



100 M STR+

Level 3 Solo Large Owlbear

Grimbeak, the Unyielding

Brutal. Treat the highest die rolled as the Primary Die. On crit: Prone.

ACTIONS: After each hero's turn, choose one:

- **Savage Screech.** (1 use) All enemies within reach 12 suffer 2d6 damage (ignoring armor). DC 11 WIL save or become Frightened for 1 round.
- **Rend & Tear.** Attack for 2d6+10 damage.
- **Beak.** Move 8. Attack for 2d6 damage.

BLOODIED: At **50 HP**, Savage Screech recharges.

LAST STAND: Grimbeak is dying! **30** more damage and she dies. Until then, her Attacks use d10s instead of d6s.



125 M ★ DEX+

Level 4 Solo Human Criminal

Thorn Quickblade

Strike Back. *When crit, make a Heart Piercer or Stormquill attack in return.*

ACTIONS: After each hero's turn, choose one:

- **Stormquill (Crossbow).** Move 4, 4d4+10 damage (Range 8).
- **Heart Piercer (Rapier).** Move 8, 2d4+3 damage. On crit: Dazed.

BLOODIED: Smoke Bomb. At **62 HP**, Thorn immediately becomes invisible (until the end of his next turn), then moves 8, ignoring opportunity attacks.

LAST STAND: Mortal Panic! Thorn is dying! **30** more damage and he's dead! Until then he'll Strike Back EVERY time he's hit (1/turn).



130

M

STR+ DEX+

Level 5 Solo Large Manticores

Ravager of the Lowlands

Feral Instinct. *Whenever Ravager is crit, he can fly 10.*

ACTIONS: After each hero's turn, choose one:

- **Venomous Stinger.** (1 use) Reach 3, 5d12 damage.
- **Ravage.** Attack for 1d12+20 damage.
- **Move & Claw.** Fly 10, attack for 1d12+6 damage.

BLOODIED: At **65 HP**, his Venomous Stinger recharges.

LAST STAND: The Ravager is dying! **40** more damage and he dies. Until then, the first time each turn he takes damage, he uses Move & Claw.



160 M ALL+

Level 6 Solo Large Matriarch of Spiders

Queen Aranya, Broodmother

Weave Web. *Creatures she hits are entangled in a sticky web (Dazed).*

Flammable Webs. *Fire critical hits suppress the Broodmother's Weave Web for 1 turn.*

ACTIONS: After each hero's turn, choose one:

- **Impale.** (Reach 2) 2d8+8 damage. Then skitter away up to 8 spaces.
- **Hatch Brood.** Summon spiderling minions (1/hero, size:d8), they act only when commanded.
- **Dinner Time!** Command all of your spiderling minions to move up to 6 spaces and attack once each.

BLOODIED: "Avenge Your Queen, My Brood!" At **80 HP**, summon 3 spiderling minions/hero anywhere within Reach 8.

LAST STAND: Aranya is dying! **40** more damage and she dies. Until then, Hatch Brood after each of her turns.

180 M STR+DEX+

Level 6 Solo Large Grey Drake

Nalzar, Apex Predator

Tail Swipe: When dealt slashing or lightning damage: knock a hero within 3 spaces Prone.

Torn Wings. Each slashing critical hit reduces Wing Buffet DC by 1.

ACTIONS: After each hero's turn, choose one:

- **Devour.** (Prone creatures only, Reach 2) deal 4d12+6.
- **Wing Buffet.** Fly 8, then land. Cone 8: 1d12, then DC 14 STR save or also knocked Prone (advantage if behind cover or another hero).

BLOODIED: At **90 HP**, her Wing Buffet Range and DC increases by 2.

LAST STAND: Nalzar is dying! **60** more damage and she dies. Until then, each turn, she moves up to 6 spaces, then uses Devour (ignoring the Prone requirement).

Level 7 Solo Large Floral Dragon

200 M ALL+

Florindris, Bane of the Forest

Aura of Wind: Ranged attacks against you have disadvantage. End of turn: push adjacent creatures 2 spaces away.

Wither: Resistant to necrotic damage, but it suppresses Aura of Wind for 1 turn.

ACTIONS: After each hero's turn, choose one:

- **Petal Storm.** (1 use) 3d10+10 damage to all enemies within Reach 8, half on a DC 13 DEX save.
- **Rend.** Fly 10 before or after attacking. (Reach 2) 1d10+10 damage to up to 2 targets within reach. On hit: Gain Thornblight.

