TACTICAL HEROIC CINEMATIC FANTASY

DRAW STEEL

BOOK TWO

MONSTERS

MCDM

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Special Thanks: To our community moderators, who work so hard to make our space fun, and the 30,177 backers who first believed.

Digital Resources

For encounter sheets, character sheets and more visit *https://mcdm.gg/DS-Resources*.

Join the Discord

If you want to play and chat with other gamers interested in *Draw Steel*, head on over to the MCDM Discord server at *mcdm.gg/discord*

Cze and Peku

Gameplay Diagrams use art from Czepeku. Visit *czepeku.com* for a wonderful collection of Fantasy and Sci-Fi maps for your table.

If you've opened up this book, then I imagine you're looking for some *Draw Steel* monsters. Maybe you're seeking a band of baddies to unleash on your Friday night game. Or maybe you want to soak in all the cool art as inspiration for your worldbuilding. Perhaps you're peeking at this book in your Director's reference pile right before you fight some hobgoblins—in which case, your character now has the title Sneaky Peeker. Whenever you search for hidden creatures, you can spend 1 Recovery to give yourself a double edge on the power roll.

I've been wrangling monsters for years now. I've read about monsters growing up, drawn pictures of monsters, written stories about them, fought them in games, hid from them in real life, and then eventually started making monsters professionally. You might have fought or controlled a few of my foes in MCDM's *Flee, Mortals*!, the spiritual predecessor to this book. Good news! Most of those monsters are here too!

Draw Steel is a new game with different priorities than many fantasy roleplaying games. We wanted to make sure that above all else, each monster can make a real impact on the heroes' decisions. We were able to take many of those already tactical, cinematic, villainous, and fantastical monsters in *Flee Mortals!* and crank up their traits and abilities to eleven. Those monsters also paved the way for a whole slew of new monsters who will make the heroes think twice about charging in carelessly! Players will have to prepare, have their characters form alliances, and find their party's synergies if they want to survive the threats that lurk between these pages.

"Well, what threats?" you might ask. For starters, we've got the ghastly war dog army, patchwork soldiers set to explode when they've outlived their usefulness. Then there's the radenwights, a band of swashbuckling rodentesque opportunists who dance across the battlefield. Maybe our crystalline dwarven engineers or the shadow elves who can attack characters across two worlds simultaneously are more your speed? Oh! Have you ever heard of a meteor dragon? There's one waiting for you in here, along with many more creatures ready to crash into all the adventures you'll be running in the future!

This book wouldn't be possible without so many people! The brilliant designers past and present who joined me in the monster mash. The testers who doomed hundreds of heroes so that future generations might stand a chance. The artists, editors, and members of the production team who all came together to make a gorgeous book—hell, two gorgeous books. It was a monumental effort on all fronts.

But most importantly, this book wouldn't be possible if we didn't have someone to make it for—YOU! If you've opened up this book, then this was a great success.

Good luck and have fun!

Willy Abeel
MCDM Senior Game Designer
Mother of Monsters

TABLE OF CONTENTS

Monster Basics 1
Monsters 29

Ajax the Invincible 31
Angulotls 34
Animals 39
Arixx 44
Ashen Hoarder 46
Basilisks 48
Bredbeddle 50
Bugbears 52
Chimera 56
Demons 59
Devils 76
Draconians 85
Dragons 92
Dwarves 105
Elementals 113
Elves, High 119
Elves, Shadow 127
Elves, Wode 135
Fossil Cryptic 142
Giants 144
Gnolls 153
Goblins 160
Griffons 166
Hag 168
Hobgoblins 171
Humans 180
Kingfissure Worm 187
Kobolds 190
Lightbender 196
Lizardfolk 198
Manticore 202
Medusa 204
Minotaurs 206
Ogres 209
Olothec 212
Orcs 215
Radenwights 225
Rivals 231
Shambling Mound 246
Time Raiders 248
Trolls 254
Undead 259
Count Rhodar Von Glauer 276
Lich 279
Valok 282
Voiceless Talkers 286
Lord Syuul 293
War Dogs 297
Werewolf 322
Wyverns 324
Xorannox the Tyract 327

Dynamic Terrain 331
Retainers 351

MONSTER BASICS

For the Director

The information in *Draw Steel: Monsters* is intended for the Director's use, and all references to "you" in this book refer to the Director. All players are welcome to read this book, but we recommend stopping short of reading the monster stat blocks. Those are for the Director's eyes only.

The Purpose of Monsters

In *Draw Steel*, heroes face monsters. Each goblin, human, or zombie the characters encounter has the potential to become a monster who must be overcome. This book provides you, the Director, with tools to use in these moments, as well as opportunities to explore who these creatures are before and after they and the heroes come to blows.

Every Goblin Has a Story

In *Draw Steel*, the relationship between hero and monster is a contextual one. Before and after conflict, a monster is another character in the story. Their status doesn't rely on whether a creature who regularly acts as a hero is nearby.

Therefore, a monster stat block represents a moment in time. It's an imperfect translation of a creature while they act as an enemy in opposition to one or more heroes. While the players of the heroes get to keep track of a character sheet for the entirety of the game, you use a monster's stat block solely while running combat. Trying to have that stat block provide every detail about each creature who might engage the heroes in some way can and will slow the game down.

The game asks you and the other players to imagine these creatures more complexly than simply noting the damage they deal to each other. Heroes have access to abilities, skills, and motivations that don't involve fighting monsters, and the same is true for all creatures. Most creatures in this book have a language, a culture, and a multifaceted relationship to the world in which they exist. They might share the same careers, upbringings, and complications as the heroes. They can even become allies to the heroes, adventuring alongside them as retainers or in competition with them as rivals.

You can utilize your own character sheets that detail important creatures' motivations, skills, and features in addition to the combat-focused features of a stat block. This can be a useful reference for playing a foe consistently across the tests and negotiations that are also part of an adventure, especially for enduring villains.

When Creatures Become Monsters

The defining feature of a monster is that they impose their will on the world at the expense of someone else. A monster might take control of the land, summon a terrible force to destroy nature or settlements, or simply bring harm to someone weaker than them. This means that a creature driven by instinct who hunts for food isn't a monster unless they hunt outside their needs or their territory. Without malice or cruel ambitions that can be opposed, such creatures are no different from a force of nature.

A creature becomes a monster when their malice meets opposition. This often boils down to the monster fighting the hero over the fate of someone else. The game utilizes each monster in a way that challenges the heroes and their players, inviting the heroes to use their abilities to overcome the monster's will.

When Monsters Become Villains

If a creature is *always* a monster, then they are a villain. Every aspect of a villain's values and worldview is imposed upon someone else, to the point where a villain's very existence is always in direct opposition to one or more heroes.

Villains typically have personal relationships to heroes that other monsters don't. There are universal or moral reasons for heroes and monsters to come to blows with one another, such as "Hurting people is wrong" or "That doesn't belong to you." But only a villain can take something important from a hero, stand for everything they oppose, or act as a corrupted reflection of them in a way that leaves the world worse off.

Usually, the struggle against a villain lasts much longer than a single fight. It's not enough to oppose a villain with intent, magic, and strength of arms. A hero also needs justice! The villain's will needs to be deconstructed and proven wrong before they are defeated, in a way that is cathartic to the hero and satisfying for all players.

As said above, a stat block represents a creature in battle. If a villain is reduced to 0 Stamina in combat but their main conflict with the heroes is not resolved, then they have lost the battle but not the war. They can make their retreat, lick their wounds, and try again later. Or if death is inevitable and their will is strong enough, a villain might return to haunt the heroes as an undead until one side finally prevails.

Coming to the Table

Everyone who plays *Draw Steel* will have a different take on monsters based on their own experience. In the real world, "monster" has come to mean "the other," or that which is not us. The monster is an unknowable threat until it is either known or is no more. Often, "monster" describes ferocious beasts that can't be prevented from doing us harm. Horrifyingly more often, "monster" is used as a label for groups of people and whole cultures, usually as a means of denying their humanity.

Meanwhile in games, "monster" is a clinical term for an opposing force. The monster is the away team. The word describes game actors who challenge the characters' capability to achieve their goals. The monster has traits and abilities that the characters must overcome using their own traits and abilities. The monster provides the reason for the characters to have those traits and abilities in the first place.

It's worthwhile to discuss with your players how each of them would like to engage with *Draw Steel* ahead of embarking on a new adventure. After all, their heroes will inevitably face monsters, and conflict in the game should be more interesting than disagreements around it.

Everyone Loves Zombies

For certain groups of players, imagining monsters beyond their game definition isn't fun. For others, building a morally ambiguous story around facing off against foes very much like their characters requires too much effort to be satisfying. Thankfully, *Draw Steel* comes with an assortment of undead, demons, and war dogs that can be fought with impunity. There will always be a need for heroes to rise up and protect innocent people from these sorts of programmed, irredeemable monsters, and doing so is no less heroic than overcoming a complex monster.

Other Sections

Discussions of monsters, guidelines for encounter design, and the monster stat blocks that fill this book refer to the core rules of the game laid down in *Draw Steel: Heroes*. You can find information in that book on specific topics as follows:

- Power rolls, edges and banes, Recoveries, respites, Victories, Orden, Vasloria, the timescape: Chapter 1: The Basics
- Languages: Chapter 4: Background
- Abilities, conditions, potencies, surges: Chapter 5: Classes
- Actions and maneuvers, creature size, damage and Stamina, dying and death, movement and forced movement, high ground, winded, suffocating: Chapter 10: Combat
- Discovering Lore, Finding a Cure, Crafting Treasures: Chapter 12: Downtime Projects
- Supernatural treasures: Chapter 13: Rewards

Monster Basics

To use this book, you'll also want to be familiar with the information found in *Draw Steel: Heroes*. If you read that book first, most of the information presented in the creature stat blocks in this book is self-explanatory, and follows the setup of the player characters' traits and abilities in many ways. However, a few differences are worth noting.

Languages

If a creature knows at least one language, a "Languages" entry in their lore indicates which languages they know. Creatures who don't know any languages don't have this entry.

Keywords

Each stat block has one or more creature keywords. These keywords don't necessarily mean anything on their own, but special rules might apply to them. For instance, a creature with the Goblin keyword benefits from and can contribute to goblin Malice features. (See Malice later in this introduction for information.)

General Keywords

While many keywords are specific to a group of creatures, such as Gnoll or Human, other keywords are found across different monster groups.

Abyssal

Creatures with the Abyssal keyword, such as demons and gnolls, can trace their origins back to the Abyssal Wasteland—a chaotic manifold whose denizens hunger for the souls of mortals.

Accursed

Accursed creatures, such as medusas and werewolves, are under the effect of powerful supernatural curses that change their essential nature.

Animal

The Animal keyword is an easy one! It covers bears, wolves, and really big spiders! Aside from the animals of the real world, fantasy creatures with a similar level of sapience and who are part of the natural world have the Animal keyword. Animals have only natural defenses.

Beast

Creatures with the Beast keyword have animal-level sapience, but also possess supernatural abilities or traits. Basilisks and chimeras are examples of beasts. They don't have a society, but one has eye beams that can turn you into a statue, while the other has three heads—each belonging to a different species and one of which breathes fire!

Construct

Construct creatures, such as the ashen hoarder and valok, are manufactured, with magic or psionics playing a role in giving them life. A construct's level of sapience is determined by the will and skill of their creator. Some function entirely on their own, while others serve as mindless drones who take action only if given orders. Unless otherwise noted, constructs don't need to eat, drink water, sleep, or breathe to survive.

Dragon

Dragons, the giant reptilian creatures with breath weapons, wings, claws, and jaws, aren't the only creatures who take the Dragon keyword. Creatures related to dragons, such as draconians, also have this keyword.

Elemental
If a creature can trace their origin back to Quintessence, the Manifold of Elements, they have the Elemental keyword. This includes creatures of raw elemental power, such as the crux of fire, and creatures who merely trace some part of their origin back to Quintessence, such as meteor dragons.

Fey
Fey creatures can trace their origin back to Arcadia, a manifold of nature and magic that is the place of origin of all elves. Creatures from this plane often have an innate connection to nature, magic, or both.

Giant
Creatures with the Giant keyword include ogres and trolls, as well as fire giants, frost giants, hill giants, and stone giants. Giants have similar body shapes to humanoids, but they're much larger. Despite that similar appearance, these creatures have no relation to most humanoids (other than the mighty hakaan).

Horror
Horror creatures, including overminds and voiceless talkers, are creatures who appear unnatural on most worlds, particularly Orden. Everything about them is alien, and most have potent psionic abilities.

Humanoid
Humanoid creatures, such as dwarves and time raiders, are size 1 creatures who have similar limb arrangements to and sapience on par with humans. Humanoids often gather in communities and form societies to survive and prosper.

Infernal
Infernal creatures, such as devils and hobgoblins, can trace their origins back to the Seven Cities of Hell—an ordered manifold where the natives make plans to tempt mortals into contracts for their souls.

Ooze
Ooze creatures, such as the gummy brick, are semisolid masses of moisture and malice who take shape in dark, damp environments. Their forms range from loosely congealed puddles to more hardened and calcified shapes.

Plant
Plant creatures, such as the shambling mound, are made of vegetation. Like other creatures (and unlike plant objects), they can move and interact with their environment.

Swarm
Swarm creatures are actually more than one creature! When a whole bunch of creatures get together, whether a swarm of spiders or a swarm of minotaurs, they move and act together as if they were one creature.

Undead
Undead creatures, such as ghosts and zombies, are the reanimated flesh and spirits of once-living creatures who have died. Their level of sapience is determined by the creator or effect that brought them back from the dead. Some undead function entirely on their own, while others mindlessly seek to harm the living if given no other instructions. Unless otherwise noted, undead don't need to eat, drink water, sleep, or breathe to survive.

Encounter Value

Each Director-controlled creature has an encounter value (abbreviated EV) that is used in building encounters. See Step-by-Step Encounter Building later in this chapter for more information.

Combat Rounds

Because stat blocks are focused on the tactics and mechanics of combat, all references in a stat block to "rounds" refer to combat rounds.

Creature Free Strikes

When a Director-controlled creature makes a free strike (see Chapter 10: Combat in *Draw Steel: Heroes*), they don't roll. Instead, their stat block notes a Free Strike value representing the amount of damage they deal with either of the following:

- A melee free strike with a distance of melee 1 or the melee distance of the creature's signature ability (see below), whichever is higher.
- A ranged free strike with a distance of 5 or the ranged distance of the creature's signature ability, whichever is higher.

A creature's free strike has the Strike keyword, as well as the Magic, Psionic, or Weapon keywords if those keywords are found in the creature's signature ability. Additionally, if the creature's signature ability deals damage of a specific type, the free strike also uses that damage type. If the creature's signature ability deals more than one type of damage, you decide which damage type the creature's free strike uses when the strike is made.

Creature free strikes are a static number for two reasons. First, it keeps gameplay fast. You don't have to stop play to roll dice, and there's no chance of a creature rolling a critical hit and bogging things down further when it isn't their turn. Second, by keeping these static values relatively low, heroes are encouraged to take more risks when it really counts, even if that might result in them taking damage from a free strike.

Creature Opportunity Attacks

Even though a Director-controlled creature doesn't have to roll when they make a free strike, if that creature takes a bane on strikes against a target, they can't make an opportunity attack against that target.

Stat Block Self-Reference

Whenever a creature's stat block talks about enemies or allies, it refers to enemies or allies of that creature by default. (Chapter 5: Classes of *Draw Steel: Heroes* talks about enemies and allies.) Likewise, if a stat block refers to a target "within X squares," that always means "within X squares of this creature" unless additional text says otherwise.

Signature Ability

Every creature has a signature ability. This is the first action that appears in their stat block and is noted as "Signature Ability."

Traits

Many creatures have traits, which are features that don't require a main action, a maneuver, or a triggered action to activate, such as the Crafty trait possessed by many goblins. (Chapter 10: Combat in *Draw Steel: Heroes* talks about action types.)

Malice

Many creatures have abilities and features that require a Director's resource called Malice to activate. See Malice later in this introduction for more information.

End Effect

Certain creatures have the ability to take damage in order to end one effect on them that can be ended by a saving throw. The damage the creature takes to end an effect can't be reduced in any way.

Villain Actions

The solo and leader creatures presented in this book are designed to be fought in climactic battles at the end of an adventure or campaign. Because of this, they have special abilities called villain actions.

A creature with villain actions always has three. Each villain action can be used only once per encounter, and no more than one villain action can be used per round. (This holds even if you have two or more creatures with villain actions in an encounter, though such an occurrence should be rare.)

A creature can use a villain action at the end of any other creature's turn during combat. Villain actions are numbered and intended to be used in a specific order that creates a logical encounter flow and cinematic arc, but you can use them in any order you choose.

The first villain action is an opener, which shows the heroes they're not battling a typical creature. Openers generally deal some damage, summon a lackey or three, buff the leader, debuff the heroes, or move the creature into an advantageous position. They're a taste of what's to come.

The second villain action provides crowd control. It typically activates after the heroes have had a chance to respond once or twice to the villain, move into position, and surround the villain. This second action helps the villain regain the upper hand. Like an opener, this action comes in many flavors, but it's even more powerful than an opener.

The third and final villain action is an ultimate move or "ult"—a showstopper that the villain can use to deal a devastating blow to the heroes before the end of the battle.

Creature Organization

A level 1 ghoul isn't necessarily as strong as a level 1 orc! Most creature types have an overarching organization that determines the power level and encounter value of the monsters within it. Some modes of organization are built around large numbers of weaker creatures in encounters, while other modes prefer fewer but more formidable threats.

A creature's mode of organization appears after their level in a stat block. For example, most gnolls are organized as a horde, while shadow elves have the platoon organization. Some creatures have a main mode of organization and a handful of minions, while other creatures use a few different organization types.

Monsters are organized as follows.

Minion

Minions are weaker enemies who are made to die fast and threaten heroes en masse. A battle with minions is one where the heroes are outnumbered and can experience the joy of cutting through fields of their enemies. Creatures organized as minions are meant to support monsters organized in other ways, and have a special set of rules for doing so (see Using Minions below).

Minions die quickly! In fact, some might die before they have a chance to act. That's okay! It's why you build encounters with them four at a time.

Horde

Monsters organized as hordes are hardier and work in smaller groups than minions, but it still takes more than one of these creatures to effectively threaten a single hero of the same level. A battle against creatures all belonging to a horde sees those creatures outnumbering the heroes about two to one. Creatures who are part of a horde organization can be especially effective when brought into encounters alongside other horde creatures.

Horde creatures are more fragile than any other monsters except minions, so be sure to double or triple up on their stat blocks if they're key to a combat encounter. There's a chance that if the heroes act first in combat and have a lot of Victories, they can kill a number of key horde creatures before those creatures can act. That's why the encounter-building guidelines allow you to run lots of them.

Platoon

Monster platoons are highly organized and usually self-sufficient armies. Platoons are well-rounded organizations well equipped to handle most combat objectives. A single platoon creature is a decent threat to a hero of the same level, so an encounter consisting entirely of these creatures typically has one per hero. Platoon creatures often fight alongside minions and an elite creature or two to round out their ranks.

Elite

Elite creatures are the functional opposite of minions. A creature noted as an elite is hardy and can usually stand up to two heroes of the same level. Elites also have a high encounter value. They work well when individually supporting monsters with other modes of organization, but multiple elites can also be effective as a band on their own.

Leader
A leader is a powerful monster who buffs their allies and grants them additional actions. They utilize villain actions and can stand toe-to-toe with two or more heroes of the same level by themself. Typically, only one leader appears in a battle at a time, alongside minions, horde or platoon creatures, and elites. Leader creatures have no additional creature role (see Creature Roles).

Solo
A solo creature is an encounter all on their own. They have a special set of rules within their stat block and can be deployed ... well, solo! A solo creature can typically stand toe-to-toe with six heroes of the same level. Solo creatures have no additional creature role.

Creature Roles

A creature's role appears after their level and organization in their stat block, and describes that creature's function in combat in a general sense. Roles are descriptive, and most don't follow special rules. They simply help you build encounters and use creatures effectively in combat. (More detailed descriptions of these roles are found in Step-by-Step Encounter Building.)

Ambusher
Ambushers are melee warriors who can slip by beefier heroes to reach squishier targets in the back lines.

Artillery
Artillery creatures fight best from afar, and can use their most powerful abilities at great distance.

Brute
Brutes are hardy creatures who have lots of Stamina and deal lots of damage. They have abilities and traits that make them difficult to ignore and hard to get away from, and that let them push enemies around.

Controller
Controllers are creatures who change the battlefield, often with magic or psionics. They reposition foes and alter terrain to make it advantageous for their allies. Controllers are often on the squishier side, so they need protection!

Defender
Defenders are tough creatures able to take a lot of damage, and who can force enemies to attack them instead of squishier targets. Defenders often act in squads with allies who have lower Stamina, such as controllers and hexers.

Harrier
Harriers are mobile warriors who make definitive use of hit-and-run tactics. Their traits allow them to make the most of their positioning on the battlefield.

Hexer
Hexers specialize in debuffing enemies using conditions and other effects. They are generally squishy and rely on others to defend them.

Mount
Mounts are mobile creatures meant to be ridden in combat, and who make their riders even more dangerous.

Support
Support creatures specialize in aiding their allies by providing buffs, healing, movement, or action options.

Creatures Who Defend

A creature who takes the Defend main action (see Chapter 10: Combat of *Draw Steel: Heroes*) can't take additional main actions on their turn. This means that if a creature has already taken a main action on their turn, they can't also take the Defend main action. This applies even if the creature is granted an additional main action on their turn, unless they are specifically granted the ability to take the Defend main action.

Creatures Who Grab

If a creature has an ability or trait that allows them to grab a target, they can have only one creature or object grabbed at a time unless their stat block specifies otherwise. If a creature has grabbed the maximum number of targets, the ability or trait they used to grab can't be used against another target unless the creature releases an already grabbed target.

Creatures Who Summon

Unless otherwise specified, a creature or object summoned into a combat encounter by another creature takes their turn immediately after the summoner. Once a creature summons another creature, they can't do so again until the start of the summoner's next turn.

Creatures Who Heal Via Damage

Some creatures have abilities that deal damage and allow the creautre using the ability to regain Stamina equal to the damage dealt. Unless otherwise specified, if this ability deals damage to multiple targets, the creature only regains Stamina equal to one instance of the damage, not the total damage dealt to all targets.

Harmless Creatures

Inevitably, one or more noncombatants might get caught up in a dangerous situation the heroes are trying to get under control. If an adventure or encounter doesn't specify a noncombatant creature's statistics, you can use the following stat block for them.

Noncombatant
Humanoid or Animal

1S–2	5	8	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	**A**gility 0	**R**eason 0	**I**ntuition 0	**P**resence 0

★ **Size**
The noncombatant can be size 1S, 1M, 1L, or 2.

Malice

Just as every hero has a Heroic Resource determined by their class, so too do the heroes' foes need their own juice to fuel their strongest threats. Malice is a resource gained and used by the Director. You use Malice to let enemies in the game activate their most powerful abilities and throw surprises at the heroes during combat.

Earning Malice

At the start of combat, you gain Malice equal to the average number of Victories per hero. Then at the start of each combat round, you gain Malice equal to the number of heroes in the battle, plus the combat round number. For instance, if five heroes with three Victories each are just starting their first combat round, you begin that combat with 9 Malice—3 for the average number of Victories, 5 for the number of heroes, and 1 for the first round of combat. At the start of the next round, provided all the heroes are still alive, you gain 7 Malice—5 for the number of heroes plus 2 for the second round. As long as none of the heroes is taken out of the fight, you gain 8 Malice in the third round, 9 Malice in the fourth round, and so on.

If a hero dies, they stop generating Malice for you. At the end of an encounter, any unused Malice is lost.

It's up to you whether you want to show the players how much Malice you have. Some Directors feel that the tension of watching Malice creep up can create great drama, while others like to keep the players guessing about what Malice-fueled mayhem might come next. Do whatever is the most fun for your group, and if you're not sure, ask your players what they would prefer!

Spending Malice

Monsters can spend Malice the way heroes spend their Heroic Resource, activating and enhancing their abilities. Abilities that make use of Malice have their Malice cost noted in a creature's stat block.

Specific types of monsters sometimes have other ways they can spend Malice once per turn, typically on features that affect an entire group of enemies, additional main actions or maneuvers they can take during their turn, or events that affect the encounter environment. Such features appear in a special **[Creature] Malice** stat block entry that precedes individual stat blocks in a creature's overall section.

You won't be able to spend Malice on every single option a given encounter has to offer. It's totally up to you how you deploy Malice. You can spend it on smaller but still impactful features each combat round. You can save it up and use it on a small number of extremely dramatic abilities. You can spend it on the same feature that uses all available Malice each combat round and then forget about it until the next round. Do whatever creates the most fun for you and makes the most narrative sense in a given encounter.

Basic Malice Features

All monsters have access to the following Malice features, in addition to any "[Creature] Malice" features they might have.

Basic Malice

Malice Features

At the start of any monster's turn, you can spend Malice to activate one of the following features:

Brutal Effectiveness **3 Malice**
The monster digs into the enemy's weak spot. The next ability the monster uses with a potency has that potency increased by 1.

Malicious Strike **5+ Malice**
The monster pours all their animosity into their attack. Their next strike deals extra damage to one target equal to the monster's highest characteristic score. The extra damage increases by 1 for each additional Malice spent on this feature (to a maximum of three times the monster's highest characteristic). This feature can't be used two rounds in a row, even by different monsters.

That's So Much Malice!

You often need to prepare only three Malice features for any given encounter, or four if you're running an encounter making use of multiple monster types or bands (for example, orcs and goblins). Just pick a feature costing 2 to 3 Malice, a feature costing 5 Malice, and a feature costing 7 to 10 Malice and you should be covered.

Using Minions

What they lack in power, minions make up for in flexibility and their ability to let you control the battlefield. Creatures organized as minions work a little differently from other creatures because they're multiple monsters who function as a single unit under your control.

The knowledge of how minions work isn't a secret and shouldn't be kept from the players. Share the information in this section with them! They'll have a lot more fun battling minions a shaping narrative around taking out multiple foes at once if they understand how the rules work.

Organized as Squads

Minions with the same name (for instance, goblin sniper) can be organized into squads of up to eight creatures. All members of a minion squad act together on the same initiative, and can make squad attacks (see Acting Together below).

Squad Size

A squad of four war dog commandos with 4 Stamina each has a Stamina pool of 16. A squad of eight goblin spinecleavers with 5 Stamina each has a Stamina pool of 40.

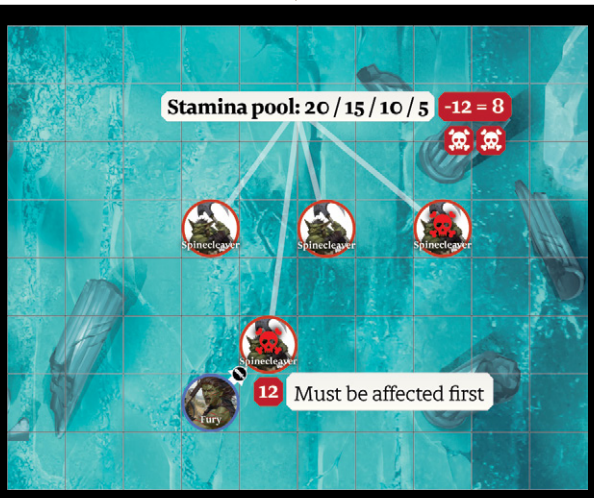
Shared Low Stamina

Minions have low Stamina and fall quickly in battle. They allow heroes to feel extra heroic, since a hero might kill several minions at once depending on those minions' level and encounter value!

Each squad of minions shares a Stamina pool, with initial Stamina equal to each individual minion's Stamina multiplied by the number of minions in the squad. For example, a goblin spinecleaver has 5 Stamina, so a squad of eight spinecleavers has a Stamina pool of 40. Whenever a minion in a squad takes damage, the squad's Stamina pool is reduced by a number equal to the damage taken. Because minion Stamina is tracked as a pool, minions can't be winded, can't regain Stamina, and can't gain temporary Stamina during a battle.

Dropping One Minion

Whenever a minion squad's Stamina pool is reduced by an amount equal to an individual minion's Stamina, one minion dies or is otherwise taken out of the fight. If a squad of goblin spinecleavers has its Stamina pool reduced from 40 to 35, the minion who took the damage that reduced the pool dies. When the Stamina pool hits 30, 25, 20, 15, 10, 5, and finally 0, another minion in the squad dies each time. If multiple minions take the damage that results in the pool dropping low enough to kill one minion, the creature who dealt the damage to the minions decides which of those minions dies. When a minion is taken out of the fight, they count as being reduced to 0 Stamina for triggering effects.



Damage

The fury's Brutal Slam deals 12 damage to the squad of goblin spinecleavers, enough to kill two goblins. The goblin who was attacked dies first, followed by a goblin of the fury's choice.

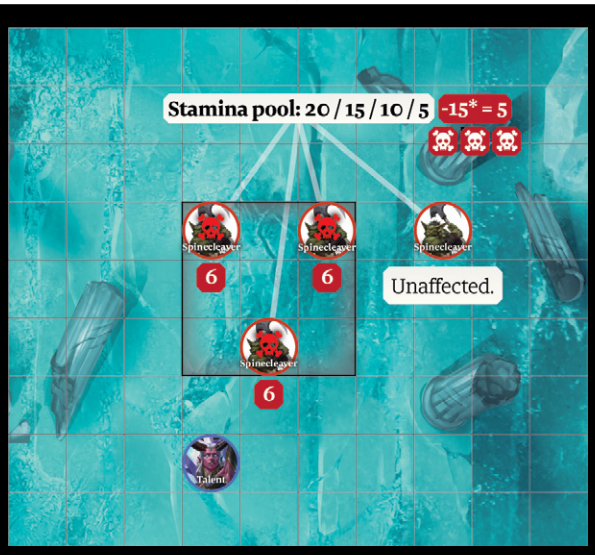
Dropping Multiple Minions

If a minion takes damage from any source except an area effect (including abilities with the Area keyword) and that damage reduces a minion squad's Stamina pool by an amount of damage equal to the Stamina of two or more minions, multiple minions are taken out by the damage. After dropping any minions who took the damage first, the minions nearest to those taken out suffer the same fate.

Allow the player to narrate how their hero takes out additional minions killed by a single attack. For instance, if a goblin spinecleaver takes 12 damage from a fury's Brutal Slam ability, maybe the minions surround the hero, who makes a brutal weapon strike that cuts through multiple targets with a single action. Maybe the body of the original target is hurled into an unfortunate ally. Maybe additional minions affected by a single-target strike pass out from fright! Taking out multiple minions is a chance to play up the cinematic aspect of the game.

Minions and Area Effects

Minion squads are particularly susceptible to damage-dealing area abilities that target multiple creatures, because the minion squad's Stamina pool takes damage each time an individual minion takes damage. However, such area effects can kill only those minions who are in the area. For example, a tier 3 outcome for the talent's Incinerate ability deals 6 fire damage to each target in its area. If three goblin spinecleavers with Stamina 5 are caught in the area, the minion pool loses 15 Stamina instead of 18, leaving the other minions in the squad unscathed.



Area Damage

The talent's Incinerate affects three out of the four goblin spinecleavers in the squad. The squad's Stamina pool only takes 15 damage total instead of 18.

Minion Weakness and Immunity

If a minion has either a damage immunity or a damage weakness for a source of damage, apply the effects to the minion's squad once, even if multiple minions share the same immunity or weakness. These effects are the last things applied when calculating damage and can drop (or save!) multiple minions from any source of damage, including area effects.

Whoa! Those Minions Died Too Quickly!

Minions are made to die fast. But if the heroes act first in a combat encounter, have a bunch of damage-dealing area abilities, and your minions are all bunched together, those minions might all go down much faster than planned—perhaps before they even have a chance to do anything. It's a good idea to start a fight with any minions spread out from each other, close enough that heroes making use of area abilities won't entirely destroy your forces. And even if the heroes do manage to kill all your minions in one fell swoop, remember that you can always have reinforcements show up!

Prepping Minion Stamina Pools

When you're preparing a battle with minions, it helps to take a moment and write out the different amounts of damage at which a minion squad suffers a loss of one of their minions. For instance, a squad of eight goblin spinecleavers loses a minion when they take a total of 5, 10, 15, 20, 25, 30, 35, and 40 damage. If you do the math before combat starts (or take a quick moment to jot it down during a pause in combat), it'll help your game run smoothly.

Acting Together

When minions act, each minion in the squad uses their main action in concert. This is because minions have squad actions (see below) that require participation from all minions, requiring all attacks by a squad to happen at the same time. Individual minions can choose to waste their main action doing nothing when the rest of their squad uses their main action in concert, or can use a maneuver only to alleviate their own circumstances (see Minion Maneuvers).

Minion Action Economy

Minion turns are meant to be short. On their shared turn, each minion can take only a move action and a main action, a move action and a maneuver, or two move actions.

Individual minions can also make opportunity attacks. That said, minions usually don't have bespoke triggered actions, keeping them easy to run.

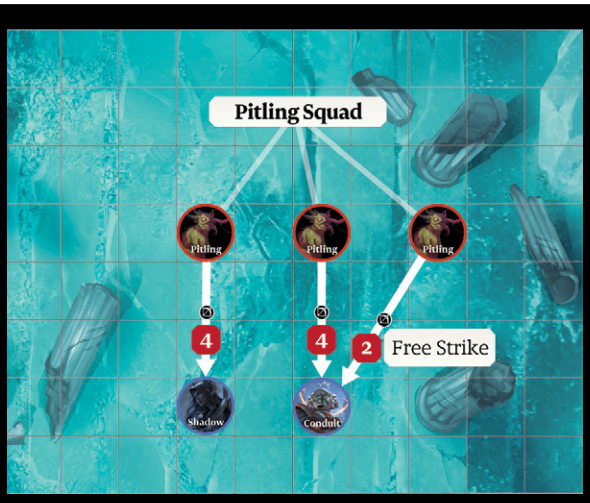
Squad Action

Each minion has a signature ability that is typically a strike targeting one creature or object. When multiple minions in a squad use their signature ability on a turn, you make one roll for the whole squad.

Each target of a minion's signature ability is affected by only one instance of the ability. But when two or three (at maximum) of a squad's minions attack the same creature or object simultaneously, each additional minion causes the signature ability to deal extra damage to the target equal to the minion's free strike value. Because a minion's free strike value is typically lower than the average damage of their signature ability, it's usually more effective to have each minion target a different hero.

As an example, a squad of three demon pitlings are attacking a shadow and a conduit with their Spit signature ability, with a tier 2 outcome on the power roll. One pitling targets the shadow, dealing 4 poison damage. Two pitlings target the conduit, dealing 4 poison damage plus an extra 2 poison damage for the additional pitling.

If a minion squad scores a critical hit with their signature ability, all the minions who participated in using the ability can take another main action.



Squad Action

Two targets are within distance of three pitlings taking the Spit squad action. One pitling spits at the shadow for 4 damage, one pitling spits at the conduit for 4 damage, and the remaining pitling deals an extra 2 damage to the conduit.

Minion Maneuvers

Minions in a squad use the Grab, Hide, Knockback, and Search for Hidden Creatures maneuvers together. For Grab, Knockback, and Search in particular, you make one roll for the whole squad, and each target of a minion's maneuver is only affected by one instance of the ability.

A minion can take any other maneuver individually, usually to alleviate their own circumstances like standing up from prone or escaping a grab. If they do, they can't participate in their squad's main action or maneuver during the turn.

Free Strike Together

If several minions in a squad make a free strike at the same target at the same time, such as from a hero provoking an opportunity attack by moving away from several minions surrounding them, the damage from each minion's free strike is added together and treated as one strike.

Tracking Squads

If you use multiple squads made up of the same type of minions in an encounter—for instance, two squads of goblin spinecleavers—it's important to make it easy for the players to tell the squads apart. You can use different miniatures for each squad, or give each squad's miniatures or tokens an indicator (a colored magnet, ring, sticker, and so forth) to help keep track of which minions are part of the same squad as they start moving around on the battlefield. Many online virtual tabletops have tools for adding colors or textures to icons that make tracking different squads easy.

Attached Squad Captain

Any non-mount, non-minion creature, who speaks a language that a squad of minions can understand can be attached to that squad as a captain. Captains aren't necessarily strategic leaders with brilliant tactics. Sometimes they're just powerful creatures who bully, inspire, or have some supernatural influence that drives other creatures to action.

A squad of minions can have only one captain, and a creature can't be captain to more than one squad of minions.

Separate Actions and Stamina

A captain takes their turn at the same time as the minion members of their squad but isn't limited in their action options as minions are. A captain's Stamina isn't added to a minion squad's Stamina pool, and is tracked as for any other creature in combat.

Captain Benefits

While a minion squad has a captain, each minion in the squad gains the benefits noted at the "With Captain" entry on their stat block. Usually, this benefit is either a damage boost, a bonus to speed, or additional Stamina.

I Am the Captain Now

If a squad of minions loses their captain, a new allied creature can become that squad's captain at the start of the next round (no action required).

Stat Block Icons

The stat blocks in this book contain multiple different icons that allow quick scanning for just the right trait or ability for the situation. The following list provides examples of the most common icons you'll come across.

- The **distance** of the ability
- The **targets** or affected area of the ability
- A **trait** of the creature, often a feature that is always in effect
- A **melee** ability
- A **ranged** ability
- An ability that is **melee** or **ranged** (your choice)
- A **self** ability that only targets the user
- A **cube**, **line**, or **wall** area ability
- An **aura** or **burst** area ability
- A **special** ability with a unique distance, often the entire encounter map
- A **triggered action**
- A feature or ability specific to a leader or solo creature, such as **villain actions**

Step-by-Step Encounter Building

An encounter is a scene in which the heroes are faced with challenges or opposition. As soon as the players have made their heroes and are ready to see those heroes put into interesting situations, encounter building is the focus of your game! The step-by-step guidelines in this section are focused primarily on building combat encounters, where battle is a highly likely (and often eagerly expected) outcome.

It's Not Science

While we'd love to create an encounter-building formula that could predict the exact difficulty of any combat encounter, there are too many variables beyond the monsters you choose for your encounters that we can't account for. The heroes your players create, the encounter maps you choose, the number of supernatural treasures the characters create or collect, lucky and unlucky dice rolls, each player's tactical acumen, and a bad day at the office before game night can all contribute to an encounter going better or worse for the heroes as they play the game.

The guidelines in this section will help get you closer to the kind of encounter you desire, but it'll take a bit of trial and error to figure out the best approach to encounter building for you and your group. For example, if the heroes in your game have a lot of damage-dealing area abilities, they're going to have an easier time standing up to minions. If you have heroes who specialize in single-target abilities, they might be able to quickly destroy a solo.

Learn what makes a fun, challenging encounter for your group, and adjust these guidelines to fit your needs. And remember that reinforcements can always be on the way for any side who needs them if an encounter is too easy or too hard.

Step 1: Think

Building an encounter is almost like creating a character! Every encounter should have the following:

- A backstory or inciting incident.
- Cool monsters.
- A motivation for the participants to be there.
- Stakes, or consequences for failure, for all individuals involved.
- One or more opportunities for the heroes and villains to learn more about their opponents—or themselves!
- An interesting map that provokes the heroes to think about their moves as a team (see Choosing a Map later in this section).

Step 2: Choose Encounter Difficulty

After thinking about the components of your encounter, it's time to determine how difficult an encounter you want to create. Encounters are rated by categories of difficulty, as follows.

Trivial Encounters

Trivial encounters are easier than easy. They present no challenge at all for the heroes, who are guaranteed to survive the battle with their Stamina mostly, if not entirely, untouched. Think 10th-level heroes taking on a small horde of typical kobolds. There's no way the fight ends well for the kobolds. These encounters can be fun to occasionally throw into your game, but for many groups, the novelty disappears quickly; too many trivial encounters can feel like a waste of time.

Unless you determine otherwise, trivial encounters don't earn the heroes any Victories.

Easy Encounters

Unless the heroes have already depleted most of their Stamina and Recoveries, easy encounters won't threaten their lives. Easy encounters are great for adventures that want to give the characters a lot of battles between respites, or for when you want them to feel like superheroes while still overcoming a combat challenge that feels as though it's within their pay grade.

An easy encounter is typically worth 1 Victory.

Standard Encounters

Standard encounters are the most common for many adventuring groups. These battles deplete some of the heroes' Stamina and Recoveries, especially for melee-focused heroes. Although character death is uncommon in a standard encounter, it isn't impossible, especially if a player makes a poor tactical choice or finds that the dice are against them.

A standard encounter is typically worth 1 Victory.

Hard Encounters

Hard encounters are typically climactic encounters with leaders and their loyal servants, or some other scenario that puts the heroes' lives in real peril. Hard encounters are winnable, but the heroes need to play smart to survive.

A hard encounter is typically worth 2 Victories.

Extreme Encounters

Extreme encounters feature threats of a level that the heroes aren't likely to survive if they try to fight to the bitter end. Such encounters rarely appear in most campaigns, though if the heroes are 8th level or higher, they can typically survive such encounters—or have a good chance of coming back to life afterward.

An extreme encounter is typically worth 2 or more Victories.

Step 3: Determine Encounter Strength

To determine how many creatures and other types of challenges you should have in an encounter, you need to figure out the heroes' encounter strength (abbreviated ES). A party's encounter strength is used as a benchmark for "buying" monsters for your encounter, as explained below.

To calculate a party's ES, first determine each hero's encounter strength. This starts at a baseline of 4, to which you add 2 for each level of the hero. For instance, a 3rd-level hero has an encounter strength of 10 (4 + 2 + 2 + 2). Then add the encounter strength of all heroes together, and that's your encounter strength. This means a group of five 3rd-level heroes has an ES of 50.

Each retainer or other NPC fighting alongside the heroes counts as a hero when determining encounter strength. If a 3rd-level retainer or NPC fights alongside the heroes, they count as a 3rd-level hero.

Encounter Strength

	Number of Heroes*							
Hero Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
1st	6	12	18	24	30	36	42	48
2nd	8	16	24	32	40	48	56	64
3rd	10	20	30	40	50	60	70	80
4th	12	24	36	48	60	72	84	96
5th	14	28	42	56	70	84	98	112
6th	16	32	48	64	80	96	112	128
7th	18	36	54	72	90	108	126	144
8th	20	40	60	80	100	120	140	160
9th	22	44	66	88	110	132	154	176
10th	24	48	72	96	120	144	168	192

*Add one Hero for every 2 Victories the heroes have earned on average.

Factor in Victories

Victories make heroes more powerful on the way to their next level. For every 2 Victories the heroes have earned on average, increase the party's encounter strength as if there were another hero in the party. For instance, if a party of 3rd-level heroes has 2 or 3 Victories each, increase the ES by 10. If they have 6 Victories each, increase the ES by 30. Be careful that the larger encounter strength doesn't lead you to using more creatures than recommended in Number of Creatures below. It's usually better to use higher-cost creatures in an encounter rather than add extra creatures when increasing encounter strength because of Victories.

Since you can rarely predict the exact order in which the heroes will face encounters during an adventure, it helps to keep a list of monsters with an EV cost worth roughly the encounter strength of two, four, and six Victories that make sense for the adventure you're running. You can then easily drop or swap these creatures into an encounter on the fly.

Step 4: Determine Encounter Budget

Once you know the party's encounter strength and have chosen your encounter difficulty, you can determine your encounter budget as follows:

- Trivial encounters have a budget that is anything less than the party's ES minus the encounter strength of one hero.
- Easy encounters have a budget of anything less than the party's ES but more than the budget for a trivial encounter.
- Standard encounters have a budget that is between the party's ES and the party's ES plus the encounter strength of one hero.
- Hard encounters have a budget greater than a standard encounter, but no more than the party's ES plus the encounter strength of three heroes.
- Extreme encounters have a budget that is anything greater than hard.

How Many Fights Before a Respite?

A group of heroes can generally handle from 4 to 6 Victories' worth of combat encounters before needing to stop for a respite to refresh their Stamina and Recoveries. But as with encounter building, determining exactly how many encounters a party can run through before needing to rest and restore resources isn't an exact science.

The luck of the dice, the number of treasures claimed, the composition of encounters, and the strengths of the heroes all factor into this math. And heroes might want to stop for a respite while they still have plenty of Recoveries because they have a downtime project they want to advance, or because they're ready to turn their Victories into XP and gain a new level.

Even if we could account for all those factors, your game might have outlier experiences in which the party has to stop and rest a little earlier than you'd expected, or will push through long after you thought they'd stop. We think that's a good thing. Part of the fun of roleplaying games is the fact that they're unpredictable, with the dice and the decisions the heroes make both playing a big part in the story. When players push on because they have a lot of Victories, that's the game working as intended.

Encounters Should Have Narrative Importance

Combat encounters should hold narrative weight. *Draw Steel* isn't a game of attrition, where a few trivial combat encounters can weaken the heroes or winnow down their resources to make the final, important, epic clash with the villain more of a struggle. A quick combat encounter with two bumbling guards at a gate is likely over in less than a round, and shouldn't earn the heroes a Victory. It's probably better handled with a test. These can be fun scenes to roleplay, but they aren't going to make full use of your heroes' features and should only occur sometimes. Most of the time when combat occurs, the stakes for the heroes and the story should be high!

Step 5: Spend Encounter Budget

You spend your encounter budget to "buy" hostile creatures to take part in your encounter. Each such creature costs a number of budget points equal to its encounter value (EV), as noted in the creature's stat block. When choosing creatures, try to choose a variety of creature roles for a more dynamic combat experience.

Consider Creature Level

To ensure an encounter is challenging but not devastating for the players, you want to choose creatures whose level is no more than 2 greater than the heroes' level. For instance, creatures of level 7 and below are appropriate challenges for a party of 5th-level heroes. If the heroes have 6 or more Victories, you can push the upper limit to within 3 levels of the heroes.

