The statue only fights until it is winded. Once it is winded, it returns to its pedestal and the test is completed.	
<b>Stone Shaper</b>	
Whenever the statue make a free strike, it can raise one cube of stone under the target. The target is <b>A&lt;1</b> prone on its surface.	
<b>Great Hammer of Stone</b> (Action) ♦ 2d10 + 3 ♦ Signature	
<b>Keywords</b> Area, Weapon	
<b>Distance</b> 1 Burst	<b>Target</b> Each enemy in the area
+ ≤11 <b>3 poison damage; M&lt;1 dazed or bleeding (EoT)</b>	
★ 12-16 <b>6 poison damage; M&lt;2 dazed or bleeding (EoT)</b>	
✱ 17+ <b>8 poison damage; M&lt;3 dazed or bleeding (EoT)</b>	
<b>2 Malice</b> The statue can shift 2 and make a free strike.	
<b>The Wode Protects Us</b> (Maneuver) ♦ 3 Malice	
<b>Keywords</b> Area, Magic	
<b>Distance</b> Self	<b>Target</b> Self
<b>Effect</b> The statue becomes invisible until the start of its next turn and teleports to a square within 10.	
<b>Parry!</b> (Triggered Action)	
<b>Keywords</b> Melee	
<b>Distance</b> Melee 1	<b>Target</b> Self
<b>Trigger</b> A creature makes a strike against the statue.	
<b>Effect</b> The damage is halved and if there is any potency effect associated with it, the potency is decreased by 1.	
<b>Plant Your Feet!</b> (Villain Action 1)	
<b>Keywords</b> Area	
<b>Distance</b> 10 Burst	<b>Target</b> Each enemy on the ground in the area
<b>Effect</b> Each target must make a <b>Might test</b> :	
+ ≤11 <b>Prone and can't stand (EoT)</b>	
★ 12-16 <b>Prone</b>	
✱ 17+ <b>No effect</b>	
<b>Evil Can Strike From Anywhere</b> (Villain Action 2)	
<b>Keywords</b> Magic, Melee, Strike, Weapon	
<b>Distance</b> Self	<b>Target</b> Self
<b>Effect</b> The statue teleports up to 5 squares, makes a free strike, then teleports up to 5 squares again and makes another free strike.	
<b>Arcadia is Enemy Territory</b> (Villain Action 3)	
<b>Keywords</b> Magic, Ranged	
<b>Distance</b> Self	<b>Target</b> Self
<b>Effect</b> 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 <b>M&lt;1</b> restrained (save ends). Additionally, the square each terrain was on and all adjacent squares become difficult terrain for enemies.	

Deatheye Yslansh	Level 1 Leader
Humanoid, Lizardfolk, Demon	EV 12
Stamina 80	Size 1M / Stability 0
Speed 5	Free Strike 5
Might 0 Agility +2 Reason +2 Intuition +1 Presence +3	
Visions of Death (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Magic, Ranged, Strike	
Distance Ranged 10	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.	
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 (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.	



# 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	
<b>Thorned Fist (Action)</b> ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Charge, Melee, Strike, Weapon	
<b>Distance</b> Melee 1 <b>Target</b> One creature or object	
+ ≤11 <b>3 damage</b>	
★ 12-16 <b>5 damage; grow a thornskin</b>	
✱ 17+ <b>7 damage; grow a thornskin</b>	
<b>Masking Glamour</b>	
Abilities targeting Qoroth that would take a bane from cover or concealment have a double bane instead.	
<b>Veil of Thorns</b>	
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	
<b>Practiced Strike (Action)</b> ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1 <b>Target</b> One creature or object	
+ ≤11 <b>3 damage</b>	
★ 12-16 <b>5 damage; A&lt;1 weakened (save ends)</b>	
✱ 17+ <b>7 damage; A&lt;2 weakened (save ends)</b>	
<b>Effect</b> This ability inflicts bleeding (EoT) if the target is already weakened.	
<b>Supernatural Insight</b>	
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	
<b>Sharpened Shield (Action)</b> ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1 <b>Target</b> One creature or object	
<b>Effect</b> Bleddyn and her mentor, if they're within 5 squares from Bleddyn, can shift 2 before the ability is used.	
+ ≤11 <b>3 damage; push 1; M&lt;0 prone</b>	
★ 12-16 <b>4 damage; push 2; M&lt;1 prone</b>	
✱ 17+ <b>5 damage; push 3; M&lt;2 prone</b>	
<b>Masking Glamour</b>	
Abilities targeting Bleddyn that would take a bane from cover or concealment have a double bane instead.	
<b>Unwavering in the Storm</b>	
When an ally is adjacent to Bleddyn, they have cover and can choose to use Bleddyn's Stability to resist force movement.	
<b>Doomed</b>	
In Scene 9 and 10, Bleddyn cannot die and they automatically obtain a tier 3 outcome on all tests and ability rolls. At the end of Scene 10, Bleddyn dies.	