Thornblight: Suffer 5 damage for each space you are forcibly moved. Magical healing ends this effect.

- **Gust.** (Reach 8) Move a target 1d10 spaces.

BLOODIED: At **100 HP**, enemies within Reach 12 gain Thornblight, and Petal Storm recharges.
LAST STAND: Florindris is dying! **70** more damage and she dies. Until then, she moves creatures twice as far.



175

H

★ STR+ WIL+

Level 8 Solo Huge Flame Titan

General Flameheart

Cinder Armor. Immune to fire. When damaged, deal 5 fire damage to all adjacent creatures.

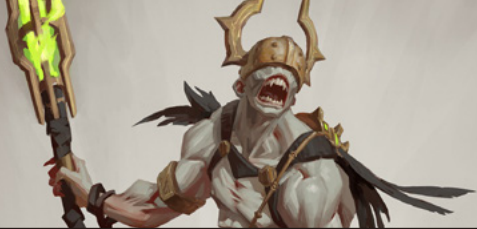
Extinguish Flame. Cold or radiant crits extinguish all areas ignited by Molten Fury and suppress Cinder Armor for 1 turn.

ACTIONS: After each hero's turn, choose one:

- **Inferno Cleave.** Move 8 then strike a 2×2 square area for $2d10+10$ fire damage.
- **Molten Fury.** Lob a molten fireball at the furthest hero not already in the flames, igniting a 2×2 square area. Creatures there take $2d10+10$ damage; and another 10 damage at the end of each of their turns if they remain in the area.

BLOODIED: At **87 HP**, on his next turn, he uses Molten Fury a number of times equal to half the number of heroes (rounded up).

LAST STAND: Flameheart is dying! **80** more damage and he dies. Until then, the area of his attacks increase to a 3×3 square.



250

INT++ WIL++

Level 9 Solo Shepherd of Malice

Vael, Undying Necromancer

Protect Master! Whenever Vael would fail a save or take 20 or more damage, he may sacrifice his Lifebinding Spirit, Bane, instead. He spends his next turn moving up to 6 spaces and summoning Bane.

ACTIONS: After each hero's turn, Bane attacks for 1d12+6 then Vael chooses one:

- **DOOM.** (Range 12, undamaged target) DC 14 WIL save or 5d12 damage. Half on save.
- **Veilwalker's Rebuke.** (Range 8) Damage: 2d12+6. Double damage against those behind cover. 1/round you may swap places with them.
- **Cruelty's Edge.** 1d4+2. On hit: DC 14 WIL save or Dazed and Frightened. Then move 6.

BLOODIED: At **125 HP**, Vael gains the reaction **Shield of Cruelty**. (1 time use) If Vael would be damaged, instead he may reflect that much radiant damage back at the attacker.

LAST STAND: DEATH, AN OLD FRIEND. Vael is dying! **90** more damage and he dies. Until then, he gains Heavy Armor, the hero that most recently damaged him is reduced to 0 HP, and Bane is sacrificed into a Vengeful Spirit. It deals 1d12+6 necrotic damage to creatures within Reach 3 at the end of each of his turns.

A large, dark, and menacing creature with a skeletal structure, glowing blue eyes, and a long, sharp sword. It is set against a dark, forest-like background with hanging vines.

240 H ★ STR+++

Level 10 Solo Gargantuan Skeleton

Titan of the Deep Woods

Splintering Legions. *Bludgeoning damage or crits, cause his bones splinter off and animate, forming a d10 minion.*

Brittle Bones. *Vulnerable to bludgeoning, resistant to piercing.*

ACTIONS: After each hero's turn, choose 1:

- **Devastating Strike.** (Reach 4) 1d4+30 damage. On hit: Knockback 6.
- **Crushing Stomp.** Move up to 10 spaces. Deal 1d4+20 damage to up to 2 targets along the path. On hit: Prone.
- **Beckoning Doom.** The 2 furthest heroes make a DC 16 STR save or are moved adjacent to Titan.

LAST STAND: Shattered Legion. At **0 HP** Titan collapses into 4 skeleton minions/hero (d10 sized). If any remain, they reassemble into the Titan the next evening.