Solo creatures are an exception. A solo creature's abilities dish out a lot of damage for their level, so restrict them to no more than 1 level above the heroes' average level, unless you want the very real threat of a few heroic corpses lying on the battlefield in the aftermath.

Some creatures outside of these level ranges might fall into your EV budget, but such creatures have the potential to deal devastating damage before a hero gets to do anything about it. That means characters could die after relatively few attacks from such a creature, and that the potencies of the creature's abilities might be nearly impossible to resist. None of that is likely to feel very heroic.

This comparison is the only indicator that level serves in encounter building. Everything else relies on the encounter value and organization mode of your monsters.

Minions Come in Groups of Four

Whenever you spend EV to buy minions for a combat encounter, you buy them four at a time. It's recommended to buy at least two sets of minions for any given encounter, as they won't be effective in smaller numbers.

The minions you buy can be arranged into squads of any size you need, up to a maximum of eight minions in a squad. With eight minions, you could make one squad of eight, two squads of four and four, a squad of three and a squad of five, or squads of three, three, and two. More minions in a squad leads to more effective minion turns, whereas more squads of minions are usually easier to track.

Number of Creatures

Too many creatures or too many different stat blocks in an encounter can create a big cognitive load for you, potentially turning an exciting combat into a slog.

In general, you don't want more than eight creatures per hero at a time in any encounter. Additionally, if the encounter has more than three creatures per hero, at least half the creatures in that encounter should be minions.

When it comes to number of stat blocks, you typically don't want to use more than six different kinds of stat blocks in an encounter, though you can probably manage more if you're using a lot of simple minion stat blocks. Especially if you're just starting out as a Director, keep the variety of your stat blocks limited until you're confident in your ability to run a complex combat encounter.

Star of the Show

Sometimes a combat encounter features a creature who you want to stick around for more than a single combat round, so they can leave a lasting impression on the heroes. Such creatures are typically the named villains who the heroes face in the climax of an adventure or campaign.

If you want a creature to stick around in a combat encounter and become the star of the show, set up a hard encounter and choose a leader or solo creature with an EV that is at least one-third of the encounter budget.

Dynamic Terrain Objects

The final section of this book introduces and details dynamic terrain objects—thematic elements you can place in an encounter to challenge the heroes. You can spend your EV budget on dynamic terrain objects the same way you do on monsters. Adding one or two dynamic terrain objects to an encounter gives the heroes a challenge to overcome or resolve beyond simply exchanging blows with another creature. See Dynamic Terrain for more information.

Step 6: Build Initiative Groups

Once you have your encounter's foes selected, you'll put them together in initiative groups, with all creatures in the same initiative group acting on the same turn.

Though it's not a hard and fast rule, as you build your initiative groups, try to keep the total EV of any group between the encounter strength of one to two heroes (see the Encounter Strength table at Step 3 above). Doing so helps to ensure that the foes in each encounter group can hold their own against any one hero in the party without overwhelming that character.

It's okay to have one initiative group with a total EV of less than the recommendation above. It's also okay for a group to be worth more than two heroes, as long as that group consists of a single creature or the heroes have racked up a lot of Victories.

How Many Initiative Groups?

In a battle without a solo creature, you want about as many initiative groups as the number of heroes, plus or minus one or two. This gives you a healthy range of groups to play with and makes your turns effective without being overwhelming for the heroes.

Quick Encounter Building

The encounter-building information detailed above is intentionally comprehensive. But if you want to build an encounter quickly without doing a lot of math, good news! We've got a formula or two you can use to build an encounter quickly after you determine its difficulty. After going through this process, you can then build your initiative groups.

Step 1: Party Size, Level, and Victories

What level are the heroes? How many heroes are there? Write down that information, which you'll use in a bit.

How many Victories do the characters have on average? For every two Victories the characters have, add another hero to the party for the purpose of this method of encounter building.

Step 2: Buy Creatures to Fill Hero Slots

Your encounter has a number of hero slots equal to the number of heroes in the party you calculated in step 1. This number will be greater than the actual number of characters if the heroes have two or more Victories.

Each hero slot can be filled with a certain number of creatures, as follows:

- Eight minions fill one hero slot.
- Two horde creatures fill one hero slot.
- One platoon creature fills one hero slot.
- One leader or elite creature fills two hero slots.
- One solo creature fills six hero slots plus one slot for each level the creature is higher than the heroes.

You adjust your hero slots according to encounter difficulty, which then dictates the level of the creatures you use to fill those slots:

- For a trivial encounter, subtract two hero slots. Use only creatures of the heroes' level or lower.
- For an easy encounter, subtract one hero slot. Use only creatures of the heroes' level or one level higher.
- For a standard encounter, use creatures of the heroes' level or one level higher. You can add one more hero slot if none of the creatures are a higher level than the heroes.
- For a hard encounter, add two hero slots. Use creatures of the heroes' level and up to two levels higher, or up to one level higher for solo creatures. You can add one more hero slot if not all the creatures in the encounter are a higher level than the heroes.
- For an extreme encounter, add four or more hero slots. Then fill all those slots with creatures of the heroes' level or higher.

Step 3: Add Dynamic Terrain Objects

Include one or two dynamic terrain objects for encounters of standard difficulty or easier. Add two to three dynamic terrain objects to hard and extreme encounters. Use only objects of the heroes' level or lower.

Parties Large and Small

Draw Steel was made and tested with groups of mainly three to six heroes, including retainers, since that's how we expected most folks will play the game. If your group is smaller or larger than that, don't panic! The game still works and will be a lot of fun for you, but you'll want to keep the following guidelines in mind:

For a party of seven or more heroes, you'll find that solo creatures don't quite live up to their name. So give the solo creatures some lackeys or a few more dynamic terrain objects to help them challenge the heroes. If you want to build an encounter using two solo creatures and the EV math works out, just pay attention to the rules about villain actions and avoid having both solos focus fire on the same character at the same time.

For a party of three or fewer heroes, consider giving those heroes retainers to make up the difference. Parties that small can struggle against solo creatures and big groups of minions, given how much damage such foes have to spread around each turn.

Using Creature Roles and Organization

A creature's role and organization mode helps you build interesting encounters with varied challenges. Although including creatures covering every type of role in a combat encounter is likely to make that encounter too complicated for most groups, a fight against creatures who all have the same role typically leads to dull, grindy combat. An encounter with a controller, two defenders, and two harriers is more interesting and fun than an encounter with five harriers, greatly reducing the risk of playing out a battle where both sides simply stand still and deal damage without anything dynamic or dramatic happening.

Ambusher Creatures

Ambusher creatures can hide, turn invisible, or otherwise find ways to get the drop on their enemies. They typically spend half their turn attacking, and the other half slipping away and hiding. Ambushers focus on taking down a single hero, sometimes dragging their target into the place where they hide.

Encounters that include ambushers should have plenty of cover or concealment, giving them places to hide. Adding other creatures—typically brutes, defenders, harriers, or minions—keeps other heroes busy while the ambusher focuses on taking down a chosen foe.

Artillery Creatures

Artillery creatures are great at ranged combat and can damage heroes who typically hang back behind beefier allies. Most artillery creatures are weak in melee, so add some minions, brutes, or defenders for them to hide behind during combat.

On their turn in combat, an artillery creature typically tries to move away from nearby foes, putting a brute, defender, or other ally between themself and nearby threats before attacking an enemy. If forced into melee, most artillery creatures do whatever they can to get away, including converting their main action into a move action to flee even farther. If no enemies are closing in, artillery creatures move to keep the heroes at the edge of their range, often focusing first on the biggest threat to their allies.

Brute Creatures

Brute creatures hit hard and have a lot of Stamina. Their damage output can't be ignored, so heroes often focus on taking down brutes ahead of other creatures who have less Stamina or are weaker in melee. Brutes need to get up close to perform their most devastating attacks, so they work best on smaller battlefields. On their turn in combat, a brute moves toward the closest group of enemies and attacks, preferring to engage multiple foes at once. Brutes are often simpler to run than other creatures, so you can include a lot of them in an encounter.

Controller Creatures

With their ability to hamper and move heroes, controllers make a dynamic addition to any battle. They often have complicated actions and traits that create unique effects, so most combat encounters shouldn't have more than two controllers.

Many controllers work best when they have brutes, defenders, harriers, and minions protecting them and taking advantage of the effects they create. Controllers often use their biggest and most powerful effects at the start of an encounter, targeting as many foes as possible. If a controller can't affect multiple heroes or use their most powerful feature, they focus on manipulating the battlefield and repositioning so they can use that feature on their next turn.

Defender Creatures

Defender creatures defend their allies by drawing the heroes' attacks. They make excellent protectors for ambushers, artillery creatures, controllers, and support creatures, as well as for leaders. Defenders don't need to stay close to the creatures they protect—and it's better if they don't. A defender who breaks away from their charge can often lock down a threat far from the rest of the fight.

During combat, defenders engage heroes who are strong in melee. A defender battles as many foes as they can reach so their allies can freely move. If more than one defender is in a battle, they typically split up, each fighting a different hero.

Harrier Creatures

Harrier creatures make battles dynamic. They can move to attack vulnerable heroes who are weaker in melee, then retreat (assuming they can do so safely) to protect their artillery, controller, and support allies, as well as leaders. Since harriers can often outrun and outmaneuver heroes, this forces the heroes to act tactically. Harriers pair well with creatures of any role, including other harriers.

Hexer Creatures

Hexers like to hamper other creatures and target the foes they think are most likely to succumb to their debuffing abilities. If a hero has a great turn cutting down the hexer's allies, odds are they're the threat the hexer wants to stop the first chance they have.

Like controllers, hexers are typically complicated and a bit squishy. One or two hexers with a lot of protection from allies can make for a fun encounter.

Leader and Support Creatures

Leader creatures have villain actions (see Villain Actions earlier in this introduction) and fight best alongside allies. Creatures with the support role function much like leaders, but they lack villain actions and are less complex. Leader and support creatures buff and heal their allies, and can grant those allies extra movement and actions. They remain close to their allies so their features can benefit as many targets as possible.

As long as a leader or a support creature stays in the fight, their allies are enhanced. They are most effective when protected by and buffing artillery, brutes, defenders, harriers, and minions. You typically shouldn't use more than one leader or support creature in an encounter, as their overlapping enhancements can turn a seemingly routine combat into a fatal one.

Minion Creatures

As discussed in the Using Minions section earlier in this chapter, minions allow you to create cinematic battles where the characters feel heroic as they cut through multiple foes at once. Using minions of a level within two levels of the characters' average level also keeps them dangerous and relevant. When minions work together, they can't be ignored, as they deal a lot of damage and can easily lock characters down. Minions make decent protectors for ambushers, artillery, and controllers, as well as for leaders.

Mount Creatures

Mount creatures are good for carrying other creatures into battle. Mounts of size 2 and smaller are typically meant to carry a single rider, while larger mounts can carry more creatures. Adding mounts to combat encounters makes the creatures riding them much faster. They pair well with artillery, brutes, controllers, hexers, and support creatures, as well as with leaders. Mounts without riders can also serve the same purpose as harriers in combat.

Solo Creatures

Solo creatures can stand as an encounter all on their own for a group of four to six heroes. Their villain actions allow them to hamper and harm foes outside of the regular turn order. Solo creatures are best encountered alone, and fight most effectively in environments with plenty of space to move around and find cover.

Solo creatures use every movement advantage they have, whether burrowing, climbing, flying, swimming, or teleporting around the battlefield on their turn. They focus on whichever hero threatens them most effectively, even as they position themselves to target as many foes as possible with their area abilities.

Instant Solo Creature

Most leaders and elite creatures can be adapted into a solo creature on the fly with the following adjustments:

- Multiply their EV by 3.
- Multiply their Stamina by 2.5.
- Give them the following trait:

  Solo Turns The creature can take two turns each round. They can't take turns consecutively.

- Give them the following trait if they don't already have it:

  End Effect At the end of each of their turns, the creature can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

- Give them the following Malice feature:

  Solo Action 5 Malice

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

Choosing a Map

Taverns have tables, forests have trees, castles have pillars, and fields have uneven terrain. The best maps for *Draw Steel* combat encounters have interesting environmental features, and you'll want to choose a map for your encounter that brings the most out of the rules for movement, difficult terrain, and falling.

Your ideal encounter map might feature ledges, columns, walls, windows, dynamic terrain objects, and the like for creatures to be thrown into, thrown off of, thrown through, or simply use for cover. Even one major fixture of interest on an encounter map can spark the players to think about how to incorporate that feature into their turns. You'll also want most of your battles to take place in environments with plenty of space to move around, avoiding a lot of long corridors 1 square wide.

Vertical maps are especially great, as an area with high ledges can lead to a surprising amount of damage for nonflying allies and enemies alike. Use flat maps sparingly, reserving them for dramatic showdowns in which heroes and villains must test their strength and convictions against each other with no distractions. Though even then, a map might have a throne to ascend in the center and steep edges on all sides.

You don't have to be a master artist to create a great tactical map. You can use hand-drawn shapes and lines on an erasable mat or virtual tabletop to represent cliffs, hazards, and more. You can also find incredible maps online. Some are free, and most others are available for a reasonable price on the websites of many great cartographers.

Making Objectives Known

Encounters work best if the players have a good idea of what their characters are working toward, but you don't need to state objectives outright at the start of every battle. Not all groups want to commence combat with you saying, "Your objectives are to break the eldritch machine and destroy the vampire lord," if doing so takes the players out of the game's narrative.

In many combat encounters, the objectives are obvious. For instance, in a battle against a necromancer controlling a horde of undead minions, the players probably don't need to be told that defeating the necromancer ends the encounter. In an encounter against cultists performing a world-ending ritual, the heroes can guess that stopping the ritual is one of their objectives. In fact, specifically achieving that objective might well be what inspired them to undertake the adventure. They're not there for karaoke at the end of existence!

Not all objectives are so clear, however. In a battle against a goblin cursespitter, a kobold legionary, and three human knaves guarding the entrance to a bandit fortress, it can be easy to assume that the objective is simply "Defeat them all!" But if it's the case that the cursespitter leads the group and defeating the goblin causes the remaining forces to fall apart, it helps if you provide at least a hint of that setup at the start of the battle. The cursespitter could clearly issue orders and even call the other bandits cowards, demanding that they not run away "like last time!"

Encounter Objectives

Specific objectives for combat encounters let you create and run fights that are about more than characters hacking down their foes to the last point of Stamina. Chapter 10: Combat in *Draw Steel: Heroes* gives an overview of different combat objectives you can set for the heroes to achieve during an encounter, setting out what's achievable in each objective so the players know what's expected of them. This section breaks out those objectives in detail, providing examples you can use and modify for your games.

If your encounter has an objective, start with the objective first and then pick enemies who can best make that objective a fun challenge for the heroes. Each objective gives advice regarding the types of monsters who fit well into the objective, but it's just advice. The encounter map you choose and the specific heroes you're preparing for might suggest better choices.

The writeup for each of these objectives includes the following sections:

- **Monster Roles and Organization** tells you which types of creatures are best used in the encounter.
- **Map Advice** covers what to think about when selecting a map for an encounter.
- **Difficulty Modifier** tells you how the objective can change an encounter's difficulty, typically increasing or decreasing the difficulty by one level (for instance, from standard to hard or standard to easy).
- **Success Condition** details what the heroes must do to win the day. When a success condition is met, the heroes' enemies flee or surrender, or you can utilize the dramatic finish or event ending encounter-end options described in Chapter 10: Combat of *Draw Steel: Heroes*.
- **Victories** tells you how many Victories each hero earns for completing the encounter, based on the encounter's difficulty.
- **Failure Condition** sets out what happens when the heroes have failed and the enemies win.

Fun Is Most Important

If the heroes quickly achieve an encounter's objective but are still having a great time, you don't need to call off combat at that point. Maybe the foes who would normally flee or surrender decide to make a last stand! Maybe reinforcements show up, or a new objective appears in the form of innocent bystanders shouting for help or nearby cultists performing a ritual.

By contrast, the most fun for the players sometimes comes from having a fight cut short. If the characters come up with a clever plan that works to end the encounter early, let that happen and enjoy the players high-fiving each other in a victorious celebration.

Diminish Numbers

The simplest combat encounter objective is almost always "defeat them before they defeat us." Though the heroes don't have to kill every last enemy in this type of encounter, winning the day requires that they push their opponents to the point where they are broken, flee, or surrender.

Monster Roles and Organization

Monsters of any role make sense for this objective, so use a good mix of roles to challenge the characters and players. Put artillery creatures in hard-to-reach places, pair up defenders with controllers and hexers, and put brutes on the front line to give the heroes something to cut through as they seek more-important foes.

Map Advice

The general advice that applies to picking maps for encounters applies here. Choose terrain that favors the creatures you add to the encounter, and give yourself some interesting elevation, cover, and terrain effects. If you're using a lot of creatures, be sure to give them space to move.

Difficulty Modifier

This objective doesn't modify an encounter's difficulty.

Success Condition

Choose one of the following success conditions:

- An encounter that includes two or more groups of minions ends when the heroes have no non-minion enemies remaining.
- An encounter with mostly horde creatures ends when the heroes outnumber their foes.
- An encounter with mostly platoon creatures ends when the heroes outnumber their foes two to one.
- The encounter ends when the number of remaining foes is half or less of what it was at the start.
- In a battle against a solo creature, that creature flees or surrenders when reduced to one-quarter or less of their Stamina and after using all their villain actions.

Victories

If the heroes achieve success, they earn 1 Victory for an easy or standard encounter, or 2 Victories for a hard or extreme encounter.

Failure Condition

The heroes earn no Victories if they are killed, captured, flee, or otherwise fail to defeat their foes.

Fleeing Foes

When the heroes meet objective success conditions, many enemies know it's time to flee. It's a bad idea to make a habit of having enemies who get away come back with reinforcements to punish the heroes, because the players will soon learn to make every combat a slog to the bitter end. Most players and characters would rather see every enemy go down than let one get away if they know that foe will inevitably come back stronger.

Make it clear that if a foe is fleeing an encounter, it's because they don't want to face the heroes again. If you do plan to have a kobold gather reinforcements, have that little dragon swear vengeance and yell for help as they flee. That way, the players and the heroes all know that this particular kobold is a problem, but that other fleeing baddies can be safely ignored.

Defeat a Specific Foe

An encounter built around defeating a specific foe includes one or more of the heroes' enemies commanding the rest, such as a hobgoblin bloodlord leading a group of mercenaries, or one or more particularly powerful foes among a group of weaker ones, such as a pair of tusker demons in a gnoll war band. Because these more-powerful enemies are the stars of the encounter, if only weak foes are left once the stars are gone, the battle loses its challenge and it's time to wrap it up. It makes sense for those weaker foes to flee or surrender once their strongest allies have gone down.

Monster Roles and Organization

The specific foe you choose who must be defeated is likely a leader or a creature with a lot of Stamina for their level (such as a brute), or a creature of any role who is an elite or of a higher level than the heroes. It helps to give the specific foe a defender or two by their side and some minions to help make them harder to hit.

Map Advice

When choosing a map for this type of encounter, consider the placement of the specific foe. You'll want to make sure that they're protected and not vulnerable to attacks on all sides. If they utilize ranged abilities, giving them the high ground and setting up a few choke points to make it difficult for the heroes to reach the foe makes for a good map.

If the specific foe is the type of enemy who likes to strike and retreat, make sure they have areas of cover or concealment to fall back to and a map that gives them plenty of space to move around. If they or their defenders use a lot of forced movement, make sure there are fun hazards and objects to throw heroes into. If you're worried about the characters being able to teleport in to attack, find a map with lots of walls or other barriers, since you need line of effect to your destination when you teleport.

It's also a good idea for the foe to have an escape route, often a choke point through which they can retreat. If the characters want to pursue, have the foe's allies hold them off—but don't make it impossible for the heroes to follow!

Difficulty Modifier

If the creature or creatures who need to be taken down for the encounter to end make up one-third or less of the opposing side's total EV, then the encounter difficulty decreases by one level.

Success Condition

The heroes win when the designated creature or creatures are reduced to 0 Stamina.

Victories

Each hero earns 1 Victory for an easy or standard encounter, or 2 Victories for a hard encounter.

Failure Condition

The heroes earn no Victories if they don't defeat all the designated creatures, including a scenario where designated creatures choose to flee if their allies all start dropping.

Get the Thing!

Classic heroic fantasy is full of important objects that the heroes must protect from the forces of evil: magic rings, royal birth certificates, dragon eggs, and the like. Heroes often find themselves at violent odds with their enemies as they race to collect a valuable or important item from a guarded temple or castle, or when they need to steal the item from a group of enemies already in possession of it.

Objectives in this category work well when paired with other objectives, such as defeating a specific foe. For instance, the heroes must steal a ledger containing a record of criminal activity from an overmind and her lackeys. However, even if they obtain the ledger, the battle won't be over until they also defeat the overmind, who won't let the book go without a fight!

The Thing

The thing the heroes need to get is typically a size 1T object. (If the thing is a creature or bulky object that must be carried past enemies, you might instead be looking at an Escort encounter.) Most or all routes leading to the thing are guarded by enemies, and a trap or a powerful monster often stands guard directly over the object. The thing might be fragile (for example, a paper document) or virtually unbreakable (a magic weapon). The heroes' enemies don't want to see it harmed, but the thing might be damaged accidentally.

Additionally, a thing can have one of the following extra defenses:

Hidden: The thing is hidden! The heroes need to make one or more successful tests to find it once they're at its location. Alternatively, it might be behind a door or in a sealed vessel that must be opened. Or it might even be hidden in plain sight, surrounded by multiple nearly identical things, so that an unassuming-looking sword held by a ceremonial suit of armor turns out to be the magic weapon the heroes need!

Held: As an especially potent defense, the thing might be possessed by an enemy. A relic or document might be in a villain's pocket, but if the thing is a weapon or implement, the enemy is likely to use it against characters seeking to take it.

Monster Roles and Organization

This sort of encounter is all about getting in, grabbing an item, and then getting out. Guards protecting a thing are typically leaders, or other creatures with the brute or defender role. But you might instead have a hidden ambusher guarding the thing! Devious! Harriers and mounts make wonderful additions to these encounters, since they can chase after heroes who manage to obtain the thing. Likewise, controllers who can change or modify terrain, hexers who can slow down heroes, or minions who can clog up hallways can make fleeing with the thing difficult.

Map Advice

The placement of the thing or the creature carrying it is important. Make sure the thing isn't simply hanging out in the middle of a wide-open space. Place it somewhere on a map where it's defended by hazards and choke points—and definitely not near an escape route! You'll also want to pick a big map for this type of encounter, since escaping with the thing is part of the challenge and small maps require less movement to achieve success.

Difficulty Modifier

If there is no powerful monster (amounting to one-third or more of the encounter's total EV) or trap directly guarding the thing, the encounter is one difficulty category easier. If the thing is hidden or held, the encounter is one category harder.

Success Condition

The heroes win when all the heroes leave the encounter map with the thing.

Victories

If the heroes leave the map with the thing, each hero earns 1 Victory if the encounter was easy, standard, or hard. They instead earn 2 Victories if the success condition is met and the encounter was of extreme difficulty, or if none of the heroes took damage during an encounter of standard or higher difficulty.

Failure Condition

The heroes earn no Victories if the thing is destroyed or remains in their enemies' possession.

Destroy the Thing!

Combat doesn't always have to be about destroying your enemies. Sometimes it's about destroying their stuff! Burning a pirate captain's vessel, closing a portal to the Abyssal Wasteland before it lets in an army of demons, or shutting down a massive kobold trap made of spinning blades could so hamper the heroes' foes that the battle is no longer worth fighting once the damage is done.

Sometimes a thing in this kind of encounter is actually multiple things, all of which must be destroyed.

The Thing

A typical thing is an object with Stamina equal to the heroes' level times 35. If the characters must destroy multiple things, divide the thing's Stamina between all of them. Most objects have poison and psychic immunity, and the thing might have immunity or weakness to one or more damage types. For instance, a magic statue might have immunity to fire damage and weakness to sonic damage.

Additionally, a thing can have one or more of the following extra defenses:

Hidden: The thing is hidden, requiring one or more successful tests by the heroes to locate it at its location. Alternatively, it might be behind a door or in a sealed vessel that must be opened, or hidden in plain sight among other similar things.

Held: The thing is possessed by an enemy, allowing a weapon or implement the characters seek to destroy to be used against them. A thing can't be both hidden and held.

Sturdy: The thing's Stamina is the heroes' level times 50.

Multiple: There are multiple things, all of which must be destroyed. Divide the thing's Stamina between all the individual things.

Monster Roles and Organization

Encounters built around destroying a thing require beefy creatures to defend the thing—brutes and defenders, as well as squads of minions. It also helps to have a few artillery creatures off in the distance harassing heroes as they attempt to destroy the thing, so that melee heroes have to decide between fulfilling that goal while coming under fire or taking out the ranged attackers first. If the heroes want to use their own ranged abilities to destroy a thing from afar, a sneaky ambusher or two makes a delightful addition to the encounter, hanging back in the shadows waiting to pick opportunistic heroes off.

Map Advice

The map placement of the thing to be destroyed is key, and it should be in a location that is easily protected and difficult for heroes to approach. It can be good to set up one or two hidden entrances to the area holding the thing, or even teleportation platforms or portals, so that monsters can enter the fray once the heroes get close to their target. Otherwise, the same choke points used to defend the object might prevent enemies from reaching the characters as they make quick work of the thing with minimal harassment. Smaller maps can work well for these kinds of encounters, as the heroes' enemies will have an easier time closing in around them.

Difficulty Modifier

If the thing doesn't have any extra defenses (being hidden or held, having extra Stamina, and so forth), the encounter is one difficulty category easier. If the thing has two or more extra defenses, the encounter is one difficulty harder.

Success Condition

The heroes win when they destroy the thing. In a multiple-thing setup, success might involve destroying only a certain number of the things.

Victories

If the thing was destroyed, each hero earns 1 Victory for an easy or standard encounter, or 2 Victories for a hard encounter.

Failure Condition

The heroes earn no Victories if the thing is not destroyed and remains under their enemies' control.

Save Another

No one earns the mantle of hero without saving a few lives. Sometimes the point of an encounter isn't to kill, but to save as many folks as you can. If the heroes rescue powerful allies from the clutches of their foes during combat, the added strength of those allies might be enough to make the remainder of the encounter trivial. When you and your companions save a griffon from a crew of poachers, the hunters become the ... well, you know the rest.

Allies and Potential Allies

Some encounters of this type feature willing allies—creatures able and willing to fight alongside the heroes. Others feature potential allies—creatures who can't or won't join the heroes right away, but who might do so later in the battle. In combat, willing allies can be controlled by the heroes (and might use retainer stat blocks), while potential allies are controlled by you.

During an encounter, potential allies must be won over and freed from any captivity before they become allies, requiring a successful hard Presence test made as a maneuver. Potential allies otherwise attempt to flee the encounter on their turns.

Monster Roles and Organization

Controllers and hexers make encounters based around saving others exciting. Their ability to hinder and put the whammy on heroes and bystanders alike greatly increases the challenge of keeping others alive. Likewise, harriers and mounts can chase down people fleeing the encounter, minions can cut off their escape routes, and artillery creatures can target them from afar. If noncombatants are captured at the start of the encounter, brutes make excellent hard-to-kill guardians.

Map Advice

People who need saving by the heroes should be somewhere hard to reach, away from escape routes and protected by choke points that monsters can utilize. Make sure there's more than one route away from the fight, and that those routes are on different sides of the map. That way, freed noncombatants running off in different directions create a challenge for heroes trying to protect everyone at once. A map for an encounter of this type should also be big, since the noncombatants have to flee the area in order for the heroes to succeed. Make it challenging for them!

Difficulty Modifier

For each willing ally the heroes have a chance to save who is their level or higher, add one hero to the party for the purpose of determining the encounter's difficulty.

Success Condition

The heroes win if half or more of all willing allies and potential allies survived the encounter, and if all those creatures have been saved—either joining the fight or having retreated off the encounter map.

Victories

Each hero earns 1 Victory if the success condition was met and the encounter was easy or standard. Each hero earns 2 Victories if the success condition was met and the encounter was hard or extreme, or if all the creatures meant to be saved survived and the encounter is of standard or higher difficulty.

Failure Condition

The heroes earn no Victories if more than half of the creatures meant to be saved were killed or captured during the encounter.

Escort

Surprising as it may seem, sometimes the fate of the mission doesn't rest on the heroes' shoulders at all! Sometimes it rests on the shoulders of someone standing next to the heroes. The heroes' job is to keep this important person safe as they travel to a specific destination.

Not every escort encounter is on behalf of a wise or mighty ally. Sometimes the heroes are tasked with protecting a helpless or even an actively troublesome creature, such as a hapless noble or a wayward child. They might even have to protect a bulky or inconvenient inanimate object. Whatever the case, the enemies just keep coming until the heroes get their charge to their destination.

Ward

The creature or object to be protected is called the ward. At the start of each combat round, the players decide which hero has responsibility for the ward. The ward moves on that hero's turn and is controlled by the hero's player. Creatures who are wards can take a move action or a maneuver on their turn, but not both. You determine a ward's characteristics and speed, with most humanoid wards having speed 5.

A sturdy ward, such as an active humanoid, typically has Stamina equal to 20 times the heroes' level. A delicate ward, such as an elderly diplomat or an important object, typically has Stamina equal to 10 times the heroes' level.

Destination

Every encounter built around an escort mission has a destination: a place of safety beyond which enemies won't follow. When the encounter begins, the ward's distance from the destination should be at least three times the ward's speed (though they can start closer if difficult terrain or other obstacles complicate the route). The heroes' enemies can be placed anywhere on the encounter map, including between the ward and the destination, but not within 5 squares of the destination.

Reinforcements

At the start of each combat round, any enemies who were killed during the previous round are replaced by a new group of creatures whose total EV is within 5 of the creatures lost. You choose the positions for these new creatures, none of which can start within 5 squares of the ward, the destination, or any hero.

Monster Roles and Organization

Harriers and mounts can catch up with heroes as they attempt to reach the destination, while minions can take up space on the map to become mobile obstacles. When teamed up with support creatures who grant extra movement, harriers and mounts become ever more dangerous. Controllers are an excellent option for placing obstacles in the heroes' way, while hexers might be able to slow or pin down the ward. And an ambusher or two lying in wait on the way to the destination is never a bad choice!

Map Advice

A map for an encounter of this type should be big, with lots of obstructions, cover, and hazards to make the journey interesting. The heroes shouldn't simply need to lead the ward down a road, but should have to climb cliffs, cross water or lava, fight through brambles, or pass through mazes of twisting corridors. If the ward has a damage weakness, you might set up a hazard or two that deals that damage type. If an escort mission takes place indoors, having a few dead ends where the heroes must retrace their route or run into monsters is always a great choice!

Difficulty Modifier

An encounter built around protecting a delicate ward is one difficulty category harder.

Success Condition

The heroes win when the ward reaches their destination.

Victories

Each hero earns 1 Victory if the success condition is met. They earn 2 Victories if the success condition is met and the encounter's difficulty is extreme, or if the ward and all the heroes reach their destination in 3 rounds or less and the encounter is of standard or higher difficulty.

Failure Condition

The heroes earn no Victories if the ward is reduced to 0 Stamina or is prevented from reaching their destination.

Hold Them Off

Sometimes the heroes just need to buy time. They might need to battle a conquering tyrant's army to allow innocent villagers time to escape. They might need to hold off wave after wave of zombies while a group of priests completes a ritual to lay the undead to rest for good. To achieve this objective, the heroes need to stay alive and protect a particular position for a number of rounds determined by you.

Defensive Position

Often with the input of the players, you choose a defensive position—an area that must be held and controlled by the heroes. Enemies attempt to get through the defensive position or to reach a certain point in or around it, so that the fewer enemies who do so, the better the heroes' chances of success. The area can be any size, with the defensive position often blocking entry to a vulnerable area the heroes are defending.

A defensive position might grant benefits to the heroes defending it. The approach to the position might be a choke point, involve crossing difficult terrain, or require climbing. Anyone inside the position might have the benefit of high ground against anyone outside it.

If you want to increase the difficulty of the encounter, you might have two or more defensive positions the heroes must defend, such as two openings in a canyon pass that both lead to the same defenseless village.

Encounter Duration

An encounter focused on a defensive position has a fixed duration determined by you—the number of rounds the heroes must defend the area in order to be successful. A typical encounter duration is 3 rounds.

Reinforcements

At the end of each combat round, you add more enemies to the map for the heroes to battle. These reinforcements appear 10 squares or more away from the defensive position. Each new group of enemies should have an EV equal to that of all the enemies who got past the heroes during the previous round, plus the EV of one hero (see Step-by-Step Encounter Building earlier in this section). If you don't spend all the EV for the new group, the remainder can be added to reinforcements in a future round.

Monster Roles and Organization

This type of encounter can be a lot of fun, with creatures of all roles entering the battle in new configurations of reinforcements each combat round to keep heroes on their toes. Use controller creatures to change up terrain and force move the heroes out of position. Ambushers, harriers, and mounts have the best chance of slipping by the heroes, especially if they come organized as minions or a horde. Artillery creatures can harass the heroes from afar, forcing them to leave their defensive position. Leaders and support creatures are great for these encounters, as they grant their allies extra movement and attacks to harass heroes and force them out of position.

To ensure an encounter of this type remains fair for the heroes, you'll want to only occasionally use monsters who can fly, burrow, or teleport.

Map Advice

A good map for this encounter has a defensive position featuring at least two openings, each of which is 3 squares wide or more. The defensive position shouldn't be so wide-open that the heroes can't possibly defend it, but it shouldn't be so small that they can too easily lock it down. The approach to the defensive position should include areas of cover so that monsters aren't just charging up a hill at the heroes. You'll want a map large enough that monsters can't rush the heroes and overwhelm them, but not so large that it takes enemies 3 rounds just to reach the defensive position.

Difficulty Modifier

The difficulty of an encounter built around holding off an enemy is determined by the creatures present for the battle at the start of the first combat round. Don't count reinforcements toward the difficulty. The encounter difficulty is one category harder if the encounter duration is 5 rounds or greater, or if there are three or more defensive positions.

Success Condition

The heroes win if they survive for the encounter duration and allow fewer creatures through or into the defensive position than the number of heroes who started the encounter, including any retainers on the heroes' side.

Victories

Each hero earns 1 Victory if the success condition is met. They earn 2 Victories if the success condition is met and the encounter's difficulty is extreme, or if the party held off the enemy for an encounter duration of 5 rounds or more and the encounter is of standard or higher difficulty

Failure Condition

The heroes earn no Victories if a number of creatures equal to or greater than the number of starting heroes get through the defensive position or into the desired areas in or around it.

Assault the Defenses

The enemy holds a strategically important position and the heroes want it. The encounter ends when the heroes secure the objective defensive location for themselves, even if there are more enemies outside it. Sometimes an encounter with this objective is part of a combined objective, as when heroes must first assault the defenses, then hold that defensive position against counterattack.

Defensive Position

You choose the defensive position, setting up an area that must be captured by the heroes. The area can be of any size. Not all of the heroes' enemies in the encounter are in the defensive position, with some outside it attempting to stop the characters before they get close.

Often, a defensive position grants benefits to its defenders. The approach to the position might feature a number of choke points, areas of difficult terrain, or sections that require climbing or swimming. Anyone inside the defensive position might have the benefit of high ground against anyone outside it.

Monster Roles and Organization

Defensive positions benefit from having an outside patrol of defenders and brutes protecting the site, and supporting some combination of artillery, controllers, and hexers who hit the heroes hard as they approach. A support creature or a leader can benefit all other enemies, helping them do a better job of keeping the heroes hampered and away.

Map Advice

A good "Assault the Defenses" map shares the same qualities as a good "Hold Them Off" map (above), with the roles of the heroes and their enemies reversed.

Difficulty Modifier

An encounter of this type has a difficulty one category harder if the defensive position grants two or more distinct benefits to its defenders.

Success Condition

The heroes win when one or more heroes and none of their enemies have been in the defensive position for 4 consecutive turns.

Victories

Each hero earns 1 Victory if the success condition is met, or 2 Victories if the success condition is met and the encounter's difficulty is hard or extreme.

Failure Condition

The heroes fail only if they are unable to achieve the success condition.

Stop the Action

Sometimes combat is complicated by the fact that the heroes need to stop the villainous actions of their foes. It's not enough to simply defeat the warriors in a cult. The heroes must also stop the zealots' devil-summoning ritual! Or it might be that the heroes need to interrupt a wedding and make sure an evil mage doesn't marry the heir to the throne. Despite combat, the mage forces the ceremony to continue! Objectives in this category have a timer associated with them. If the heroes don't achieve the objective in a certain number of rounds, the conditions of the battle could well change. For instance, if the cultists summon a devil high judge, defeating the devil suddenly becomes the heroes' new objective!

Encounter Duration

An encounter focused on stopping others' actions has a fixed duration determined by you—the number of rounds before the villains complete their plans. A typical encounter duration is 3 rounds, but events might change the encounter duration. For example, a character might succeed on a hard Reason test to dispute a wedding's legality and increase the encounter duration by 1, while failing to stop zealots from sacrificing an innocent creature as part of their ritual might decrease the duration by 1.

Stopping the Action

The enemies' evil plans have certain requirements, and if those requirements aren't met, the action is stopped and the heroes are victorious. For instance, to complete a ritual, one or more zealot priests might be required to spend a main action each combat round to continue the ritual. A wedding or other official ceremony can't be completed if a participant or officiant is killed or captured.

Failure Consequences

If the enemies' plans succeed, additional consequences might unfold within the encounter. For instance, if zealots summon a demon, or if a newly crowned evil mage uses their royal authority to summon guards, the heroes could face extra enemies. These potential reinforcements aren't counted toward the encounter's difficulty, since they appear only once the heroes have failed the encounter. This is an entirely new battle now!

Monster Roles and Organization

The roles that best fit this type of encounter depend on the action the heroes are trying to stop. But if them doing so involves destroying, capturing, or reaching one or more creatures or objects, then brutes and defenders make an excellent choice for keeping the characters away. Artillery and harriers also make good choices for being able to target heroes no matter where they move on the map.

Map Advice

An ideal map for this type of encounter depends on the action the heroes are trying to stop, but it shouldn't be easy for them to reach the places they need to go in order to complete that objective. Hazardous terrain, walls, and other forms of cover mean that heroes can't just waltz up to creatures or objects that are part of the action to be stopped and neutralize them.

Difficulty Modifier

The difficulty of this type of encounter is one category harder if the encounter duration is 2 rounds or less, and one category easier if the action can be stopped by killing or otherwise neutralizing any one creature.

Success Condition

The heroes win if they stop the action before the encounter duration is up.

Victories

Each hero earns 1 Victory if the success condition is met. They earn 2 Victories if the success condition is met and the encounter's difficulty is extreme, or if the heroes stop the action before the last round of the encounter duration and the encounter is of standard or higher difficulty.

Failure Condition

The heroes earn no Victories if they fail to stop the action before the end of the encounter duration. They might earn Victories from any new encounters that occur because of a failure.

Under Pressure

If the heroes have been saving the day faster than you expected, it might be time to see how fast they truly are! Encounters built around the objective of stopping an action or completing an action work well in tandem with the other objectives in this section. The heroes might need to diminish enemy numbers or defeat a specific foe within 2 rounds or lose their opportunity to infiltrate the palace. Maybe an escort mission needs to reach the destination within 3 rounds to contain a devastating explosion! See Combined Objectives for more details.

Complete the Action

This encounter objective sees the characters charged with initiating an event, performing a ritual, and so forth. For instance, if the heroes are attempting to launch an airship while repelling a time raider boarding party, the encounter could be over the moment the heroes manage to activate the vessel and take off with just a few time raiders actually aboard.

Encounter Duration

An encounter focused on completing a specific action has a fixed duration determined by you—the number of rounds within which the heroes must complete their plans. A typical encounter duration is 3 rounds.

Tasks and Failures

In each combat round, half or more of the heroes must use a maneuver to perform a task that advances their plans. You decide what tasks are available and where they must be performed. For instance, to launch an airship, one hero might have to cast off an anchor on deck while another unfurls a sail at the top of a mast. The list of available tasks can change each turn, as you determine. For more difficult encounters, performing a task might require a successful test.

At the end of any combat round in which the heroes have failed to perform the required number of tasks, the party accumulates one failure.

Monster Roles and Organization

Since stopping and knocking around heroes is the name of their game, controllers and hexers make excellent choices to prevent characters from completing an action, especially when backed up and bolstered by support creatures. You can also put brutes in the way of the heroes and pepper in ambushers who can harass them and then dance away.

Map Advice

The best map for this type of encounter depends on the action the heroes are trying to complete. The places they need to reach to perform tasks shouldn't be right next to each other, and moving through the area should be relatively complicated.

Difficulty Modifier

The difficulty of this type of encounter is one category harder if the encounter duration is 5 or more, or if completing tasks requires a successful test. It is one category easier if the encounter duration is 2 or less.

Success Condition

The heroes win if they reach the end of the encounter duration with 1 or no failures.

Victories

Each hero earns 1 Victory if the success condition is met. They earn 2 Victories if the success condition is met and the encounter's difficulty is extreme, or if they reach the end of the encounter duration with zero failures and the encounter is of standard or higher difficulty.

Failure Condition

The heroes earn no Victories and can't complete the action if they accumulate 2 or more failures during the encounter duration.

Combined Objectives

Some encounters have multiple objectives that must all be accomplished. For instance, the heroes might need to break down prison gates (a "Destroy the Thing" encounter) and then battle the guards while prisoners escape (a "Hold Them Off" encounter). The prisoners can't escape while the gates stand, and breaking the gates is useless if the prisoners don't escape, so it's all or nothing! To win the encounter, the heroes must meet the success conditions for each of the encounter's combined objectives. And if they succeed, each hero earns Victories as appropriate for each encounter.

Alternative Objectives

Many encounters can be completed successfully in several ways. If the heroes are fighting an evil emperor channeling the power of a magic crown, they might win by killing or capturing the emperor ("Defeat a Specific Foe"), breaking or stealing the crown ("Destroy the Thing" or "Get the Thing"), or even by negotiating a detente with the emperor's forces.

If an encounter has multiple alternative objectives, you reward the heroes for the objective they completed the most successfully. For instance, if the heroes steal the emperor's crown, it doesn't matter that they didn't meet the success conditions for the other objectives—they still achieve success.

Changing Objectives

The heroes might start an encounter with one objective, only to have you change things up with an unexpected shot of dramatic tension. For instance, the characters are battling it out with a demon lord to end that creature's reign of terror—a "Defeat a Specific Foe" objective. Then they suddenly notice the demon's cultists preparing to sacrifice a group of innocent noncombatants, changing the objective to "Save Another." When an objective shifts, make sure the players understand there's now something else at stake. As long as the innocents are saved, it no longer matters if the demon lord lives.

Changing or Adding Objectives

If you find that the heroes are having an exceptionally easy time taking on an encounter, you can always have a dramatic twist in the middle of the battle that leads to an additional objective and changes their current goal. Don't have this kind of surprise in every battle, but much like using reinforcements, changing or adding objectives is a tactic you can lean on when an encounter you meant to be hard turns out to be trivial.

Running Encounters

Once you've built a combat encounter, it's time to run it! Keeping the following tips in mind can help make your encounters fun and dynamic.

Use Stat Blocks as Written

Monster stat blocks in *Draw Steel* are designed to be effective. Most of the time, if you use the main actions and maneuvers in a creature's stat block, that creature will do what you need them to do in a fight.

Remember Default Maneuvers

Non-minion creatures can use a main action AND a maneuver on their turn, while minions can choose between one or the other. If a creature doesn't have a maneuver in their stat block, remember that they can always use the Grab, Hide, or Knockback maneuvers (see Chapter 10: Combat in *Draw Steel: Heroes*), just like the heroes can!

Keep Creatures Moving

If you want a dynamic combat, trust that the heroes will move in response to the monsters moving. Move your creatures to let them take advantage of flanking, get out of range of the heroes' abilities, and focus on vulnerable targets.

Spread the Damage Around

In an encounter with a lot of creatures, it's tempting to focus fire on a single hero. This can be a good tactical move, but it's not always fun for the players. Many heroes have triggered actions they can use when they take damage, so spreading the damage around can give those heroes a chance to do a cool thing off turn.

Modify Stamina As You See Fit

Do you really want that foe to live for one more round? Give them a little extra Stamina! Is combat starting to drag? Look at that, every creature you control now has just 1 Stamina remaining. Of all the numbers in a monster's stat block, Stamina is the one you can freely adjust to serve the needs of the encounter.

Utilize Reinforcements

It can be tough to manage a lot of creatures at once in combat, but bringing in new waves of creatures allows you to use a lot of different stat blocks in an encounter without getting overwhelmed by trying to run all of them at once. Reinforcements can also make an encounter that initially seems like a cakewalk suddenly feel much more deadly as the stakes are raised!

Play Nice—Even If You Don't Play Fair

It might be tempting to keep a flying monster far out of reach of the heroes, or popping that third villain action at the start of combat, or causing rocks to fall from the sky every turn. But the less the heroes can do about any specific situation, the less involved your players will feel in the game. Use any tricks you can think of to make combat exciting and challenge the players, but make sure that challenges can always be overcome.

Choose Your Ending

You can end combat with a dramatic finish, which lets the heroes get in on the narrative fun, or an event ending. See Chapter 10: Combat in *Draw Steel: Heroes* for more information.

Allow Heroes to Flee

If the heroes decide to abandon a fight they can't win, you can have them escape using a montage test, or simply describe them running away so as to live to fight another day. Do whatever you think will be the most fun for the players after a defeat.

Optional Rule: Last-Stand Stamina

For players who like to have their characters duke it out to the bitter end rather than ending combat early, this optional rule can help you bring things to a quicker conclusion. When it's clear that the heroes are going to win a battle, their enemies are overcome with fear, despair, and panic. In this demoralized state, each enemy's Stamina drops to 1, and each minion squad's Stamina pool is now equal to the number of minions in the squad. The heroes can then make short work of any remaining foes, getting the satisfaction of total annihilation via dice rolls.

Reskinning Monsters

Even with a book chock full of monsters, you're likely to find yourself wishing you had stat blocks for a specific kind of creature not presented in this book or another monster supplement. You might need snake people, fish people, or a 50-story-tall crab. The good news is that you can modify any of the stat blocks in this book to make new creatures with just a little work!

Use the following tips for reskinning monsters for your game:

Description: You can change any creature's description and use their stat block as-is to create something new. If you want a weretiger instead of a werewolf, odds are that simply describing the werewolf as a tiger-humanoid hybrid and mentally swapping the word "wolf" with "tiger" when you play will get you what you need without changing anything else. Whenever you find an existing creature whose stats are already quite close to what you want, this process is especially easy.

Movement and Environment: Giving a creature the ability to climb or swim at full speed while moving doesn't change their level or challenge. Neither does giving them an aquatic origin or the ability to breathe underwater. You can make these sorts of changes freely to create new mountainous or aquatic variants of different stat blocks, turning demonic gnolls into rampaging fishfolk or cavern-climbing horrors with ease!

Damage Types: You can change damage types for abilities, immunities, and weaknesses easily. Transforming an elemental crux of fire into a crux of acid can be done by swapping all references to fire damage in the stat block to acid damage.

Modifiable Stat Blocks: The stat blocks in the Animals and Rivals sections of this book are meant to be modified, and those sections feature rules for creating new animal and humanoid stat blocks. You can use these stat blocks to create nearly any creature who falls into either of those categories, including many creatures common to fantasy.

Adjusting Monster Levels

Each monster in this book was created with the help of handcrafted tables of numbers and the extensive monster-making rules developed for *Draw Steel*. As such, stat blocks aren't intended to be modified or adjusted (with the exception of animals and rivals, as noted above). Your best bet for adjusting any given monster is to find another monster of the level, organization, and role you're looking for, and reskinning that monster while using their statistics.

That said, this section provides formulas you can use to get close to the appropriate EV for a monster of a level you want to create if no stat block feels suitable for reskinning, or if you want a sense of how *Draw Steel* monsters work.

Role, Organization, and Damage Modifier

The following two tables detail how a monster's role and organization affects the numbers in their stat block. These modifiers can be plugged into formulas presented below, along with a monster's expected level.

Role and Damage Modifier

Role/Organization	Role Modifier	Damage Modifier
Ambusher	+20	+1
Artillery	+10	+1
Brute	+30	+1
Controller	+10	+0
Defender	+30	+0
Harrier	+20	+0
Hexer	+10	+0
Mount	+20	+0
Support	+20	+0
Elite*	+0	+1
Leader	+30	+1
Solo	+30	+2

*Elite can be used in conjunction with a role that features a +1 damage modifier, for a total damage modifier of +2.

Organization Modifier

Organization	Organization Modifier
Minion (Stamina only)	× 0.125
Minion	× 0.5
Horde	× 0.5
Platoon	× 1
Leader	× 2
Elite	× 2
Solo (Stamina only)	× 5
Solo	× 6

Encounter Value and Stamina

A monster's EV is calculated using the following equation. (The EV for minions represents four minions together.) Round up results to the nearest whole number.

((2 × Level) + 4) × Organization Modifier

Monster Stamina can be approximated using the following equation. Round up results to the nearest whole number.

((10 × Level) + Role Modifier) × Organization Modifier

If you want your non-minion monster to have additional Stamina, you can add (**3 × Level) + 3** to their total.

Damage and Power Roll Tiers

The baseline damage dealt by a monster's abilities can be approximated using the following equation. Round up all results to the nearest whole number.

(4 + Level + Damage Modifier) × Tier Modifier

For horde and minion monsters, divide this result by 2.

If the ability is a strike, add the monster's highest characteristic to the total.

The tier modifier uses a different value for each power roll tier.

Tier 1 = 0.6
Tier 2 = 1.1
Tier 3 = 1.4

At higher levels, these values can lead to damage numbers a few points higher than those seen in this book.

Characteristics and Abilities

Additional rules cover a monster's characteristics and additional modifications to their abilities:

- A monster's highest characteristic and power roll bonus is equal to 1 + their echelon. For example, a level 5 goblin (2nd echelon) has a +3 for their highest characteristic.
- A monster who uses potencies in their abilities bases those potencies on their highest characteristic, minus 1 for each tier below tier 3. With a +3 characteristic for our level 5 goblin, their signature ability uses potency language of **M < 1** at tier 1, **M < 2** at tier 2, and **M < 3** at tier 3.
- If a monster is a leader or a solo, increase their highest characteristic and power roll by 1 (to a maximum of +5), and increase their potency values at all tiers by 1 (to a maximum of 6).
- A monster's free strike damage is equal to the damage calculated for a tier 1 outcome for an ability.
- Monster abilities normally target one creature or object. Elite, leader, and solo monsters have abilities that typically target two creatures or objects.
- If you want a monster's ability to target one additional target over what's expected, multiply the damage at all tiers by 0.8. If an ability targets two or more additional targets, multiply the damage by 0.5. If an ability targets one fewer target than expected, multiply the damage by 1.2.
- Plenty more considerations regarding a monster's features and abilities go into creating a new monster. More robust guidance for making new monsters and abilities will appear in the future.

MONSTERS

1st-Echelon Monster Bands

Monster Band	Level	Typical Organization	Page
Angulotls	1	Horde	34
Demons	1–3	Horde	59
Dwarves	1–3	Platoon	105
High Elves	1–3	Platoon	119
Wode Elves	1–3	Platoon	135
Goblins	1	Horde	160
Humans	1–3	Platoon	180
Kobolds	1	Horde	190
Lizardfolk	1	Platoon	198
Orcs	1–3	Platoon	215
Radenwights	1	Platoon	225
Undead	1	Horde	260
War Dogs	1–3	Horde	299
Animals	1–3	Elite	39
Arixx	1	Solo	44
Werewolf	1	Solo	322
Gnolls	2	Horde	153
Bugbears	2	Elite	52
Griffons	2	Elite	166
Ogres	2	Elite	209
Rivals	2	Elite	233
Dragon	2	Solo	92
Fossil Cryptic	2	Solo	142
Time Raiders	3	Platoon	248
Elementals	3	Elite	113
Lightbenders	3	Elite	196
Minotaurs	3	Elite	206
Bredbeddle	3	Solo	50
Chimera	3	Solo	56
Hag	3	Solo	168

2nd-Echelon Monster Bands

Monster Band	Level	Typical Organization	Page
Demons	4–6	Horde	65
Shadow Elves	4–6	Platoon	127
Hobgoblins	4–6	Platoon	171
Undead	4	Horde	265
War Dogs	4–6	Horde	304
Wyverns	4	Elite	324
Ashen Hoarder	4	Solo	46
Dragons	4, 6	Solo	96
Manticore	4	Solo	202
Bugbears	5	Minion	52
Devils	5–6	Elite	76
Trolls	5	Elite	254

2nd-Echelon Monster Bands cont.

Monster Band	Level	Typical Organization	Page
Elementals	5	Elite	115
Rivals	5	Elite	236
Medusa	5	Solo	204
Shambling Mound	5	Solo	246
Draconians	6	Elite	85
Olothec	6	Solo	212
Voiceless Talkers	6	Elite	286
Lord Syuul	6	Solo	293
Xorannox the Tyract	6	Solo	327

3rd-Echelon Monster Bands

Monster Band	Level	Typical Organization	Page
Demons	7–9	Horde	69
Giants	7–9	Elite	144
Ogres	7	Minion	209
Undead	7	Horde	269
War Dogs	7–9	Horde	310
Kingfissure Worm	7	Solo	187
Bugbears	8	Minion	55
Minotaurs	8	Minion	206
Rivals	8	Elite	240
Dragon	8	Solo	100
Trolls	9	Minion	257
Valok	9	Elite	282

4th-Echelon Monster Bands

Monster Band	Level	Typical Organization	Page
Demons	10	Horde	73
Minotaurs	10	Minion	208
Ogres	10	Minion	211
Undead	10	Horde	273
War Dogs	10	Elite	315
Rivals	10	Elite	243
Valok	10	Elite	285
Dragon	10	Solo	102
Count Rhodar Von Glauer	10	Solo	276
Lich	10	Solo	279
Ajax the Invincible	11	Solo	31

AJAX THE INVINCIBLE

"On behalf of the college, I would like to thank Lord Alvaro for his excellent lecture. The whole school owes you a debt for donating your time today. We will now open the floor to questions. Before we do, I would like to remind you that we enjoy a certain amount of informality here at the war college, but when speaking to Lord Alvaro, let not informality topple over into *familiarity.* We will take the first question now. Francis?"

"Thank you, sir. Lord Alvaro, what we just heard on the topic of Ajax's strategy was pretty chilling. In your opinion, as someone who knew him, how serious is he with his stance on non-humans in Orden? And how should we reconcile this with the treaties he signed with the elves and dwarves of Vasloria? Thank you for your time, my lord."

"Ah, yes," Alvaro said, eyebrows raised theatrically. "Jack's famous 'pro-human' rhetoric." And there was a susurration among the students. For the last hour, Lord Alvaro had only referred to the subject of his lecture as "Ajax." Everyone in the city knew Ajax and Alvaro attended university together, but for the first time, the students in the lecture hall understood—they had been *friends*.

"The short answer is: no. I don't believe Jack is a raving ah ... 'human supremacist,' as the broadsheets put it. That's Mortum. But he does find the idea *useful*.

"I spoke for the last hour on Jack's *tactics*. But let's talk about his high-level goals for a moment. Remember everything I just said about Vasloria. The unique problems it presents to someone like Jack. Vasloria is probably as complex a problem as Ajax will ever face. No centralized government, no infrastructure. There's no Vaslorian equivalent of the Heliopolis, or Capital, Kashiato, or Qarat al Ya'tib. So how does one *conquer* a region with no unified identity and no central command?

"Well, you *create* that identity. Consider, before the coming of Ajax, most humans in the region only knew the elves and dwarves as a source of trade! Commerce. Large-scale battles were mostly fought between human duchies.

"Ajax systematically *defeats* those dukes, replacing them with ... no one, and he forces the elves and dwarves to sign treaties at swordpoint. Like the dwarves of Kal Kalavar. They pay tribute to Ajax in forced labor. They don't send *dwarves*, oh no! They capture *humans*. Those unsuited for labor go into the Body Banks.

"So, what has Jack done? He's chopped the head off the feudal system in Vasloria leaving only far-flung baronies to fend for themselves. The people feel scared, alone. Leaderless. If the people use the roads, they risk capture by the dwarves; if they use the woods for resources, they're cut down by the elves. So they learn to *distrust* the elves and dwarves.

"I think it's a stroke of genius. *Conquering* all of Vasloria by force would be a long and bloody affair. Instead, he creates the conditions that will allow him to *save* Vasloria. He lets this field lie fallow for a few years, and, when he returns, there'll be a whole generation of young people who do not remember a time when the roads or forests were safe. Who *hate* the dwarves and elves. When Ajax returns, they will welcome him as their protector and he will unite them *against* these new enemies.

"It's a long plan, but I can't see any way it won't work. Uniting humans by pitting them against everyone else in Orden is a strategy I think he'll rely on more and more. It's working very well for him. Next question."

"Lord Alvaro, according to the broadsheets, there are many new churches in Vasloria dedicated to 'Saint' Ajax. Do you believe this is part of his grand strategy? Thank you, my lord."

"That's Mortum's doing, I'm sure of it. Mortum was a great believer in the power of religion as a tool to manipulate societies. If Jack's given it any thought at all, he'd see it as a sound strategy for his plan to return as, not just the protector, but the *savior* of the land. I suspect if Mortum hadn't pushed the idea, Jack would have thought of it sooner or later. The Pharoah of Khemhara commands *enormous* power, more than any political leader in all Orden, because uniquely he is both head of state and the chief religious officer. Even the emperors of Caelila didn't think of that. Next question."

"Thank you. Lord Alvaro, *if* Ajax is trying to conquer the world ... do you think he will succeed?"

"Yes. Unless there's rapid agreement between all the powers of the world to work together and stop him? Yes, he's going to win. It's precisely because he knew such an alliance of powers was practically impossible that he even considered a Caelian-style campaign of conquest in the first place.

"Next question."

On Ajax

He bestrides the land like one of history's great conquerors. A combination of ambition, courage, and study created a master tactician in command of a massive army collecting countless priceless treasures—and no one to stand in his way.

By Might and Merit

Ajax the Invincible has earned his title. He graduated top of his class at Capital's military academy, and then immediately launched into a campaign across his homeland of Phaedros. At his side was his advisor Mortum, a nefarious wizard who guided Ajax in the footsteps of the Caelian Empire's conquests before them.

Together, Ajax and Mortum went on to subjugate and enlist hamlet after town after city after territory with little standing in their way. When they successfully returned the Chrysopolis—an ancient flying sky-elf city—to the sky, and their accomplishments literally rose above the country—no one could ignore their might any longer.

Treasures Abound

Ajax lays claims to many powerful treasures, both gifted to him in exchange for sanctuary and taken by his own hands. The Mantle of the Phoenix Queen, a harness that conjures the wings of a phoenix. Uthgryl, the Negotiator, Blade of the Gol King, a sword so sharp that it could cleave a person's willpower in two. The Hand of Kukai, a gauntlet plated in jade that harbors powerful, forbidden magic.

His arsenal is vast and strategically picked to round out his strength. There are few situations he isn't prepared to handle.

The Iron Saint

While some of his forces may refer to Ajax as the Iron Saint, the version of him presented here hasn't taken up that title yet. Ajax the Invincible will continue to amass followers, treasures, and titles until he can ascend to his rightful status as a saint. It's up to the heroes to make sure this will never come to pass.

Ajax's Languages

Ajax speaks Caelian, Higaran, Khoursirian, Phaedran, Riojan, Vaniric, and Vaslorian.

Ajax the Leader

Ajax is a master tactician. It would stand to reason that he can enter battle leading an army instead of facing the heroes solo.

Future adventures might feature different iterations and stat blocks for Ajax. For now, you can convert Ajax the Invincible into a level 11 leader with the following adjustments:

- Reduce his encounter value to EV 52.
- Reduce his Stamina to 280.
- Remove his **Ajax Turns** trait.
- Remove all his maneuvers.
- Add the following maneuver:

  Strike Them Down Two allies within 10 squares of Ajax each move up to their speed and can use a signature ability.

- Adjust the **I'm Not Done Yet** trait so that Ajax dies at –140 Stamina instead of –350.

Tactical Stance — Ajax Feature

At the start of each round, Ajax chooses a new stance from one of the following options and gains its benefits:

Insurgent
Ajax automatically treats his initial power roll as a 17. He can still roll to determine if he scores a critical hit.

Mastermind
Before he uses an ability, Ajax can either shift up to 2 squares, or can cause one creature within line of effect to slide up to 2 squares, ignoring stability.

Vanguard
Ajax has damage immunity 5. Additionally, any enemy who makes a power roll that includes Ajax as a target has a double bane on the roll.

Ajax's Malice — Malice Features

At the start of Ajax's turn, you can spend Malice to activate one of the following features.

Reason — **2 Malice**
Ajax attempts to instill doubt into a creature within line of effect through logic and reason. The creature and Ajax make an opposed **Reason test**. If Ajax wins, he chooses to either deal 11 extra damage to one target on his next strike or to gain an additional triggered action during the current round. Ajax can't use this feature against the same creature during the same encounter.

Nexus Jewel — **5 Malice**
Until the end of the round, Ajax chooses one of the following environments he has previously visited and overlays that environment on top of the encounter map, temporarily merging multiple realities.

Incredibly High Above the Ground: The winds whip and bluster. Any creature who can't fly takes a –3 penalty to stability, and forced movement effects gain a +3 bonus to their distance against such creatures.

Swamp: The ground is difficult terrain for enemies. Any creature who starts and ends their turn in the same space is restrained (save ends).

Volcanic Canyon: The air is stiflingly hot. Each enemy takes 5 fire damage for each square they enter.

Solo Action — **5 Malice**
Ajax takes an additional main action on his turn. He can use this feature even if he is dazed.

Draw Steel — **10 Malice**
Area, Magic, Ranged, Weapon — Main action
Four 3 cubes within 10 — Each enemy and object in the area

Effect: Each target makes a test using their highest characteristic.
≤11 26 damage; bleeding and slowed (save ends)
12–16 22 damage; bleeding (save ends)
17+ 16 damage
Ajax then raises his Blade of the Gol King above his head as four giant blades emerge from the ground to fill the area. Each target is pushed into an unoccupied space adjacent to the area after the power roll is resolved. Each blade blocks line of effect and can be dismissed by Ajax at will (no action required).

Ajax the Invincible

Level 11 Solo
Human, Humanoid
EV 156

1L	7	700	2	11
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Fly, hover

Might +5 **A**gility +4 **R**eason +5 **I**ntuition +5 **P**resence +4

Ajax

Ajax Turns: Ajax takes up to three turns each round. He can't take turns consecutively. Additionally, he can use three triggered actions in a round while he isn't dazed.

End Effect: At the end of each of his turns, Ajax can take 20 damage to end up to two effects on him that can be ended by a saving throw. This damage can't be reduced in any way.

Blade of the Gol King 2d10 + 5 — Signature Ability

Charge, Magic, Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 16 damage; M<4 the target loses 1d3 Recoveries
12–16 22 damage; M<5 the target loses 1d3 Recoveries
17+ 26 damage; M<6 prone and the target loses 1d3 Recoveries

Effect: Ajax shifts up to 2 squares between striking each target.

1+ Malice: Ajax can strike one additional target for each Malice spent.

Decree by the Jade Hand 2d10 + 5

Area, Magic, Ranged — Main action
3 cube within 10 — Each enemy and object in the area

≤11 11 holy damage; slide 2; P<4 the target is hexed (save ends)
12–16 17 holy damage; slide 5; P<5 the target is hexed (save ends)
17+ 21 holy damage; slide 8; P<6 the target is hexed (save ends)

Effect: A hexed target glows green, and each of their heroic abilities has its cost increased by 2.

3 Malice: The potency increases by 1. Additionally, the ground beneath the area drops 3 squares and is difficult terrain. Each flying target who has M<5 is knocked prone.

Divine Vine 2d10 + 5

Magic, Ranged, Weapon — Maneuver
Ranged 5 — One creature or object

≤11 No effect.
12–16 The target is grabbed.
17+ 11 damage; the target is grabbed.

Effect: If the target is grabbed, Ajax can choose to keep the vine extended, pull the target adjacent to him, or pull himself adjacent to the target. The vine stays attached to a grabbed target until it takes damage from a strike, the target escapes the grab, or Ajax causes the vine to release the target (no action required).

Special: This ability can be replaced with the features of a different treasure Ajax has acquired.

Bead of Hell — 2 Malice

Area, Magic, Ranged — Maneuver
5 cube within 20 — Special

Effect: Ajax throws a glowing bead to a square within distance, which ignites at the start of Ajax's next turn and creates an area around it that lasts until the start of Ajax's following turn. Each enemy in the area when the bead ignites takes 20 fire damage, and if they have A<5, they are dazed (save ends). Any enemy who starts their turn in the area takes 10 fire damage.

I'm Not Done Yet.

Ajax dies only when his Stamina reaches –350. While his Stamina is below 0, Ajax is bleeding, he can choose any two options from his Tactical Stance trait each round, and the Director gains 2 additional Malice per round.

Is This What They Taught You?

Ranged — Triggered action
Ranged 10 — The triggering creature

Trigger: A creature within distance marks Ajax.

Effect: The target is marked while Ajax is marked. While the target is marked this way, Ajax gains an edge on power rolls against them, and whenever the target uses a triggered action involving their mark on Ajax, he can make a free strike against them.

Shieldbreaker Talisman

Magic, Melee — Triggered action
Melee 5 — The triggering creature

Trigger: An enemy within distance uses an ability to reduce damage.

Effect: Ajax makes a free strike against the target, dealing extra damage equal to twice the amount that was reduced. This extra damage can't be reduced in any way.

Who's Hesitating?

— — Triggered action
Self — Self

Trigger: A creature uses the Hesitation is Weakness ability.

Effect: Ajax shifts up to his speed and can make a free strike. If the target has R<4, this free strike also makes them weakened until the end of their next turn.

Your Obsession With Me Betrays You

Magic, Ranged — Triggered action
Ranged 10 — The triggering creature

Trigger: Ajax causes a creature within distance to gain ferocity or wrath.

Effect: If the target has I<4, they use a signature ability against a target of Ajax's choice.

You Would Flounder Your Assault? — 2 Malice

Magic — Triggered action
Self — Self

Trigger: A creature within 10 squares regains Stamina.

Effect: Ajax regains the same amount of Stamina.

Phoenix Wing King 2d10 + 5 — Villain Action 1

Area, Magic, Weapon
5 burst — Each enemy in the area

≤11 11 fire damage; A<4 weakened (save ends)
12–16 17 fire damage; A<5 weakened (save ends)
17+ 21 fire damage; A<6 weakened (save ends)

Effect: Ajax flies at high speed to cut through each target, then appears in an unoccupied space within distance.

I've Learned Their Tricks — Villain Action 2

— 3 burst — Each enemy in the area

Effect: Ajax uses the shadow elf eclipse's technique to reduce each target's surges to 0. Additionally, until the end of the round, Ajax ignores edges and double edges on any target's abilities, and ignores any nondamaging effects of any target's damage-dealing abilities.

Special: This villain action can be replaced with a villain action from a creature any target has previously encountered.

Awe of the Iron Crown — Villain Action 3

Area, Magic
7 burst — Each enemy in the area

Effect: Each target who has I<5 is knocked prone and can't stand until Ajax deals damage to them. For each target not knocked prone, Ajax can move up to his speed toward that target and use Blade of the Gol King against them.

ANGULOTLS

Found in freshwater swamps, rivers, and rainforests, angulotls (ang-wa-LAH-tuls) are diminutive, brightly colored amphibious humanoids. Rather than defending their settlements and breeding grounds against hostile creatures, these poisonous frog folk prefer to establish their homes in places that are nigh-impossible for other humanoids to find, such as underwater caves and other enclosed spaces accessible only by water. Angulotls are happy to hide and watch a gaggle of noisy adventurers stumble past the entrance to their clutch without realizing it. But though they prefer to avoid combat, whenever they're threatened or pressed, angulotls can turn deadly.

Deadly Toxins

Angulotls are poisonous creatures, which suits their preference to avoid aggression—because they don't need it! The contact toxin secreted by their skin gives them an edge in close combat, and they also distill this toxin into more potent forms for coating blades and tipping darts.

Indicator Species

Angulotl physiology is delicately balanced, and it doesn't take much to upset that balance. While toxins don't kill them, they are still affected by pollutants in their waters. Ongoing contamination of their environment can corrupt angulotls, making them aggressive, confused, and angry. Most pollution-corrupted angulotls eventually attack any creature who crosses their path—even other angulotls! Runoff from magical experimentation seems to affect them the most—and sometimes grants them strange abilities.

Moisture Dependent

Angulotls breathe through their skin, so they need to stay damp or they suffocate. They often avoid travel in dry areas, and they prefer not to stray far from sources of freshwater unless it's raining.

Clawfish

Known as q'ukutxal (koo-OOK-oot-shaal) to angulotls, the clawfish resembles a moray eel with eight reptilian legs. These small animals can slither through grass and clamber up trees nearly as well as they glide through river currents. Angulotls train them not only to pull rafts, but to cleverly fight by grabbing and electrocuting foes.

Angulotl Languages

Most angulotls speak Filliaric.

Wet

Angulotls make use of a unique effect called "wet." While wet, an angulotl doesn't provoke opportunity attacks by moving. At the same time, any non-angulotl who is wet and ends their turn with none of their movement remaining slips and falls prone. Several angulotl abilities can impose this effect, but a creature in an encounter featuring angulotls can also become wet by entering water, as the Director determines.

Angulotl Malice

Malice Features

At the start of any angulotl's turn, you can spend Malice to activate one of the following features.

Leapfrog — **3 Malice**

Until the end of the round, when an angulotl moves through an inactive angulotl's space, the inactive angulotl can use a free triggered action to jump 3 squares.

Resonating Croak — **5 Malice**

Each angulotl in the encounter puffs out their throat and starts loudly droning Any non-angulotl adjacent to an angulotl makes an **Intuition test.**

- ≤11 5 sonic damage; slowed (EoT)
- 12-16 4 sonic damage
- 17+ No effect.

Rainfall — **7 Malice**

An angulotl calls clouds to cover the encounter map and unleash rain until the end of the round. Any creature or object that is exposed to the sky is wet until the end of the encounter.

They like humans! Adults tend to freak them out a little. I don't think they realize tall humans are the same species as tiny humans!

Pinna, Hedge Witch, Gravesford

Angulotl Cleaver

Level 1 Minion Ambusher
Angulotl, Humanoid
EV 3 for 4 minions

1S	6	4	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 2
Movement: Climb, swim
Weakness: —
With Captain: +1 damage bonus to strikes

Might 0 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Hop and Chop 2d10 + 2
Melee, Strike, Weapon
Melee 1
One creature or object per minion

Signature Ability
Main action

≤11 2 damage
12–16 4 damage
17+ 5 damage

Effect: The cleaver jumps up to 4 squares before or after making this strike.

Toxiferous
Whenever an adjacent enemy grabs the cleaver or uses a melee ability against them, that enemy takes 1 poison damage.

Angulotl Dart

Level 1 Minion Artillery
Angulotl, Humanoid
EV 3 for 4 minions

1S	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 2
Movement: Climb, swim
Weakness: —
With Captain: +4 bonus to ranged distance

Might 0 **A**gility +2 **R**eason +1 **I**ntuition 0 **P**resence 0

Poison Dart 2d10 + 2
Ranged, Strike, Weapon
Ranged 8
One creature per minion

Signature Ability
Main action

≤11 2 poison damage
12–16 4 poison damage
17+ 5 poison damage

Effect: The dart gains an edge on this ability against any target who has less than full Stamina.

Toxiferous
Whenever an adjacent enemy grabs the dart or uses a melee ability against them, that enemy takes 1 poison damage.

Angulotl Pollywog

Level 1 Minion Harrier
Angulotl
EV 3 for 4 minions

1S	6	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 2
Movement: Climb, swim
Weakness: —
With Captain: +2 bonus to speed

Might 0 **A**gility +2 **R**eason –2 **I**ntuition –2 **P**resence 0

Nip 2d10 + 2
Melee, Strike, Weapon
Melee 1
One creature per minion

Signature Ability
Main action

≤11 1 poison damage
12–16 2 poison damage; the pollywog can shift 1 square
17+ 3 poison damage; the pollywog shifts up to 3 squares

Quick Snack
Any angulotl who can target the pollywog with a melee free strike can eat them as a maneuver. The angulotl regains 4 Stamina and is wet until the end of their next turn.

Clawfish

Level 1 Minion Brute
Angulotl, Animal
EV 3 for 4 minions

1S	5	5	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Lightning 3, poison 2
Movement: Climb, swim
Weakness: —
With Captain: Gain an edge on strikes

Might 0 **A**gility +2 **R**eason –3 **I**ntuition –2 **P**resence +1

Hookclaw 2d10 + 2
Melee, Strike, Weapon
Melee 1
One creature or object per minion

Signature Ability
Main action

≤11 2 damage
12–16 4 damage
17+ 5 damage; grabbed

Effect: Any target grabbed this way takes 2 lightning damage at the start of each of their turns.

Shocking
At the start of each of their turns, the clawfish deals 2 lightning damage to each wet enemy within 2 squares.

Angulotl Needler

Level 1 Horde Artillery
Angulotl, Humanoid
EV 3

1S	5	10	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 2
Movement: Climb, swim
Weakness: —

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

Blowgun 2d10 + 2
Ranged, Strike, Weapon
Ranged 15
Signature Ability
Main action
One creature

≤11 4 poison damage
12–16 6 poison damage
17+ 7 poison damage

2 Malice: A target who has M < 2 is weakened (save ends). A target weakened this way takes 2 poison damage at the start of each of their turns.

Toxiferous
Whenever an adjacent enemy grabs the needler or uses a melee ability against them, that enemy takes 2 poison damage.

Angulotl Slink

Level 1 Horde Ambusher
Angulotl, Humanoid
EV 3

1S	5	15	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 2
Movement: Climb, swim
Weakness: —

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

Tonguelash 2d10 + 2
Melee, Strike, Weapon
Melee 6
Signature Ability
Main action
One creature or object

≤11 4 damage; pull 2
12–16 6 damage; pull 4
17+ 7 damage; pull 6

Effect: The target is wet (save ends). Any ally targeted by this ability ignores the damage, is wet until the end of the encounter, and is pulled up to 6 squares, ignoring stability.

Hop To It
—
Self
2 Malice
Free maneuver
Self

Effect: The slink jumps up to 3 squares. If they have cover or concealment when they land, they can attempt to hide.

Adhesive
The slink excretes a sticky residue into their square at the end of each of their turns. Any non-angulotl who enters or leaves the square is stuck, and must use a maneuver to break free or be restrained until the end of their turn. Objects are likewise affected, and a creature must use a maneuver to remove an object from the square.

Toxiferous
Whenever an adjacent enemy grabs the slink or uses a melee ability against them, that enemy takes 2 poison damage.

Angulotl Wave

Angulotl, Humanoid

Level 1 Horde Controller
EV 3

1S	5	10	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 2
Movement: Climb, swim

Weakness: —

Might 0 **A**gility 0 **R**eason 0 **I**ntuition +2 **P**resence +2

Refulgent Beams 2d10 + 2
Magic, Ranged, Strike
Ranged 8
Signature Ability
Main action
Two creatures or objects

≤11 3 holy damage
12-16 4 holy damage; **R < 1** the target is illuminated (save ends)
17+ 5 holy damage; **R < 2** the target is illuminated (save ends)

Effect: An illuminated creature or object can't hide or become invisible, and any strike made against an illuminated target gains an edge.

Noxious Bubble
Area, Magic, Ranged
2 cube of unoccupied space within 10
2 Malice
Main action
Special

Effect: A bubble of toxic gas fills the area, ready to pop. If any creature or object touches the bubble or if the bubble takes damage, it bursts. Each angulotl adjacent to the bubble is wet until the end of the encounter, and each enemy adjacent to the bubble makes a **Might test.**

≤11 3 poison damage; the target is wet and weakened (save ends)
12-16 2 poison damage; the target is wet (save ends)
17+ 1 poison damage; the target is wet (EoT)

Toxiferous
Whenever an adjacent enemy grabs the wave or uses a melee ability against them, that enemy takes 2 poison damage.

Angulotl Tactics

Angulotls are not generally aggressive, and if confronted, a patrol of frog folk will usually exchange a few blows before performing a harrying retreat to their hidden villages. In defense of their homes, however, they become much fiercer and more determined. In these battles, angulotls try to force fights in or near water to take advantage of their amphibious nature and the wet effect.

Simple patrols are usually made up of slippery captains leaping into the backline and harassing low-Stamina heroes while their minion hordes keep higher-Stamina heroes engaged. In larger engagements their tactics become more defensive to protect their high-value units. They tend to stay in close and coherent groups to take advantage of support abilities.

Angulotl Sample Encounters

- **Clawfish Ranchers, 18 EV:** Twelve clawfish, four pollywogs, two needlers
- **Homeguard Scouts, 24 EV:** Sixteen cleavers, eight darts, one needler, two slinks
- **Corrupted Clutch, 34 EV:** Eight clawfish, twelve cleavers, eight pollywogs, one needler, two slinks, one wave
- **Angulotl Assault Squad, 48 EV:** Eight clawfish, twelve cleavers, twelve darts, two needlers, two slinks, one daybringer

Angulotl Daybringer

Level 1 Leader

Angulotl, Humanoid

EV 12

1M	5	80	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 3
Movement: Climb, swim

Weakness: —

Might +3 **A**gility +2 **R**eason 0 **I**ntuition +2 **P**resence 0

Acid Grasp 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 7 acid damage; **A < 1** dazed (save ends)
12–16 10 acid damage; **A < 2** dazed (save ends)
17+ 13 acid damage; **A < 3** dazed (save ends)

Effect: The next time the target makes a strike against the daybringer, the target takes 4 acid damage after the strike is resolved.

1 Malice: The daybringer jumps up to 3 squares before or after using this ability.

Sun Lamp
— — Maneuver
Self — Self

Effect: The daybringer expands their throat to make it resemble the sun until the start of their next turn. During that time, each angulotl who starts their turn within 10 squares of the daybringer regains 5 Stamina and gains a +3 bonus to speed until the end of their turn.

Tongue Slap
Melee — Triggered action
Melee 5 — One creature

Trigger: The target makes a strike against the daybringer or an ally that isn't a critical hit.

Effect: The outcome of the strike's power roll is reduced by one tier.

2 Malice: The target is pulled up to 4 squares after the strike resolves.

Moisturizing End Effect
At the end of each of the daybringer's turns, they can either take 5 damage or end the wet effect on an adjacent creature in order to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

New Dawn — **Villain Action 1**
Ranged
Ranged 10 — Special

Effect: Four **angulotl pollywogs** erupt from the daybringer's back and waddle into unoccupied spaces within distance.

Plague of Frogs — **Villain Action 2**
Area
8 burst — Self and each ally in the area

Effect: Each target can jump up to 4 squares. Each non-minion target can make a free strike at the end of the jump.

It Is Day — **Villain Action 3**
—
Special — Special

Effect: The encounter map dries up and each enemy and object on it is illuminated until the end of the encounter. An illuminated creature or object can't hide or become invisible, and any strike made against an illuminated target gains an edge. Additionally, each enemy in the encounter who is wet has that effect end and takes 6 acid damage. Each angulotl in the encounter has a double edge on their next strike.

Toxiferous
Whenever an adjacent enemy grabs the daybringer or uses a melee ability against them, that enemy takes 3 poison damage.

ANIMALS

The natural denizens of every world, animals ferocious, atrocious, and precocious roam the lands between and among settlements of humanoids and other folk. Whether they graze or hunt, stay solitary or move in packs, fight danger or fly from it, all animals share a singular goal—to live. Most animals are not monsters, but some are twisted by magic and malice to *become* monsters. A hero wouldn't mercilessly kill a pack of hungry wolves—but they'll slay rot-magic dire wolves created by vampires. In many cases, animals are more likely to be bystanders than threats in an encounter.

Animal Traits

This section presents a number of default animal stat blocks with basic features. You can customize those stat blocks by adding traits from the following categories to more closely model the animal's most identifiable features. You can spend up to 4 points on traits to add to a stat block without increasing the encounter value. Each point you spend after 4 increases the stat block's EV by 2. Unless otherwise specified, you can select a trait only once.

Mobility Traits

Mobility traits cover a wide range of the options that keep animals moving.

Burrowing (2 Points)

The animal can burrow.

+1 Point: The animal can burrow through stone, creating a tunnel of their size in each square of stone they move through.

Typically Used By: Ants, groundhogs, mohlers.

Climbing (1 Point)

The animal can automatically climb at full speed while moving.

Typically Used By: Jaguars, monkeys.

Flight (2 Points)

The animal can fly, and their stability decreases by 2 (to a minimum of 0).

+1 Point: The animal can also hover.

Typically Used By: Bees, birds.

Leaping (2 Points)

On their turn, the animal can high jump or long jump up to half their speed. This jump can allow the animal to move more squares than their speed.

Typically Used By: Frogs, rabbits.

Slinking (1 Point)

The animal can use a move action to shift up to 3 squares, even while prone.

Typically Used By: Snakes, vermin.

Swiftness (1 Point)

The animal has a +2 bonus to speed, and they ignore difficult terrain. (This trait can be selected twice.)

Typically Used By: Tigers, wolves.

Swimming (1 Point)

The animal can automatically swim at full speed while moving.

Typically Used By: Fish, penguins.

Lots of Options!

When using animal traits, think about using one mobility trait and either a defensive or an offensive trait to capture the sense of the animal. Other animal traits that don't need to be on the stat block can emerge naturally through gameplay, such as a cat taking no damage from a fall.

Defensive Traits

Defensive traits help animals stay out of danger—or to set ambushes for unwary prey.

Camouflage (1 Point)

The animal can attempt to hide even while observed. While no enemy has line of effect to the animal, they can automatically hide at the end of their turn.

Typically Used By: Chameleons, foxes, tigers.

Fearsome (2 Points)

As a maneuver, the animal makes an imposing display. Each enemy within 2 squares of the animal who has **I < 1** must shift 3 squares in a straight line away from the animal.

Typically Used By: Aardvarks, lions, peacocks.

Pack (1 Point)

While adjacent to an ally, the animal can't be flanked or be made frightened.

Typically Used By: Hyenas, sheep, wolves.

Plated (1 Point)

The animal has a +2 bonus to stability, and melee strikes against them take a bane.

Typically Used By: Beetles, crabs, turtles.

Spiny (1 Point)

Whenever an adjacent enemy grabs the animal or uses a melee ability against them, that enemy takes 3 damage.

Typically Used By: Porcupines, urchins.

Stench (2 Points)

At the start of the animal's turn, each enemy adjacent to the animal who has **M < 1** must shift 1 square away from the animal.

Typically Used By: Oxen, skunks, wolverines.

Thick Hide (1 Point)

The animal starts any combat encounter with 10 temporary Stamina. (This trait can be selected twice.)

Typically Used By: Bears, elephants, rhinoceroses.

Unrelenting (2 Points)

Once per combat, when the animal is reduced to 0 Stamina, they can choose to either remain alive with 1 Stamina or immediately move up to their speed and make a free strike before dying.

Typically Used By: Bears, boars.

Wiggly (1 Point)

The animal ignores opportunity attacks and gains an edge on the Escape Grab maneuver.

Typically Used By: Eels, lizards, rats.

Withdraw (2 Points)

Whenever the animal takes damage, they can use a triggered action to halve that damage and all other damage they take until the start of their next turn.

Typically Used By: Armadillos, turtles.

Offensive Traits

When animals hunt or face off against threats, they bring a wide range of offensive traits to bear.

Charger (1 Point)

The animal's signature ability has the Charge keyword, and they gain an edge on that ability if it is used as part of the Charge main action.

Typically Used By: Boars, rhinoceroses, swordfish.

Frenzy (1 Point)

The animal gains an edge on strikes against creatures who are bleeding or winded.

Typically Used By: Blood bats, piranhas, sharks.

Grappler (1 Point)

If the target of the animal's signature ability has **A < 1**, they are grabbed by the animal.

+1 Point: An enemy grabbed by the animal takes a bane on the Escape Grab maneuver.

Typically Used By: Apes, octopuses, snakes.

Hunter (1 Point)

The animal ignores concealment.

Typically Used By: Eagles, rats, wolves.

Multilimb (2 Points)

The animal can target one additional creature or object whenever they make a free strike, use the Grab maneuver, or use the Knockback maneuver. (This trait can be selected twice.)

Typically Used By: Monkeys, octopuses, quadrakangas.

Pouncer (1 Point)

As a maneuver, the animal jumps up to 3 squares. If they land on an enemy their size or smaller, that enemy is knocked prone and the animal can make a free strike against them.

Typically Used By: Foxes, wild cats.

Power (1 Point)

Whenever the animal force moves a target, they have a +2 bonus to the forced movement distance.

Typically Used By: Bears, bulls, lions.

Projectile (2 Points)

The animal's signature ability gains the Ranged keyword and adds Ranged 10 to its distance.

Optional: The animal's signature ability can deal acid or cold damage.

Typically Used By: Archer fish, snakes.

Reach (1 Point)

The animal's signature ability gains a +2 bonus to distance. (This trait can be selected twice.)

Optional: The animal's signature ability can deal fire or sonic damage.

Typically Used By: Frogs, giraffes, pistol shrimp.

Venom (1 Point)

The animal's signature ability deals an extra 2 poison damage, and if the target has **M < 1**, they are weakened (save ends).

Typically Used By: Platypuses, snakes, wasps.

Web (2 Points)

The animal gains the following ability.

Web

Area, Weapon — Maneuver

3 cube within 1 — Each creature in the area

≤11 **A < 0** restrained (save ends)

12–16 **A < 1** restrained (save ends)

17+ **A < 2** restrained (save ends)

Effect: The area is difficult terrain for enemies until the end of the encounter.

Typically Used By: Pelagic snails, spiders.

Supernatural Traits

Animals who channel magic or psionic power can show off a range of unusual supernatural traits.

Death Fumes (10 Points)

Whenever the animal takes damage, each creature adjacent to the animal who has **M < 1** takes damage equal to half the creature's current Stamina.

Typically Used By: Death snails.

Elemental (2 Points)

The animal has an affinity for one of the following damage types: acid, cold, corruption, fire, lightning, poison. The animal has damage immunity 3 to the chosen damage type, and their strikes deal the chosen damage type instead of their original damage type.

Typically Used By: Fire salamanders, ice bats.

Gelatinous (2 Points)

The animal can move through spaces as if they were size 1T. Whenever the animal takes damage, they can use a triggered action to separate into two animals. Each new animal has the same statistics as the original but has half the original's current Stamina.

Typically Used By: Earthworms, thunderjellies.

Hypnosis (2 Points)

As a maneuver, the animal targets one enemy within 5 squares with their gaze, movements, or vocalizations. If the enemy has **R < 1**, they are dazed (save ends).

Typically Used By: Angler fish, snakes, tigers.

Imposer (2 Points)

The animal's size increases by 1 (to a minimum of size 2), and they gain a +2 bonus to stability. Additionally, the animal gains a +3 damage bonus to strikes.

Typically Used By: Dire animals, terror lizards.

Pass Through (2 Points)

The animal can move through solid matter, and strikes made against them take a bane. If the animal ends their turn inside solid matter, they are shunted out into the space from which they entered it.

Typically Used By: Barn owls, tiger wraiths.

Translation (2 Points)

The animal can teleport.

+1 Point: The animal can also hover.

Typically Used By: Quantum spiders, thrazzes.

Animal Stat Blocks

The following stat blocks can be used to describe everyday animals capable of acting as threats or challenges to the heroes under appropriate circumstances. Alternatively, you can add traits to these stat blocks to describe animals of a specific type. If you're adding traits to animal stat blocks, build out your custom animals ahead of time to lessen the amount of flipping back and forth between stat blocks and traits during play.

Animal Notation

When building an animal by adding traits to a stat block, you can use a shorthand to describe the animal. For example, a dire wolf might be denoted as "Predator B: Swiftness, Pack, Hunter" to indicate that you're using the Predator B stat block with the Swiftness, Pack, and Hunter traits.

The Example Animals table breaks out a number of animals using this notation. Selected traits are listed in order by category—mobility, defensive, offensive, and supernatural.

Can I Make a Harmless Animal?

You certainly can! Animal traits can be applied to the **noncombatant** stat block to make unimposing animals the heroes can rescue (see Harmless Creatures in the Introduction section). Surviving a wild animal attack can also be handled through group tests and montage tests as if those animals were environmental challenges to overcome rather than individual threats.

Animal

Animal — **Level 1 Elite Harrier** — EV 12

1M	6	60	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +2 **R**eason –2 **I**ntuition +1 **P**resence –2

Natural Weapon 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 6 damage
12–16 9 damage
17+ 12 damage
Effect: The animal shifts up to 2 squares between strikes.

Signature Ability
Main action
Two creatures or objects

Rush
—
Manuever
Self
Self
Effect: The animal moves up to their speed.

Nature's Spirit
While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.

Animal Swarm

Animal, Swarm — **Level 1 Elite Hexer** — EV 12

2	5	40	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might –2 **A**gility +1 **R**eason –3 **I**ntuition +2 **P**resence –3

Flurry 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 6 damage
12–16 9 damage; pull 1
17+ 12 damage; pull 2
Effect: If the target is pulled into the animal swarm, that forced movement deals damage only at the Director's determination.

Signature Ability
Main action
Two creatures or objects

Swarm
The animal swarm can move through spaces as if they were a size 1M creature, and can occupy other creatures' spaces. At the start of each of the animal swarm's turns, they can make a free strike against each creature whose space they share.

Impede
Area
1 aura
Manuever
Special
Effect: The area is difficult terrain for enemies until the start of the animal swarm's next turn.

Nature's Spirit
While outdoors or in a natural environment, the animal swarm can negate a bane on their abilities or turn a double bane into a bane.

Big Animal A

Level 1 Elite Mount
Animal
EV 12

2	6	60	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 **A**gility +2 **R**eason –2 **I**ntuition +1 **P**resence –2

Natural Weapon 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 6 damage
12–16 9 damage; A < 1 3 damage
17+ 12 damage; A < 2 3 damage

Signature Ability
Main action
Two creatures or objects

Toss
Melee
Melee 1
Maneuver
One creature or object

Special: The target must be the animal's size or smaller.

Effect: The target vertical slides up to 3 squares. If the target is an ally, they can make a free strike at the end of the forced movement, then fall without taking damage.

Juke
—
Self
Triggered action
Self

Trigger: The animal is targeted by an area ability.

Effect: The animal shifts up to 2 squares before the ability resolves.

Nature's Spirit
While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.

Big Animal B

Level 2 Elite Mount
Animal
EV 16

3	6	80	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +1 **R**eason –1 **I**ntuition +1 **P**resence 0

Natural Weapon 2d10 + 2
Melee, Strike, Weapon
Melee 2
≤11 7 damage
12–16 10 damage; push 1
17+ 13 damage; push 2

Signature Ability
Main action
Two creatures or objects

Trundle
—
Self
Maneuver
Self

Effect: The animal moves up to their speed. They can make a free strike against each creature who makes an opportunity attack against them during this movement.

Animal Rally
—
Ranged 20
Triggered action
One ally

Trigger: The target is knocked prone.

Effect: The animal moves up to their speed. If they end their turn adjacent to the target, they can use the Stand Up maneuver to let the target stand, then get on to ride them.