300

★ INT++ WIL++ DEX+

Level 11 Solo Medium Brain-Eating Aberration

Ul'vek, Psionic Despot

Mind Shield. *Whenever Ul' would fail a save or take more than 30 damage while he has any creatures Dominated, he may avoid the attack instead, but all Dominated creatures come to their senses.*

ACTIONS: After each hero's turn, choose one:

- **Dominate.** (If no creatures are Dominated) Choose half of the heroes to suffer 2d12 psychic damage (ignoring armor). DC 15 WIL save or Dominated as well.

Dominated: *Rolls are made with disadvantage while Dominated. Ul' spend your first action on each of your turns, moving, making a weapon attack, or casting a cantrip. Damage ends.*

- **Consume.** (Dominated creature) Contested DEX or STR check, on success: Grappled and 6d12. Cannot be Defended or Interposed against.
- **Control.** Teleport 8. (Reach 8) DC 15 WIL save, force an enemy to spend one Action to make a weapon attack or cast a cantrip. On save, they attack with disadvantage.

BLOODIED: At **150 HP** gain **Illusory Shift**. Reaction, when attacked (1 use): Swap places with a Dominated creature, making them the new target of the attack.

LAST STAND: Ul' is dying! **110** more damage and he dies. Until then, Dominated no longer ends on taking damage. Every hero makes a WIL save or become Dominated.



325

★ INT ++ WIL ++

Level 12 Solo Large Aberration, all TEETH & EYES

Dravok, All-Seeing Tyrant

My plans, flawless! Dravok makes all saves with +1 Advantage, attacks against him have Disadvantage.

Weakness: Taking more than 12 piercing or slashing damage: Dravok's plans are **FLAWED!** (until the end of the next hero's turn)

ACTIONS: After each hero's turn, Move 6 and then either use **Eye Ray** (Range 10, randomly chosen ray then choose target) OR **Terrible Maw**. (Melee attack. 4d4, EVERY die can crit and is Vicious.)

1. Warping Ray. 3d6. On hit: Dazed, exchange places with target.

2. Petrification Ray. Permanently Daze. Healing ends.

3. Terror Ray. 5d10 psychic damage & Terrified: *Frightened*, and your screams give allies within 6 disadvantage on rolls. Ends when Dravok's plans are **FLAWED**.

4. Gravitation Ray. 2d6 damage, move that far. Prone on 7+.

5. Charm Ray. DC 16 WIL save or you spend 3 Actions attacking with or moving them, 2 actions on save (*cannot spend resources, they regain spent actions afterward*).

6. Death Ray. DC 16 STR save or drop to 0 HP. On save, gain 1 Wound. If a Dying creature fails this, they die.

BLOODIED: To Dust! At **110 HP**, use Petrification Ray against every enemy. His save DC increases to 18.

LAST STAND: Dravok is dying! **70** more damage and he dies. Until then, each turn he will move or use Warping Ray and then **Devastation Beam**. Deal 2d12+20 damage in a 10 space long, 2 space wide beam.



320 H ALL+

Level 14 Solo Huge Balor Feeling Hot & Spicy

Azriel, Lord of Pain & Flame

PAIN! *Crits against Azriel are Vicious, he deals damage equal to the crit dice back to the attacker.*

ACTIONS: After each hero's turn, choose 1:

- **Crackling Whip.** Move 6. (Reach 6) 3d12 damage. On hit: Grappled and pulled adjacent to Azriel (escape DC 17 STR, DEX, or until he uses the whip again).
- **Doom Sword.** (Reach 2) 3d12+10 fire damage to all creatures within Reach.

BLOODIED: At **160 HP**, Azriel can use Crackling Whip twice each turn.

LAST STAND: YES, MORE PAIN! Azriel is dying! **180** more damage and he dies. Until then, EVERY hit against him is a crit.

Level 15 Solo Huge Rot Dragon

320

H

ALL++

Gloomwing the Cruel

Aura of Rot. *Creatures within Reach 6 take 5 necrotic damage at the end of their turns.*

Light Sensitivity: *Radiant damage suppresses Aura of Rot until the end of the next hero's turn.*

ACTIONS: After each hero's turn, choose one:

- **Rot Breath.** (1 use) Fly 10, then (Cone 8) DC 17 DEX save or 8d10 necrotic, half on save.
- **Bite.** (Reach 2) Move 6, then 3d10. On damage: give Cruelty's Gift.

Cruelty's Gift. *Healing is halved and Vulnerable to necrotic damage. Healing ends.*

- **Claws.** (Reach 2) then 3d10 slashing +10 necrotic.
- **Tail.** (Reach 4) 1d10 damage, and knocked back that many spaces.

BLOODIED: At **160 HP** Gloomwing's Rot Breath recharges.

LAST STAND: Gloomwing is dying! **150** more damage and he dies. Until then, the damage and Range of His Aura of Rot is doubled.

Level 16 Solo Vampire Lord

Alaric Draegoth, the Crimson Count

Sanguine Cloak. (1/turn) Deal 1d10 necrotic damage whenever you are attacked, the attack is reduced by this amount.

Sunscorn: Vulnerable to radiant. After taking radiant damage, use Beguile as a Reaction, they roll with disadvantage.

ACTIONS: After each hero's turn, summon 1 blood bat minion (d10) within 8 spaces, then choose 1:

- **Ebonfang.** Deal 1d10+15 damage, your target is considered Bloodied for 1 round. Fly 8 before or after attacking.
- **Beguile.** If no creature is Beguiled, Beguile a target on a failed DC 18 WIL save (w/ disadvantage if Bloodied).

Beguiled. Dazed. Cannot Defend or allow anyone to Interpose for you. Damage ends.

- **Beckon & Bite.** Move a Beguiled creature adjacent to you and bite them: 2d10+30 damage and 1 Wound.

BLOODIED: At **160 HP**, gain **Mistform**. Not vulnerable to radiant. **Bat Decoy.** Whenever Alaric would take damage, instead first swap places with a bat minion, 1/round.

LAST STAND: Alaric is dying! **160** more damage and he dies. Until then, his Sanguine Cloak, attacks, and bats roll d20s instead of d10s.

Level 20 Solo World-Ending Cataclysm

620

H

ALL+++

She Who Is Our Desire & End **Caerys, the Hollow Star**

Ravages of Time. At the beginning of each round, all heroes suffer 1 Wound.

Slipstream: 3/encounter when she would suffer any negative effect she can swap places with a creature of her choice making them the target instead. All heroes recover 1 Wound.

ACTIONS: After each hero's turn, choose 1 not yet chosen (reset when all have been chosen):

- **Wormhole.** Teleport 12. 3d20 to a creature adjacent to where you began or ended.
- **Immensity.** (Reach 12) DC 20 STR save (disadvantage if within Reach 4) or suffer 3d20 damage and Prone. Half on save.
- **Glimpse Your End.** DC 20 WIL save or DOOMED: Concentration ends, the next damage roll against you is maximized.
- **Plasma Storm.** Reach 6, DC 20 DEX save or 2d20 lightning and 2d20 fire damage. Half on save.
- **Singularity.** Reach 2, 5d20 bludgeoning damage.
- **Almighty Push & Pull.** (Range 12) DC 20 STR save or be launched 20 ft. into the air, repeat until the target saves. Fall damage for this attack is 1d20 for every 10 ft. fallen.

BLOODIED: At **310 HP**, **Gravitational Mastery.** Move ALL objects and creatures within 16 spaces anywhere else within the area. **Gravitational Lensing.** The hero with the most HP is marked by Caerys. She takes half damage from all sources, her mark takes the other half. This lasts until they drop to 0 HP.

LAST STAND: Use **Gravitational Mastery**, then Caerys is dying! **200** more damage and she dies. Until then she chooses twice each turn. If still alive after 1 round **Reset Time:** she resets back to full HP.



100 INT+ WIL+

Level 3 Solo Botanical Wizard

Greenthumb, Lichling

ACTIONS: After each hero's turn, move 6 and then choose one:

- **Summon Briarbanes.** Summon 1 minion/hero (size: 1d4).
- **Root.** Choose half of the heroes to make a DC 11 DEX save or take 2d4 piercing damage and be Restrained by thorny vines (escape DC 11 STR or DEX save, or any slashing or fire damage).
- **Thorn Shot.** (Range 10) 5d4+5.

BLOODIED: At **50 HP**, Greenthumb gains magical bark, giving himself Heavy Armor.

LAST STAND: Greenthumb is dying! **30** more damage and he dies. Until then, he chooses twice each turn.