Beast of Burden
While riding the animal, two size 1 allies can occupy the same space.

Nature's Spirit
While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.

Example Animals

Animal	Environment	Stat Block	Animal Traits	EV	Description
Rot bat	Caves, desolate battlefields	Animal	Flight, Hunter, Elemental (corruption)	14	This large, mangy bat has a skin-peeling bite and a terrible scream.
Thrazz	Throughout the timescape	Animal	Grappler, Hunter, Translation	12	This hexocular, hexapod canine has no fur and knows no fear.
Wild horse	Grasslands, canyons	Big Animal A	Swiftness ×2, Charger	12	A grazing equine, a wild horse has a remarkable top speed and a powerful charge.
Quadrakanga	Throughout the timescape	Big Animal A	Leaping, Multilimb, Pouncer	14	This highly aggressive four-armed kangaroo has a punch that can pierce steel.
Rhinoceros	Grasslands, deserts	Big Animal B	Plated, Charger, Power	16	A horn-nosed ungulate with a plated hide, a rhinoceros has poor eyesight.
Cass-o-war	Canyons, jungles	Big Animal B	Swiftness, Fearsome, Reach	16	A cass-o-war is a long-limbed sprinting bird with a colorful collar of waddles and a whiplike tail.
Bear	Forests, arctic	Predator A	Climbing, Thick Hide, Unrelenting	12	A bear is an imposing mammal with loose, thick skin and a huge appetite.
Titan beetle	Caves, jungles	Predator A	Flight, Plated, Multilimb	14	This hardy beetle can stand on their hind legs, creating the appearance of an armored warrior.
Dire wolf	Forests, swamps	Predator B	Swiftness, Pack, Hunter	16	This massive wolf is covered in rot and spiked fur.
Wode toad	Any wode	Predator B	Leaping, Grappler, Reach ×2	18	A giant hairy toad, the wode toad has clawed limbs and two tongues, one on both ends.
Piranha school	Rivers, swamps	Animal swarm	Swimming, Spiny, Frenzy	12	Piranhas are an aggressive species of fanged fish that leave no remnants of their prey behind.
Slag mite swarm	Desolate battlefields	Animal swarm	Burrowing, Venom	12	A species of silver bugs, slag mites have powerful mandibles they use to feed on iron and copper.

Predator A

Animal

Level 1 Elite Brute
EV 12

2	5	80	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +1 | **A**gility +2 | **R**eason –2 | **I**ntuition +1 | **P**resence +1

Natural Weapon 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 7 damage
12-16 10 damage; M<1 prone
17+ 13 damage; M<1 prone

Signature Ability
Main action
Two creatures or objects

Ready to Strike
—
Maneuver
Self
Self

Effect: The predator assesses their environment or lets loose a threatening roar and gains an edge on their next strike.

Quick Strike
Melee, Strike, Weapon
Melee 1
Triggered action
The triggering creature or object

Trigger: A creature or object comes within distance.

Effect: The predator makes a free strike against the target. If the predator was hidden from the target, the strike deals an extra 3 damage.

Nature's Spirit
While outdoors or in a natural environment, the predator can negate a bane on their abilities or turn a double bane into a bane.

Predator B

Animal

Level 3 Elite Brute
EV 16

3	5	100	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +2 | **A**gility +1 | **R**eason –1 | **I**ntuition +1 | **P**resence 0

Natural Weapon 2d10 + 2
Melee, Strike, Weapon
Melee 2
≤11 7 damage
12-16 11 damage; push 1; M<1 prone
17+ 14 damage; push 2; M<1 prone

Signature Ability
Main action
Two creatures or objects

Wild Swing
Area, Weapon
1 burst
Main action
Each enemy or object in the area
≤11 3 damage
12-16 6 damage
17+ 8 damage; A<2 bleeding (save ends)

Swat
Melee
Melee 1
Triggered action
The triggering creature or object

Trigger: A creature or object within distance deals damage to the predator.

Effect: The target is pushed up to 5 squares.

Trample
The predator can move through enemies' and objects' spaces at their usual speed. Any mundane size 2 or smaller object whose space they move through is destroyed. When the predator enters a creature's space for the first time on a turn, that creature takes 3 damage.

Nature's Spirit
While outdoors or in a natural environment, the predator can negate a bane on their abilities or turn a double bane into a bane.

ARIXX

Pebbles dance as the ground quivers. A spray of rock and earth shatters the afternoon's peace, and an arixx blooms from the earth. Their mandibles drip sizzling acid as a talon impales their next meal—sometimes a fat sheep, other times a shepherd.

An arixx is a chitinous burrowing insectoid beast who stands taller than a horse. Their hooked claws and serrated mandibles are fearsome weapons, but even more dangerous is the stream of caustic spittle they use to dissolve their prey.

Pastoral Pest

Although arixxi can be found anywhere, they are a particular plague in settled lands. An arixx hunts alone, lurking a few feet below roadways and pastures. When their sensitive antennae detect movement above, they burst from the earth, dragging living prey into their tunnels to be devoured. These hit-and-run tactics make the arixx virtually impossible to eradicate—unless they have the bad luck to ambush a party of well-armed adventurers. Many communities pay a handsome bounty for a slain arixx.

Terror of the Thaw

Arixxi are a year-round menace in the warmest lands. In temperate places, arixxi hibernate during the winter, granting farmers a season of peace. But this respite is paid for on the first thaw of spring, when every arixx awakens ravenous on the same day and bursts from the ground to feed.

Arixx Malice

Malice Features

At the start of an arixx's turn, you can spend Malice to activate one of the following features.

Burning Maw — **3 Malice**
The arixx dribbles acid over their mandibles, causing the next strike they make to gain an edge and deal an extra 3 acid damage.

Geyser — **5 Malice**
The arixx's underground tunnels swell with pressure, causing a sudden influx of hot gas to burst from a 3-square-by-3-square area anywhere on the surface. Each enemy in the area makes an **Agility test**.

- ≤11: 4 damage; vertical push 5
- 12–16: 4 damage; vertical push 3
- 17+: The target shifts to the nearest unoccupied space outside the area.

Solo Action — **5 Malice**
The arixx takes an additional main action on their turn. They can use this feature even if they are dazed.

Earth Sink — **7 Malice**
The encounter map suddenly quakes, then begins to sink. Each creature on the ground who has A<1 is knocked prone. Until the end of the encounter, each creature who starts their turn on the ground and can't burrow must spend 1 additional square of movement to leave their starting position, or 2 squares if they start their turn prone or underground. A creature who starts and ends their turn in the same space on the ground and can't burrow sinks 1 square into the ground.

Arixx

Level 1 Solo

Arixx, Beast

EV 36

2	5	200	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Burrow

Might +3 **A**gility +1 **R**eason –3 **I**ntuition +1 **P**resence –4

Solo Monster

End Effect: At the end of each of their turns, the arixx can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The arixx can take two turns each round. They can't take turns consecutively.

Earthwalk

Difficult terrain composed of earth or loose rock doesn't cost the arixx extra movement.

Soft Underbelly

A prone creature making a melee strike against the arixx has a double edge on the strike instead of taking a bane.

Bite 2d10 + 3

Signature Ability

Melee, Strike, Weapon — Main action
Melee 2 — One creature or object

≤11 9 damage; grabbed
12–16 13 damage; grabbed
17+ 16 damage; grabbed

Effect: A size 1 target grabbed this way takes 3 acid damage at the start of each of their turns.

Claw Swing 2d10 + 3

Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 5 damage; **A < 1** grabbed
12–16 8 damage; **A < 2** grabbed
17+ 11 damage; **A < 3** grabbed

Effect: The arixx can vertically slide each grabbed target up to 3 squares.

Spitfire 2d10 + 3

Ranged, Strike, Weapon — Main action
Ranged 10 — Two creatures or objects

≤11 4 acid damage
12–16 6 acid damage
17+ 7 acid damage; prone

Effect: The ground beneath each target is covered in burning acid until the end of the encounter. Any enemy who enters an affected space for the first time in a round or starts their turn there takes 2 acid damage.

Dirt Devil

3 Malice

Area — Main action
3 burst — Each enemy in the area

≤11 4 damage
12–16 6 damage; push 2
17+ 7 damage; push 4

Effect: The arixx flings rocks and debris to fill the area, and has a double edge on the power roll if they started their turn underground. The area is difficult terrain.

Dust Cloud

Area — Maneuver
1 burst — Special

Effect: The arixx kicks up dust to fill the area until the start of their next turn, then moves up to their speed. Any enemy in the area or who targets a creature in the area takes a bane on power rolls.

Skitter

— — Triggered action
Self — Self

Trigger: The arixx takes damage.

Effect: The arixx halves the damage and shifts up to 3 squares after the triggering effect resolves.

Acid Spew 2d10 + 3

Villain Action 1

Area, Weapon
10 × 2 line within 1 — Each creature and object in the area

≤11 5 acid damage
12–16 8 acid damage
17+ 11 acid damage

Effect: The ground in the area is covered in a puddle of acid until the end of the encounter. Any enemy who enters the area for the first time in a round or starts their turn there takes 2 acid damage.

Sinkhole

Villain Action 2

—
Self — Self

Effect: The arixx shifts up to their speed. If they end this shift above ground and within 2 squares of a creature, they use Bite against the creature and can then use the Dig maneuver.

Acid and Claws 2d10 + 3

Villain Action 3

Area, Weapon
2 burst — Each creature in the area

≤11 5 acid damage; **M < 1** weakened (save ends)
12–16 8 acid damage; **M < 2** weakened (save ends)
17+ 11 acid damage; **M < 3** weakened (save ends)

ASHEN HOARDER

Grave robbing is a dangerous business, but necromancers need bodies for their experiments. To procure supplies and stay out of danger, these mages build ashen hoarders—hulking constructs made of magically reinforced humanoid bones.

Appendages and Spikes

Ashen hoarders sport four long legs made from compact columns of bone, allowing them to move quickly and avoid creatures who might try to hinder the construct's grim work. Powerful clawed arms aid the hoarder in digging up corpses and fighting enemies.

When an ashen hoarder obtains corpses, they impale them on the many sharp bones protruding from their back. These spikes secure the corpses and charge them with corruptive energy, ensuring the cargo is ready for experimentation when it arrives at the necromancer's door.

Weaponized Bodies

These automatons are equipped to protect their cargo. If enemies corner an ashen hoarder, the construct can use the energy stored within their corpses to reanimate them as deadly mines, detonating the remains with explosive corruptive energy. Once the threat is dead, the ashen hoarder can retrieve the enemies' remains and recollect the pieces of their original load.

Soul Shackle

Creating and powering an ashen hoarder requires a vast amount of necromantic energy. Along with an entire ossuary worth of bones to construct its body, powering the construct requires a soul. That soul is divided between the hoarder and an object known as a Soul Shackle—usually a ring or an amulet—that is used to command the construct. Destroying the Soul Shackle can free the trapped soul, but doing so sends an ashen hoarder into an indiscriminate unshackled rage as they feel part of their stolen soul shredded into oblivion. The construct lashes out against any living creature they can before collapsing in on themself. Freeing the soul still trapped inside the ashen hoarder's remains requires completing the Find a Cure downtime project in *Draw Steel: Heroes* and the assistance of a powerful holy figure.

Ashen Hoarder Malice

Malice Features

At the start of an ashen hoarder's turn, you can spend Malice to activate one of the following features.

Relentless Strikes — **3 Malice**
The ashen hoarder moves up to their speed and can make a free strike against two targets.

Blade Wall — **5 Malice**
The ashen hoarder summons a 10 wall of bones and blades into unoccupied squares within 5 squares of them. Each square of the wall has 5 Stamina. An enemy who comes adjacent to the wall for the first time in a round or starts their turn there takes 3 damage.

Solo Action — **5 Malice**
The ashen hoarder takes an additional main action on their turn. They can use this feature even if they are dazed.

Bone Storm — **7 Malice**
The ashen hoarder launches bone lances into the air, raining them down on enemies and impaling those unlucky enough to be on the receiving end. Each enemy within 20 squares of the ashen hoarder makes an **Agility test**.

- ≤11 — 14 damage; restrained and bleeding (save ends)
- 12-16 — 11 damage; bleeding (EoT)
- 17+ — 6 damage

Ashen Hoarder

Construct, Undead

Level 4 Solo
EV 72

3	8	350	3	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: Holy 5
Movement: Burrow

Might +4 **A**gility –2 **R**eason –2 **I**ntuition 0 **P**resence –5

Solo Monster

End Effect: At the end of each of their turns, the ashen hoarder can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The ashen hoarder can take two turns each round. They can't take turns consecutively.

Claw and Blade 2d10 + 4

Signature Ability
Melee, Strike, Weapon
Main action
Melee 2
Two creatures or objects

≤11 10 damage; if one target has **M<2** they are bleeding (save ends); if the other target has **A<2** they are grabbed
12–16 15 damage; if one target has **M<3** they are bleeding (save ends); if the other target has **A<3** they are grabbed
17+ 18 damage; **M<4** bleeding (save ends); **A<2** grabbed

Effect: The ashen hoarder can have up to two size 1 creatures grabbed at a time.

Corpse Bomb 2d10 + 4

Area, Magic, Ranged
Main action
4 cube within 20
Each enemy in the area

≤11 4 damage; **A<2** weakened (save ends)
12–16 8 damage; **A<3** weakened (save ends)
17+ 11 damage; **A<4** weakened (save ends)

2 Malice: Any enemy weakened this way is instead slowed and weakened (save ends).

3 Malice: The ashen hoarder targets a second 4 cube within distance.

Impale

3 Malice
Area, Weapon
Main action
4 × 1 line within 1
Each creature in the area

≤11 6 corruption damage; **M<2** the target is impaled (save ends)
12–16 11 corruption damage; **M<3** the target is impaled (save ends)
17+ 14 corruption damage; **M<4** the target is impaled (save ends)

Effect: An impaled creature is restrained and bleeding, and moves with the ashen hoarder. The ashen hoarder can have three creatures impaled with this ability at a time.

Bone Dozer

—
Maneuver
Self
Self

Effect: The ashen hoarder moves up to twice their speed in a straight line. Each creature or object in the path of this movement is either pushed into the nearest unoccupied space outside the path, or if they have **M<3** is pushed forward until the movement ends. Any creature who is force moved forward into an obstacle is dazed (save ends).

Armor of Corpses

2 Malice
—
Triggered action
Self
Self

Trigger: The ashen hoarder takes damage.

Effect: The ashen hoarder halves the damage. If the ashen hoarder has one or more creatures impaled, the Malice cost of this feature is reduced by 1 and one impaled creature takes the other half of the damage.

Bladed Body

An adjacent enemy who grabs the ashen hoarder or uses a melee ability against them takes 3 damage.

Soul Singularity

When the ashen hoarder is reduced to 0 Stamina, they explode in a swirling singularity of bone shards and soul energy. Each creature within 5 squares of the ashen hoarder who has **M<3** takes 11 corruption damage. A creature killed by this damage has their soul sucked into the vortex and lost somewhere in the Abyssal Wasteland, and can't be brought back to life until their soul is recovered.

Skeletal Eruption 2d10 + 4

Villain Action 1
Area, Weapon
8 × 3 line within 1
Each creature and object in the area

≤11 6 damage, vertical push 2
12–16 11 damage, vertical push 2
17+ 14 damage, vertical push 3

Effect: Each target is force moved straight up, then falls. A target who would normally land prone after falling is instead restrained (save ends).

Mobile Mine Field

Villain Action 2
Area, Ranged
10 cube within 20
Special

Effect: The ashen hoarder sprays out six size 1M zombie mines that appear in unoccupied squares within distance. Any enemy who moves adjacent to a zombie mine for the first time in a round or starts their turn there causes the mine to explode, dealing 4 corruption damage to each creature adjacent to the mine. Any other zombie mines adjacent to the exploding mine also explode. At the start of each of the ashen hoarder's turns, each unexploded zombie mine can be moved up to 2 squares.

Ossuary Assault

Villain Action 3
Melee, Strike, Weapon
Self; see below
Self

Effect: The ashen hoarder moves up to their speed and uses Claw and Blade with a double edge against one target. On a tier 3 outcome, the ashen hoarder can use Impale without spending Malice.

BASILISKS

With eight legs, a scaled rough hide, and razor-sharp teeth coated in poison, the basilisk is a deadly threat—even aside from their petrifying eye beams. This dreadful creature can fell the mightiest of foes with a look, turning them into an immobilized stone statue who remains thankfully unaware when the basilisk later consumes their petrified form at their leisure.

Raising Young

Basilisks typically live in mated pairs and raise small clutches of younglings from the comforts of damp caves. Adults prefer to subsist on berries, fish, fowl, and carrion, resorting to eating their petrified victims only when starving. By contrast, basilisk younglings can eat only petrified victims, and basilisks have been known to travel far from their nest to populated areas in search of prey for their babies.

Dangerous Servitors

Crime lords and overminds seek basilisk eggs to hatch, raising and training basilisks as bodyguards and pets. Training is dangerous, and many handlers (and their unscrupulous colleagues) find themselves turned to stone when a basilisk escapes and runs amok.

Some creatures keep basilisks not for their terrifying abilities, but for their immunity to petrification. Medusas commonly keep basilisks as pets, owing to their own limited options for companionship. Both parties benefit from this relationship, as the medusa feeds their own victims to the basilisk and their younglings.

Alchemical Properties

Alchemists have discovered a gland in the basilisk's mouth that excretes an oil that reverts stone to flesh, making it easier to digest prey. If enough of the oil is collected, a salve can be created to restore a petrified victim. Unsavory alchemists pay good money to those willing to steal a basilisk youngling from their nest.

Restorative Salve

After a basilisk dies, a character can make a Reason test to claim oil from the basilisk's mouth, which can be used to create a special salve. One dose of salve can be applied to a petrified creature as a main action, and 1 minute after the salve is applied, that creature is no longer petrified.

- ≤11 The character must complete the Find a Cure downtime project in *Draw Steel: Heroes* to create one dose of salve.
- 12-16 The character creates one dose of salve and can create two more doses by completing the Find a Cure downtime project.
- 17+ The character creates three doses of salve.

Basilisk Malice

Malice Features

At the start of any basilisk's turn, you can spend Malice to activate one of the following features.

Stone Swim **3+ Malice**

A basilisk acting this turn can burrow until the start of their next turn, and moves up to their speed. They have damage immunity 2 while underground. The basilisk can burrow through stone, but can't drag other creatures underground when they do so. At the start of each of the basilisk's turns, the Director can spend 1 Malice to let the basilisk continue burrowing.

Upchuck 2d10 + 2 **5 Malice**

Area, Weapon — Main action

3 cube within 10 — Each enemy in the area

Effect: The basilisk spits up a chunk of partly digested stone.

- ≤11 4 damage
- 12-16 4 damage; A<1 2 damage, prone
- 17+ 4 damage; A<2 5 damage, prone and can't stand (save ends)

Walleye **7 Malice**

A basilisk spews reflective spittle across an adjacent vertical surface in a 3-square-by-3-square area. The basilisk can use their Petrifying Eye Beams ability to target a square in the area, causing the area and distance of that ability to become a 20 × 3 line within 1 square of the wall.

Basilisk

Level 1 Elite Brute
Basilisk, Beast
EV 12

2	8	80	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 4
Movement: —
Weakness: —

Might +2 **A**gility 0 **R**eason –3 **I**ntuition –1 **P**resence –1

Noxious Bite 2d10 + 2
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
Two creatures or objects
≤11 7 poison damage
12–16 10 poison damage
17+ 13 poison damage

Effect: This ability gains an edge against targets the basilisk has previously dealt poison damage to.

Petrifying Eye Beams 2d10 + 2
Area, Magic
Maneuver
5 × 2 line within 1
Special

Special: The area extends from both the basilisk's eyes, and this ability targets the first creature without cover on either side of the area.

≤11 **M<0** restrained (save ends)
12–16 **M<1** restrained (save ends)
17+ Slowed (save ends); or if **M<2** restrained (save ends)

Effect: If a target is already slowed, the potency increases by 1 for that target. A target restrained this way magically begins to turn to stone, and a target who ends two consecutive turns restrained this way is petrified. A target restrained this way or a creature adjacent to them can use a main action to cut encroaching stone from the target's body, dealing 8 damage to the target that can't be reduced in any way and ending this effect.

Poison Fumes 2d10 + 2
5 Malice
Area, Magic
Main action
3 cube within 1
Each creature in the area
≤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)

Lash Out
Area
Triggered action
1 burst
Each enemy in the area

Trigger: The basilisk takes damage from a melee ability.

Effect: Each target takes 5 damage. Any target who has **A<2** is also bleeding (save ends).

Calcifying Presence
The area within 3 squares of the basilisk is difficult terrain for enemies.

Basilisk Tonguesnapper

Level 1 Elite Hexer
Basilisk, Beast
EV 12

2	8	40	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 2, poison 2
Movement: —
Weakness: —

Might +1 **A**gility +2 **R**eason –3 **I**ntuition –1 **P**resence –1

Prehensile Tongue 2d10 + 2
Signature Ability
Melee, Strike, Weapon
Main action
Melee 3
One creature or object
≤11 8 acid damage; pull 1
12–16 10 acid damage; pull 2
17+ 14 acid damage; pull 3

Effect: This ability can pull targets restrained by Petrifying Eye Beams, and ignores stability if it does so.

3 Malice: The tonguesnapper targets two additional creatures or objects.

Petrifying Eye Beams 2d10 + 2
Area, Magic
Maneuver
5 × 2 line within 1
Special

Special: The area extends from both the tonguesnapper's eyes, and this ability targets the first creature without cover on either side of the area.

≤11 **A<0** restrained (save ends)
12–16 **A<1** restrained (save ends)
17+ Slowed (save ends); or if **M<2** restrained (save ends)

Effect: If a target is already slowed, the potency increases by 1 for that target. A target restrained this way magically begins to turn to stone, and a target who ends two consecutive turns restrained this way is petrified. A target restrained this way or a creature adjacent to them can use a main action to cut encroaching stone from the target's body, dealing 8 damage to the target that can't be reduced in any way and ending this effect.

Wink 2d10 + 2
2 Malice
Magic, Melee, Ranged, Strike
Main action
Melee 1 or ranged 10
One creature
≤11 8 corruption damage; **R<0** dazed (save ends)
12–16 10 corruption damage; **R<1** dazed (save ends)
17+ 14 corruption damage; **R<2** dazed and slowed (save ends)

Effect: A creature dazed this way can't benefit from edges or double edges and can't gain or use surges.

Neurotoxin Splash
Area
Triggered action
2 burst
Each enemy in the area

Trigger: The tonguesnapper takes damage from a melee ability.

Effect: Each target takes 4 acid damage. Any target who has **M<2** is also slowed (save ends).

Petrifying Fumes
Any creature who starts their turn adjacent to the tonguesnapper and has **M<1** is slowed (save ends).

BREDBEDDLE

In their true forms, bredbeddles are ogre-sized headless giants. Forever searching for their missing heads, they are drawn to populous lands, where they decapitate passers-by and magically adopt their victims' forms.

Although bredbeddles have no traditional sensory organs of their own, they are keenly aware of their surroundings. Some lurk along dark country lanes in their monstrous true forms. Others walk disguised among crowds, dropping their facade only long enough to waylay a stranger and lop off their head.

Immortal Wanderers

Bredbeddles don't age, and if they are slain, their bodies reform a few days later. Long ago, bredbeddles were giants who stood high among the nobility of giant kind. But when they declared themselves rulers of all giant kind, their kin thwarted the coup and beheaded the bredbeddles. Now these fallen nobles search the world for their missing heads, each wielding the axe that decapitated them. Tales tell of how their heads are kept for safekeeping in a fire giant's cellar to be returned after an indeterminate period of good behavior, which no bredbeddle has exhibited thus far.

Green with Frenzy

The longer a bredbeddle goes without a head, the more twisted and desperate their power grows. Their desire to be whole stretches out of their body in the form of shadowy dark-green ribbons, wrapping around and clinging to every surface they spill onto.

Travelers warn one another of roads rumored to be haunted by "wild green knights," often avoiding these routes for months. No journey is worth losing your head over.

Bredbeddle Languages

When a bredbeddle communicates, they typically use High Kuric or the languages that their head's previous owner knew. A bredbeddle who has taken multiple heads over their lifetime most likely knows Caelian as well.

Bredbeddle Malice

Malice Features

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

Engreen — **3 Malice**
The bredbeddle's axe lengthens and turns a ghastly green, granting a +1 bonus to the distance of the bredbeddle's melee strikes and the dimensions of their burst area abilities until the end of their turn.

Shadow Stockade — **5 Malice**
A ghostly size 1L stockade seeps out from under the bredbeddle's feet to fill an unoccupied square within 10 squares. When a size 1L or smaller enemy enters the stockade's square, they are restrained (save ends). When a restrained creature is no longer restrained, the stockade fades away. At the start of each of the bredbeddle's turns, they can slide an active stockade and any creature in it up to 5 squares.

Solo Action — **5 Malice**
The bredbeddle takes an additional main action on their turn. They can use this feature even if they are dazed.

Green Phantom — **7 Malice**
A phantom second bredbeddle phases into view, appearing in an unoccupied space anywhere on the encounter map, then vanishing at the end of the round. The phantom bredbeddle shares the original bredbeddle's statistics but has 24 Stamina, corruption immunity 10, and can fly. The phantom bredbeddle can take one turn and use any of the bredbeddle's abilities except for villain actions. Only one phantom bredbeddle can be active at a time.

Bredbeddle

Level 3 Solo
Bredbeddle, Giant
EV 60

2	5	300	4	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3 **A**gility 0 **R**eason –3 **I**ntuition +2 **P**resence +2

Solo Monster

End Effect: At the end of each of their turns, the bredbeddle can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The bredbeddle can take two turns each round. They can't take turns consecutively.

Heady or Not

While headless, the bredbeddle can move into a space containing a severed head and attach it to their neck as a main action. Doing so physically transforms the bredbeddle, who takes on the appearance, size, weight, and stability of the head's original owner. If the bredbeddle takes the form of a creature of size 1L or smaller, the distance of their melee and burst area abilities decreases by 1. These effects last until the bredbeddle is killed or beheaded, or until the head falls off after 24 hours. A head that falls off this way can no longer be attached to this bredbeddle.

A creature must succeed on a **hard Might test** made as a maneuver to rip a head off the bredbeddle. If they fail, the bredbeddle can make a free strike against them.

Resilient Form

The bredbeddle can't be physically transformed in any way except by their Heady or Not trait.

Executioner's Swing 2d10 + 3

Signature Ability
Area, Weapon
Main action
2 burst
Each enemy in the area

≤11 2 damage; **A < 1** bleeding (save ends)
12–16 4 damage; **A < 2** bleeding (save ends)
17+ 5 damage; **A < 3** bleeding (save ends); **M < 2** dazed (save ends)

3 Malice: The bredbeddle shifts up to 2 squares, and can target additional enemies who come within distance of this ability during the shift.

Lop 2d10 + 3

3 Malice
Magic, Melee, Strike, Weapon
Main action
Melee 2
One creature

≤11 9 damage; bleeding (save ends);
or if the target has **M < 1** they are beheaded
12–16 13 damage; bleeding (save ends);
or if the target has **M < 2** they are beheaded
17+ 16 damage; bleeding (save ends);
or if the target has **M < 3** they are beheaded

Effect: A beheaded target has their head fall into an unoccupied square adjacent to the bredbeddle, but they remain alive. While beheaded this way, the target is bleeding and has line of effect only to adjacent squares. The beheaded target can survive without their head for 24 hours, and can reattach their head as a maneuver by entering its square. A target who remains beheaded for 24 hours dies.

Scramble

—
Maneuver
Self
Self

Effect: While the bredbeddle is headless, they shift up to their speed. Each time a creature comes adjacent to the bredbeddle during the shift, the bredbeddle can push that creature 1 square. Each square the bredbeddle exits during the shift is difficult terrain.

Headway 2d10 + 3

5 Malice
Ranged, Strike, Weapon
Maneuver
Ranged 20
One creature or object

Effect: The bredbeddle must have a head in their possession (attached to them or not), which they throw at the target. If the head was attached, the bredbeddle is left headless.

≤11 9 damage; **M < 1** dazed (save ends)
12–16 13 damage; prone; **M < 2** dazed (save ends)
17+ 16 damage; prone; **M < 3** dazed (save ends)

Envious Imitation

2 Malice
Magic
Triggered action
Self
Self

Trigger: A creature targets the bredbeddle with a ranged strike.

Effect: The bredbeddle uses the same ability against the triggering creature after the triggering strike is resolved, using that creature's bonus to any power rolls they make.

Turn Green 2d10 + 3

Villain Action 1
Area, Magic
3 burst
Each enemy in the area

≤11 **P < 1** the target turns green (save ends)
12–16 **P < 2** the target turns green (save ends)
17+ **P < 3** the target turns green until the end of the encounter

Effect: Green shadows crawl out from under the bredbeddle's feet and turn each target green. The bredbeddle has a double edge on power rolls against any target turned green this way.

Challenge

Villain Action 2
Ranged
Ranged 5
One enemy

Effect: The bredbeddle points at the target and issues them a challenge. If the target refuses, they turn green until the end of the encounter (see **Turn Green**). If the target accepts the challenge, the bredbeddle shifts adjacent to the target, who makes a **Might test** with no additional modifiers.

≤11 The target is beheaded (see **Lop**).
12–16 The target makes the test again.
17+ The target can choose to deal 40 damage to the bredbeddle or remove the bredbeddle's head.

Headlam Rampage 2d10 + 3

Villain Action 3
Melee, Strike, Weapon
Melee 2
Four creatures

≤11 6 damage; bleeding (save ends);
or if the target has **A < 1** they are beheaded (see **Lop**).
12–16 7 damage; bleeding (save ends);
or if the target has **A < 2** they are beheaded
17+ 8 damage; bleeding (save ends);
or if the target has **A < 3** they are beheaded

BUGBEARS

Bugbears are the bu'gath in the Khelt language, or "the bearers of the great fear." Modern bugbears come from early goblins who first stepped into the wode centuries ago. Fey magic twisted their bodies, making them grow imposingly tall and hairy while removing all sound from their footsteps.

Many bugbears become legendary hunters and mercenaries. Many more become reclusive and hide their whole lives in the shadows. A rare few dive into their magic potential and become living nightmares who haunt the wode.

Thrown Into the Fray

Bugbears seldom seek the settlements of others for trade or allyship, and are known to tenaciously defend their own homes or their neighbors' homes. This has given them a reputation of being covert, insurgent warriors, when in reality, bugbears simply fight to maintain their quiet solitude.

When bugbears are compelled to take action, they take to the high ground and use their powerful arms to throw anything they can down at the problem. This includes daggers, heavy iron balls, each other, and sometimes throwing the enemy at the enemy.

Goblin Bond

Bugbears value their shared origin with goblins and hobgoblins despite the three lines branching apart so dramatically. They think of themselves as goblinoids first and humanoids second, with that relationship providing a sense of common ground when cloistered bugbears come out of isolation.

Bugbear Malice

Malice Features

At the start of any bugbear's turn, you can spend Malice to activate one of the following features.

Goblin Malice Features — **3–7 Malice**
The bugbear activates a Malice Feature available to goblins.

Grab Iron Ball — **3+ Malice**
For every 3 Malice spent, one non-minion bugbear acting this turn grabs an iron ball and can use a maneuver to throw it at a creature within 5 squares of them. The creature takes damage equal to 8 – the number of squares the iron ball was thrown, and if they have M < 1, they are slowed (save ends).

Grab Javelin — **5+ Malice**
For every 5 Malice spent, one non-minion bugbear acting this turn grabs a javelin and can use a maneuver to throw it at a creature within 5 squares of them. The creature takes damage equal to 12 – the number of squares the javelin was thrown, and if they have M < 1, they are bleeding (save ends). While a creature is bleeding this way, any ally of the bugbear within 2 squares of them can use a free maneuver to pull the bleeding creature up to 2 squares.

Show Them the Great Fear — **10 Malice**
A bugbear infuses the encounter map with bu'gathic magic. Until the end of the encounter, all bugbears and allies have their speed doubled and can automatically climb at full speed while moving. Additionally, if the target of any bugbear or ally's strike has I < 1, the target is also frightened (save ends) and must move their speed in a straight line away from the creature who made the strike.

Bu'gathic Magic

Most bugbears have some control over their inherent magic, enabling them to perform a trick or two. Dedicated bugbear channelers have learned to evoke powerful shadow and rot magic. These mages can reshape the appearance of the world around them and temporarily alter their foes as defensive tactics, providing ample warning to enemies that they are capable of far worse if those enemies push onward. Bu'gathic magic also enables bugbears to hide their settlements behind shadowy veils within canyons and impenetrable swamplands.

Bugbear Languages

Most bugbears speak Caelian, Khelt, and Szetch.

Bugbear Channeler

Level 2 Elite Controller
Bugbear, Fey, Goblin, Humanoid
EV 16

1L	5	60	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +1 | **R**eason +2 | **I**ntuition +2 | **P**resence +2

Shadow Drag 2d10 + 2 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 8 — Two creatures or objects

≤11 7 damage; pull 2
12–16 10 damage; pull 3
17+ 13 damage; pull 4

Effect: Each target must be on the ground, and each square a target is pulled through is difficult terrain for enemies.

Blistering Element 2d10 + 2
Area, Magic — Main action
3 burst — Each enemy in the area

Effect: The channeler chooses one of the following damage types: acid, cold, corruption, fire, or poison.

≤11 2 damage; **M < 0** bleeding (save ends)
12–16 3 damage; **M < 1** bleeding (save ends)
17+ 4 damage; **M < 2** bleeding (save ends)

Twist Shape 2d10 + 2 — **5 Malice**
Magic, Ranged, Strike — Main action
Ranged 5 — One creature

≤11 5 corruption damage; **P < 0** slowed (save ends)
12–16 8 corruption damage; **P < 1** the target is shapechanged (save ends)
17+ 11 corruption damage; **P < 2** the target is shapechanged (save ends)

Effect: A shapechanged creature is slowed and has fire weakness 10 as their limbs stretch and their skin becomes paper thin.

Throw
Melee, Strike — Maneuver
Melee 1 — One creature or object

Special: The target must be grabbed by the channeler.

Effect: The target is vertical pushed up to 3 squares. An ally doesn't take damage from being force moved this way.

Catcher
Melee — Free triggered action
Melee 1 — The triggering creature or object

Trigger: A size 1 creature or object is force moved within distance, or a size 1 ally willingly moves within distance.

Effect: The target is grabbed by the channeler.

Shadow Veil
Magic, Ranged — Triggered action
Ranged 5 — The triggering ally

Trigger: An ally within distance takes damage.

Effect: The target is wrapped in shadow and halves the damage. The target can't be targeted by strikes until the start of their next turn.

Bugbear Commander

Level 2 Elite Support
Bugbear, Fey, Goblin, Humanoid
EV 16

1L	5	80	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility +1 | **R**eason +2 | **I**ntuition 0 | **P**resence 0

Inspiring Swordplay 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 7 damage
12–16 10 damage
17+ 13 damage; one target is grabbed

Effect: One ally within 5 squares of the commander gains an edge on their next strike until the start of the commander's next turn.

You Next!
Ranged — Main action
Ranged 8 — One ally

Effect: The target moves up to their speed and uses a signature ability.

Fall Back! — **5 Malice**
Area — Main action
5 burst — Each ally in the area

Effect: Each target shifts up to their speed, then can use the Throw maneuver.

Throw
Melee, Strike — Maneuver
Melee 1 — One creature or object

Special: The target must be grabbed by the commander.

Effect: The target is vertical pushed up to 4 squares. An ally doesn't take damage from being force moved this way.

Catcher
Melee — Free triggered action
Melee 1 — The triggering creature or object

Trigger: A size 1 creature or object is force moved within distance, or a size 1 ally willingly moves within distance.

Effect: The target is grabbed by the commander.

The Commander's Watching
Any ally who has line of effect to the commander can end one condition on themself at the start of each of their turns.

Bugbear Roughneck

Level 2 Elite Brute

Bugbear, Fey, Goblin, Humanoid — EV 16

1L	6	109	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Haymaker 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 7 damage
12-16 11 damage; one target is grabbed; one target is pushed up to 2 squares
17+ 14 damage; one target is grabbed; one target is vertical pushed up to 3 squares

5 Malice: The ability takes the Area keyword and loses the Strike keyword, its distance becomes a 1 burst, and it targets each enemy in the area.

Leaping Fury 2d10 + 2
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 8 damage; M < 1 prone
12-16 13 damage; M < 2 prone
17+ 16 damage; M < 3 prone

Effect: The roughneck can jump up to 5 squares to an unoccupied space within distance of the target before making this strike.

Drag Through Hell — **3 Malice**
Melee — Maneuver
Melee 1 — One creature or object

Special: The target must be grabbed by the roughneck.

Effect: The roughneck moves up to their speed across the ground, dragging the target with them. The target takes 2 damage for each square they were dragged through. When this movement ends, the target is no longer grabbed and falls prone. Each square the target was dragged through is difficult terrain for enemies.

Throw
Melee, Strike — Maneuver
Melee 1 — One creature or object

Special: The target must be grabbed by the roughneck.

Effect: The target is vertical pushed up to 5 squares. An ally doesn't take damage from being force moved this way.

Catcher
Melee — Free triggered action
Melee 1 — The triggering creature or object

Trigger: A size 1 creature or object is force moved within distance, or a size 1 ally willingly moves within distance.

Effect: The target is grabbed by the roughneck.

Flying Sawblade
Melee — Triggered action
Self — Self

Trigger: The roughneck is vertical force moved by another creature.

Effect: The roughneck uses Haymaker against a creature or object at any point during the forced movement, or after falling as a result of it.

Bugbear Sneak

Level 2 Elite Ambusher

Bugbear, Fey, Goblin, Humanoid — EV 16

1L	7	80	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Sucker Punch 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 8 damage; A < 1 grabbed
12-16 13 damage; A < 2 grabbed
17+ 16 damage; grabbed

Effect: The target can't use triggered actions until the start of the next round. Additionally, if the sneak started their turn hidden from the target, this ability deals an extra 4 damage.

Shadow Cloak 2d10 + 2 — **3 Malice**
Area — Main action
2 burst — Each enemy in the area

≤11 2 damage; I < 0 the sneak has concealment from the target (save ends)
12-16 3 damage; I < 1 the sneak has concealment from the target (save ends)
17+ 4 damage; I < 2 the sneak has concealment from the target (save ends)

Effect: The sneak shifts up to their speed and can attempt to hide.

Carving Dagger 2d10 + 2
Ranged, Strike, Weapon — Main action
Ranged 8 — Two creatures or objects

≤11 7 damage; M < 0 bleeding (save ends)
12-16 11 damage; M < 1 bleeding (save ends)
17+ 14 damage; M < 2 bleeding (save ends)

Effect: While bleeding this way, the target can't hide from the sneak or their allies.

Throw
Melee, Strike — Maneuver
Melee 1 — One creature or object

Special: The target must be grabbed by the sneak.

Effect: The target is vertical pushed up to 4 squares. An ally doesn't take damage from being force moved this way.

Catcher
Melee — Free triggered action
Melee 1 — The triggering creature or object

Trigger: A size 1 creature or object is force moved within distance, or a size 1 ally willingly moves within distance.

Effect: The target is grabbed by the sneak.

Clever Trick — **1 Malice**
— — Triggered action
Special — One enemy

Trigger: The sneak is targeted by a strike.

Effect: The sneak chooses one enemy within distance of the strike to become the target of the strike.

Bugbear Knightmare

Bugbear, Fey, Goblin, Humanoid

Level 8 Minion Hexer
EV 10 for four minions

1L	5	12	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —
With Captain: Gain an edge on strikes

Might +4 **Agility** +3 **Reason** +1 **Intuition** +1 **Presence** +4

Corrosive Blade 2d10 + 4 — **Signature Ability**
Magic, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

≤11 3 corruption damage
12-16 6 corruption damage; **P<3** bleeding (save ends)
17+ 8 corruption damage; grabbed; **P<4** bleeding (save ends)

Effect: A target grabbed this way or already grabbed by the knightmare can be vertical pushed up to 5 squares.

Bu'gathic Inspiration
Any ally has a +1 bonus to power rolls, saving throws, or damage rolled as a d6 or a d3 for each knightmare adjacent to them.

Magic Terror
Each enemy has a –1 penalty to power rolls, saving throws, or damage rolled as a d6 or a d3 for each knightmare adjacent to them.

Bugbear Mob

Bugbear, Fey, Goblin, Humanoid

Level 5 Minion Brute
EV 7 for four minions

3	6	10	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —
With Captain: +2 damage bonus to strikes

Might +3 **Agility** –1 **Reason** 0 **Intuition** +1 **Presence** 0

Mug and Tear 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

≤11 3 damage; pull 2
12-16 6 damage; pull 3
17+ 7 damage; pull 4, grabbed

Effect: If the target is pulled into the mob, that forced movement deals damage only at the Director's determination.

Swarm
The mob can move through spaces as if they were a size 1L creature, and can occupy other creatures' spaces. At the start of each of the mob's turns, they can make a free strike against each creature whose space they share.

Bugbear Snare

Bugbear, Fey, Goblin, Humanoid

Level 5 Minion Ambusher
EV 7 for four minions

1L	6	9	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —
With Captain: +3 bonus to speed

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

Cut 'Em Low! 2d10 + 3 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

≤11 3 damage
12-16 6 damage
17+ 7 damage; **A<3** slowed (save ends)

Effect: If the snare started their turn hidden from the target, the target is automatically grabbed. A target grabbed this way or already grabbed by the snare can be vertical pushed up to 4 squares.

CHIMERA

Massive flexing claws. Lashing draconic tail. Nimble leathery wings. And not one, but three menacing heads: a snarling lion, a helix-horned ram, and a dragon with fire sparking in their throat. Many see the chimera as an aggressor—but few know this creature's origins as a divine guardian.

The First Chimera

The first chimera was a gift. A deity gave a devout queen this young guardian—one with a dragon's cunning, a lion's bravery, and a ram's tenacity. The queen raised the chimera to be a strong protector not just for herself but also her people, who loved the chimera and their ruler. But neighboring lands feared the beast. As a conquering force swept into the land, slaughtering the chimera was their fell goal.

The queen's resulting fury was said to be felt by the gods. As she screamed, a nearby volcano erupted, spewing basalt and chimeras over the land. With fiery might, the chimeras destroyed the opposing army, then dispersed. Each found a new territory and claimed the role of divine protector over that place, its inhabitants, and its treasures.

Tactical Warriors

Chimeras have many ways to keep themselves and their charges from being cornered. The lion head snaps up enemies in massive jaws and hurls them away, the ram head pummels them to the ground, and the dragon head bathes them in fire. The three heads crying out together can shake even the most stalwart warriors.

One Being, Three Heads

Unlike some other multiheaded creatures, a chimera possesses a single unified mind. Their heads work together, never snapping at one another over food, favors, or personality conflicts. The heads often express the chimera's emotions in unison, braying together in times of battle or purring all at once to show affection.

Chimera Malice

Malice Features

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

Defensive Snapping — **3 Malice**
The chimera takes up a defensive stance. Until the start of their next turn, the chimera can make a free strike against each enemy who comes within 2 squares of them.

Solo Action — **5 Malice**
The chimera takes an additional main action on their turn. They can use this feature even if they are dazed.

Unstable Terrain — **5 Malice**
The chimera shakes the ground, causing an eruption of loose rocks and debris that creates three size 2 stone objects anywhere on the encounter map. Each creature adjacent to one or more objects when they appear who has A<2 takes 5 damage.

Ashen Clouds — **7 Malice**
Until the start of the chimera's next turn, all areas of the encounter map are shrouded in a thick cloud of ash. All creatures and objects on the map have concealment that the chimera ignores. Additionally, each enemy in the cloud who has I<1 has line of effect only within 3 squares. The potency of this feature increases by 1 each time it's used.

Chimera

Level 3 Solo

Beast, Chimera

EV 60

Size	Speed	Stamina	Stability	Free Strike
2	10	300	1	6

Immunity: Fire 6
Movement: Fly

Weakness: —

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

Solo Monster

End Effect: At the end of each of their turns, the chimera can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The chimera can take two turns each round. They can't take turns consecutively.

Volant

When the chimera makes a creature winded or reduces them to 0 Stamina, they can move their speed toward an enemy.

Bite 2d10 + 3

Signature Ability

Melee, Strike, Weapon | Main action

Melee 2 | Two creatures or objects

≤11 9 damage
12–16 13 damage
17+ 16 damage

Effect: This strike deals an extra 3 damage if it gains an edge or has a double edge.

Dragon's Eruption 2d10 + 3

5 Malice

Area, Magic, Ranged | Main action

3 cube within 10 | Each enemy in the area

≤11 3 fire damage; **A < 1** 3 fire damage
12–16 5 fire damage; **A < 2** 5 fire damage
17+ 7 fire damage; **A < 3** 7 fire damage

Roar 2d10 + 3

5 Malice

Area, Magic | Main action

5 burst | Each enemy in the area

≤11 4 psychic damage
12–16 8 psychic damage; **I < 2** frightened (save ends)
17+ 10 psychic damage; **I < 3** frightened (save ends)

Lion's Toss 2d10 + 3

Melee, Weapon | Maneuver

Melee 2 | One creature or object

≤11 Vertical push 2
12–16 Vertical push 3
17+ Vertical push 5

Ram's Defiance 2d10 + 3

Melee, Strike, Weapon | Triggered action

Melee 2 | The triggering creature

Trigger: A creature makes a strike against the chimera and obtains a tier 1 outcome.

Effect: The chimera shifts up to 5 squares. If they end this shift within distance of the target, make a power roll.

≤11 6 damage; **M < 1** slowed (save ends)
12–16 8 damage; prone; **M < 2** slowed (save ends)
17+ 10 damage; prone; **M < 3** slowed (save ends)

Overture of Destruction 2d10 + 3

Villain Action 1

Area

1 burst | Each enemy in the area

Effect: The chimera can use Bite and Lion's Toss against each target.

Fire Solo

Villain Action 2

—

Self | Self

Effect: The chimera uses Dragon's Eruption and Roar without spending Malice.

Chorus of Destruction

Villain Action 3

—

Self | Self

Effect: The chimera uses Roar, then shifts up to their speed and can make a free strike against each enemy who comes adjacent to them during the shift. When the chimera ends this shift, they use Dragon's Eruption. The use of these abilities as part of this villain action costs no Malice.

DEMONS

Creatures of incarnate hate, demons spawn naturally in the Abyssal Wasteland. They crave violence and suffering the way other creatures need food. A demon cares only for themself, and they torture and tear lesser demons apart for fun.

The bestial appearance of each demon is unique, composed of a chaotic arrangement of teeth, claws, and limbs meant for killing. Even demons of the same kind have unique features. One might bear an extra set of eyes or teeth, while another has a humanoid arm growing from their forehead.

Demon Stat Block List

Echelon	Name	Level	Organization	Role	EV
1st	Ensnarer	1	Minion	Brute	3 for four minions
1st	Frenzied	1	Minion	Harrier	3 for four minions
1st	Pitling	1	Minion	Artillery	3 for four minions
1st	Bendrak	2	Horde	Hexer	4
1st	Muceron	3	Horde	Brute	5
1st	Remasch	2	Horde	Ambusher	4
1st	Ruinant	1	Horde	Harrier	3
1st	Torlas	1	Horde	Controller	3
1st	Chorogaunt	3	Leader	—	20
2nd	Grulqin	4	Minion	Brute	6 for four minions
2nd	Orliq	4	Minion	Harrier	6 for four minions
2nd	Wobalas	4	Minion	Artillery	6 for four minions
2nd	Bale Eye	5	Horde	Hexer	7
2nd	Fangling	4	Horde	Harrier	6
2nd	Fiktin	5	Horde	Ambusher	7
2nd	Gunge	4	Horde	Controller	6
2nd	Tormenauk	6	Horde	Brute	8
2nd	Lumbering Egress	6	Leader	—	32
3rd	Soulraker Scout	7	Minion	Harrier	9 for four minions
3rd	Soulraker Soldier	7	Minion	Brute	9 for four minions
3rd	Soulraker Stinger	7	Minion	Artillery	9 for four minions
3rd	Blight Phage	7	Horde	Controller	9
3rd	Chimeron	9	Horde	Brute	11
3rd	Styrich	8	Horde	Hexer	10
3rd	Soulraker Handmaiden	8	Horde	Ambusher	10
3rd	Soulraker Praetorian	7	Horde	Harrier	9
3rd	Soulraker Hivequeen	9	Leader	—	44
4th	Optacus	10	Minion	Artillery	12 for four minions
4th	Tyburaki	10	Minion	Harrier	12 for four minions
4th	Unguloid	10	Minion	Brute	12 for four minions
4th	Izyak	10	Horde	Controller	12
4th	Vicisitator	10	Horde	Harrier	12
4th	Aurumvas	10	Leader	—	48

Mortal Alliances

Demons form temporary alliances with evil mortals in exchange for souls to consume. Such alliances create carnage with alarming efficiency, though they inevitably collapse when the demons decide to devour their foolish partners. The only creature who can truly keep a demon in line is a more powerful demon.

Soul Reavers

Demons feast not on food or liquids, but on souls. Souls fuel their anarchic powers, and while a demon is starved for souls, they can scarcely think. Whenever a demon kills a creature who has a soul, they consume that soul and keep its energy within their body. A demon can then burn that soul energy to enact their most devastating abilities.

Lethe

When a demon's soul energy begins to flag, they fall into a state known as lethe—a violent hunger wherein they can only lash out in a desperate search for sustenance. Demons who have fallen into lethe become single-minded and violent, seeking only to consume.

Demonic Hierarchy

Mortal scholars have classified demons into ten categories, each increasingly more powerful. Though demons don't use these classifications themselves, this system reflects their hierarchy, as stronger demons bully the weak into service.

Each time a demon consumes a soul, there's a chance they might evolve into a more powerful demon. The evolution from one category to the next can be instantaneous, or it can take years. This inconsistency has led to much scholarly debate on whether all souls are equal, or whether demonic evolution is aided by the consumption of souls that are especially corrupt—or heroic.

Demon Languages

Lower categories of demons speak Proto-Ctholl. As demons evolve and reach category 3 or higher, their speech turns into proper Tholl.

Demons—1st Echelon

A number of lesser demons have been identified across categories 1 to 3.

Pitlings resemble rodents or insects with gleaming green eyes and terrible body odor, and disgorge a viscous, toxic phlegm.

Ensnarers are the result of pitlings getting hold of an unfortunate soul. A pitling in the process of digesting the soul of a creature has that soul physically bore through their head to become a fanged appendage. Mouths form across the creature's body, each attacking with long, barbed tongues.

Frenzieds are similar to ensnarers, but their transformation into a true demon is more advanced. This results in a fast and vicious creature full of energy and hungry for more souls.

Bendraks (BEN-drax) appear as an amalgamation of flesh and the shards of broken mirrors, which they use to distract and confuse their foes. A bendrak can divert an enemy's attack to another enemy, and can hide themselves or allies behind dazzling reflections.

Mucerons (MIU-sur-onz) are the result of an ensnarer going through repeated demon evolutions to become a brutish creature. They are covered in multiple mouths that shoot out barbed tongues, tearing at enemies as they are dragged out of position.

Remasches (REE-mash-iz) have physical forms blended with the nature of the wastes where they dwell. A remasch teleports around the battlefield, inflicting chaos on their enemies directly or through the minions they control. These demons are rumored to be the initial source of the teachings of all shadows through the College of Black Ash.

Ruinants (rew-in-ANSE) are possessed of glowing eyes and tendril-ringed maws, their bodies covered in inflamed scars and their breath coming as a sickening wheeze. A ruinant can inflict fresh wounds and burns on their victims in a pattern mirroring those on the demon's own body.

Torlases (TORR-lahs-iz) are piecemeal abominations whose physical forms don't obey the mundane laws of geometry. They control the battlefield by using living flesh and whipping allies and enemies alike into advantageous position.

Chorogaunts (cor-roh-GAWNTS) are terrifying demon leaders. Each is an amalgamation of several demon bodies formed into a mobile musical instrument. Several heads are arranged into a chorus embedded in the demon's chest, and their ribs are upturned into a fleshy pipe organ. Their attacks entrance and confuse enemies, making them more vulnerable to other demons.

Demon Malice

Level 1+ Malice Features

At the start of any demon's turn, you can spend Malice to activate one of the following features.

Soulburn **3 Malice**
Each demon acting this turn has a double edge on abilities.

Abyssal Evolution **7 Malice**
A demon minion of your choice transforms into a non-minion horde demon of the same level.

Abyssal Rift **7 Malice**
Two size 2 rifts to the Abyssal Wasteland appear at locations of your choice. Any demon can use an abyssal rift as a portal to another abyssal rift in the encounter, moving into any space in one rift and appearing immediately in any unoccupied space in the other rift. A non-demon who enters a rift for the first time in a round or starts their turn there takes corruption damage equal to the level of the highest-level demon on the encounter map.
An abyssal rift is an immovable object that has 25 Stamina, damage immunity 2, and holy weakness 5. The rift closes when there are no demons remaining on the encounter map.
Additionally, a creature who has the Magic or Psionics skill can make a **Reason test** or **Intuition test** as a maneuver while adjacent to a rift to destabilize and close it.

- ≤11 The rift remains open and regains 5 Stamina.
- 12–16 The rift remains open.
- 17+ The rift closes.

Ensnarer

Abyssal, Demon

Level 1 Minion Brute
EV 3 for four minions

1M	5	5	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Holy 3
With Captain: +2 bonus to melee distance

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

Barbed Tongues 2d10 + 2
Melee, Strike, Weapon
Melee 3

Signature Ability
Main action
One creature or object per minion

≤11 2 damage; pull 1
12–16 4 damage; pull 2
17+ 5 damage; pull 3

Effect: If the target is pulled adjacent to the ensnarer, the ensnarer can make a free strike against them.

Soulsight
Any creature within 2 squares of the ensnarer can't be hidden from them.

Frenzied

Abyssal, Demon

Level 1 Minion Harrier
EV 3 for four minions

1M	6	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Holy 3
With Captain: +2 bonus to speed

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

Rip and Tear 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12–16 2 damage
17+ 3 damage

Soulsight
Any creature within 2 squares of the frenzied can't be hidden from them.

Pitling

Abyssal, Demon

Level 1 Minion Artillery
EV 3 for four minions

1T	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly

Weakness: Holy 3
With Captain: +2 bonus to speed

Might –2 | **Agility** +2 | **Reason** –2 | **Intuition** –2 | **Presence** –2

Spit 2d10 + 2
Ranged, Strike, Weapon
Ranged 10

Signature Ability
Main action
One creature per minion

≤11 2 poison damage
12–16 4 poison damage
17+ 5 poison damage

Horrid Stench
Any enemy who has three or more pitlings within 2 squares of them can't regain Stamina.

Soulsight
Any creature within 2 squares of the pitling can't be hidden from them.

Bendrak

Level 2 Horde Hexer
Abyssal, Demon
EV 4

1L	5	15	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 3

Might 0 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Warp Perceptions 2d10 + 2
Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
One creature

≤11 4 psychic damage
12–16 5 psychic damage; P < 1 weakened (save ends)
17+ 7 psychic damage; P < 2 weakened (save ends)

Effect: If the target makes a strike while weakened this way, the bendrak can choose a second target within distance for the strike. The first target takes half of any damage from the strike and the second target takes any remaining damage.

Vanish 2d10 + 2
Magic, Ranged
Ranged 10
1 Malice
Maneuver
Self or one ally

Effect: The target is invisible until the start of their next turn. They can then move up to 3 squares and attempt to hide.

Lethe
While the bendrak is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the bendrak can't be hidden from them.

Muceron

Level 3 Horde Brute
Abyssal, Demon
EV 5

1M	5	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 3

Might +2 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Barbed Tongues 2d10 + 2
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object

≤11 5 damage; pull 2
12–16 7 damage; pull 3
17+ 8 damage; pull 4

Effect: If the target is pulled adjacent to the muceron, the muceron can either make a free strike or use the Grab maneuver against them.

Tongue Pull
Ranged, Strike, Weapon
Ranged 5
2 Malice
Maneuver
Three creatures or objects

Effect: The muceron pulls each target up to 5 squares.

Lethe
While the muceron is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the muceron can't be hidden from them.

Remasch

Level 2 Horde Ambusher
Abyssal, Demon
EV 4

1S	5	20	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Teleport
Weakness: Holy 3

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +2

Abyssal Strike 2d10 + 2
Magic, Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 5 damage; the remasch can teleport up to 2 squares
12–16 6 damage; the remasch can teleport up to 3 squares
17+ 8 damage; the remasch can teleport up to 5 squares

5 Malice: The remasch takes an adjacent creature with them when they teleport. The creature appears in an unoccupied space adjacent to the remasch's destination.

Grasping Shadow
Magic
Self
3 Malice
Maneuver
Self

Effect: The remasch can teleport up to 2 squares and uses Abyssal Strike.

Lethe
While the remasch is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the remasch can't be hidden from them.

Ruinant

Level 1 Horde Harrier
Abyssal, Demon
EV 3

1M	6	15	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 3

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Bloodletting Claws 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects
≤11 3 damage
12–16 4 damage
17+ 5 damage; **M<2** bleeding (save ends)

Salt Wounds 2d10 + 2 — **3 Malice**
Magic, Ranged, Strike — Maneuver
Ranged 10 — Three creatures

Special: Each target must be at less than full Stamina.
≤11 1 corruption damage
12–16 2 corruption damage
17+ 3 corruption damage

Lethe
While the ruinant is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the ruinant can't be hidden from them.

Torlas

Level 1 Horde Controller
Abyssal, Demon
EV 3

1S	5	10	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 3

Might 0 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Floor to Flesh 2d10 + 2 — **Signature Ability**
Area, Magic, Ranged — Main action
3 cube within 10 — Each enemy in the area
≤11 Slide 3
12–16 Slide 4
17+ Slide 5

Effect: The ground in the area turns into a morass of spongy flesh before the targets are force moved. Until the start of the torlas's next turn, the area is difficult terrain, and each creature who moves in the area takes 1 damage for each square moved.

Grasping Tendons
Magic, Ranged — Maneuver
Ranged 10 — Three creatures

Effect: The torlas pulls each target up to 3 squares.

Lethe
While the torlas is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the torlas can't be hidden from them.

Chorogaunt

Abyssal, Demon

Level 3 Leader
EV 20

1L	5	120	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Holy 5

Might +2 **A**gility +2 **R**eason +2 **I**ntuition +2 **P**resence +3

Agonizing Harmony 2d10 + 3
Signature Ability
Area, Weapon
Main action
5 burst
Each enemy in the area

≤11 4 psychic damage; I<1 slowed (save ends)
12-16 7 psychic damage; I<2 slowed (save ends)
17+ 10 psychic damage; I<3 slowed (save ends)

Effect: One ally within 10 squares of the chorogaunt shifts up to their speed.

Chaotic Entrancing Harmony
Area
Maneuver
10 burst
Each enemy in the area

Effect: The chorogaunt slides each target up to 3 squares, ignoring stability.

I Thrive on Pain
3 Malice
Magic
Triggered action
Self
Self

Trigger: The chorogaunt is targeted by a strike.

Effect: Any damage from the strike is halved, and the chorogaunt's abilities deal an extra 3 damage until the end of their next turn.

End Effect
At the end of each of their turns, the chorogaunt can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Lethe
While the chorogaunt is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the chorogaunt can't be hidden from them.

Frightening Tones
Villain Action 1
Ranged
Ranged 10
Three enemies

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

Bully the Weak
Villain Action 2
Magic, Ranged
Ranged 10
One ally

Effect: The chorogaunt kills the target, and each other ally in the encounter deals an extra 3 damage with strikes until the end of the round. The Director gains Malice equal to the number of heroes in the encounter.

Running Cacophony
Villain Action 3
Magic
Self
Self

Effect: The chorogaunt shifts up to their speed, uses Agonizing Harmony, shifts up to their speed, and then uses Agonizing Harmony again.

Demons—2nd Echelon

As demons consume more souls and their mercurial forms shift into more powerful ones, they begin to evolve more distinct personalities, desires, and intelligence—often based on the souls consumed. Across categories 4 to 6, demons develop a particular taste for certain types of souls, which eventually come to define them should they survive long enough.

Grulqins (GRUHL-kinz) consist of a bulbous head, two powerful arms, and a circular serrated blade of bone that runs down the middle of their head.

Orliq (or-LEEK) are made of shifting bone plates surrounding a swirling core of corruptive energy.

Wobalas (WOH-buh-luss) prefer to kill from afar while protected by allies, firing psychic bolts from bows shaped of their own flesh and sinew.

Bale eyes, sometimes called "flesh moons," are colossal floating orbs of roiling, dripping flesh. A weeping seam in that flesh opens to reveal a demonic eye whose gaze turns creatures' mental and physical faculties upside down.

Fanglings have bodies overgrown with teeth, fangs, and tusks from countless creatures. They are deadly in close quarters, to attackers and bystanders alike.

Fiktin (FIK-ten) are cunning hunters who disguise themselves as mundane objects, leaving a foul-smelling oily red residue wherever they have been. Their true form is a humanoid shape made of red oil.

Gunge (GUHNJ) demons are horrifically distended, with maws that can swallow a horse whole. A gunge vomits up bilious slime that traps and dissolves any creature unlucky enough to get caught in it.

Tourmenauks (tor-min-AUX) resemble a hulking ape with a dozen or more extra mouths distributed around their body. Though their brute force is formidable, this demon also inflicts raw psychic pain by wailing from their mouths in different voices—often the agonized voices of souls the tormenauk has devoured.

Lumbering egresses are mobile masses of warped flesh set around an enormous whirling portal to the demonic realms. Lesser demons pour out through these portals at alarming rates, letting these creatures act as devastating siege engines.

Demon Malice

Level 4+ Malice Features

At the start of any level 4 or higher demon's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **3–7 Malice**
The demon activates a Malice feature available to demons of level 3 or lower.

Abyssal Jaunt — **3 Malice**
One demon acting this turn folds space around them, temporarily slipping in and out of the Abyssal Wasteland. Until the start of the demon's next turn, they ignore difficult terrain, can move through solid matter, and don't provoke opportunity attacks by moving. If the demon ends their turn inside solid matter, they are shunted out into the space from which they entered it.

Grulqin

Abyssal, Demon

Level 4 Minion Brute
EV 6 for four minions

1L	8	9	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5
With Captain: +2 damage bonus to strikes

Might +3 **Agility** +2 **Reason** –1 **Intuition** –1 **Presence** –1

Spinning Bone Blade 2d10 + 3 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11 3 damage
12–16 5 damage
17+ 7 damage
Effect: The grulqin gains an edge on this ability if they previously moved 3 or more squares in a straight line on their turn.

Soulsight
Any creature within 2 squares of the grulqin can't be hidden from them.

Orliq

Abyssal, Demon

Level 4 Minion Harrier
EV 6 for four minions

1T	6	8	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly
Weakness: Holy 5
With Captain: +2 bonus to speed

Might –1 **Agility** +3 **Reason** +1 **Intuition** 0 **Presence** –1

Soul Prism 2d10 + 3 — **Signature Ability**
Magic, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11 2 corruption damage; slide 2
12–16 4 corruption damage; vertical slide 2
17+ 6 corruption damage; vertical slide 2

Imposing Energy
Any enemy who starts their turn with two or more orliq adjacent to them is slowed (EoT).

Soulsight
Any creature within 2 squares of the orliq can't be hidden from them.

Wobalas

Abyssal, Demon

Level 4 Minion Artillery
EV 6 for four minions

1M	6	7	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5
With Captain: +2 damage bonus to strikes

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

Despair Bolt 2d10 + 2 — **Signature Ability**
Magic, Ranged, Strike, Weapon — Main action
Ranged 20 — One creature per minion
≤11 3 psychic damage
12–16 5 psychic damage
17+ 7 psychic damage
Effect: The target takes a bane on their next strike. If the target is winded, they have a double bane on their next strike instead.

Bale Eye

Abyssal, Demon

Level 5 Horde Hexer
EV 7

4	6	30	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly

Weakness: Holy 5

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

Wilting Visions 2d10 + 3
Magic, Ranged, Strike
Ranged 15

Signature Ability
Main action
One creature

≤11 6 psychic damage
12-16 8 psychic damage
17+ 9 psychic damage

Effect: The target has corruption weakness 5 (EoT).

2 Malice: If the target has I < 2, they have corruption weakness 5 (save ends).

Demonwarp Tears 2d10 + 3
Area, Magic, Ranged
4 cube within 5

5 Malice
Main action
Each enemy in the area

Special: The bale eye must create the cube beneath themself.

≤11 3 psychic damage; A < 1 the target is warped (save ends)
12-16 5 psychic damage; A < 2 the target is warped (save ends)
17+ 6 psychic damage; A < 3 the target is warped (save ends)

Effect: While warped, a creature has a double bane on power rolls using any characteristic higher than 0, and has a double edge on power rolls using any characteristic lower than 0.

Lethe
While the bale eye is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 5 squares of the bale eye can't be hidden from them.

Fangling

Abyssal, Demon

Level 4 Horde Harrier
EV 6

1L	8	30	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Holy 5

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

Tooth! Tusk! Claw! 2d10 + 3
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object

≤11 5 damage
12-16 7 damage
17+ 9 damage

Effect: Each enemy adjacent to the fangling takes 2 damage.

Tumbling Gore 2d10 + 2
Area, Weapon
8 × 3 line within 1

2 Malice
Maneuver
Each enemy in the area

≤11 2 damage; pull 1; A < 1 bleeding (save ends)
12-16 3 damage; pull 1; A < 2 bleeding (save ends)
17+ 4 damage; pull 1; A < 3 bleeding (save ends)

Made of Teeth
Whenever an adjacent enemy grabs the fangling or uses a melee ability against the fangling, they take 2 damage.

Lethe
While the fangling is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the fangling can't be hidden from them.

Fiktin

Abyssal, Demon

Level 5 Horde Ambusher
EV 7

1M	6	35	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Holy 5

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

Violent Transformation 2d10 + 3
Area, Magic
2 burst

Signature Ability
Main action
Each enemy in the area

≤11 3 corruption damage
12-16 6 corruption damage
17+ 7 corruption damage; I < 3 dazed (save ends)

Effect: The fiktin violently changes shape, dealing an extra 6 damage to any target they were hidden from with their Aggressive Mimicry ability.

Aggressive Mimicry
Magic
Self

1 Malice
Maneuver
Self

Effect: The fiktin transforms into a mundane object of their size or smaller and is automatically hidden. They can revert to their true form as a free maneuver.

Lethe
While the fiktin is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the fiktin can't be hidden from them.

Gunge

Level 4 Horde Controller
Abyssal, Demon
EV 6

3	6	25	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5

Might +3 **A**gility +2 **R**eason +1 **I**ntuition +2 **P**resence −1

Bilious Expulsion 2d10 + 3 — **Signature Ability**
Area, Ranged, Weapon — Main action
1 burst, or 3 cube within 5 — One creature or object in the area
≤11 5 acid damage; M<1 slowed (save ends)
12-16 7 acid damage; M<2 slowed (save ends)
17+ 9 acid damage; M<3 restrained (save ends)

Effect: The ground and any surfaces in the area pool with slime. The slime is difficult terrain for enemies, and any enemy is bleeding while in the area.

Spew Slide — **1 Malice**
— Free triggered action
Self — Self

Trigger: The gunge takes damage from a melee strike.

Effect: The gunge vomits with great force, letting them shift up to their speed and ignore any additional effects from the strike. The space the gunge occupied before the shift is covered in slime that is difficult terrain for enemies. Additionally, any enemy is bleeding while in the slime.

Lethe
While the gunge is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the gunge can't be hidden from them.

Tormenauk

Level 6 Horde Brute
Abyssal, Demon
EV 8

2	6	45	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5

Might +3 **A**gility 0 **R**eason +2 **I**ntuition +1 **P**resence +2

Many Maws 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object
≤11 7 damage
12-16 9 damage
17+ 11 damage; grabbed, and the target takes a bane on the Escape Grab maneuver

Effect: Any target grabbed this way takes 4 psychic damage at the start of each of the tormenauk's turns.

Agony Wail 2d10 + 3 — **5 Malice**
Area, Magic — Maneuver
3 burst — Each enemy in the area
≤11 4 psychic damage; I<1 dazed (save ends)
12-16 6 psychic damage; I<2 dazed (save ends)
17+ 8 psychic damage; I<3 dazed (save ends)

Effect: The potency increases by 1 if the target is grabbed by the tormenauk.

Lethe
While the tormenauk is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the tormenauk can't be hidden from them.

Lumbering Egress

Abyssal, Demon

Level 6 Leader
EV 32

3	6	180	3	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Holy 5

Might +4 **A**gility –1 **R**eason +1 **I**ntuition +2 **P**resence +2

Ensnarer Cannon 2d10 + 4 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — Two creatures or objects

≤11 11 corruption damage; **A** < 2 restrained (save ends)
12-16 16 corruption damage; **A** < 3 restrained (save ends)
17+ 19 corruption damage; **A** < 4 restrained (save ends)

2 Malice: Two **ensnarers** appear in unoccupied spaces adjacent to each target. On a tier 3 outcome, four ensnarers appear.

Demonic Egress — **2 Malice**
Area — Maneuver
3 burst — Special

Effect: Four level 1 demon minions (most commonly **ensnarers**, **frenzieds**, and **pitlings**) burst forth from the egress and appear in unoccupied spaces in the area.

2 Malice: Four level 4 demon minions (most commonly **orliq**, **grulqins**, and **wobalas**) appear instead.

Abyssal Protectors — **2 Malice**
Area, Magic — Triggered action
5 burst — Special

Trigger: The last ally minion on the encounter map dies, or the egress is reduced below 25 Stamina.

Effect: Eight **ensnarers** appear anywhere in the area.

End Effect
At the end of each of their turns, the egress can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Frenzied Deluge 2d10 + 4 — **Villain Action 1**
Ranged
Ranged 10 — Three enemies

≤11 7 corruption damage
12-16 12 corruption damage
17+ 15 corruption damage; two **frenzieds** appear in unoccupied spaces adjacent to each target

Fold Space — **Villain Action 2**
Ranged
Ranged 20 — Self

Effect: The egress folds into their own portal and teleports to an unoccupied space within distance. Four level 4 demon minions (most commonly **orliq**, **grulqins**, and **wobalas**) appear in squares in the egress's former space.

Blood of the Abyss 2d10 + 4 — **Villain Action 3**
Area, Magic
10 × 3 line within 1 — Each enemy and object in the area

≤11 6 corruption damage; **R** < 2 weakened (save ends)
12-16 11 corruption damage; **R** < 3 weakened (save ends)
17+ 14 corruption damage; **R** < 2 weakened (save ends)

Effect: The egress recalls and instantly destroys any minion allies on the encounter map. A torrent of churned-up minion bodies, blood, and ichor erupts from the egress, dealing an extra 1 damage for each minion destroyed this way.

Demons—3rd Echelon

Demons of categories 7 to 9 continue to mutate in new and unpredictable ways, or are sometimes corrupted and spawned from other powerful creatures to become part of the demonic hierarchy. Additionally, in a plane of chaos, the soulraker demon is notable for fashioning a facsimile of order within themself. These demonic wasps make up a single, chaotic hive mind. They serve a demonic hivequeen, who relies on cannibalizing her children to ingest any souls they've consumed.

Soulraker scouts are the vile progeny of a soulraker hivequeen—demonic wasps who emerge from her distended abdomen with an earsplitting buzz.

Soulraker soldiers are demonic wasps armored in dense chitin who favor driving foes before them.

Soulraker stingers are wasps covered in poisonous barbed stingers that they launch like quills, their wings atrophied and unusable.

Blight phages were once angelic creatures. Corrupted by demonic forces, each is now a cruel, distended mockery of a cherubic form, covered in pestilent boils that seep ruinous blight.

Chimerons (kai-MEHR-ons) are a horrifying amalgam of multiple demonic forms melded into a unique monstrosity, driven by an unslakable hunger for souls.

Styrichs (STEE-rix) feature lanky bodies covered with manes of long, razor-sharp hair, which they whip around the battlefield to shred their enemies.

Soulraker handmaidens are abyssal parasites implanted in victims by a soulraker hivequeen. Handmaidens gestate inside a host until they're ready to emerge from the body, then consume souls until they're strong enough to transform into a new hivequeen.

Soulraker praetorians are the elite guards of a hivequeen, dripping foul-smelling ichor and using their barbed stingers to lay waste to foes.

A **soulraker hivequeen** is a demonic wasp whose abdomen houses their own soulraker wasp hive, and whose stinging ovipositor implants victims with handmaiden parasites.

Demon Malice

Level 7+ Malice Features

At the start of any level 7 or higher demon's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **3–7 Malice**
The demon activates a Malice feature available to demons of level 6 or lower.

Seeping Blight — **5 Malice**
One demon acting this turn expels blight—digested soul juice—onto the ground around them in a 3 burst that lingers until the start of their next turn. Any enemy who enters the area or starts their turn there takes 6 corruption damage, and has a double bane on power rolls until the start of their next turn.

Soulraker Scout

Level 7 Minion Harrier
Abyssal, Demon, Soulraker
EV 9 for four minions

1M	7	12	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly
Weakness: Holy 5
With Captain: Gain an edge on strikes

Might +2 **Agility** +4 **Reason** +1 **Intuition** 0 **Presence** –1

Soul Stinger 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon
Main action
Melee 1
One creature per minion
≤11 3 poison damage
12–16 6 poison damage; the scout can shift 1 square
17+ 7 poison damage; the scout shifts up to 3 squares

Abyssal Buzzing
Any enemy who starts their turn with two or more soulraker minions adjacent to them takes 3 sonic damage.

Soulraker Soldier

Level 7 Minion Brute
Abyssal, Demon, Soulraker
EV 9 for four minions

2	6	13	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5
With Captain: Gain an edge on strikes

Might +4 **Agility** +2 **Reason** –1 **Intuition** –1 **Presence** –1

Chitin Bash 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon
Main action
Melee 1
One creature or object per minion
≤11 4 damage; push 2
12–16 7 damage; push 2
17+ 8 damage; push 4

Abyssal Buzzing
Any enemy who starts their turn with two or more soulraker minions adjacent to them takes 3 sonic damage.

Soulraker Stinger

Level 7 Minion Artillery
Abyssal, Demon, Soulraker
EV 9 for four minions

1M	6	10	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: Holy 5
With Captain: Gain an edge on strikes

Might 0 **Agility** –1 **Reason** +4 **Intuition** +4 **Presence** 0

Barb Launch 2d10 + 4 — **Signature Ability**
Magic, Ranged, Strike, Weapon
Main action
Ranged 20
One creature per minion
≤11 4 poison damage
12–16 7 poison damage
17+ 8 poison damage

Effect: All soulraker demons have concealment from the target until the start of the stinger's next turn.

Abyssal Buzzing
Any enemy who starts their turn with two or more soulraker minions adjacent to them takes 3 sonic damage.

Blight Phage

Level 7 Horde Controller
Abyssal, Demon
EV 9

3	6	40	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5

Might 0 **A**gility 0 **R**eason +4 **I**ntuition +2 **P**resence +4

Blight Pus 2d10 + 4
Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
One creature or object

≤11 7 corruption damage
12-16 10 corruption damage
17+ 11 corruption damage

Effect: A puddle of blight—digested soul juice—covers the ground in the target's square, which is affected as if by **Seeping Blight** (see the Level 7+ **Demon Malice** feature).

Blight Rain
3 Malice
Area, Magic
Maneuver
5 cube within 1
Each enemy in the area

Special: The blight phage must create the cube beneath themself.

Effect: The blight phage spins and sheds corruptive blight to fill the area, which is treated as if affected by **Seeping Blight**.

2 Malice: The blight phage chooses three 2 cube areas within 10 squares of the phage. Each area is covered with blight and treated as if affected by **Seeping Blight**.

Lethe
While the blight phage is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the blight phage can't be hidden from them.

Chimeron

Level 9 Horde Brute
Abyssal, Demon
EV 11

3	6	90	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5

Might +4 **A**gility 0 **R**eason +2 **I**ntuition +1 **P**resence +2

Flux Gnash 2d10 + 4
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object

≤11 9 cold, fire, or sonic damage
12-16 11 cold, fire, or sonic damage
17+ 13 cold, fire, or sonic damage; **M<4** bleeding, dazed, or slowed (save ends)

Special: After making the power roll, the chimeron decides what damage type the ability deals and which condition it imposes.

Pain Absorption
1 Malice
—
Triggered action
Self
Self

Trigger: The chimeron is targeted by a damage-dealing strike.

Effect: The chimeron halves the damage.

Lethe
While the chimeron is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the chimeron can't be hidden from them.

Styrich

Level 8 Horde Hexer
Abyssal, Demon
EV 10

1L	6	45	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5

Might +2 **A**gility +4 **R**eason 0 **I**ntuition +2 **P**resence 0

Hair Whip 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 4 — One creature or object

≤11 7 damage; pull 1
12-16 10 damage; pull 2, grabbed
17+ 12 damage; pull 3, grabbed

Effect: Any target restrained by the styrich's Tangled Nest ability can be pulled the distance determined by the power roll.

Tangled Nest 2d10 + 4 — **5 Malice**
Area — Maneuver
4 burst — Each enemy in the area

≤11 **A<2** slowed (save ends)
12-16 Slowed (EoT) or **A<3** 3 damage and restrained (EoT)
17+ Restrained (EoT) or **A<4** 3 damage and restrained (save ends)

Lethe
While the styrich is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the styrich can't be hidden from them.

Soulraker Praetorian

Level 7 Horde Harrier
Abyssal, Demon, Soulraker
EV 9

1L	8	45	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5

Might +2 **A**gility +4 **R**eason 0 **I**ntuition +2 **P**resence 0

Barbed Stinger 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — One creature

≤11 7 poison damage; push 2
12-16 10 poison damage; push 2
17+ 11 poison damage; push 4; **A<4** grabbed

Effect: The praetorian can shift into each square the target leaves.

Stinging Departure — **2 Malice**
— — Triggered action
Self — The triggering creature

Trigger: A creature ends the praetorian's grab.

Effect: The praetorian makes a free strike against the target, breaks off part of their stinger in the target, and shifts up to half their speed. The target is bleeding until they remove the stinger fragment as a free maneuver, taking 6 damage in the process.

Lethe
While the praetorian is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Praetorian Buzzing
Any creature who starts their turn with two or more praetorians adjacent to them takes 6 sonic damage.

Soulraker Handmaiden

Level 8 Horde Ambusher
Abyssal, Demon, Soulraker
EV 10

1M	0	50	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5

Might +3 **A**gility 0 **R**eason +2 **I**ntuition +2 **P**resence +4

Implanted Parasite
A host creature implanted by a soulraker hivequeen's **Stinging Ovipositor** has no physical or mental signs of the handmaiden gestating inside the host's body.

After 1d3 + 1 weeks of gestation, the handmaiden fully forms inside the host. The handmaiden always moves with and occupies the same space as the host and can't be separated from them. While totally within the creature, the handmaiden doesn't have line of effect to the host or targets outside the host and vice versa.

As a maneuver, the handmaiden can emerge from the host as a horrifying tower of flesh and bone that remains attached to the host's insides. While emerged, the handmaiden can use a move action to make the host move up to their speed and has access to the host's signature abilities, using the host's modifiers for any power rolls. The handmaiden has the same Stability as the host. If the handmaiden or host is force moved, the other moves with them. While emerged, the handmaiden can be targeted independently of the host. The handmaiden can retreat totally within the host's body as a maneuver. If the handmaiden dies, their remains separate from the host.

The Find a Cure downtime project in *Draw Steel: Heroes* can be used to find a cure that removes a handmaiden from a host. The cure kills the handmaiden when consumed.

Emergent Horrors 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object

≤11 8 corruption damage
12-16 11 corruption damage
17+ 13 corruption damage; **M<4** frightened (save ends)

Effect: If the handmaiden was totally within their host's body at the start of this turn, the ability deals an extra 8 damage.

Lethe
While the handmaiden is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulraker Hivequeen

Level 9 Leader

Abyssal, Demon, Soulraker

EV 44

Size	Speed	Stamina	Stability	Free Strike
5	6	240	2	9

Immunity: —
Movement: Fly

Weakness: Holy 5

Might +5 **A**gility –1 **R**eason +3 **I**ntuition +3 **P**resence +2

Stinging Ovipositor 2d10 + 5 — **Signature Ability**
Magic, Melee, Ranged, Strike — Main action
Melee 1 or ranged 10 — Two creatures

≤11 14 poison damage; M<3 bleeding (save ends)
12–16 19 poison damage; M<4 bleeding (save ends)
17+ 23 poison damage; M<5 the target is implanted

Effect: An implanted target has a **soulraker handmaiden** parasite gestating in them (see the handmaiden's **Implanted Parasite** trait).

Forced Gestation — **3 Malice**
Area — Maneuver
10 burst — Each implanted handmaiden parasite in the area

Effect: The hivequeen lets loose a subsonic call to each target, forcing them to immediately emerge from their host's body as a mature **soulraker handmaiden** and make a free strike.

For the Queen! — **2 Malice**
Area — Triggered action
5 burst — Special

Trigger: The hivequeen is targeted by a strike for the second time on an attacker's turn, whether by the attacker or another creature acting on the attacker's turn.

Effect: Two soulraker minions appear within distance.

2 Malice: A **soulraker praetorian** also appears within distance.

Cannibal Queen
At the end of their turn, the hivequeen can consume an adjacent soulraker demon to end one effect on them that can be ended by a saving throw (no action required).

Hive Soulsight
Any creature within 2 squares of a soulraker demon within 100 miles of the hivequeen can't be hidden from the hivequeen. The hivequeen has line of effect to such creatures.

Kicking the Nest — **Villain Action 1**
Area
10 burst — Each soulraker minion in the area

Effect: Each target can move their speed and make a free strike. If no minions are present, four soulraker minions are summoned into unoccupied spaces within distance before the hivequeen uses this villain action.

Buzz Off! 2d10 + 5 — **Villain Action 2**
Area
5 burst — Each enemy in the area

≤11 Push 3; I<3 dazed (save ends)
12–16 Push 3; I<4 dazed (save ends)
17+ 11 sonic damage; push 3; I<5 dazed (save ends)

Effect: The hivequeen shifts up to her speed.

Bomber Wasp Warfare 2d10 + 4 — **Villain Action 3**
Area, Magic, Ranged
Four 2 cubes within 10 — Each enemy in the area

≤11 7 poison damage; M<3 bleeding (save ends)
12–16 11 poison damage; M<4 bleeding (save ends)
17+ 14 poison damage; M<5 bleeding (save ends)

Demons—4th Echelon

The more souls a demon consumes, the more they evolve. The more they evolve, the more refined their tastes become, until eventually demons of category 10 can be satisfied only by consuming souls that exemplify particular qualities. Many demons of this category have their tastes honored by their titles, such as Gorgino, the Sensuous Feast; Tyx, the Obliviated Spiral; and Lorikta, the Discarded Dream.

Optacus (OHP-tih-cus) demons are abyssal eyes atop a spindly flesh stalk supported by innumerable legs. Able to affix to any surface, they shoot deadly beams of fire at distant foes.

Tyburakis (tee-berr-AH-kees) appear as a horrifying cross between a thresher shark and a terror lizard, their tails lined with tiny shark maws that allow them to bite multiple foes at once.

Unguloids (UHN-jyl-oids) have a centaur-like form, with a body and head resembling a demonic rhinoceros. They are known for their devastating charge.

Izyaks (ee-zi-YAHKS) have a mercurial form that ripples with psionic energy, making these demons appear different to all those who observe them. Their true form is a brain supported on four bone legs.

Vicisitators (vih-SIS-ih-tay-tors) are dangerous and horrifically unstable, the flesh and bone of their bodies trapped in a state of perpetual agonizing flux. Their very touch results in excruciating pain as it warps flesh, bone, and soul.

Aurumvas (or-UM-vahs) the demon king stands alone among named demons for craving not only wealth, but highly avaricious souls. A towering figure with a stack of crowns atop his ophidian head, he is a vision of opulence, excess, and absolute debasement. He lords over other powerful demons by virtue of the wealth held in his vast vaults in the Abyssal Wasteland, acquired through the slaughter of countless creatures. But even as he gazes upon his riches and supernatural treasures, Aurumvas wants for more. He draws lesser demons and wicked mortals to his service with the promise of minor treasures, knowing full well that one needs to spend wealth to make it. If left unchecked, Aurumvas's servile armies and glittering hoards might one day encompass the entire timescape.

Demon Malice

Level 10+ Malice Features

At the start of any level 10 or higher demon's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **3–7 Malice**
The demon activates a Malice feature available to demons of level 9 or lower.

Soul Flense — **7 Malice**
One demon acting this turn unleashes their pent-up agony and pain on every non-demon in a 5 burst. Each target makes a **Presence test**.
≤11 10 corruption damage; the target is soul flensed
12–16 The target is soul flensed
17+ No effect.
Effect: The demon removes all conditions and effects on themself that can be ended by a saving throw, and transfers all those effects to each creature soul flensed this way.

Optacus

Level 10 Minion Artillery
Abyssal, Demon
EV 12 for four minions

1S	6	14	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: Holy 5
With Captain: +4 bonus to speed

Might +1 **Agility** +3 **Reason** +1 **Intuition** +5 **Presence** +1

Optical Flare 2d10 + 5 — **Signature Ability**
Magic, Ranged, Strike, Weapon — Main action
Ranged 20 — One creature or object per minion
≤11 5 fire damage
12–16 8 fire damage
17+ 10 fire damage; this damage ignores immunity
Effect: This ability ignores concealment. A winded target takes an extra 5 damage.

Tyburaki

Level 10 Minion Harrier
Abyssal, Demon
EV 12 for four minions

2	8	15	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Swim
Weakness: Holy 5
With Captain: +4 damage bonus to strikes

Might +2 **Agility** +5 **Reason** 0 **Intuition** +3 **Presence** –1

Tail Bite 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 3 — One creature or object per minion
≤11 4 damage
12–16 7 damage
17+ 9 damage
Effect: The tyburaki can make a free strike against each enemy adjacent to the target.

Breacher
While swimming, the tyburaki can jump 5 squares as part of their movement.

Soulsight
Any creature within 2 squares of the tyburaki can't be hidden from them.

Unguloid

Level 10 Minion Brute
Abyssal, Demon
EV 12 for four minions

2	8	17	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: Holy 5
With Captain: Have a double edge on strikes

Might +5 **Agility** +5 **Reason** –1 **Intuition** –1 **Presence** –1

Gore Horn 2d10 + 5 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11 5 damage; push 2
12–16 8 damage; push 4
17+ 10 damage; push 6
Effect: If this ability is used as part of a charge for which the unguloid moves 2 squares or more, it deals an extra 10 damage.

Soulsight
Any creature within 2 squares of the unguloid can't be hidden from them.

Izyak

Level 10 Horde Controller
Abyssal, Demon
EV 12

2	6	55	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: Holy 5
Movement: Teleport

Might 0 **A**gility 0 **R**eason +5 **I**ntuition +2 **P**resence +4

Nostalgic Wanderlust 2d10 + 5 — **Signature Ability**
Psionic, Ranged, Strike — Main action
Ranged 10 — One creature

≤11 9 psychic damage; **R<3** restrained (save ends)
12–16 12 psychic damage; **R<4** restrained (save ends)
17+ 14 psychic damage; **R<5** restrained (save ends)

Effect: The izyak can slide any target restrained this way up to 3 squares.

3 Malice: The izyak can vertical slide any target restrained this way up to 6 squares instead. A target left in midair doesn't fall until the restrained condition ends.

Ruinous Temptation 2d10 + 5 — **3 Malice**
Area, Psionic, Ranged — Main action
4 cube within 10 — Each enemy in the area

≤11 4 psychic damage; **I<3** dazed (save ends)
12–16 7 psychic damage; **I<4** dazed (save ends)
17+ 9 psychic damage; **I<5** dazed (save ends)

Effect: Any target dazed this way must use a move action to move their speed toward the izyak on their next turn.

2 Malice: The area increases to a 6 cube.

Lethe
While the izyak is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the izyak can't be hidden from them.

Vicisitator

Level 10 Horde Harrier
Abyssal, Demon
EV 12

1M	9	60	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: Holy 5
Movement: —

Might +4 **A**gility +5 **R**eason –1 **I**ntuition –2 **P**resence –3

Warp Touch 2d10 + 5 — **Signature Ability**
Magic, Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 10 — One creature or object

≤11 9 damage
12–16 12 damage
17+ 14 damage; **I<5** the target is slowed and weakened (save ends)

Special: The effects of being slowed and weakened this way can't be ignored.

Soul Flay 2d10 + 5 — **5 Malice**
Area — Maneuver
6 × 3 line within 1 — Each enemy in the area

≤11 4 psychic damage; **P<3** bleeding (save ends)
12–16 7 psychic damage; **P<4** bleeding (save ends)
17+ 9 psychic damage; **P<5** bleeding (save ends)

Effect: Any creature who is bleeding from this ability loses 2d6 Stamina instead of 1d6.

Lethe
While the vicisitator is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Soulsight
Any creature within 2 squares of the vicisitator can't be hidden from them.

Aurumvas

Level 10 Leader
Abyssal, Demon
EV 48

3	8	260	2	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly
Weakness: Holy 5

Might +5 **A**gility +2 **R**eason +5 **I**ntuition +3 **P**resence +5

Absorb Soul
Whenever any demon is reduced to 0 Stamina within 10 squares of Aurumvas, the Director gains 1 Malice. Aurumvas loses this trait while he is dazed.

Greedy Hands 2d10 + 5 — **Signature Ability**
Magic, Melee, Strike — Main action
Melee 2 — Two creatures or objects

≤11 15 corruption damage; R < 4 weakened (save ends)
12–16 20 corruption damage; R < 5 weakened (save ends)
17+ 24 corruption damage; R < 6 weakened (save ends)

2 Malice: Aurumvas regains Stamina equal to the damage dealt.

Covetous Bolts 2d10 + 5 — **3 Malice**
Magic, Ranged, Strike — Main action
Ranged 20 — Two creatures

≤11 15 psychic damage; P < 4 dazed (save ends)
12–16 20 psychic damage; P < 5 dazed (save ends)
17+ 24 psychic damage; P < 6 dazed (save ends)

2 Malice: While dazed this way, a target can't gain Heroic Resources.

Greed Is Good — **2 Malice**
Ranged — Maneuver
Ranged 10 — Special

Effect: Aurumvas chooses a supernatural treasure or an item made of gold and teleports to an unoccupied space adjacent to that object, then ends one effect on him that can be ended by a saving throw.

More ... More ...
While Aurumvas is winded, he has a double edge on strikes.

Soulsight
Any creature within 5 squares of Aurumvas can't be hidden from him.

Time Is Money — **Villain Action 1**
Area, Magic
20 burst — Self and each ally in the area

Effect: Aurumvas warps time with his abyssal avarice. Each target can teleport up to their speed and make a free strike.

Hostile Acquisition — **Villain Action 2**
Ranged
Ranged 10 — Special

Effect: Aurumvas chooses up to three treasures within distance that he has line of effect to and that aren't artifacts. Until the end of the encounter, ethereal golden snakes swirl around the target treasures. While an affected treasure is worn or held by a hero, each time that hero gains any amount of their Heroic Resource, the Director gains 1 Malice.

No Matter the Cost 2d10 + 5 — **Villain Action 3**
Area, Magic, Ranged
Four 3 cubes within 10 — Each creature in the area

Effect: Aurumvas summons treasures from his vaults into the area, then causes them to explode.

≤11 10 fire damage; push 1
12–16 15 fire damage; push 2
17+ 19 fire damage; push 3

DEVILS

In the lower plane of Hell, devils of the Seven Cities vie unceasingly for power and control—a conflict fought foremostly through cunning and schemes. Devils are distinguished from other humanoids by skin in shades of azure and crimson, as well as their hellmarks: horns, tails, hooves, wings, and other infernal features.

Precarious Pyramids

The Seven Cities of Hell stand atop strict hierarchy and bureaucracy. Primordial chains of command place each devil in service to a more powerful devil, with the seven archdevil rulers of Hell at the top. While devils are lawful, they're always looking for another way up the ladder. They twist every rule to their benefit to gain power and usurp those they answer to, eager to uncover loopholes in the eternal struggle for significance and supremacy.

Silver Tongues

Winsome devils can acquire significant influence by bargaining for the souls of mortals on behalf of the archdevil they ultimately serve. Virtuosos with words, devils are skilled at striking deals and forging contracts. They exploit the weaknesses of mortals, whether greed, revenge, vanity, or simple desperation. In the heat of battle, a devil's supernatural charisma can influence a mortal to do their bidding, often without realizing until it's too late.

Negotiations with Devils

Devils are eager to negotiate and strike deals, but often require more compelling arguments and concrete evidence from the other party. You can pick from the following motivations and pitfalls to quickly create a devil from one of the Seven Cities for a negotiation (see Chapter 11 in *Draw Steel: Heroes*):

- **Motivation:** Greed, Power, Legacy
- **Pitfall:** Benevolence, Freedom, Protection

During a negotiation, an NPC devil has their impression and patience increased by 1 (to a maximum of 5). Their interest goes up to 10 instead of 5.

When an NPC devil is ready to make an offer, divide their interest by 2 to get their final response. A devil typically never settles a negotiation unless they're promised something desirable in return.

True Names

All devils have two names: one by which they're commonly known, and another secret true name. Each devil zealously safeguards the latter, as their true name can be spoken aloud to aid in summoning them—or in stripping them of their power.

Hell's Defectors

Not every devil in the Seven Cities wants to ruthlessly ascend the hierarchy. Some desire advancement, but they remain dissatisfied at the bottom. As luck would have it, these fiends can free themselves from Hell's bureaucracy, for when a mortal overestimates their fortitude and dies while enacting an infernal summoning, it can leave an enterprising devil stranded in the mundane world.

Devil Languages

Most devils speak Anjal and Caelian, among other languages. The more powerful a devil, the more languages they learn in order to more easily make ironclad contracts with a wide variety of people and cultures. Outside of rare circumstances, devils are always willing to negotiate, ever desiring to twist a situation in their favor.

Devil Malice — **Malice Features**

At the start of any devil's turn, you can spend Malice to activate one of the following features.

Bureaucratic Tape — **3 Malice**
One devil acting this turn uses a signature ability against an adjacent creature. On a tier 3 outcome, the target of the ability has a double bane on strikes (save ends).

Underhanded Tactics — **5+ Malice**
One or two devils can teleport to a space adjacent to one or more creatures who aren't hidden and make a free strike. For each 2 additional Malice spent on this feature, one additional devil can teleport.

Read the Small Print — **7 Malice**
Each enemy in the encounter is subject to a bad deal proposed by the devils. An enemy must choose between having damage weakness 5 or taking a bane on power rolls. The bad deal lasts until the end of the encounter.

Devil Temptations

Although some devils enjoy comfort and opulence for their own sake, they primarily use treasure as bargaining chips in fiendish compacts: bait on the devils' infernal barbs.

Even more sinister than a prize won in a devil's hard bargain is a gift freely given by a devil. The advantages of such a gift are conditional, lasting only until the devil revokes it at some inconvenient time.

The following are samples of the wonders that a devil can offer—to only the most discriminating customers, of course. A devil might only have two or three of these items available for trade, but others (such as an archdevil's wing) can be won by force. See *Draw Steel: Heroes* for more information about how these items can be used by heroes.

Components: An archdevil's wing, archdevil's blood, soul chalk, a wide selection of true names

Project Sources: Notes in Anjali for the Devil's Bargain armor enhancement or a Hellcharger Helm, notes in Hyrallic for a Mediator's Charm

Titles: Diabolist, Maestro

Treasures: G'Allios Visiting Card, Thief of Joy

Wealth: Each hero can earn 1 wealth in exchange for a small favor

Devil Clerk

Devil, Infernal

Level 5 Minion Brute
EV 7 for four minions

1M	6	10	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: —
Weakness: —
With Captain: +2 damage bonus to strikes

Might +3 **A**gility 0 **R**eason +1 **I**ntuition +1 **P**resence +2

Quill Pushing 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object per minion

≤11 3 damage; push 1
12-16 6 damage; push 2
17+ 7 damage; push 3

Effect: Any target adjacent to two or more clerks is taunted until the end of their next turn.

True Name
If a creature within 10 squares speaks the clerk's true name, the clerk loses their fire immunity and any nondamaging effects of their signature ability until the end of the encounter.

Devil Notary

Devil, Infernal

Level 5 Minion Hexer
EV 7 for four minions

1M	6	8	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: —
Weakness: —
With Captain: +5 bonus to ranged distance

Might 0 **A**gility +1 **R**eason +3 **I**ntuition +1 **P**resence +2

Importunity 2d10 + 3
Magic, Ranged, Strike
Ranged 5
Signature Ability
Main action
One creature or object per minion

≤11 3 fire damage
12-16 5 fire damage; **R < 2** the target takes a bane on their next strike
17+ 6 fire damage; **R < 3** the target takes a bane on their next strike

Effect: One non-minion devil within 5 squares of the notary gains an edge on their next strike.

True Name
If a creature within 10 squares speaks the notary's true name, the notary loses their fire immunity and any nondamaging effects of their signature ability until the end of the encounter.

Devil Scrivener

Devil, Infernal

Level 5 Minion Harrier
EV 7 for four minions

1M	6	9	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: Fly
Weakness: —
With Captain: +3 bonus to speed

Might 0 **A**gility +3 **R**eason +1 **I**ntuition +1 **P**resence +2

Litigation 2d10 + 3
Charge, Magic, Melee, Strike
Melee 1
Signature Ability
Main action
One creature or object per minion

≤11 3 corruption damage
12-16 5 corruption damage; slowed (EoT)
17+ 6 corruption damage; slowed (EoT)

Effect: The scrivener can shift 1 square.

True Name
If a creature within 10 squares speaks the scrivener's true name, the scrivener loses their fire immunity and any nondamaging effects of their signature ability until the end of the encounter.

Devil Adjudicator

Devil, Infernal

Level 6 Elite Controller
EV 32

1M	6	140	1	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: Fly

Weakness: —

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

Infernal Injunction 2d10 + 3 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — Two creatures or objects

≤11 10 fire damage; I<1 frightened (save ends)
12-16 15 fire damage; I<1 frightened (save ends)
17+ 18 fire damage; I<1 frightened (save ends)

Effect: The adjudicator can slide a target frightened by this ability up to 2 squares.

Adjudicator's Interdiction
Magic, Ranged — Main action
Ranged 10 — One creature

Effect: The target makes a **Presence test**.

≤11 The target is slowed, takes a bane on power rolls, and can't regain Stamina (save ends).
12-16 The target is slowed and takes a bane on power rolls (save ends).
17+ Slowed (save ends)

Quid Pro Quo
Magic, Ranged — Maneuver
Ranged 10 — One ally or frightened creature

Effect: The adjudicator and the target teleport to switch places.

Devilish Charm — **2 Malice**
Magic, Ranged — Triggered action
Ranged 5 — The triggering creature

Trigger: A creature targets the adjudicator with a strike.

Effect: The target makes a **Presence test**.

≤11 The adjudicator chooses a new target for the strike.
12-16 The adjudicator halves the triggering damage.
17+ The target takes a bane on the strike.

Vexatious Litigation
Any creature within 10 squares of the adjudicator who has P<3 takes a –2 penalty to saving throws.

True Name
If a creature within 10 squares speaks the adjudicator's true name, the adjudicator loses their damage immunities, any nondamaging effects of their signature ability, and their Devilish Charm ability until the end of the encounter.

Devil Jurist

Level 5 Elite Artillery

Devil, Infernal

EV 28

1M	6	120	0	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5 **Weakness:** —

Movement: Fly

Might 0 **A**gility +2 **R**eason +1 **I**ntuition +1 **P**resence +3

Hellfire
Fire damage dealt by the jurist ignores damage immunity.

Fire and Brimstone 2d10 + 3 **Signature Ability**
Magic, Ranged, Strike Main action
Ranged 12 Two creatures or objects

≤11 10 fire damage
12-16 15 fire damage; **A<2** burning (save ends)
17+ 18 fire damage; **A<3** burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

1+ Malice: The jurist can target one additional creature or object for each Malice spent.

Dismissal with Prejudice 2d10 + 3
Area, Magic Main action
2 burst Each enemy in the area

≤11 6 damage; slide 1
12-16 10 damage; slide 3
17+ 12 damage; slide 5

Effect: If the target has **M<2**, the forced distance movement gains a +3 bonus.

Ashes to Ashes
Magic, Ranged Maneuver
Ranged 12 One creature

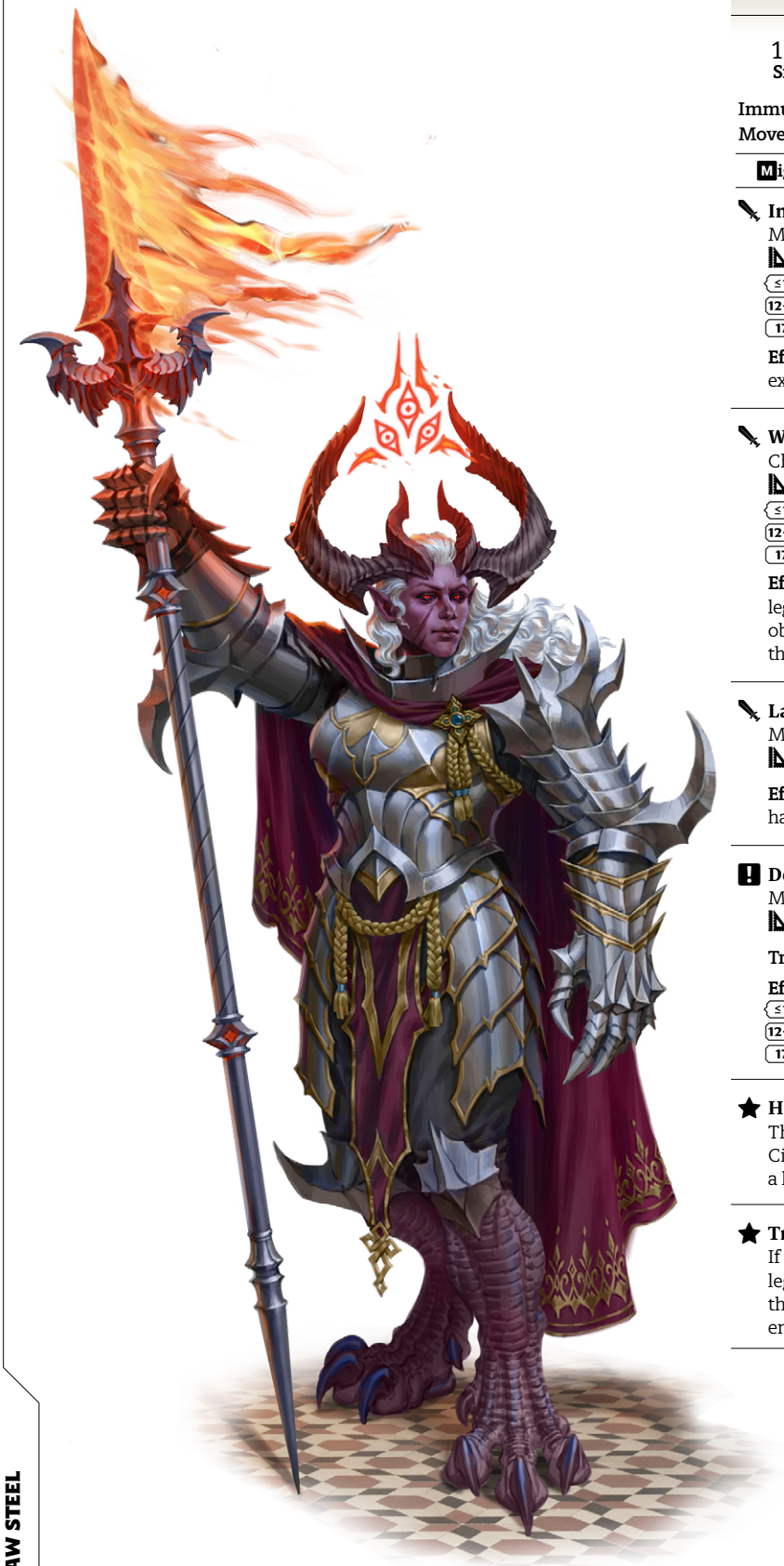
If the target is burning (see **Fire and Brimstone**), they take 6 fire damage.

Devilish Charm **2 Malice**
Magic, Ranged Triggered action
Ranged 5 The triggering creature

Trigger: A creature targets the jurist with a strike.

Effect: The target makes a **Presence test**.
≤11 The jurist chooses a new target for the strike.
12-16 The jurist halves the triggering damage.
17+ The target takes a bane on the strike.

True Name
If a creature within 10 squares speaks the jurist's true name, the jurist loses their fire immunity, any nondamaging effects of their signature ability, and their Devilish Charm ability until the end of the encounter.



Devil Legate

Devil, Infernal

Level 5 Elite Defender
EV 28

1M	6	160	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: —
Weakness: —

Might +3 **A**gility +1 **R**eason 0 **I**ntuition +1 **P**resence +2

Infernal Pike 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 9 damage
12-16 14 damage; **A** < 2 slowed (save ends)
17+ 17 damage; **A** < 3 slowed (save ends)

Effect: If the targets are adjacent to each other, this ability deals an extra 3 damage.

Writ of Execution 2d10 + 3
Charge, Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 6 damage; **M** < 1 prone
12-16 11 damage; **M** < 2 prone and can't stand (save ends)
17+ 14 damage; **M** < 3 prone and can't stand (save ends)

Effect: If this ability is used as part of the Charge main action, the legate ignores difficult terrain during the charge. Each creature and object whose space the legate moves through takes the damage from this ability, but not its additional effects.

Law and Order
Melee — Maneuver
Melee 1 — One creature

Effect: The target is taunted by the legate (save ends). The legate can have only one creature taunted at a time.

Devilish Charm — **2 Malice**
Magic, Ranged — Triggered action
Ranged 5 — The triggering creature

Trigger: A creature targets the legate with a strike.

Effect: The target makes a **Presence test**.
≤11 The legate chooses a new target for the strike.
12-16 The legate halves the triggering damage.
17+ The target takes a bane on the strike.

Hellish Bailiff
The legate has damage immunity 3 while in one of the Seven Cities of Hell or within 10 squares of a non-minion devil who is of a higher level than them.

True Name
If a creature within 10 squares speaks the legate's true name, the legate loses their damage immunities, any nondamaging effects of their signature ability, and their Devilish Charm ability until the end of the encounter.

Devil Magistrate

Level 6 Elite Harrier

Devil, Infernal

EV 32

1M	7	160	0	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5 **Weakness:** —

Movement: —

Might +1 **A**gility +3 **R**eason 0 **I**ntuition +1 **P**resence +2

Edge of the Law 2d10 + 3

Melee, Strike, Weapon

Melee 1

Signature Ability

Main action

Two creatures or objects

≤11 10 damage

12-16 15 damage

17+ 18 fire damage; **R < 3** dazed (save ends)

Effect: The magistrate shifts up to 3 squares before or after using this ability, or between each strike.

Verdict 2d10 + 3

Melee, Strike, Weapon

Melee 1

Main action

One creature

≤11 11 damage

12-16 17 damage

17+ 21 damage

Effect: This ability has a double edge if the magistrate was hidden from the target, and deals an extra 5 damage if the target is dazed.

Justice Turns Its Gaze

—

Self

Maneuver

Self

Effect: The magistrate turns invisible until the start of their next turn, and can attempt to hide as a free maneuver before the end of the current turn.

Devilish Charm

2 Malice

Magic, Ranged

Ranged 5

Triggered action

The triggering creature

Trigger: A creature targets the magistrate with a strike.

Effect: The target makes a **Presence test**.

≤11 The magistrate chooses a new target for the strike.

12-16 The magistrate halves the triggering damage.

17+ The target takes a bane on the strike.

Leading

Whenever the magistrate moves away from an enemy who is adjacent to one of the magistrate's allies, they can shift instead.

True Name

If a creature within 10 squares speaks the magistrate's true name, the magistrate loses their damage immunities, any nondamaging effects of their signature ability, and their Devilish Charm ability until the end of the encounter.

Devil High Judge

Level 6 Leader
Devil, Infernal
EV 32

1M	7	181	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 8
Movement: Fly
Weakness: —

Might +1 **A**gility +3 **R**eason +2 **I**ntuition +1 **P**resence +4

Infernal Decree 2d10 + 4 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 12 — Three creatures or objects

≤11 10 damage; P < 2 the target can't hide (save ends)
12–16 15 damage; P < 3 the target can't hide (save ends)
17+ 19 damage; P < 4 the target can't hide (save ends)

2 Malice: While a target is unable to hide this way, any strike against them made by a devil gains an edge.

Compel the Jury 2d10 + 4
Magic, Ranged, Strike — Maneuver
Ranged 12 — Two creatures

≤11 I < 2 the target is charmed (save ends)
12–16 I < 3 the target is charmed (save ends)
17+ I < 4 the target is charmed (save ends)

Effect: While charmed this way, a creature treats the high judge as an ally, and the high judge can spend 1 Malice on their turn to make that creature move up to 3 squares.

Devilish Suggestion — **2 Malice**
Magic, Ranged — Triggered action
Ranged 5 — The triggering creature

Trigger: A creature targets the high judge with a strike.

Effect: The target makes a **Presence test**.
≤11 The target is charmed (save ends).
12–16 The high judge chooses a new target for the strike.
17+ The target takes a bane on the strike.

While charmed this way, a creature treats the high judge as an ally, and the high judge can spend 1 Malice on their turn to make that creature move up to 3 squares.

End Effect
At the end of each of their turns, the high judge can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

True Name
If a creature within 10 squares speaks the high judge's true name, the high judge loses their damage immunities, any nondamaging effects of their signature ability, and their Devilish Suggestion triggered action until the end of the encounter.

All Rise — **Villain Action 1**
Area, Magic
3 burst — Each enemy in the area

Effect: The target makes a **Presence test**.
≤11 15 psychic damage; the target is charmed (save ends)
12–16 12 psychic damage; the target is charmed (save ends)
17+ 7 psychic damage

While charmed this way, a creature treats the high judge as an ally, and the high judge can spend 1 Malice on their turn to make that creature move up to 3 squares.

Heed My Decree — **Villain Action 2**
Area
5 burst — Self and each ally in the area

Effect: Each target shifts up to their speed. The high judge can make each creature charmed by All Rise, Compel the Jury, or Devilish Suggestion move up to half that creature's speed.

Deceptive Stratagem — **Villain Action 3**
Magic, Ranged
Ranged 12 — One creature

Effect: If the target is an ally or a creature charmed by All Rise, Compel the Jury, or Devilish Suggestion, the high judge and the target teleport to swap places. Each ally within 12 squares of the high judge can then make a free strike against a target of the high judge's choice. Each creature charmed by All Rise, Compel the Jury, or Devilish Suggestion makes a free strike against a target of the high judge's choice.

DRACONIANS

Draconians—wyrmwights as some call them, also known as dragon knights in Orden—are a people created through an obscure ritual known as Dracogenesis. Most draconians have an elemental affinity connected to their draconic scales, which they can change given enough time and training.

Six individual draconians are presented in this section—not an adventuring party, but six warriors whose reputations precede them. All are likely to be found serving in various military forces as high-ranking commanders.

Aeolyxria the Uncanny

From the moment she hatched, Aeolyxria (ay-oh-LIX-ree-ah) has enjoyed a fascination with the occult. She wanders the land, gathering strange tomes and artifacts to study. When she takes a job, it's because she has a new doohickey she wants to test out. Aeolyxria possesses a sharp, tactical mind that lets her treat any battlefield as if it offered homefield advantage. If she could just get a handle on all her equipment, she'd be unstoppable!

Locratix the Morningstar

A traveler from a faraway land and the sole progeny of her Dracogenesis clutch, Locratix (low-CRA-tics) focuses on survival over all other things. The very concept of the dragon knights is anathema to her, as there is no reason a wyrmwight should hand over the power that keeps them alive. Locratix travels widely while taking on mercenary jobs, but she is always just one better deal away from skewering her present employer on the end of her lance.

Lydixavus the Deadeye

Nothing escapes Lydixavus (lee-DIX-uh-vas) or their unrivaled precision. After decades of careful training, they have honed their breath weapon into a swift and far-traveling bullet of ice. Lydixavus is motivated by revenge. Each scar, each dent in their scales tells a story, and Lydixavus aims to return those gifts tenfold to those who bestowed them.

Myxovidan the Sintaker

Myxovidan (mix-OH-vih-din) was raised by a secluded order of monks who claimed his obsidian-black scales and nausea-inducing breath were an evil that must be purged. They subjected him to an austere lifestyle, full of intense training, meditation, and denial of worldly pleasures. But Myxovidan's hunger would be satisfied, one way or another. When Myxovidan departed the order, he left behind a collection of emaciated monk corpses who looked as though they'd had the life sucked out of them.

Phrrygalax the Subduer

Phrrygalax (fuh-RIJ-ih-lax) was once a dragon knight in the service of Good King Omund. Though he took the oath to defend others against tyranny, he was always keenly aware he was created for violence. When the betrayal of the dragon knight Mandrake fractured the Dragon Phalanx that was the order of the dragon knights, Phrrygalax gleefully renounced his oath to follow what he believes to be his true, brutal purpose. Many who served with him believed he was merely waiting for a convenient excuse to do so.

Dorzinuuth the Base

To those who know the Dragon Phalanx of old, no name inspires more awe and fear than that of Dorzinuuth (dor-ZIN-yew-uth). A mastermind on the battlefield and the foundation of the dragon knights' fraternity, Dorzinuuth was known for mounting daring campaigns and always returning with the same number of soldiers—and often alongside new recruits. In the wake of the death of Good King Omund, many were shocked to see Dorzinuuth debase himself with banditry and petty mercenary jobs. Others hold on to the hope that he makes unknown moves in darkness, waiting for the day when he can again uphold his oath in the light.

Draconian Languages

Most draconians speak Caelian in addition to the languages of their employers and creators. Lydixavus, Phrrygalax, and Dorzinuuth all speak Caelian and Vastariax. Aeolyxria speaks Caelian and the First Language. Locratix speaks Caelian and Oaxuatl. Myxovidan speaks Caelian and Axiomatic.

Draconian Malice

Malice Features

At the start of any draconian's turn, you can spend Malice to activate one of the following features.

Guarding Gale **3 Malice**

A draconian acting this turn flaps their wings and creates a mighty gale. Each creature adjacent to the draconian is pushed up to 4 squares, and if they have M<2, they are knocked prone.

Breath Weapon 2d10 + 3 **5 Malice**

Area, Magic — Main action

4 × 2 line within 1 — Each enemy in the area

Special: The damage dealt by this ability matches a damage type the draconian has immunity to.

≤11 6 damage
12–16 10 damage
17+ 13 damage

Scaleshatter Burst 2d10 + 3 **7 Malice**

Area, Magic — Free maneuver

2 burst — Each enemy in the area

≤11 7 damage
12–16 13 damage
17+ 16 damage

Effect: The draconian's scales shatter from battle damage. The draconian has damage weakness 5 but can take two turns per round until the end of the encounter.

Aeolyxria the Uncanny

Level 6 Elite Controller
Draconian, Dragon, Humanoid
EV 32

1M	5	140	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 6
Movement: Fly

Weakness: —

Might −1 **A**gility +2 **R**eason +2 **I**ntuition +3 **P**resence +1

Spittlesplash 2d10 + 3
Ranged, Strike, Weapon
Ranged 10
Signature Ability
Main action
Two enemies

≤11 10 poison damage; M<1 slowed (save ends)
12-16 15 poison damage; M<2 slowed (save ends)
17+ 18 poison damage; M<3 slowed (save ends)

Experimental Treasure 2d10 + 3
Magic, Ranged, Strike
Ranged 10
Main action
Two creature or objects

≤11 The target regains 10 Stamina.
12-16 12 corruption damage; A<2 weakened (save ends)
17+ 12 lightning damage; A<2 bleeding (save ends)

Effect: The first time in an encounter that Aeolyxria makes a power roll for this ability, she can subsequently use the outcome of that roll instead of rolling whenever she uses this ability until the end of the encounter.

2+ Malice: The ability targets one additional target for each 2 Malice spent.

Elevate 2d10 + 3
Area, Ranged
1 cube within 5
2 Malice
Maneuver
Special

Effect: The ground in the area rises 5 squares, creating a pillar of dirt. Any creature in the area moves with the ground to its new elevation.

1+ Malice: Aeolyxria creates an additional pillar for each Malice spent.

Blood For Blood 2d10 + 3
Ranged, Weapon
Ranged 5
Triggered action
One creature

Trigger: An ally is made bleeding by the target.
≤11 7 poison damage; A<2 bleeding (save ends)
12-16 12 poison damage; A<3 bleeding (save ends)
17+ 15 poison damage; bleeding (save ends)

That's Our Opening!
The Director gains 1 Malice whenever Aeolyxria imposes a condition on an enemy.

Locratix the Morningstar

Level 6 Elite Harrier
Draconian, Dragon, Humanoid
EV 32

1M	8	160	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 6
Movement: Fly
Weakness: —

Might +1 **A**gility +3 **R**eason +1 **I**ntuition +2 **P**resence +2

Skewer 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

≤11 10 damage
12–16 15 damage; M < 1 slowed (save ends)
17+ 18 damage; M < 2 slowed (save ends)

Effect: Locratix deals 6 damage to each creature or object in a 2 × 1 line behind the target.

Acidic Stun 2d10 + 3
Area, Magic
3 × 1 line within 1
2 Malice
Main action
Each enemy in the area

≤11 7 acid damage; M < 1 dazed (save ends)
12–16 12 acid damage; M < 2 dazed (save ends)
17+ 15 acid damage; M < 3 dazed (save ends)

Effect: While dazed this way, a target takes an extra 6 damage from Locratix's abilities.

Takeoff
—
Self
Maneuver
Self

Effect: Locratix flies up to her speed. Any creature adjacent to the space on the ground she took off from who has A < 2 is knocked prone.

Stay Back! 2d10 + 3
Melee
Melee 2
Triggered action
The triggering creature

Trigger: A creature within distance moves or is forced moved.
≤11 7 acid damage; A < 1 the target's speed is 0 (EoT)
12–16 12 acid damage; A < 2 the target's speed is 0 (EoT)
17+ 15 acid damage; A < 3 the target's speed is 0 (EoT)

Flighty
When Locratix deals rolled damage to an enemy, that enemy can't use Locratix as the trigger for any of their triggered actions until the start of Locratix's next turn.

Absorbing Scales
When Locratix takes damage of any type for which she has damage immunity, she has damage immunity 6 against the next strike made against her.

Lydixavus the Deadeye

Level 6 Elite Artillery
Draconian, Dragon, Humanoid
EV 32

1M	5	140	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 6
Weakness: —
Movement: Fly

Might –1 **A**gility +3 **R**eason +3 **I**ntuition +3 **P**resence +1

Breathsnipe 2d10 + 3 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 15 — One enemy

- ≤11: 10 cold damage
- 12-16: 16 cold damage; the target takes a bane on their next strike
- 17+: 19 cold damage; the target has a double bane on their next strike

Ice Lob 2d10 + 3
Area, Magic, Ranged — Main action
2 cube within 10 — Each enemy and object in the area

- ≤11: 7 cold damage; **M<1** dazed (save ends)
- 12-16: 12 cold damage; **M<2** dazed (save ends)
- 17+: 15 cold damage; **M<3** dazed (save ends)

Parting Gift
— — Maneuver
Self — Self

Effect: Lydixavus flies up to their speed, leaving a size 1S ice mine in the space they took off from. The ice mine explodes when an enemy enters its space, using the power roll for the Ice Lob ability, and targeting the triggering creature and each creature and object adjacent to the ice mine.

Wasn't Aiming For You
— — Triggered action
Self — Self

Trigger: Lydixavus obtains a tier 1 outcome on their signature ability.

Effect: Lydixavus uses their signature ability again, targeting a creature within 5 squares of the original target.

Scorekeeping Scales
Lydixavus knows the location of every creature who has ever dealt damage to them. If any of those creatures are within 20 squares of Lydixavus, Lydixavus always has line of effect to them as long as a size 1 opening exists between Lydixavus and the target.

Myxovidan the Sintaker

Level 6 Elite Hexer
Draconian, Dragon, Humanoid
EV 32

1M	5	140	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 6
Weakness: —
Movement: Fly

Might –1 **A**gility +3 **R**eason +2 **I**ntuition +2 **P**resence +1

Breaking Palm 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two enemies

- ≤11: 10 damage; **M<1** weakened (save ends)
- 12-16: 15 damage; **M<2** weakened (save ends)
- 17+: 18 corruption damage; **M<3** weakened (save ends)

2 Malice: Myxovidan regains Stamina equal to half the damage dealt.

Expunging Exhalation 2d10 + 3
Area, Magic — Main action
2 burst — Each enemy in the area

- ≤11: 7 corruption damage; **M<1** the target has corruption weakness 3 (save ends)
- 12-16: 12 corruption damage; **M<2** the target has corruption weakness 3 (save ends)
- 17+: 15 corruption damage; **M<3** the target has corruption weakness 3 (save ends)

Step and Swap
Ranged — Maneuver
Ranged 3 — One ally

Effect: Myxovidan and the target shift to swap places.

Anyone Can Do That — **2 Malice**
— — Triggered action
Self — Self

Trigger: An adjacent creature damages Myxovidan with a melee ability.

Effect: Myxovidan recreates the ability to use it against the triggering creature. If the ability has a power roll, Myxovidan uses his highest characteristic score for the roll. If Myxovidan gets a higher tier outcome than the triggering creature, the Director gains 2 Malice.

Stench of Death
Whenever an enemy regains Stamina while within 5 squares of Myxovidan, they regain 3 less Stamina.

Phrrygalax the Subduer

Level 6 Elite Brute
Draconian, Dragon, Humanoid
EV 32

1L	5	180	3	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 6
Weakness: —
Movement: Fly

Might +3 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +3

Baneful Blade 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

≤11 10 damage
12–16 16 damage; **M<1** bleeding (save ends)
17+ 19 damage; **M<2** 3 damage, bleeding (save ends)

Spinning Spit 2d10 + 3
Area, Magic
1 burst
2 Malice
Main action
Each enemy in the area

≤11 7 fire damage
12–16 13 fire damage
17+ 16 fire damage

Heavy Landing
Area
Self
Maneuver
Self

Effect: Phrrygalax flies up to his speed and lands in an unoccupied space on the ground. Each creature adjacent to where he lands who has **A<2** is knocked prone.

Armor of the Ancients
—
Self
2 Malice
Triggered action
Self

Trigger: Phrrygalax takes acid, cold, corruption, fire, lightning, or poison damage.

Effect: Phrrygalax takes no damage and instead regains the same amount of Stamina. He then swaps his current damage immunity with the triggering damage type.

Still Your Tongue!
—
Self
Free triggered action
Self

Trigger: Phrrygalax hears a creature within 5 squares reciting the oath of Good King Omund's Dragon Phalanx.

Effect: Phrrygalax shifts up to his speed and uses Baneful Blade against the triggering creature. That ability deals an extra 7 damage.

Oathbreaker's Vengeance
Whenever Phrrygalax fails a saving throw, he deals an additional 7 damage on his next strike.

Dorzinuuth the Base

Level 6 Leader

Draconian, Dragon, Humanoid

EV 32

2	5	180	3	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Lightning 6
Movement: Fly, hover

Weakness: —

Might +4 **A**gility +1 **R**eason +1 **I**ntuition +2 **P**resence +3

Punishing Flail 2d10 + 4
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
Two creatures or objects

≤11 11 damage; M<2 prone
12-16 16 damage; M<3 prone
17+ 19 damage; M<4 prone

2 Malice: If the target has M<4, they are also bleeding (save ends).

I'll Cut A Path 2d10 + 4
Area, Weapon
5 × 2 line within 1

Maneuver
Each enemy in the area

Effect: Before the power roll is made, Dorzinuuth shifts to an unoccupied space adjacent to the end of the line.

≤11 7 damage
12-16 13 damage; M<3 prone
17+ 15 damage; M<4 prone

Watch Your Six!
Melee
Melee 1

Triggered action
One ally

Trigger: An ally within distance takes damage while Dorzinuuth isn't flying.

Effect: Dorzinuuth shields the triggering ally with his wings, halving the damage.

End Effect
At the end of each of his turns, Dorzinuuth can take 10 damage to end one effect on him that can be ended by a saving throw. This damage can't be reduced in any way.

Remember Your Oath
If Dorzinuuth hears a creature recite the Dragon Phalanx oath, he takes a bane on strikes made against that character until the end of the encounter.

Sheltering Wings
While Dorzinuuth isn't flying, strikes made against him take a bane.

Roaring Gambit 2d10 + 4
Area
5 burst

Villain Action 1
Each enemy in the area

Effect: Dorzinuuth lets loose a powerful roar. Each target makes a **Reason test**.

≤11 Frightened (save ends)
12-16 Frightened (EoT)
17+ No effect.

Effect: Each ally in the area gains an edge on their next strike.

Wings of Second Wind 2d10 + 4
Area
10 burst

Villain Action 2
Self and each ally in the area

Effect: Each target shifts or flies up to their speed and regains 10 Stamina.

Snap, Crackle, Pop 2d10 + 4
Area, Magic
5 burst

Villain Action 3
Each ally in the area

Effect: Dorzinuuth covers the targets in an electrifying mesh. Whenever a target takes damage from a melee ability, the attacker takes 6 lightning damage.

DRAGONS

"John, you don't have to do this."

Sir John ignored his draconian friend.

"Maybe ditch the arms and armor," Bootblack said.

"Nah, I thought of that." John looked down at his gear. "This is who I am. I go in there under some … some *pretense* and I might foul the whole thing up." He shook his head. "Just another kind of trick."

He turned to Embers. "Any luck?" he asked.

Ember's eyes, currently solid starscape, faded into her normal, gold-flecked azure eyes. "Yes," she said, and some tension fled from the group. "Choryvixiar, the Forge of Pain."

"Oh, wonderful," Jackson Bootblack said while the rest of the team groaned.

Embers recalled her void vision. "I know this dragon," she said and closed her eyes. "Wings like sword blades. Choryvixiar razed a dwarven city, the city of Kal Aethyrion."

Dazar gave John a look. "John, Kal Aethyrion was sacked twelve thousand years ago," he said.

"It wanted the legendary armory of Zor, the Metalmaster of Aethyrion. They treated with it. It allowed them to evacuate the city first." Embers opened her eyes and looked at John. "It can be reasoned with," she said, and nodded.

"I think it'll work," John said.

Vaantikalisax put a hand on the pommel of his mace. "*Why?*" he demanded.

"I'll tell you why," Jackson said. Everyone looked at the polder.

"Well, we all know it's in there, right?" Jackson asked, gesturing to the cave. They nodded.

"Then it … or he, I guess, knows we're out here. And he hasn't roasted us, so … maybe he's waiting to hear our offer?"

John smiled at the troubadour having come to the same conclusion he had. He turned to Embers. "A crucible dragon?" She nodded. He sighed.

"The crucibles make fortresses of iron. Steel. And they burn with eternal heat," Dazar said, the second most qualified loremaster among them. "This is just a cave," he said.

Gwillyv appeared with what looked like a metal roof shingle. She passed it to A Mist Curls Around Dying Embers. You could see how heavy it was by the way she held it.

"Yes," Embers said, looking at the metal dragonscale made of blackened iron. She pressed her palm against it. Metal scored over centuries and impregnated with ancient soot. "This creature had a home recently, such as you describe, theochron. But something happened and it was forced to flee. Wounded, probably. This would have been years ago, and it slumbered here since. Then something woke it."

She turned the heavy, metal scale over in her hands. "When a dragon gets this old, all it knows is pain. It becomes hateful, *spiteful*."

"Yeah, I had a bad toothache once, it was a bitch, I know how it feels," Bootblack said. Everyone ignored him.

"There has to be some other option," Sir Vaantikalisax said.

"Well, I talked to Ffyllynvir or however you pronounce it," John said. "The Thorns are at an impasse. They can't pull back without exposing whole villages to this thing, and they can't bring it down."

"So we fight!" Dazar said and gripped his staff in a battle stance.

John shrugged. "They tried that," he said. "If the Thorns couldn't take this thing down I doubt we could. Time to try something else."

Dazar came to inspect the dragonscale. Vaantikalisax grabbed John by the arm. "John, do you know what you're doing?" he said under his breath. Others had asked essentially the same question, but this was Vaant.

John smiled at his friend. "Yeah." He looked at the group arguing about the wisdom of his plan and gestured with his head toward a boulder before walking away from the group. Vaant followed. When they were out of earshot, John explained his plan.

"Look. I don't believe in coincidences, okay? We need the Thorns, at the keep, when Saxton shows up. So what happens? They're tied up with this dragon. Well that's pretty nice for Saxton, isn't it?" He left it at that. Waited for Vaant to catch up.

Vaant looked around. It took him a second. Then he looked at John. "You think Saxton got here before us."

"Yes, I do," John said. "I told you I talked to Ffyllynvir, right? Do you know what they said?" John paused for a moment and his eyes unfocused as he remembered what Embers said the dragon's name was. "Choryvixiar," he said, suddenly coming back to reality, "started this vendetta against the wode elves a *week* after Saxton came to power. And *I* think? It might have been *less* than a week."

"Ah," Vaant said, impressed. "And you don't believe in coincidences."

"If Embers is right, this dragon might be the most dangerous thing, of any kind, in the entire duchy. If *I* were Saxton? Getting that thing on my side would be my first priority."

"Because if it works," Vaant said, "you start your campaign with a powerful ally. And if it doesn't …"

"Then he starts with a powerful enemy. So, first thing he does is find out whose side the dragon's on."

"Because that dictates his entire strategy." Vaant was impressed and more impressed because he'd known John for years and was still surprised. "Well done, John." Vaant acted like the dragon was already on their side.

"Everyone thinks this is some big risk, some daring ploy," John was looking at the rest of the team. He shook his head, then looked back at Vaant. "But if Saxton did it, if *he* talked to this thing? *I* can. And I'm a better negotiator."

"Because you're not an … an 'unrepentant …'" He couldn't remember what the polder, Jackson Bootblack, had called Lord Saxton earlier.

"Cockbag," John finished for him. "I'm not an unrepentant cockbag, yeah, that's the idea."

"Smart," Vaant said and shook John's hand. "Good luck."

"Hey!" Jackson Bootblack said. John turned to look at him. "Saxton's armor is made from the whispering iron," he said. "It's only found in Hell. Pretty good prize for a dragon with taste who turned out to be on the right side. Or *no* side."

John looked from the polder to the others. "Is that true or did you make it up?"

"I'll tell you after you come out." Bootblack smiled. "*If* you come out." John shook his head with amused exasperation. Bootblack spread his hands and bowed deeply.

Sir John proceeded toward the cave.

"John," Embers said. John sighed and stopped. "Flatter him," the void mage said. "Appeal to his vanity. Remind him that he's the most powerful thing in all Omund's Land."

"I got it," John said and filed the information away. He didn't really know what he was going to say. He was going to present himself and see what happened.

"And if you're wrong?" Gwylliv whispered. John could barely hear her, but he could guess what she said.

John shrugged with one shoulder. "If I'm wrong, we're all going to die anyway. No point living in fear. Anyone else?" No one said anything. Only Vaant and Embers could look him in the eye.

"Wish me luck," Sir John said, and walked alone into the dragon's lair.

On Dragons

Terrifying behemoths. Harbingers of destruction and woe. Dragons claim the world for themselves, throw the innocent into despair, and inspire heroes to draw steel.

Where the Elements Meet Anguish

As elementals are pure expressions of the mundane world, their shapes can become hardened and bent by intense energies permeating that world. Over time, an elemental entangled in extreme concentrations of rancor or grief might crystallize into a terrifying creature known as a dragon.

Dragons are both a provocateur and a consequence of people's anguish. A thorn dragon will cover crops and forests in a fortress of bramble vines and threaten to starve the people living there, yet they were born out of decades of hunger and strife that came before them. Vanquishing a dragon might be necessary to save innocent lives, but unless the underlying problems are addressed, another dragon will take their place in time.

Draco Vulgaris

Many regular dragons share a number of commonalities between them, such as powerful wings, whiplike tails, and reptilian faces adorned with horns. People categorize dragons more specifically based on where they're found and how those environments have shaped their forms, such as the gloom dragon having a telltale mantle of fog. Some individual dragons retain a trait or two from their primordial forms, while more powerful dragons have been known to intentionally change their shapes to distinguish themselves even further.

Across all dragons, their breath is their most violent form of self-expression. Whether they roar to ward off threats or charge their breath with elemental energy, no good comes from a dragon opening their mouth.

Wyrmscale

Most dragons are covered in wyrmscale, a hardy plate that both absorbs and emits elemental energy. Wyrmscale not only protects dragons, but allows them to catalyze their bodies and further shape their environment. The crucible dragon, for example, erupts with blasts of steam that let them take to the air and rain down death upon their foes.

When a dragon feels threatened, their wyrmscale radiates massive amounts of energy and creates a barrier around them. This barrier buffers both incoming and outgoing force, allowing the dragon to become even more fearsome should their defenses break down.

Lords of Their Domains

It is said that a dragon's physical form includes the land they're found in. The longer a dragon spends time in a location, the more control they have over it. In an omen dragon's domain, for instance, the land becomes barren as old souls become suspended in its thickened air, with new life unable to breach the soil.

This impact is more than a passive consequence of a dragon's presence, for dragons use their magic to set seals upon creatures and lands they claim as their own. To be "dragonsealed" in this way is to become an extension of the dragon's might and subject to their fury.

Folk in cultures that have developed in close proximity to a dragon might give alms to a dragon as if they were a saint, and treat the dragon's seal as a blessing. There is some value to this, for few other predators are foolish enough to encroach on a dragon's territory.

Dragon Hoards

Legendary heroes protect the common folk from dragons. Foolhardy adventurers brave a dragon's lair to take their treasure.

Mature dragons hoard vast amounts of treasure and wealth as a hunting technique. The more valuable their trove, the more prey they lure into their clutches. Desperate kings have sent whole armies to their deaths for the opportunity to expand a kingdom's wealth. Their efforts only expand a dragon's hoard, though, as weapons, armor, and magic trinkets add to the wealth that can't be ignored.

Younger dragons still settling their domains have been known to scour ruins and ancient cities for treasures to start their hoard. It is not unheard of for a dragon to either repeatedly visit or settle near people who willingly give them their valuables and heirlooms.

What's In A Hoard?

It's said that the only creature greedier than a dragon is a dragon hunter. Dragons know this all too well, and their lairs are accordingly well-hidden and guarded. Even if would-be thieves stumble upon an absent dragon's hoard, their troubles are only beginning: some dragons magically know the locations of every treasure purloined from their hoard, while others maintain discreet contacts with local fences and dealers in rare goods.

The following are sample treasures from a dragon's hoard. The hoard contains the treasure from each echelon up to and including the dragon's echelon. These items can be found in *Draw Steel: Heroes*.

1st Echelon

Components: Dragon scales, horns, or venom glands

Titles: Dragon Blooded

Wealth: Each hero earns 1 wealth

2nd Echelon

Treasures: Kuran'zoi Prismscale, Purified Jelly

3rd Echelon

Project Sources: Notes in Vastariax for the Dragon Soul armor enhancement, notes in Zaliac for a Thunderhead Bident

4th Echelon

Treasures: Blade of Quintessence, Page from the Infinite Library: Solaris

Draco Nobilis

Regular dragons should not be confused with the elder dragons, otherwise known as true dragons. These legendary beings are said to be able to devour entire worlds. Even the most fearsome meteor dragon possesses only a modicum of a true dragon's power and wiles.

(The draco nobilis will be explored in future adventures and products.)

Thorn Dragon

Thorn dragons take root in the destitution of nature, and are cultivated by the suffering of those who struggle against the cruelty of drought, fire, flood, and more. Though a region's people might have long overcome past famine, the desperation of those who suffered long before has already nurtured their future scourge.

These dragons appear born of the wood, resembling living thickets bedecked in torturous thorns. With twisting briar horns and wings shaped by tangled roots, thorn dragons embody the richness of nature they so readily leech the life from.

Conquerors of the Green

Thorn dragons cultivate their lairs in lush farmlands or flourishing forests. They engulf these beautiful regions in massive briar thickets, choking out existing flora until their own brambles are the only things that grow. In forests, this process drives out local fauna smart enough to flee rather than foolishly fight against the wood's new ruler. When a thorn dragon establishes their lair over a village's farmlands, local folk either wisely relocate or slowly starve for the sake of stubborn pride.

Natural Curators

More intelligent dragons seek all forms of riches for their hoard, but thorn dragons have no eye for worldly treasures. Instead, they amass the wealth of the wild they represent. Thorn dragons stockpile food—even food they won't eat—alongside uncut gemstones, minerals and ore, wood, oils, and spices.

Bestial Instincts

Compared to more powerful dragons, thorn dragons are closer to beasts in temperament. They are incapable of speech and act primarily on instinct as they expand their territories, defend their lairs, and grow their hoards.

Despite this, the folk of certain settlements manage to avoid being driven from their homes or starved at the expense of being dependent on a thorn dragon's bestial ego. These farmers and woods folk come to a tenuous understanding with the dragon, trading them the kinds of treasure they desire in exchange for meager foodstuffs from the dragon's hoard.

Territorial Brutes

Thorn dragons are highly territorial, and are vigilant against potential threats to their lairs. To defend their homes, these dragons take advantage of their thickets by dragonsealing intruders, pushing and pulling them across the briars, and letting the thorns bleed them dry. When mere brambles aren't enough, thorn dragons either imbue those brambles' barbs with poison or breathe out those toxins directly, taking pleasure in slowly draining the life from their enemies.

Thorn Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, all surfaces on the map are covered in overgrowth. Any creature other than the dragon who starts their turn on the encounter map has their speed reduced by 2 (to a minimum of 1). Any creature made restrained while on the ground is also made bleeding.

Thorn Dragon

Level 2 Solo
Dragon, Elemental
EV 48

3	8	250	6	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 5
Movement: Fly
Weakness: —

Might +2 **A**gility +3 **R**eason −1 **I**ntuition +1 **P**resence +2

Solo Monster

End Effect: At the end of each of their turns, the dragon can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The dragon can take two turns each round. They can't take turns consecutively.

Withering Wyrmscale Aura

The dragon's scales create a 2 aura of withering green magic around them. Any creature other than the dragon who regains Stamina in the area regains only half the expected amount. Any winded creature who enters the area for the first time in a round or starts their turn there takes 1d3 corruption damage.

Virulent Breath

Signature Ability
Area, Magic
Main action
10 × 1 line within 1
Each enemy and object in the area

Effect: Each target makes a **Might test**.
≤11 12 poison damage; the target is dragonsealed (save ends)
12–16 9 poison damage; the target is dragonsealed (save ends)
17+ 5 poison damage
A dragonsealed creature has their wounds bound by nettles and thorns, causing them to take an extra 1d3 damage whenever they take damage rolled as a d6 or a d3.

Spinous Tail Swing 2d10 + 3

Charge, Melee, Strike, Weapon
Main action
Melee 2
Two enemies or objects
≤11 8 damage; push 2
12–16 12 damage; push 4
17+ 15 damage; push 8

2 Malice: Each target takes an extra 1d3 damage, and if they have **A < 2**, they are bleeding (save ends).

Provoking Nettles

Once per turn, the dragon shifts up to 5 squares and can move through enemies' spaces at their usual speed. The first time the dragon moves through an enemy's space during this movement, the enemy takes 3 damage.

Investiture of Verdure

5 Malice
Area
Maneuver
10 burst
Each enemy in the area

Effect: Each target must be dragonsealed. Each target is pulled up to 5 squares toward the dragon, who gains 5 temporary Stamina for each target pulled.

Prickly Situation

Magic, Ranged
Free triggered action
Ranged 10
The triggering creature

Trigger: A dragonsealed creature within distance ends the dragonsealed effect.

Effect: The target is pulled up to 5 squares toward the dragon, and if they have **A < 2**, they are restrained until the end of their next turn.

Thorny Scales

1 Malice
Melee
Free triggered action
Melee 1
The triggering creature

Trigger: A creature within distance deals damage to the dragon with a melee strike.

Effect: The dragon makes a free strike against the target, and if the target has **M < 2**, they are bleeding until the end of their next turn.

Briar Bindings 2d10 + 3

Villain Action 1
Area, Magic
4 burst
Each enemy in the area
≤11 5 damage; **A < 1** restrained (save ends)
12–16 9 damage; **A < 2** restrained (save ends)
17+ 12 damage; **A < 3** restrained (save ends)

Thorned Armor

Villain Action 2
—
Self
Self

Effect: The thorns upon the dragon's scales grow longer and sharper. Until the end of the encounter, any adjacent creature who targets the dragon with a melee strike takes 3 damage. The dragon then uses their Provoking Nettles ability.

Malign Thicket

Villain Action 3
—
Special
Special

Effect: Poisonous overgrowth and seeking vines cover all surfaces on the encounter map. The dragon uses their Bramble Barricade Malice feature twice at no cost. Until the end of the encounter, any creature force moved by the dragon takes 1d3 poison damage, and if they have **M < 2**, they are weakened (save ends).

Special: If the Thorn Dragon's Domain trait is in effect, any creature other than the dragon who starts their turn on the encounter map takes 1d3 poison damage.

Thorn Dragon Malice

Malice Features

At the start of a thorn dragon's turn, you can spend Malice to activate one of the following features.

Cage of Thorns

3 Malice

A cage of thorns grows around one dragonsealed enemy on the encounter map, making that enemy restrained until the end of their next turn.

Bramble Barricade

5 Malice

The dragon grows a 10 wall of briars in unoccupied spaces on the encounter map. The wall blocks line of effect for all creatures except the dragon. Each square of the wall has 5 Stamina and fire weakness 5. The area can be moved through but is difficult terrain. Any creature who is force moved into or within the area takes 1 damage for each square of the area entered and is bleeding until the end of their next turn.

Solo Action

5 Malice

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

Afflictive Overgrowth

7 Malice

The dragon summons poisonous, biting thorns around their foes. Each enemy on the encounter map makes an **Agility test**.
≤11 12 poison damage; restrained (save ends)
12–16 9 poison damage; bleeding (save ends)
17+ 5 poison damage; bleeding (EoT)

Gloom Dragon

Where twilight spills long and cold over the lands and chilling fog hangs heavy and wet through long autumns and winters, there you will find gloom dragons. Wreathed in churning shadows and wrapped in glittering dark scales, gloom dragons bring with them heavy fog and mist that manifests hallucinations, trapping their prey in nightmares.

Thrill of the Hunt

While many dragons command grand enclosed spaces, gloom dragons make their lairs within sprawling, murky wilds, commanding vast territories. As clever as ravens and as cunning as hunting beasts, they use mimicry and hallucinations to draw unsuspecting travelers ever farther into the mists of their domain, until the fog swallows the sound of those travelers' screams.

In areas where gloom dragons settle, people are known to have more nightmares than usual.

Intangible Treasures

Gloom dragons are eerie collectors of voices, memories, and nightmares, as well as material items. Though able to speak, they can only repeat exactly what they've already heard, and so they prize their vast collections of voices and phrases, using these sounds to lure mortals close enough to draw out their memories and fears. Endlessly curious and fascinated by terror, gloom dragons are keen to see what hallucinations terrorize their prey before they slaughter them.

When a gloom dragon slays a victim, they take not just their valuables, but also whatever is most meaningful to their fears. A broken mirror from a dead lover will always fascinate a gloom dragon more than a perfect ruby brooch.

Unnerving Neighbors

Instinct and curiosity drive these enshrouded hunters. It is rare to find a gloom dragon who can be reasoned with, but some might develop an understanding with nearby settlements, such that each leaves the other to their business. Since gloom dragons focus on individual terrorizing over mass destruction, it is relatively easy to coexist with one lurking in the swamps nearby. But in such cases, these dragons become the subject of stories told to children, warning them to never follow voices into the fog.

Gloom Dragon Languages

Eerie myths surround the gloom dragons, for they wield languages they do not themselves speak. These draconic nightmares can mimic any sound they've heard. But more mysteriously, the magic that produces their hallucinations also mimics the sounds a foe's mind produces, no matter their language. If a hero hallucinates a loved one dying, everyone around will hear that loved one's screams for help.

Gloom Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, illusory magic suffuses the location with shadowy malevolence. Each creature on the encounter map other than the dragon takes a –2 penalty to saving throws made to end the frightened condition. Additionally, whenever a frightened enemy on the encounter map takes damage, they take an extra 3 psychic damage.

Gloom Dragon

Level 4 Solo
Dragon, Elemental
EV 72

Size	Speed	Stamina	Stability	Free Strike
4	8	350	2	6

Immunity: Psychic 5
Movement: Fly, hover
Weakness: —

Might +2 **A**gility +4 **R**eason +1 **I**ntuition +3 **P**resence +4

Solo Monster

End Effect: At the end of each of their turns, the dragon can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The dragon can take two turns each round. They can't take turns consecutively.

Gloaming Wyrmscale Aura

The dragon's scales create a 3 aura of dark supernatural fog around them that feeds on their victims' fears and provides concealment to the dragon only. Each enemy who starts their turn in the area takes 2 psychic damage. Additionally, whenever one or more enemies is in the area, the dragon's abilities deal an extra 3 psychic damage.

Breath of Brume 2d10 + 4 — **Signature Ability**
Area, Magic, Ranged — Main action
4 cube within 10 — Each enemy and object in the area

Effect: Each target makes an **Agility test**.
≤11 14 cold damage; the target is dragonsealed (save ends)
12–16 11 cold damage; the target is dragonsealed (save ends)
17+ 6 cold damage
A dragonsealed creature has psychic weakness 3 and cold weakness 3. Additionally, the area is filled with magical darkness. The dragon ignores concealment created by this darkness.

Phantom Tail Swing 2d10 + 4
Charge, Magic, Melee, Strike — Main action
Melee 3 — Two creatures or objects
≤11 10 psychic damage; pull 2
12–16 15 psychic damage; pull 4
17+ 18 psychic damage; pull 6

3 Malice: The pull becomes a vertical slide.

Shadow Skulk

Once per turn, the dragon can shift up to their speed, leaving behind a 4 cube area of magical darkness in their starting space that lasts until the end of the encounter. The dragon ignores concealment created by this darkness. Any enemy who ends their turn in the area and has **I < 3** is frightened of the dragon until the end of their next turn.

Visions in the Dark — **5 Malice**
Area, Magic — Maneuver
10 burst — Each enemy in the area

Effect: Each target must be dragonsealed. Each target takes 3 psychic damage, and if they have **I < 3** they immediately make a free strike against one ally of the dragon's choice.

Encroaching Darkness — **1 Malice**
— — Free triggered action
Self — Self

Trigger: A creature within 10 squares moves.

Effect: The dragon moves two existing cubes of magical darkness they created up to 10 squares each.

Enveloping Umbrage 2d10 + 4 — **Villain Action 1**
Area, Magic
5 burst — Each enemy in the area
≤11 Pull 2; **I < 2** frightened (EoT)
12–16 Pull 4; **I < 3** frightened (save ends)
17+ Pull 6; **I < 4** frightened (save ends)

Pall of Nightmares 2d10 + 4 — **Villain Action 2**
Area, Magic
10 burst — Each enemy in the area
≤11 6 psychic damage
12–16 11 psychic damage
17+ 14 psychic damage

Effect: Each target must be dragonsealed. Any target who has **I < 3** is also dazed (save ends).

Absence of All Light — **Villain Action 3**
—
Special — Special

Effect: The dragon disappears from the encounter map. The dragon and three hallucinatory illusions of themself then immediately reappear in unoccupied spaces on the encounter map, and the dragon and each illusion uses Breath of Brume. Each illusion is indistinguishable from the dragon except by supernatural means, has 1 Stamina, and has the dragon's speed. An illusion acts on the dragon's turns but can take only move actions. Once per round before or after using an ability, the dragon can trade places with any duplicate.

Gloom Dragon Malice

Malice Features

At the start of a gloom dragon's turn, you can spend Malice to activate one of the following features.

Dread and Terror — **3 Malice**

The dragon thickens the fog of their Gloaming Wyrmscale Aura trait and the horrors within it. Each creature in the area takes a bane on strikes made against the dragon until the start of the dragon's next turn.

Doleful Visions — **5 Malice**

The dragon manifests four 2 cubes of nightmarish apparitions anywhere on the encounter map. Each creature in the area when it appears makes an **Intuition test**.
≤11 14 damage; dazed (save ends)
12–16 11 damage; dazed (EoT)
17+ 6 damage

Solo Action — **5 Malice**

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

Phantasmagoria! — **7 Malice**

The dragon summons macabre, disquieting phantasms in a 10 cube within 1 square that lasts until the end of the encounter. Any enemy who enters the area for the first time in a round or starts their turn there takes 6 psychic damage, or 8 psychic damage if they are dragonsealed by the gloom dragon. Additionally, the enemy's Intuition score is treated as 1 lower for the purpose of resisting potencies until the end of the encounter.

Crucible Dragon

Crucible dragons are born from metallic elementals touched by the toxic combination of fiery rage and ice-cold grief—often the result of failure in the pursuit of perfection. Each dragon is a dark forge of abandoned creativity melted down in fires of spite, jealousy, and hate.

These metallic dragons are massive, heavy creatures requiring an immense release of heat to engage in flight. Their scales range from gleaming silver to blackened iron, depending on how fastidious they are about cleaning, and are occasionally gilded with more-precious metals. Their long tails terminate with a massive, hammer-like tip that can freeze over and instantly cool hot metal.

Bastions of Steel

Crucible dragons make their homes high in the mountains, most commonly in peaks cut through with thick veins of iron ore. Occasionally, one will take over a fortress or outpost, but wherever they settle, the first thing a crucible dragon sets in place is a colossal anvil. From there, the dragon consumes vast amounts of iron, slagging that iron in their belly to create a fortress of steel around them. Much of the slag is expelled into heated vats for forging, but a dragon keeps a small reserve inside their gut in case they need to melt any intrusive adventurers.

Discerning Collectors

Crucible dragons are obsessive collectors, and have a habit of narrowly focusing on a singular creation when it comes to collection and replication. Bynirak, the Rain of Ten Thousand Spears, is known to collect only the most finely crafted and powerful magic polearms in Vasloria. Joris'nyrathi, the Scorching Aegis, is said to have a collection of shields that would rival any god of the forge.

All crucible dragons manage to accrue large amounts of armaments and armor in their hoards. They care little for gems and gold, other than for melting down as filigree or embossing the weapons and armor they forge.

Flawed Pursuits

The failure that spawned a crucible dragon drives their obsessive pursuits. They endlessly attempt to reproduce the perfect treasures they count among their most prized possessions, but can only recreate flawed copies at a fraction of their original power. Discarded projects, melted heaps of raw iron, and scrap angrily embedded into cavern walls perpetually surround a crucible dragon as examples of their failures, perpetuating a cycle of obsessive rage, grief, and inescapable decline.

Crucible Dragon Languages

The oldest of crucible dragons are known to speak some Vastariax, though younger dragons are typically silent. However, survivors of an encounter with a younger crucible dragon sometimes report the monster using the Caelian phrases "not enough" and "mine."

Crucible Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, melted metal and blades coat nearly every surface. Any creature other than the dragon who starts their turn in physical contact with a surface on the encounter map takes 5 damage. Such creatures take an additional 5 damage when they take damage from being force moved into a surface on the map. Whenever an enemy in the encounter uses an ability that deals lightning damage, they take 1d6 damage to themself and each enemy and object adjacent to them.

Crucible Dragon

Level 6 Solo
Dragon, Elemental
EV 96

4	8	450	6	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 6
Weakness: —
Movement: —

Might +4 **A**gility –1 **R**eason +3 **I**ntuition +3 **P**resence +2

Solo Monster

End Effect: At the end of each of their turns, the dragon can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The dragon can take two turns each round. They can't take turns consecutively.

Magnetized Wyrmscale Aura

The dragon's scales create a 3 aura of magnetism around them that affects large masses of metal. Any creature who enters the area for the first time in a round or starts their turn there while wearing metal or while slagged (see **Slag Spew**) is pulled up to 2 squares toward the dragon. A creature pulled this way who has **M < 3** is unable to willingly move away from the dragon.

Slag Spew

Signature Ability
Area, Magic
Main action
10 × 2 line within 1
Each creature and object in the area

Effect: Each target makes an **Agility test**.
≤11 13 fire damage; the target is slagged (save ends)
12–16 10 fire damage; the target is slagged (save ends)
17+ 6 fire damage
A slagged target is coated in molten metal and takes 2d6 fire damage at the start of each of their turns. If a slagged target has **M < 3** they are restrained (save ends) whenever they take cold damage.

Forge Hammer Tail Slam 2d10 + 4

Melee, Strike, Weapon
Main action
Melee 3
Two creatures or objects
≤11 11 damage; **M < 2** prone
12–16 17 damage; **M < 3** prone
17+ 20 damage; **M < 4** prone

Effect: The dragon can make a free strike against each slagged target knocked prone this way.

1 Malice: The strike deals 1d6 cold damage.

Heat Buffer

Once per round while the dragon is flying using their Thermodynamic Flight ability, they give off a blast of steam to extend the duration of their flight until the end of the next round. Each creature in a 4 cube within 1 underneath the dragon when they use this ability takes 7 fire damage.

Thermodynamic Flight

1 Malice
Area
Maneuver
2 burst
Each enemy in the area

Effect: The dragon expels blistering steam, dealing 7 fire damage to each target in the area. The dragon then shifts up to their speed vertically and can fly until the end of the round.

Hammer and Anvil

1 Malice
—
Free triggered action
Self
Self

Trigger: While flying, the dragon starts their turn or moves.

Effect: The dragon drops to the ground and uses Forge Hammer Tail Slam, which deals an extra 4 damage for each square they descended.

Polarize Aura 2d10 + 4

1 Malice
Area, Magic
Triggered action
3 burst
Each creature and object in the area

Trigger: The dragon is targeted by two melee strikes in the current turn.

Special: The target must be size 2 or smaller.
≤11 Push 5
12–16 Push 7
17+ Push 10, ignoring stability

Heart of the Forge 2d10 + 4

Villain Action 1
Area, Magic
6 burst
Each enemy in the area
≤11 4 fire damage; **I < 2** frightened (save ends)
12–16 6 fire damage; **I < 3** frightened (save ends)
17+ 8 fire damage; **I < 4** frightened (save ends)

Subdermal Shielding

Villain Action 2
—
Self
Self

Effect: Shields embedded under the dragon's scales emerge, and the dragon gains damage immunity 6 at the start of each round until the end of the encounter. If the dragon takes any damage, they lose this immunity until the end of the current round.

Polarity Chaos

Villain Action 3
—
10 burst
Each creature and object in the area

Effect: Each target makes a **Might test**.
≤11 16 damage; pull 10 or push 10
12–16 13 damage; pull 8 or push 8
17+ 7 damage; pull 5 or push 5.

Crucible Dragon Malice

Malice Features

At the start of a crucible dragon's turn, you can spend Malice to activate one of the following features.

Swordfall

3 Malice
While the dragon is flying, they shape themself into a blade and fall. Each creature and object in the dragon's space when they hit the ground and in a 6 × 4 line within 1 square of the dragon takes 7 damage. A creature who takes this damage and has **A < 4** takes 4 extra damage per square the dragon fell and is restrained (save ends). A creature not restrained this way can move into the nearest unoccupied space.

Shower of Blades

5 Malice
The dragon shakes loose a cloud of shattered weapons in a 6 × 4 line within 1 square of them. Each creature and object in the area makes an **Agility test**.
≤11 16 damage; bleeding (save ends)
12–16 13 damage; bleeding (EoT)
17+ 7 damage

Solo Action

5 Malice
The dragon takes an additional main action on their turn. They can use this feature even if they are dazed.

Meltdown

7 Malice
The dragon superheats the ground across the encounter map until the end of the round. Any enemy who starts their turn on the ground is slagged as if affected by the dragon's Slag Spew ability.

Omen Dragon

They have been known by many names: Reaper, Blight, Sorrow, Stillness, Vengeance, Grief. The omen dragons carry as many meanings and interpretations as death itself—for they are death embodied. This dragon is a coalescing of wayward souls, the stench of death solidified, that clings to the last vestiges of this world—to the detriment of their surroundings.

Life and Death

The opposite of life isn't death—it's stagnation. When a soul refuses to move on, it lives outside the cycle of life. Souls can have any number of reasons to linger: anger, fear, sadness, a thirst for revenge. One skilled at dealing with the undead might even be able to shepherd such a soul back into its cycle. But when hundreds of souls with hundreds of unique motivations bind themselves to an elemental and form an omen dragon, the only practical way to stop them is to destroy what they've become.

As the embodiment of these wayward souls, the omen dragon wields them like weapons. They can send restless souls to grab creatures and pull them in, or to possess their attackers, compelling them to distraction in the middle of a fight. They even wrap themselves in the most durable of souls, creating a stifling aura.

Life Outside Life

Just as the omen dragon exists outside the cycle of life, so too does their domain. The omen dragon's dragonseal brings desolation and stagnancy to all living things. Growth does not happen. Living things that grow or creatures who dwell near an omen dragon's domain do not age. One can often find secret societies researching lichdom residing in such sites, for what better place to study than a stagnant wasteland that grants one infinite time?

The effects that surround an omen dragon also mean that new life cannot begin. Civilization cannot exist, let alone prosper, without a reliable food source. When living creatures die in these dragons' domains, their bodies do not decompose. Their souls are sucked into the omen dragon, granting the creature ever more power.

Wicked Visions

To face off against an omen dragon is to stare down death itself. One can spend only so long near a choir of restless souls before being compelled to sing. For the sin of defiance, this dragon bestows upon their attackers an omen of their own death. Tarry too long near the creature, and a hero risks fulfilling that prophecy, even if they can weather the dragon's unrelenting attacks.

Omen Dragon Languages

An omen dragon speaks with the voices of all the souls they have collected. In addition to Vastariax, the dragon speaks and understands whatever languages those souls knew in life.

Omen Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, any creature on the map who regains Stamina regains only half the expected amount. Additionally, when a creature on the map who has a soul dies, the dragon absorbs the soul, granting the Director 1 Malice. The creature can't be brought back to life until the dragon is destroyed.

Omen Dragon

Level 8 Solo

Dragon, Elemental

EV 120

5	10	550	6	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 6
Weakness: —
Movement: Fly

Might +3 **A**gility +4 **R**eason +2 **I**ntuition +3 **P**resence +5

Solo Monster

End Effect: At the end of each of their turns, the dragon can take 15 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The dragon can take two turns each round. They can't take turns consecutively.

Deathcount

Several of the dragon's abilities impose a Deathcount on a target. At the end of every turn, a creature with a Deathcount who is within the area of the dragon's Stagnant Wyrmscale Aura has that Deathcount reduced by 1. When a creature's Deathcount hits 0, they die. If multiple Deathcounts are imposed on a creature, they don't stack. Only the lowest Deathcount takes effect. All Deathcounts are lost when the dragon is reduced to 0 Stamina.

Stagnant Wyrmscale Aura

The dragon's scales create a 4 aura of supernatural stagnancy around them. The area is difficult terrain for enemies, and no creature except the omen dragon can regain Stamina while in the area. Any creature dragonsealed by the omen dragon who starts their turn in the dragon's aura and doesn't have a Deathcount gains a Deathcount of 12.

Corroding Breath

Signature Ability

Area, Magic, Ranged
5 cube within 10
Main action
Each creature and object in the area

Effect: Each target makes an **Agility test**.
≤11 18 corruption damage; the target is dragonsealed (save ends)
12–16 14 corruption damage; the target is dragonsealed (save ends)
17+ 9 corruption damage

Only creatures with souls can be dragonsealed by the omen dragon. A dragonsealed creature appears ghastly and pale, their Presence score is treated as 1 lower for the purpose of resisting potencies, and they can't treat other creatures as allies.

Barbed Tail Swing 2d10 + 5

Charge, Melee, Strike, Weapon
Melee 4
Main action
Two creatures or objects

≤11 14 damage; **M < 3** bleeding (save ends)
12–16 19 damage; **M < 4** bleeding (save ends)
17+ 23 damage; **M < 5** bleeding (save ends)

3 Malice: The potency increases by 2, and each target is also pulled up to 5 squares.

Death or Victory

Once per turn, the dragon chooses one creature with a Deathcount within line of effect. That creature can choose to take 1d6 damage and lose a recovery to increase their Deathcount by 5.

Detonation

5 Malice

Area
10 burst
Maneuver
Each enemy in the area

Effect: Each target must be dragonsealed. Each target takes 9 corruption damage, and the omen dragon regains Stamina equal to half the total damage dealt. The target then loses their dragonseal.

Don't Turn Away

1 Malice

—
Self
Free triggered action
Self

Trigger: A creature leaves the area of the dragon's Stagnant Wyrmscale Aura trait.

Effect: The dragon shifts up to their speed, and the Deathcount of each dragonsealed creature who comes adjacent to the dragon during this shift is reduced by 1.

Repent!

2 Malice

Ranged
Ranged 5
Free triggered action
The triggering creature

Trigger: A dragonsealed creature within distance deals damage to the dragon.

Effect: The target must choose between making a free strike against themself or gaining a Deathcount of 5.

What You Deserve 2d10 + 5

Villain Action 1

Area, Magic
5 burst
Each enemy in the area

≤11 Pull 1; the target has a Deathcount of 10
12–16 Pull 2; the target has a Deathcount of 8
17+ Pull 3; the target has a Deathcount of 6

Effect: Each target receives a premonition of their imminent death.

Souls of the Broken

Villain Action 2

Magic, Ranged, Strike
Ranged 10
Five creatures

Effect: The dragon spits fragments of souls to attempt to possess the targets, making a separate power roll for each target.
≤11 **P < 5** frightened (save ends)
12–16 **P < 5** the target moves up to their speed toward the dragon
17+ **P < 5** the target makes a free strike against the nearest ally

So Long and Goodnight

Villain Action 3

Area, Magic
6 burst
Each creature in the area

Effect: Each target must be dragonsealed. The dragon's eyes glow with unequalled malevolence, and any target who has a Deathcount has that Deathcount reduced to 1.

Omen Dragon Malice

Malice Features

At the start of an omen dragon's turn, you can spend Malice to activate one of the following features.

Black Skies

3 Malice

The dragon expands their wings to create a shroud of shadow. Until the start of the dragon's next turn, any strike made against them takes a bane.

Rise and Fall

5 Malice

The dragon flies up to 10 squares and carries fated souls with them. Each creature in the area of the dragon's Stagnant Wyrmscale Aura trait makes a **Presence test**.
≤11 Vertical pull 10
12–16 Vertical pull 6
17+ Vertical pull 4

Solo Action

5 Malice

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

Burn It Right Down

10 Malice

Each edge of the encounter map burns with intangible purple flames until the end of the encounter. The flames expand by 1 square at the end of every turn. Any enemy takes 5 corruption damage for each square of flames they enter.

Meteor Dragon

They dwell in the cold, airless depths of space in lair-cities built of stolen kingdoms for centuries at a time. Then without warning or mercy, a meteor dragon attacks.

Kingdom Killers

A meteor dragon's territory is hard to define. Their attacks might come ages apart, and not every dead civilization or ruined city is the work of a dragon. But when a city grows too great, an empire too powerful, or a culture too advanced, the meteor dragon descends. Their violence isn't mindless or wanton, but cold and calculated. Often, they breach dams, trigger landslides, and devastate granaries and fields, knowing that the chaos and devastation they unleash will continue long after they return to their lairs.

Cities in the Sky

Other dragons hoard trinkets and baubles. Meteor dragons claim their domain over infrastructure. Palaces, fortresses, monuments, and towers are often stolen by these creatures and brought back to their spacefaring lairs, arranged into dilapidated tableaus of the places they have obliterated. A meteor dragon's floating lair-city is both their hoard and home, fused together and secured by the dragon's glittering crystal dragonseal. Within this labyrinthine jumble of ruination, a meteor dragon lurks in wait for the next civilization to grow too comfortable.

Avatar of the Infinite

Meteor dragons have an innate mastery over gravitational forces that allows them to crush enemies and buildings on a whim. They're among the smallest of the dragons, but the density of their bodies exudes an intense field of the cold, airless void of space around them wherever they go.

A meteor dragon's body is infused with crystalline starlight, which they can convert to a barrage of white-hot energy rays. At any distance, the dragon's presence can forever sear the minds of lesser creatures.

Voidlight Annihilation

Voidlight is the name given to the unique energy produced by the breath of a meteor dragon. It is anathema to existence, an evil energy that destroys all. Anything that exists, no matter its material, strength, or potency, is inverted and ceases to exist when bathed in voidlight.

Meteor Dragon Languages

Meteor dragons are not known for their conversational habits. When they do deign to speak, it is exclusively in Vastariax and the First Language.

Meteor Dragon's Domain

If the encounter map is a location the dragon has occupied for 1 week or more, each creature other than the dragon has their stability reduced to 0 and automatically obtains a tier 1 outcome on Agility tests. Additionally, any creature who is suffocating during the encounter takes an extra 1d6 damage at the end of each round.

Meteor Dragon

Level 10 Solo

Dragon, Elemental

EV 144

Size	Speed	Stamina	Stability	Free Strike
3	15	650	6	10

Immunity: —
Movement: Fly

Weakness: —

Might +5 **Agility** +5 **Reason** +3 **Intuition** +3 **Presence** +5

Solo Monster

End Effect: At the end of each of their turns, the dragon can take 20 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The dragon can take two turns each round. They can't take turns consecutively.

Voidshroud Wyrmscale Aura

The dragon's scales create a 1 aura of void space around them. Any enemy who starts their turn in the area takes 10 cold damage and is suffocating. Each time the dragon takes damage, the area of the aura increases by 1 (to a maximum of 5), and they deal an extra 5 damage the next time they use an ability that deals rolled damage.

Gravity Well

Signature Ability

Area, Magic, Ranged — Main action

4 cube within 10 — Each creature and object in the area

Effect: Each target makes a **Might test**.

≤11 20 sonic damage; the target is dragonsealed (save ends)
12–16 16 sonic damage; the target is dragonsealed (save ends)
17+ 10 sonic damage

A dragonsealed target emits a golden aura, and takes 2 damage per square moved when falling or when force moved into an obstacle.

Cosmic Tail Ray 2d10 + 5

Magic, Melee, Ranged, Strike — Main action

Melee 2 or ranged 15 — Two creatures or objects

≤11 15 holy damage; **A<4** weakened (save ends)
12–16 21 holy damage; **A<5** weakened (save ends)
17+ 25 holy damage; **A<6** weakened (save ends)

Effect: If a target made weakened this way is already weakened, they are instead dazed until the end of their next turn.

Crescent Claws

Once per turn, the dragon chooses a target within 3 squares. The dragon can make a free strike against the target, and ignores banes when using abilities against the target until the start of their next turn.

Investiture of Gravity

5 Malice

Area, Magic — Maneuver

15 burst — Each enemy in the area

Effect: Each target must be dragonsealed. The dragon chooses a direction and vertical slides each target 10 squares in that direction, ignoring stability. A target who strikes an obstacle takes damage as if they had fallen the forced movement distance.

Field Collapse

— — Free triggered action

Self — Self

Trigger: The dragon takes damage from an ability while the area of their Voidshroud Wyrmscale Aura is 2 or more.

Effect: The dragon halves the damage. Each enemy and object in the area of the dragon's Voidshroud Wyrmscale Aura trait takes 5 sonic damage and is pulled up to 5 squares toward the dragon. The area of the wyrmscale aura then resets to 1.

A Hero Faces the Void

2 Malice

Magic, Ranged — Free triggered action

Ranged 5 — The triggering creature

Trigger: A creature within distance spends their Heroic Resource to use an ability.

≤11 10 psychic damage; **P<4** frightened (save ends)
12–16 16 psychic damage; **P<5** frightened (save ends)
17+ 20 psychic damage; **P<6** frightened (save ends)

Effect: While frightened this way, the target can't use the triggering ability.

Impactful Arrival

Villain Action 1

Area, Magic

1-mile burst — Each creature and object in the area

Effect: Each target takes 30 fire damage, and if they have **M<5**, they are knocked prone.

Special: The dragon can use this ability before the encounter begins.

Burning Aurora

Villain Action 2

— —

Self — Self

Effect: Until the end of the encounter, each enemy who is dragonsealed and weakened and who the dragon has line of effect to loses 1 of their Heroic Resource at the start of each of their turns (to a minimum of 0). The dragon then uses their Cosmic Tail Ray ability with a double edge, targeting four creatures or objects.

Voidlight Breath

Villain Action 3

Area, Magic

∞ × 3 line within 1 — Each enemy and object in the area

Effect: Each target makes an **Agility test**.

≤11 25 damage; **I<6** the target is annihilated
12–16 21 damage; **I<5** the target is annihilated
17+ 15 damage; **I<4** the target is annihilated

An annihilated target must make the test again, decreasing the potency for themself by 2 each time they are annihilated. A creature reduced to 0 Stamina by this dies and their soul is destroyed.

Meteor Dragon Malice

Malice Features

At the start of a meteor dragon's turn, you can spend Malice to activate one of the following features.

Liftoff

3 Malice

The next time the dragon uses their Crescent Claws ability, they can also slide the target up to 5 squares. If the target is dragonsealed, the dragon can vertical slide them instead.

Solo Action

5 Malice

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

Starfall

5 Malice

The dragon drops stars into five 2 cubes anywhere on the encounter map. The area is difficult terrain, and each creature and object in the area when it appears makes an **Agility test**.

≤11 20 holy damage; slowed (save ends), prone
12–16 16 holy damage; slowed (save ends)
17+ 10 holy damage

Event Horizon

10 Malice

A black hole manifests as a 1 cube within 20 squares of the dragon in an unoccupied space. Each creature who has **M<5** and each object of size 3 or smaller is vertical pulled 2 squares toward the area at the start of each round, ignoring stability. Any creature who starts their turn in the area or any object in the area at the end of the round suffers the effect of the dragon's Voidlight Breath ability, and the black hole disappears.

DWARVES

Possessed of a strength that belies their size, dwarves have flesh infused with stone—a silico-organic hybrid that makes them physically denser than humans or elves. They enjoy a reputation in Orden as savvy engineers and technologists thanks to the lore they inherited from their elder siblings, the long-extinct steel dwarves.

They are the children of the Elder God Ord. A common phrase among the dwarves is "Ord made the world." Their way of saying, "What will be, will be." Dwarves take great pride in knowing that along with Aan, Eth, and Kul, their god created the mundane world, and many dwarves leave their homes to see the world and seek glory in Ord's name.

Tools of the Trade

Those raised within dwarven enclaves have a relationship with technology not found in many other places on Orden. The gifts of the steel dwarves are many in number, but the most prominent is that of pneumatic steam power.

Dwarves have incorporated steam into much of their warfare and weaponry, making them deadly opponents. But like all technology, it's a double-headed hammer. As much as they use steam for destruction, construction is where it truly shines. Creating the formidable and brutalist facades common to dwarven architecture is made much easier with the use of tools designed to utilize pneumatic power. Some of the larger and more metropolitan dwarven cities are rumored to power wealthier districts using steam from geothermal vents.

Innovative Operation

The dwarves have yet to crack all the secrets of the valok, the autonomous machines that were their ancestors' greatest achievement, but they've made great strides in researching them. They've innovated ways to repurpose, recycle, and reverse engineer (to a limited degree) valok assemblage, giving rise to a new multifaceted occupation: the operator.

Operators now span the world and come from all walks of life, but the first among them were dwarves who built powered suits from excavated valok parts. These suits were initially used for construction and utility purposes, but can be repurposed and refitted for warfare when the need arises.

Word of these wonderous dwarven creations quickly spread among the tunnels of the underground, and up into the overworld. This led to a brief arms race where artisans, craftspeople, and smiths from all over were commissioned by wealthy rulers and aristocrats to create mechanized suits to bolster their armies and personal guard.

The Press-Gangs of Kal Kalavar

Before Ajax came to power, the dwarves of Kal Kalavar were renowned for their disciplined constabulary. The constables were kind, kept order, and kept the city safe.

But now, the dwarves of Kal Kalavar have submitted to Ajax's rule and pay him tribute in prisoners. Ajax has need of bodies, to be used as either forced labor or as fodder for the Body Banks, whether to make war dogs or grant eternal life to those in Ajax's favor. Most dwarves don't like this deal, but the press-gangs are committed to their work.

The marauder lords who lead the press-gangs make use of salvaged valok communication arrays that they wear like a mohawk on their heads. The array gives them access to magnetomancy, allowing them to shape and levitate metal, including wielding multiple axes in battle.

Servitor War Walkers

The war walker is a common sight in both dwarven armies and dwarven cities. They vary widely in appearance and make, ranging from cobbled-together heaps of belts, gears, and plates to elegant and sleek marvels of dwarven engineering. In battle, war walkers carry multiple dwarves and keep foes at a distance. In society, they're used for public transit and accessibility needs within dwarven cities.

Stone Whisperers

Some dwarves are born with an innate talent to communicate with stone. Young dwarves identified with this gift are taken to a secretive enclave where they are trained to manipulate the movement and shape of stones using only whispers. The stone whispering technique is a deadly and quiet force in battle, and often the rumble of stone is the only precursor to an enemy's crushing defeat.

Legends speak of stone singers, dwarves who could move mountains with their song. However, those same legends tell a tale of two stone singers who harmonized their voices and nearly ended the world. This is why today's stone whisperers stay quiet, afraid of their own potential.

Dwarf Languages

Most dwarves speak Caelian and Zaliac.

Dwarf Malice

Malice Features

At the start of any dwarf's turn, you can spend Malice to activate one of the following features.

Breaching Charge — **3 Malice**

A dwarf can destroy one adjacent object or square of wall for each 3 Malice spent. Each enemy adjacent to the destroyed object or square takes the object's Stamina in damage (3 for wood, 6 for stone, or 9 for metal).

Rappelling Barrage — **5 Malice**

Each dwarf acting this turn can automatically climb at full speed while moving. At any point during this movement, they can make a free strike.

Snaring Line — **7 Malice**

Area, Magic, Ranged — Main action

10 × 1 line within 10 — Each enemy in the area

Effect: Each target makes an **Agility test**.

≤11 8 damage; restrained (EoT)

12–16 6 damage; slowed (EoT)

17+ No effect.

The snaring line remains until the end of the encounter. Any enemy who moves into the area for the first time in a round or starts their turn there must make the test.

Special: This ability can't be used by a minion.

Dwarf Axethrower

Level 1 Minion Defender
Dwarf, Humanoid
EV 3 for 4 minions

1M	5	7	2	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —
With Captain: +2 bonus to Stamina

Might +1 **A**gility 0 **R**eason 0 **I**ntuition +2 **P**resence 0

Whistling Axes 2d10 + 2 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature or object per minion
≤11 1 damage
12-16 2 damage
17+ 3 damage; one ally adjacent to the target can make a free strike
Effect: The target can't use triggered actions until the start of the next round.

Dwarf Catchpole

Level 1 Minion Brute
Dwarf, Humanoid
EV 3 for 4 minions

1M	5	7	2	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —
With Captain: +2 bonus to Stamina

Might +2 **A**gility 0 **R**eason 0 **I**ntuition 0 **P**resence 0

Maul 2d10 + 2 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11 2 damage
12-16 4 damage
17+ 5 damage; grabbed or prone
Effect: If the target is restrained, they take an extra 2 damage.

Dwarf Driver

Level 1 Minion Harrier
Dwarf, Humanoid
EV 3 for 4 minions

1M	7	6	1	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —
With Captain: +2 bonus to Stamina

Might +2 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence 0

Handaxes 2d10 + 2 — **Signature Ability**
Charge, Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature or object per minion
≤11 1 damage; push 1
12-16 2 damage; push 2
17+ 3 damage; push 4
Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Dwarf Hunter

Level 1 Minion Support
Dwarf, Humanoid
EV 3 for 4 minions

1M	5	6	1	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —
With Captain: +2 bonus to Stamina

Might +1 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Snaring Javelin 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature or object per minion
≤11 1 damage; pull 1
12-16 2 damage; pull 2
17+ 3 damage; pull 4
Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Dwarf Gunner

Level 1 Platoon Artillery
Dwarf, Humanoid
EV 6

1M	5	26	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Portable Ballista 2d10 + 2
Signature Ability
Ranged, Strike, Weapon
Main action
Ranged 10
One creature or object

≤11 6 damage; push 1
12–16 9 damage; push 3
17+ 12 damage; push 5

Effect: If the target is adjacent to an object or a wall after the power roll is resolved, they are restrained until the end of their next turn. A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

5 Malice: If the target is pushed into another creature, the target and the creature are each restrained until the end of their next turn.

Ensnaring Chains
5 Malice
Ranged, Weapon
Maneuver
Ranged 10
One prone, restrained, or slowed creature

Effect: The gunner makes a free strike against the target, and the prone, restrained, and slowed conditions on the target end. The target is then restrained (save ends).

Split Shot
Whenever the gunner deals rolled damage to a target, one creature or object adjacent to the target takes 3 damage.

Dwarf Launcher

Level 2 Platoon Hexer
Dwarf, Humanoid
EV 8

1M	5	39	3	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 **A**gility 0 **R**eason 0 **I**ntuition +2 **P**resence 0

Concussive Grenade 2d10 + 2
Signature Ability
Area, Ranged, Weapon
Main action
3 cube within 5
Each enemy in the area

≤11 3 damage; push 1
12–16 6 damage; push 3; **M < 1** slowed (save ends)
17+ 8 damage; push 3; **M < 2** slowed (save ends)

Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Sleep Grenade
3 Malice
Ranged, Weapon
Main action
3 cube within 5
Each enemy in the area

≤11 3 poison damage; **I < 0** dazed (save ends)
12–16 6 poison damage; **I < 1** dazed (save ends)
17+ 8 poison damage; **I < 2** dazed (save ends)

Effect: A target dazed this way treats their characteristic scores as 1 lower for the purpose of resisting potencies.

Indirect Fire
The launcher ignores concealment and cover, and doesn't need line of effect to use their abilities as long as a size 1 opening exists between the dwarf and the target.

Dwarf Reel Winch

Level 1 Platoon Support
Dwarf, Humanoid
EV 6

1M	5	36	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

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

Snaring Crossbow 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object

≤11 5 damage; M < 0 slowed (save ends)
12-16 7 damage; M < 1 slowed (save ends)
17+ 9 damage; M < 2 slowed (save ends)

Effect: The target is pulled up to 5 squares. A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Reel Them In — **3 Malice**
Ranged, Weapon — Maneuver
Ranged 10 — Three creatures

Effect: The target is pulled up to 8 squares. A restrained or slowed target can be pulled an additional 2 squares. A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

We Have a Quota!
If a target made slowed by the reel winch is already grabbed or slowed, the grabbed and slowed conditions end and the target is restrained (save ends).

Dwarf Shieldwall

Level 3 Platoon Defender
Dwarf, Humanoid
EV 10

1M	5	72	4	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

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

Wide Axe 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 7 damage; slide 1
12-16 10 damage; slide 1
17+ 13 damage; slide 1

Effect: The shieldwall can shift 1 square to remain adjacent to the target. A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

3 Malice: This ability targets one additional target.

Intercepting Shield — **1 Malice**
— — Triggered action
Self — Self

Trigger: A creature makes a strike against an ally adjacent to the shieldwall.

Effect: The shieldwall becomes the target of the triggering strike and halves the damage.

Call to the Wall
Whenever a creature deals damage to or takes damage from the shieldwall, the shieldwall can make that creature taunted until the end of the creature's next turn.

Dwarf Stone Whisperer

Level 3 Platoon Controller
Dwarf, Humanoid — EV 10

1M	5	52	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —
Movement: Burrow

Might +1 **A**gility 0 **R**eason +2 **I**ntuition +2 **P**resence 0

Tile Slide 2d10 + 2 — **Signature Ability**
Area, Magic — Main action
2 cube within 1 — Each creature and object in the area
≤11 5 damage; slide 1; **M<0** slowed (save ends)
12-16 8 damage; slide 3; **M<1** slowed (save ends)
17+ 11 damage; slide 5; **M<2** restrained (save ends)

Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Stone Wave 2d10 + 2 — **3 Malice**
Area, Magic, Ranged — Maneuver
3 cube within 10 — Each enemy in the area
≤11 4 damage; push 2; **R<1** slowed (save ends)
12-16 6 damage; push 3; **R<2** slowed (save ends)
17+ 9 damage; push 3; **R<3** slowed (save ends)

Effect: The area is difficult terrain for enemies. A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Stone Walker
Whenever the stone whisperer willingly moves, they can phase through up to 2 squares of stone as part of that movement. If they end their movement inside stone, they are shunted out into the space from which they entered it.

Dwarf Trapper

Level 1 Platoon Harrier
Dwarf, Humanoid — EV 6

1M	7	36	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —
Movement: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Concussive Bolts 2d10 + 2 — **Signature Ability**
Charge, Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 10 — One creature or object
≤11 5 damage; push 2
12-16 7 damage; push 4
17+ 9 damage; push 6

Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Steam-Powered Snare 2d10 + 2 — **3 Malice**
Area, Ranged, Weapon — Maneuver
3 cube within 5 — Each enemy in the area

Effect: Each target makes a **Might test**.
≤11 7 damage; restrained (EoT)
12-16 5 damage; slowed (EoT)
17+ No effect.

The snare remains until the end of the encounter. Any enemy who moves into the area for the first time in a round or starts their turn there must make the test.

Dwarf Warden

Level 2 Platoon Brute
Dwarf, Humanoid — EV 8

1M	5	59	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —
Movement: —

Might +2 **A**gility 0 **R**eason 0 **I**ntuition +1 **P**resence 0

Concussive Maul 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object
≤11 7 damage; push 1
12-16 10 damage; push 3
17+ 13 damage; push 5; **M<2** restrained (save ends)

Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Concussive Shockwave 2d10 + 2 — **5 Malice**
Area, Weapon — Main action
3 cube within 1 — Each enemy in the area
≤11 5 damage; push 2; **A<0** slowed (save ends)
12-16 8 damage; push 2; **A<1** slowed (save ends)
17+ 11 damage; push 2; **A<2** slowed (save ends)

Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Escort the Prisoners
Whenever the warden moves, they can carry an adjacent restrained enemy as if the enemy were grabbed by them.

Dwarf Marauder Lord

Level 3 Leader

Dwarf, Humanoid

EV 20

1M	5	132	4	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3 **A**gility 0 **R**eason +2 **I**ntuition +1 **P**resence 0

Levitating Axes 2d10 + 3 — **Signature Ability**
Melee, Psionic, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 10 — Two creatures or objects

≤11 8 damage; slide 1
12-16 12 damage; slide 3
17+ 15 damage; slide 5

Effect: A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

3 Malice: A target force moved adjacent to an ally of the marauder lord is restrained until the end of their next turn.

Magnetomancy
Psionic, Ranged — Maneuver
Ranged 10 — One creature or object

Effect: The target vertical slides up to 5 squares. A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

5 Malice: This ability takes the Area keyword and loses the Ranged keyword, its distance becomes a 10 burst, and it targets each restrained creature in the area.

Your Weapon Is Useless
Psionic, Ranged — Triggered action
Ranged 10 — Self or one ally

Trigger: A creature makes a melee strike against the target.

Effect: The target halves any damage from the strike and the triggering creature takes 4 damage.

End Effect
At the end of each of their turns, the marauder lord can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Ajax Will Pay Well for These Specimens — **Villain Action 1**
Area, Psionic, Ranged, Weapon
5 cube within 10 — Each enemy in the area

Effect: The marauder lord uses Levitating Axes against each target, making one power roll against all targets.

Don't Let Them Escape! — **Villain Action 2**
Area
5 burst — Each ally in the area

Effect: Each target shifts up to their speed. The marauder lord then uses Levitating Axes.

Test Your Metal! — **Villain Action 3**
Psionic, Ranged
Ranged 10 — Special

Effect: The marauder lord creates three size 2 metal objects in unoccupied spaces within distance. Whenever the marauder lord uses Magnetomancy, they can additionally target one of these objects.

Servitor War Walker

Level 1 Elite Mount
Construct, Dwarf
EV 12

3	8	60	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

Might +2 **A**gility 0 **R**eason –2 **I**ntuition 0 **P**resence –2

Grasping Claws 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
Two creatures or objects

≤11 6 damage
12-16 9 damage
17+ 12 damage; **M < 2** restrained (save ends)

Effect: A target already restrained or restrained by this ability is pulled up to 3 squares. A target restrained by a dwarf can be force moved by this ability. This forced movement doesn't end the restrained condition unless the Director determines otherwise.

Stunning Blast 2d10 + 2
Area, Weapon
3 burst
3 Malice
Maneuver
Each enemy in the area

≤11 3 lightning damage; **A < 0** slowed (save ends)
12-16 6 lightning damage; **A < 1** slowed (save ends)
17+ 7 lightning damage; **A < 2** slowed (save ends)

Cupola
While riding the war walker, three size 1 allies can occupy the same space. Creatures riding the war walker have cover.

Mobile Prison Harness
Any restrained or slowed creature who comes adjacent to the war walker is automatically restrained (save ends) and takes a bane on power rolls. A creature restrained this way moves with the war walker.

ELEMENTALS

When the gods formed the mundane world, they took sparks of creation from the roiling plane of Quintessence and gave sentience to some of the multiverse's most basic elements—air, earth, fire, and water. Many elementals contain just one of these components, but can come to embody multiple reagents as they age.

Duality of Form

Elementals are mercurial creatures of creation, destruction, and transformation. Though the deities first created the mundane world, elementals cultivated and shaped it. When a tree, stone, or other aspect of the world doesn't suit an elemental, they break it down with elemental fury then build it anew.

Elementals change like the winds and the tides, and from age to age, they remake themselves to reflect what the world has become. They are protectors armored by stone, lizards ablaze with fire, and sometimes dragons clad in steel.

Rebirth and Reformation

When an elemental dies in the mundane world, their spirit returns to Quintessence, where they must rest for decades to regain their strength. Should the spirit return to the mundane world, they take on a form that reflects a creature or other aspect of that plane.

Crux of Fire

Cruxes of fire, often called blazecasters, take the form of fiery lizards. They commonly live in hot zones of planar convergence or areas of volcanic activity. These territorial elementals usually question interlopers from afar—and if they don't like the answers, they rain down fire before their foes can draw near.

Though many elementals weave their innate gifts into oral storytelling, cruxes of fire are particularly adroit at animating their stories in silhouettes of flame.

Essence of Storms

At a distance, most would mistake an essence of storms, sometimes known as a galeweaver, for a large bird of prey. This majestic creature is formed from streaks of colored cloud stuff woven into the silhouette of a large eagle or falcon.

Galeweavers act as scouts for their handlers or for groups of elementals, and they're usually the first to spot trouble. Insatiably curious, an essence of storms often swoops down to talk when they observe travelers.

Essence of Tides

An essence of tides looks like a shimmering blue manta ray that glides over land as easily as through water, earning them the common name of tidedrifter. Most common along coastlines, essences of tides enjoy harmless pranks, especially against folk who regularly sail or swim in their waters.

Tidedrifters have a healthy sense of humor that makes it easy to win their friendship—but their relaxed demeanor evaporates if friends or family face threats.

Field of Growth

The field of growth takes the form of a massive centipede made of vegetation. Often called verdant primevals, these caretakers of the natural cycle of life (and death) fight those they see as upsetting that cycle. Fields of growth seek not only to destroy undead and those who create them, but to sabotage divine servitors who casually peddle resurrection magic.

Force of Earth

A protective earth elemental, a force of earth resembles a nine-foot-tall great ape formed of dirt and rough stone. They act as guardians and historians when among other elementals, working tirelessly to thwart ills from befalling the group. These elementals are sometimes called earthen bulwarks.

Elemental Languages

Most elementals speak Low Kuric. Some can use Caelian when they need to.

Elemental Malice — Malice Features

At the start of any elemental's turn, you can spend Malice to activate one of the following features.

Elemental Swap — **3 Malice**
Two elementals on the encounter map teleport to swap places, and each has damage immunity 2 until the end of the round.

Split — **5 Malice**
An elemental acting this turn cleaves themself into two separate elementals. Each elemental has the same statistics as the original, except that each has half the original's current Stamina and is one size smaller. Both elementals can then shift up to their speed.

Convocation of Chaos — **7 Malice**
Magic, Ranged — Maneuver
Ranged 8 — Self or one elemental

Effect: Until the end of the encounter, the target has a +5 bonus to speed and a +5 damage bonus to strikes. Additionally, whenever an elemental within the target's line of effect uses an ability with "Convocation" in the name, the target also gains the effects of that ability.

It is in changing that we find purpose.

Atæshia, Queen of Ash

Crux of Fire

Level 3 Elite Artillery
Elemental
EV 20

1T	6	80	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: —
Weakness: —

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

Spitfire 2d10 + 2
Magic, Ranged, Strike
Ranged 12
Signature Ability
Main action
Two creatures or objects

≤11 8 fire damage
12-16 12 fire damage; A < 1 the target is burning (save ends)
17+ 15 fire damage; A < 2 the target is burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Convocation of Flames
Magic, Ranged
Ranged 5
Maneuver
Self or one elemental

Effect: Until the start of the crux's next turn, the target has fire immunity 5.

3 Malice: Until the end of the encounter, the ground within 3 squares of the target is wreathed in fire. Any enemy who enters that area for the first time in a round or starts their turn there takes 3 fire damage.

Flame Jet
Magic
Self
1 Malice
Triggered action
Self

Trigger: The crux takes damage.

Effect: The crux ignores any effects associated with the damage and can fly up to their speed. If the crux doesn't end this movement on solid ground, they fall.

Fickle and Free
The crux can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Essence of Storms

Level 3 Elite Harrier
Elemental
EV 20

1S	8	100	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Lightning 5
Movement: Fly
Weakness: —

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

Bluster 2d10 + 2
Area, Magic
1 burst
Signature Ability
Main action
Each enemy in the area

≤11 5 damage
12-16 5 damage, 4 lightning damage; push 1
17+ 5 damage, 7 lightning damage; push 3

Effect: The essence shifts up to 3 squares before or after using this ability.

Convocation of Squalls
Magic, Ranged
Ranged 5
Maneuver
Self or one elemental

Effect: Until the start of the essence's next turn, the target has lightning immunity 5.

3 Malice: Until the end of the encounter, a vortex surrounds the target in a 3 aura. The area is difficult terrain for enemies. Additionally, at the end of each of the target's turns, they can push one creature in the area up to 5 squares.

Thunderclap
Magic, Ranged
Ranged 5
1 Malice
Triggered action
The triggering creature

Trigger: A creature within distance deals damage to the essence.

Effect: The target takes 5 lightning damage.

Fickle and Free
The essence can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Essence of Tides

Level 3 Elite Controller
Elemental
EV 20

1M	7	80	1	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Cold 5
Movement: Swim
Weakness: —

Might +2 **A**gility 0 **R**eason +1 **I**ntuition −1 **P**resence +2

Water Wing 2d10 + 2 — **Signature Ability**
Magic, Melee, Strike — Main action
Melee 1 — Two creatures or objects

≤11 7 damage; slide 1
12-16 11 damage; slide 2
17+ 14 damage; slide 3

Effect: If a target has **P<2**, their stability is reduced to 0 and they move 2 additional squares whenever they are force moved (save ends).

Convocation of Waves
Magic, Ranged — Maneuver
Ranged 5 — Self or one elemental

Effect: Until the start of the essence's next turn, the target has cold immunity 5.

3 Malice: Until the end of the encounter, the ground within 1 square of the target is a pool of water that is difficult terrain. This water extends out behind the target as they move, creating a stream that lasts until the end of the encounter. Any enemy who ends their turn in the stream and has **M<2** is slowed (save ends).

Sea-Salted Wounds — **1 Malice**
Melee — Triggered action
Melee 1 — One enemy

Trigger: An ally deals rolled damage to the target.

Effect: The essence makes a free strike against the target.

Fickle and Free
The essence can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Water Glide
Whenever the essence starts their turn in a space containing water, they can fly until the end of their turn. While flying, the essence doesn't provoke opportunity attacks.

Field of Growth

Level 5 Elite Controller
Elemental
EV 28

3	8	120	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 5
Movement: Climb
Weakness: —

Might +2 **A**gility 0 **R**eason 0 **I**ntuition +2 **P**resence +2

Hampering Roots 2d10 + 2 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 8 — Two creatures or objects

≤11 8 damage
12-16 13 damage; **R<1** prone and can't stand (save ends)
17+ 16 damage; **R<2** prone and can't stand (save ends)

Effect: If a target made prone this way is already prone, they are instead restrained (save ends). If the target was also unable to stand, that effect ends when they are no longer restrained this way.

Convocation of Verdure
Magic, Ranged — Maneuver
Ranged 5 — Self or one elemental

Effect: The target gains 15 temporary Stamina that lasts until the start of the field's next turn.

3 Malice: Until the end of the encounter, the ground within 1 square of the target is overgrown with underbrush and vines. Whenever any enemy makes a strike against the target while within line of effect of that area, the enemy is pulled 5 squares toward the area after the strike is resolved. Any enemy who enters the area for the first time in a round or starts their turn there is knocked prone.

Rose Thorn Lash — **1 Malice**
Magic, Melee — Triggered action
Melee 3 — The triggering creature or object

Trigger: A creature or object within distance deals damage to the field.

Effect: The target takes 6 damage, and if they have **A<2**, they are bleeding (save ends).

Fickle and Free
The field can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Roots Run Deep
The field can target any creature touching the ground with their abilities, even if they don't have line of effect to that creature.

Force of Earth

Level 3 Elite Brute
Elemental
EV 20

2	5	132	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Burrow

Might +2 **A**gility –1 **R**eason 0 **I**ntuition +1 **P**resence +2

Slam Into Dirt 2d10 + 2
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
Two creatures or objects

≤11 8 damage
12–16 12 damage; **M < 1** restrained (save ends)
17+ 15 damage; **M < 2** restrained (save ends)

Effect: The target's space is difficult terrain.

Convocation of Quartz
Magic, Ranged
Ranged 5
Maneuver
Self or one elemental

Effect: Until the start of the force's next turn, any melee strike made against the target takes a bane if it doesn't already have a bane or double bane.

3 Malice: Until the end of the encounter, the target grows a carapace of stone. They have a +3 bonus to stability and gain 15 temporary Stamina.

Break Armor
—
Self
1 Malice
Triggered action
Self

Trigger: The force takes damage.

Effect: The force halves the damage, and has damage weakness 3 and a +3 bonus to speed until the end of the encounter. This damage weakness increases by 3 each time the force uses this ability in the same encounter.

Fickle and Free
The force can't be restrained, slowed, or knocked prone, and they ignore difficult terrain.

Primordial Strength
The force's strikes gain a +6 damage bonus against objects.

Stone Swim
The force can burrow through stone, but can't drag other creatures underground when they do so.

ELVES, HIGH

The children of the solar celestials, the high elves were created to tend to the sun elves as librarians and heralds. Now they sequester themselves away from the world amid the fallen cities of the sky elves, remembering a better age, before the arrival of humans and war to the world made the high elves who they are today.

Glamorous

The high elves hold an unwavering poise worthy of a noble background. They also emit a glamor that allows them to take on physical features and aspects of personality as they desire. Each person sees this glamor slightly differently, emphasizing some details over others based on one's own values and fascinations.

Loremasters

The adage "knowledge is power" is a rough translation of an ancient Hyrallic saying. A closer translation is "knowledge before power." High elves believe knowledge is the pursuit from which all good things flow: life, power, legacy.

In their ruined towers, they study ancient history and magic thought long extinct. They revive dead spells and languages and manipulate their use to suit their means. High elves can use this magic for wondrous creations. They can also use it to kill by lifting a finger.

Elemental Summoners

Through their studies of ancient magic, many high elves have cultivated a strong bond to elemental creatures and can call upon their aid. In service to high elves, soot crows scout from the sky, living vine walls called brambleguards create labyrinthine barricades, and ceramic horses provide fast transport over long distances.

Many high elves can also summon magical wisps called elemental motes. These sprites enervate their foes against high elf magic and revive fallen elementals in a brilliant flash by sacrificing their own energy.

Surround and Suppress

Foes who threaten high elf armies are dealt with quickly and entirely. High elves take advantage of each other's magic to corral enemies together and throw huge waves of destruction upon them. The more exposure a victim has to high elf magic, the more effective that magic is in destroying them. High elf wyrds ensure there's no escape, warping the environment into treacherous pits—and eventually, graveyards.

Magical Manipulation

The high elves practice a tradition of group-casting magic that empowers their abilities as more elves participate. This enables them to extend their spells farther, sometimes even miles away from the caster when an entire platoon works in unison.

Many high elves have also collected extensive libraries of tomes over the centuries. Even on the battlefield, an elf can turn to a book to transform a mundane weapon volley into a magical one.

The Unseen Hands

The Unseen Hands is a sect of high elf radicals who believe they have stumbled upon sky elf texts detailing their downfall at the hands of the sun elves. The story surrounding their purported discoveries has twisted into a narrative decrying modern society for benefiting from the lore accumulated in service to the sun elves. The sect hides among high elf society in plain sight, slowly manipulating nobles as they attempt to dismantle that society and plunge the world into anarchy.

The Ordinator

Being in the presence of a high elf ordinator inspires an ancient fear in those who know high elf history. Occupying a position of both military and clerical authority, an ordinator is capable of focusing a force of high elves to precisely strike an arrow's tip from the other end of the battlefield. These spellcasters are among the most studied elves in their communities and courts, and their strategic minds are matched only by their affinity with elementals. The ordinator is not only an illuminating beacon of command for their platoon; they are a spiritual beacon of hope for their people.

High Elf Languages

Most high elves speak Caelian and Hyrallic, with some also speaking Yllyric.

High Elf Malice

Malice Features

At the start of any high elf's turn, you can spend Malice to activate one of the following features.

Chaincast **3 Malice**

Until the end of the round, whenever a high elf uses a magic ability, they can use it as if they were occupying the square of another high elf on the encounter map to whom they have line of effect.

Gift From an Accursed Tome 2d10 + 2 **5 Malice**

Area, Magic — Main action

5 × 1 line within 1 — Each enemy in the area

Effect: The high elf chooses a damage type and condition from one of the following combinations: cold damage and slowed, poison damage and weakened, or corruption damage and frightened.

≤11 5 damage; R < 1 chosen condition (save ends)

12–16 9 damage; R < 2 chosen condition (save ends)

17+ 12 damage; R < 3 chosen condition (save ends)

Special: This ability can't be used by a minion.

In Defiance of Time **7 Malice**

Until the end of the round, each high elf in the encounter gains a +4 bonus to speed, and whenever a high elf uses an ability against an enemy, each high elf adjacent to that enemy can make a free strike against them.

The Ordinator is a Magic Beacon

Whenever a high elf ordinator appears on an encounter map, the Chaincast Malice feature is improved and always active. When any elf uses a magic ability as if they were in the ordinator's space, that ability has a double edge.

Elemental Mote

Elemental, High Elf, Soulless

Level 1 Minion Hexer
EV 3 for four minions

1T	5	3	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly
Weakness: —
With Captain: +2 bonus to speed

Might 0 **A**gility 0 **R**eason 0 **I**ntuition 0 **P**resence +2

Dweomer Plume 2d10 + 2
Magic, Melee, Strike
Melee 2
Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12-16 2 damage; **R < 1** damage weakness 3 (save ends)
17+ 3 damage; **R < 2** damage weakness 3 (save ends)

Spark of Life
On their turn, the mote can leave the encounter in a flash of light to revive one adjacent dead soot crow, brambleguard, or ceramic horse. The revived creature returns with 3 Stamina.

High Elf Dawn Mage

Fey, High Elf, Humanoid

Level 1 Minion Controller
EV 3 for four minions

1M	5	3	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +5 bonus to ranged distance

Might 0 **A**gility 0 **R**eason +2 **I**ntuition -1 **P**resence +1

Bright Bolt 2d10 + 2
Magic, Ranged, Strike
Ranged 5
Signature Ability
Main action
One creature or object per minion

≤11 1 holy damage
12-16 2 holy damage
17+ 3 holy damage

Effect: Until the start of the dawn mage's next turn, the target can't hide.

Otherworldly Grace
At the start of each of their turns, the dawn mage can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

High Elf Quiver

Fey, High Elf, Humanoid

Level 1 Minion Artillery
EV 3 for four minions

1M	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +5 bonus to ranged distance

Might 0 **A**gility +2 **R**eason +1 **I**ntuition 0 **P**resence 0

Heavy Arrow 2d10 + 2
Ranged, Strike, Weapon
Ranged 10
Signature Ability
Main action
One creature or object per minion

≤11 2 damage
12-16 4 damage
17+ 5 damage

Effect: Each ally adjacent to the target shifts up to 2 squares.

Otherworldly Grace
At the start of each of their turns, the quiver can choose one effect on them that can be ended by a saving throw. They change the duration of the effect to instead end at the end of their turn.

Soot Crow

Elemental, High Elf

Level 1 Minion Harrier
EV 3 for four minions

1T	7	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly
Weakness: —
With Captain: Gain an edge on strikes

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Heckle 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12-16 2 damage
17+ 3 damage; taunted (EoT)

Effect: Until the end of their turn, the soot crow ignores opportunity attacks from the target.

Brambleguard

Level 2 Platoon Defender
Elemental, High Elf
EV 8

2	4	59	3	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility 0 | **R**eason 0 | **I**ntuition 0 | **P**resence +2

Wall of Roses — **Signature Ability**
Area, Magic
Special; see below
Main action
Self

Effect: Until the start of the brambleguard's next turn, their speed is 0 and they extend themself into a 5 wall. Each ally who starts their turn adjacent to the brambleguard regains 5 Stamina and can apply the Magic keyword to their weapon abilities until the end of their turn.

Whip Frenzy 2d10 + 2
Area, Weapon
2 burst
Main action
Each enemy in the area

≤11 4 damage
12-16 7 damage; push 3
17+ 10 damage; push 3; **A** < 2 bleeding (save ends)

Thicket and Thorns
The brambleguard blocks line of effect for enemies. Each enemy who starts their turn adjacent to a brambleguard takes 4 damage.

High Elf Bloodletter

Level 1 Platoon Ambusher
Fey, High Elf, Humanoid
EV 6

1M	7	30	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 | **A**gility +2 | **R**eason 0 | **I**ntuition +1 | **P**resence 0

Razor's Edge 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon
Melee 1
Main action
One creature or object

≤11 6 damage
12-16 9 damage
17+ 12 damage; **R** < 2 bleeding (save ends)

Effect: The bloodletter and each of their allies has a double edge on abilities targeting a creature bleeding this way.

Blood Haze — **2 Malice**
Area, Magic
1 burst
Maneuver
Special

Effect: Until the end of the next round, a cloud of blood vapor fills the area. The cloud blocks line of effect for enemies, and any enemy has damage weakness 3 while in the area. The bloodletter can then shift up to their speed, and can attempt to hide if they end that shift with concealment.

Otherworldly Grace
At the start of each of their turns, the bloodletter can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

High Elf Deathtouch

Level 2 Platoon Artillery
Fey, High Elf, Humanoid
EV 8

1M	5	30	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility 0 | **R**eason +1 | **I**ntuition 0 | **P**resence +1

Heartpiercer 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon
Ranged 15
Main action
One creature

≤11 7 damage
12-16 10 damage
17+ 13 damage; **R** < 1 bleeding (save ends); **I** < 1 frightened (save ends); **P** < 1 restrained (save ends)

5 Malice: The ability takes the Area keyword and loses the Strike keyword, its distance becomes a 3 cube within 10, and it targets each enemy in the area.

Kiss of Death
Magic, Melee
Melee 1
Maneuver
One willing ally

Effect: The target has a +5 bonus to speed and automatically obtains a tier 3 outcome on power rolls. They can still roll to determine if they score a critical hit. At the end of their next turn, the target immediately dies.

Otherworldly Grace
At the start of each of their turns, the deathtouch can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

High Elf Orbweaver

Level 3 Platoon Hexer
Fey, High Elf, Humanoid
EV 10

1M	5	40	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility 0 **R**eason +2 **I**ntuition +2 **P**resence +2

Awash 2d10 + 2
Area, Magic
3 cube within 1
Signature Ability
Main action
Each creature in the area

≤11 4 cold damage; **M < 0** push 3
12-16 6 cold damage; **M < 1** push 5 or prone
17+ 9 cold damage; **M < 2** slide 5 or prone

Aetherweb 2d10 + 2
Magic, Ranged, Strike
Ranged 8
Main action
Two enemies or objects

≤11 5 damage; **R < 0** slowed (save ends)
12-16 8 damage; **R < 1** slowed (save ends)
17+ 11 damage; **R < 2** restrained (save ends)

Effect: Each enemy within 3 squares of a target suffers the same potency effect as the target unless they are already adjacent to them, or if they immediately shift into an unoccupied space adjacent to the target (no action required).

Otherworldly Grace
At the start of each of their turns, the orbweaver can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

High Elf Palinode

Level 1 Platoon Support
Fey, High Elf, Humanoid
EV 6

1M	5	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 5
Movement: —
Weakness: —

Might 0 **A**gility 0 **R**eason 0 **I**ntuition +2 **P**resence +1

Instill Regret 2d10 + 2
Magic, Ranged, Strike
Ranged 8
Signature Ability
Main action
One creature

≤11 5 psychic damage
12-16 7 psychic damage; **I < 1** weakened (save ends)
17+ 9 psychic damage; **I < 2** weakened (save ends)

2 Malice: The potency increases by 1. If the target is weakened this way at the end of the encounter, they can't take a respite activity during their next respite.

Recall
Magic, Ranged
Ranged 5
Maneuver
Two allies

Effect: Each target can teleport to an unoccupied space adjacent to the palinode. The palinode and each target then gain 5 temporary Stamina.

Otherworldly Grace
At the start of each of their turns, the palinode can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

High Elf Deployments

High elves are obsessed with knowledge: discovering it, documenting it, and protecting it. While this means that many of them are cloistered in towers with noses buried firmly in ancient tomes, lost knowledge is often found in dangerous ruins or in the collections of powerful individuals with no intent to share. When this happens, strike teams of like-minded high elves deploy to infiltrate and "forcefully acquire" such knowledge.

Many high elves also consider themselves guardians of dangerous or forbidden lore and are ready to defend it with their lives. Many illusory groves and glamoured ruins conceal repositories and powerful warriors sworn to keep these secrets out of the hands of those who would use them for ill.

High Elf Sample Encounters

- **Ruin Hunters, 24 EV:** Eight soot crows, eight dawn mages, one palinode, one zephyr
- **Grove Guardians, 36 EV:** Eight elemental motes, eight soot crows, one brambleguard, one wyrd, one ceramic horse
- **Acquisitor Strike Team, 46 EV:** Eight quivers, eight soot crows, one brambleguard, three bloodletters, one deathtouch
- **Relic Wardens, 74 EV:** Sixteen elemental motes, eight dawn mages, two bloodletters, one brambleguard, one palinode, one orbweaver, one ordinator

High Elf Wyrd

Level 3 Platoon Controller
Fey, High Elf, Humanoid
EV 10

1M	5	40	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 5
Movement: —
Weakness: —

Might 0 **A**gility +1 **R**eason +2 **I**ntuition -1 **P**resence +2

Twystrd 2d10 + 2
Area, Magic
1 cube within 5
≤11 Vertical push 3
12-16 Vertical push 5
17+ Vertical push 6
Signature Ability
Main action
Each enemy in the area

Effect: For each elemental mote adjacent to the wyrd, the size of the cube increases by 1.

Summon Elemental
Ranged
Ranged 5
2 Malice
Maneuver
Special

Effect: The wyrd summons two **elemental motes** or two **soot crows** into unoccupied spaces within distance.

Wyrd Warp
Area, Magic
8 wall within 8
2 Malice
Maneuver
Special

Effect: The wyrd shapes the land in the area as if it were loose clay, either raising the ground or pushing it down to create a trench. Any creature in the area moves with the terrain to its new higher elevation, or falls if the ground is lowered beneath them.

Otherworldly Grace
At the start of each of their turns, the wyrd can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

High Elf Zephyr

Level 1 Platoon Harrier
Fey, High Elf, Humanoid
EV 6

1M	7	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Sweeping Blade 2d10 + 2
Melee, Strike, Weapon
Melee 2
≤11 5 damage
12-16 7 damage
17+ 9 damage
Signature Ability
Main action
One creature or object

Effect: On a tier 3 outcome, the zephyr can make a free strike against a creature adjacent to the target. If they do so and that creature and the target both have **A < 2**, the creature and the target are both prone. On any tier outcome, the zephyr can then shift up to 2 squares.

Windwalk
—
Self
Maneuver
Self

Effect: The zephyr flies up to their speed. If they don't end this movement on solid ground, they are prone.

Like the Wind
The zephyr doesn't provoke opportunity attacks by moving.

Otherworldly Grace
At the start of each of their turns, the zephyr can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

High Elf Ordinator

Level 3 Leader
Fey, High Elf, Humanoid
EV 20

1M	5	120	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Fly

Might 0 **A**gility +2 **R**eason +3 **I**ntuition +2 **P**resence +3

Lightning Rod 2d10 + 3 — **Signature Ability**
Magic, Ranged, Strike
Ranged 10 — Main action
One creature or object

≤11 9 lightning damage; **R < 1** dazed (save ends)
12-16 14 lightning damage; **R < 2** dazed (save ends)
17+ 17 lightning damage; **R < 3** dazed (save ends)

Effect: Until the start of the ordinator's next turn, each ally high elf in the encounter gains an edge on ability rolls against the target.

Elemental Uproar
Area, Magic — Maneuver
10 burst — Each elemental ally in the area

Effect: Each target can move up to their speed or make a free strike. Elemental mote targets can, instead, use their Spark of Life trait.

Summon Elemental — **2 Malice**
Ranged — Maneuver
Ranged 10 — Special

Effect: The ordinator summons four **elemental motes** or four **soot crows** into unoccupied space within distance.

3 Malice: The ordinator instead summons one **ceramic horse** or one winded **brambleguard** into an unoccupied space within distance.

Enough!
Ranged — Triggered action
Ranged 10 — The triggering enemy

Trigger: An enemy within distance uses an ability against the ordinator or any ally within distance.

Effect: The ordinator uses Lightning Rod against the target after the ability is resolved.

Otherworldly Blessing
At the start of each of their turns, the ordinator can choose one or more effects on them that can be ended by a saving throw. The effects instead end at the end of the ordinator's turn.

Fountains Roar, Now Free From the Earth — **Villain Action 1**
Area, Magic
10 burst — Each ally in the area

Effect: Each target glows briefly, and can end one effect on themself, then move up to their speed.

And the Sun Forsook Her Children — **Villain Action 2**
Area, Magic, Ranged
5 cube within 10 — Each enemy in the area

Effect: Each target makes a **Presence test**.
≤11 12 corruption damage; pull 5 toward the center of the cube
12-16 9 corruption damage; pull 3 toward the center of the cube
17+ Pull 1 toward the center of the cube

Effect: The area turns dark and distorted, and is difficult terrain for enemies.

But We Will Change Her Mind — **Villain Action 3**
Area, Magic
10 burst — Self and each ally in the area

Effect: Each target's free strike now has the Magic keyword and can target two creatures or objects. Additionally, each target glows with magic.

Ceramic Horse

Level 1 Platoon Mount

Elemental, High Elf

EV 6

Size	Speed	Stamina	Stability	Free Strike
2	10	30	2	3

Immunity: —
Movement: —
Weakness: —

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

Elemental Charge 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

- ≤11: 5 damage
- 12–16: 7 fire damage
- 17+: 9 lightning damage; **M<2** prone

Stomp 2d10 + 2
Area, Weapon
1 burst
Main action
Each enemy in the area

- ≤11: 3 damage
- 12–16: 5 damage
- 17+: 7 damage

Effect: Any target who is prone takes an extra 2 damage.

Buck
—
Self
2 Malice
Maneuver
The horse's rider

Effect: The horse vertical slides the target up to 3 squares, ignoring stability. The target can use a ranged ability at any point during this forced movement, and takes no damage if they then fall.

Shared Otherworldly Grace
If the ceramic horse's rider has the Otherworldly Grace trait, the ceramic horse also has that trait.

ELVES, SHADOW

Children of the Twilight Celestials, the shadow elves are the native denizens of the parasitic manifold of Equinox, also known as Dusk. Theirs is a world of perpetual twilight, a sun that never rises nor sets, a world that knows neither noon nor midnight.

Equinox is a dying world. The shadow elves plan to use their magic to rewrite Orden's topography, creating a new home with themselves as rulers over all.

In Equinox's Shadow

Shadow elves are lit by an unseen sun. In places like Orden, they appear washed out, silhouetted, or grayscale. In Equinox, they have lived in the shadow of their manifold's eternal dusk, making them incompatible with other light sources. Their skills, magic, and weapons do not fare well in the sun. But in turn, they can blend in with existing darkness and dissolve out of sight.

Manifold Weaponry

The shadow elves have mastered the art of combining deep, ancient magic with cutting-edge technology. Their weaponsmiths craft blades of solid shadow that strike and wound in many dimensions at once. A creature hit by one of these blades is injured in multiple worlds at a time. Only a victim of strong mind can compartmentalize and end these effects on their body in the here and now.

Brush Stalkers

When the shadow elves invade Orden, they often ride domesticated dwimmerbeasts known as brush stalkers—quadrupeds who carry entire ecosystems on their rack of antlers. Newly born brush stalkers do not survive translation into Orden, so the ones the shadow elves ride are old: overgrown with bioluminescent moss, cracks on their ancient cloven hooves.

A brush stalker's glamor allows them to look like a mundane deer. But when the glamour falls, the creature devours the light around them and plunges their surroundings into darkness.

Fractured Factions

Equinox is a small world, ruled by Every Strike of Lightning a Lover Betrayed, the Queen of Shadows. It is her shadow elf scouts and assassins who scour Orden seeking allies who might be persuaded that their lives would be better under a different master. But there are other factions of shadow elves in Equinox. Not all who dwell under the invisible sun seek conquest. Others are sages and pacifists who seek to heal their world or find an empty world somewhere in the timescape to resettle to.

Duskcalling

Certain shadow elf warriors have a natural link to the unseen sun that illuminates their world. With this link, a warrior can perform a Lay: a mix of humming and throat singing that aligns celestial bodies across manifolds. Some Lays can temporarily induce an eclipse on the manifold in which the duskcaller is performing, allowing their comrades to gain the advantage.

A skilled duskcaller can lead a band in a group song powerful enough to recreate the conditions of Equinox for a short time. Some shadow elf factions are researching this connection in earnest, considering it a viable step toward terraforming a second Equinox.

Shadow Tactics

Belief that Equinox is a dying world makes the shadow elves desperate, for soon they'll have no home to retreat to. Their tactics rely on both impenetrable defense and a swift and decisive offense. Since they can't benefit from a home advantage, all warriors are taught to create one. If there are no places to hide, form them. If the light is too bright, remove it.

In many shadow elf societies, all people are given basic combat training and are expected to serve at least one military tour in their life. Those who excel move on to become duskcallers, mournblades, and eclipses: paragons of strength who are venerated by the people. Research and discovery are employed for the primary purpose of furthering military goals. Even the popular children's game hide-and-seek is a military device created to prepare a people for constant, imminent conflict.

Shadow Elf Languages

Most shadow elves speak Illyvric, though platoon leaders might speak some Caelian or Hyrallic.

Shadow Elf Malice — Malice Features

At the start of any shadow elf's turn, you can spend Malice to activate one of the following features.

★ **Watch Me Disappear** — **3 Malice**
Each shadow elf acting this turn can attempt to hide as a free maneuver if they have concealment.

★ **Extra Dimension** — **5 Malice**
When any shadow elf acting this turn makes a strike against a target who has **I <2** in addition to the strike's regular effects, the target is bleeding (save ends) or slowed (save ends).

Home Is Where the Hurt Is — **10 Malice**
The shadow elves synthesize a concentrated pocket manifold reminiscent of Equinox and graft it onto the encounter map. Until the end of the encounter, all creatures can see shadow elves in full color, and shadow elves no longer benefit from their Of the Umbra trait. Additionally, the potency of all shadow elf abilities increases by 2, and any enemy making a saving throw against an effect imposed by a shadow elf ability must roll an 8 or higher as they feel the effect across two worlds.

Shadow Elf Cloak

Level 4 Minion Harrier
Fey, Humanoid, Shadow Elf
EV 6 for four minions

1M	8	8	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: +2 bonus to speed

Might +3 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence 0

Stick and Poke 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object per minion
≤11 2 damage
12–16 4 damage
17+ 6 damage
Effect: The cloak shifts up to 2 squares.

Of the Umbra
The cloak ignores concealment created by darkness. While the cloak is in direct sunlight, they have damage weakness 3. While the cloak has concealment, they have damage immunity 3.

Shadow Elf Dusk Mage

Level 4 Minion Hexer
Fey, Humanoid, Shadow Elf
EV 6 for four minions

1M	5	7	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: Gain an edge on strikes

Might 0 **A**gility +3 **R**eason +2 **I**ntuition 0 **P**resence 0

Gloom Bolt 2d10 + 3
Magic, Ranged, Strike
Ranged 5
Signature Ability
Main action
One creature or object per minion
≤11 2 damage
12–16 4 damage; **A** < 2 slowed (save ends)
17+ 6 damage; **A** < 3 slowed (save ends)

Of the Umbra
The dusk mage ignores concealment created by darkness. While the dusk mage is in direct sunlight, they have damage weakness 3. While the dusk mage has concealment, they have damage immunity 3.

Shadow Elf Sniper

Level 4 Minion Artillery
Fey, Humanoid, Shadow Elf
EV 6 for four minions

1M	5	7	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: +2 damage bonus to strikes

Might +1 **A**gility +3 **R**eason 0 **I**ntuition 0 **P**resence 0

Lumina Arrow 2d10 + 3
Ranged, Strike, Weapon
Ranged 7
Signature Ability
Main action
One creature or object per minion
≤11 3 damage
12–16 5 damage
17+ 7 damage
Effect: The next strike made against the target gains an edge.

Of the Umbra
The sniper ignores concealment created by darkness. While the sniper is in direct sunlight, they have damage weakness 3. While the sniper has concealment, they have damage immunity 3.

Shadow Elf Nightstrike

Level 4 Minion Ambusher
Fey, Humanoid, Shadow Elf
EV 6 for four minions

1M	5	8	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: Gain an edge on strikes

Might +1 **A**gility +3 **R**eason 0 **I**ntuition +1 **P**resence 0

Vault 2d10 + 3
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object per minion
≤11 3 damage
12–16 5 damage
17+ 7 damage
Effect: The nightstrike shifts to leap over the target and into an unoccupied space adjacent to the target, opposite from the nightstrike's original space.

Of the Umbra
The nightstrike ignores concealment created by darkness. While the nightstrike is in direct sunlight, they have damage weakness 3. While the nightstrike has concealment, they have damage immunity 3.

Shadow Elf Assassin

Level 6 Platoon Artillery
Fey, Humanoid, Shadow Elf
EV 16

1M	5	70	0	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

Might 0 **A**gility +3 **R**eason +2 **I**ntuition +1 **P**resence +1

Lumina Assault 2d10 + 3 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 15 — One creature or object
≤11 10 damage
12-16 15 damage
17+ 18 damage

Effect: The next ability used against the target has a double edge.

5 Malice: Each non-minion ally within 3 squares of the target can make a free strike against them.

Splitbow 2d10 + 3 — **2 Malice**
Area, Ranged, Weapon — Main action
4 × 1 line within 10 — Each enemy in the area
≤11 5 damage; I<1 bleeding (save ends)
12-16 10 damage; I<2 bleeding (save ends)
17+ 12 damage; I<3 bleeding (save ends)

Effect: Each target is pushed up to 4 squares.

Of the Umbra
The assassin ignores concealment created by darkness. While the assassin is in direct sunlight, they have damage weakness 3. While the assassin has concealment, they have damage immunity 3.

Shadow Elf Duskcaller

Level 5 Platoon Controller
Fey, Humanoid, Shadow Elf
EV 14

1M	5	60	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

Might 0 **A**gility +3 **R**eason +3 **I**ntuition +2 **P**resence +1

Night Knife 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object
≤11 9 damage
12-16 13 damage
17+ 16 damage

Effect: If the duskcaller has concealment, they can target one additional creature or object.

The Lay of Cor'thoroth
Area, Magic, Ranged — Maneuver
2 cube within 3 — Special

Effect: Until the start of the duskcaller's next turn, the area is filled with darkness.

2 Malice: The size of the cube increases by 3.

Of the Umbra
The duskcaller ignores concealment created by darkness. While the duskcaller is in direct sunlight, they have damage weakness 3. While the duskcaller has concealment, they have damage immunity 3.

Shadow Elf Knightfell

Level 4 Platoon Defender
Fey, Humanoid, Shadow Elf
EV 12

1M	5	70	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition +3 **P**resence +2

Suffusing Strike 2d10 + 3 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 3 — One creature or object
≤11 8 corruption damage
12-16 12 corruption damage; R<2 taunted (EoT)
17+ 15 corruption damage; R<3 taunted (EoT)

Trick of the Eye
Magic, Melee — Triggered action
Melee 2 — One ally

Trigger: An enemy within distance makes a strike against the target.

Effect: The target takes half the damage and the knightfell takes the other half.

Of the Umbra
The knightfell ignores concealment created by darkness. While the knightfell is in direct sunlight, they have damage weakness 3. While the knightfell has concealment, they have damage immunity 3.

Shadow Elf Luminator

Level 4 Platoon Support
Fey, Humanoid, Shadow Elf
EV 12

1M	5	60	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might 0 **A**gility +1 **R**eason +1 **I**ntuition +3 **P**resence +2

Lumina Mark 2d10 + 3 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 3 — One creature or object
≤11 8 lightning damage
12-16 12 lightning damage
17+ 15 lightning damage
Effect: The next strike made against the target deals an extra 5 damage.

Mourning Till Dusk 2d10 + 3 — **3 Malice**
Area, Magic — Main action
2 burst — Each ally in the area
≤11 The target regains 6 Stamina.
12-16 The target regains 9 Stamina.
17+ The target regains 12 Stamina and the Director gains 3 Malice.
Effect: Each target gains an edge on their next strike.

Of the Umbra
The luminator ignores concealment created by darkness. While the luminator is in direct sunlight, they have damage weakness 3. While the luminator has concealment, they have damage immunity 3.

Shadow Elf Moondancer

Level 5 Platoon Harrier
Fey, Humanoid, Shadow Elf
EV 14

1M	7	70	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might +1 **A**gility +3 **R**eason +1 **I**ntuition +2 **P**resence 0

Crescent Sweep 2d10 + 3 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object
≤11 9 damage
12-16 13 damage
17+ 16 damage
Effect: Until the end of the current turn, the moondancer ignores opportunity attacks from the target.

Dissolve
Magic — Triggered action
Self — Self
Trigger: The moondancer takes damage from a strike.
Effect: The moondancer can teleport up to 10 squares to a space with concealment created by darkness.

Of the Umbra
The moondancer ignores concealment created by darkness. While the moondancer is in direct sunlight, they have damage weakness 3. While the moondancer has concealment, they have damage immunity 3.

Shadow Elf Mournblade

Level 6 Platoon Ambusher
Fey, Humanoid, Shadow Elf
EV 16

1M	5	80	0	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might +2 **A**gility +3 **R**eason +1 **I**ntuition +2 **P**resence 0

Knife in the Dark 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object
≤11 10 damage
12-16 15 damage
17+ 18 damage
Effect: The mournblade is invisible to the target until the start of the mournblade's next turn.

Shadow Step
Magic — Maneuver
Self — Self
Effect: If the mournblade has concealment, they can teleport up to 10 squares to a space with concealment created by darkness.

Of the Umbra
The mournblade ignores concealment created by darkness. While the mournblade is in direct sunlight, they have damage weakness 3. While the mournblade has concealment, they have damage immunity 3.

Shadow Elf Noctis Mage

Level 6 Platoon Hexer
Fey, Humanoid, Shadow Elf
EV 16

1M	5	70	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might 0 **A**gility +2 **R**eason +3 **I**ntuition +1 **P**resence +1

Blotting Bolt 2d10 + 3
Magic, Ranged, Strike
Ranged 5
Signature Ability
Main action
One creature or object

≤11 9 damage
12–16 14 damage
17+ 17 damage

Effect: The target takes a bane on their next strike.

3 Malice: The target instead has a double bane on the next ability they use.

Enemies in the Dark 2d10 + 3
Magic, Ranged, Strike
Ranged 5
3 Malice
Main action
Two enemies

≤11 8 damage; **R<1** the target makes a free strike against one enemy of the noctis mage's choice.
12–16 10 damage; **R<2** the target makes a free strike against one enemy of the noctis mage's choice.
17+ 13 damage; **R<3** the target uses a signature ability against one enemy of the noctis mage's choice.

Of the Umbra
The noctis mage ignores concealment created by darkness. While the noctis mage is in direct sunlight, they have damage weakness 3. While the noctis mage has concealment, they have damage immunity 3.

Shadow Elf Deployments

When under order of the Shadow Queen, shadow elf missions outside of Equinox are usually short, dangerous, and targeted. They rarely last more than a week or two, and the force often appears in Orden not far from their target. Mission goals trend towards the nefarious—kidnapping, assassination, theft, and general skullduggery are the order of the day.

However, not every shadow elf force is affiliated with the queen. Some are exiled rebels plotting their return, others independent groups searching for lost magic to restore their world, and yet others have left Equinox permanently to seek new lives in the caverns and deep woods of Orden. No matter their affiliation, these groups will brook no attempts to thwart their goals and are all deadly warriors.

Shadow Elf Sample Encounters

- **Infiltrator Wing, 44 EV:** Eight cloaks, four dusk mages, one moondancer, one luminator
- **Colony Guard, 64 EV:** Eight nightstrikes, eight snipers, one knightfell, one brush stalker, one noctis mage
- **Kill Wing, 84 EV:** Eight dusk mages, two assassins, two panthers, one mournblade
- **Shadow Incursion, 122 EV:** Sixteen cloaks, eight snipers, two moondancers, one luminator, one duskcaller, one eclipse

Shadow Elf Panther

Level 4 Platoon Brute
Fey, Humanoid, Shadow Elf
EV 12

1M	5	70	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might +3 **A**gility +2 **R**eason -1 **I**ntuition +1 **P**resence +1

Dusk Cleave 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 9 damage
12–16 13 damage
17+ 16 damage; **I<3** bleeding (save ends)

Effect: The panther can make a free strike against a creature or object adjacent to the target.

Bladestorm 2d10 + 3
Area, Weapon
2 burst
3 Malice
Main action
Each enemy in the area

≤11 5 corruption damage
12–16 8 corruption damage; **I<2** dazed (save ends)
17+ 10 corruption damage; **I<3** dazed (save ends)

Effect: The panther has a double edge on strikes against targets dazed this way.

Of the Umbra
The panther ignores concealment created by darkness. While the panther is in direct sunlight, they have damage weakness 3. While the panther has concealment, they have damage immunity 3.

Shadow Elf Eclipse

Level 6 Leader

Fey, Humanoid, Shadow Elf

EV 32

1M	6	180	1	7
Size	Speed	Stamina	Stability	Free Strike

Immunity: —

Weakness: —

Movement: Climb

Might +4 **A**gility +3 **R**eason +2 **I**ntuition +1 **P**resence +2

Manifold Blade 2d10 + 4 — **Signature Ability**

Melee, Strike, Weapon — Main action

Melee 1 — Two creatures or objects

≤11 11 damage; **I<2** bleeding (save ends)

12-16 16 damage; **I<3** bleeding (save ends)

17+ 19 damage; **I<4** bleeding (save ends)

2 Malice: The potency increases by 1.

Grasping Shadow 2d10 + 4

Magic, Ranged — Maneuver

Ranged 5 — Three creatures or objects casting a shadow

≤11 Pull 5; **I<2** slowed (save ends)

12-16 Pull 7; **I<3** slowed (save ends)

17+ Pull 10; **I<4** slowed (save ends)

Put It Out!

Ranged — Triggered action

Ranged 10 — The triggering enemy

Trigger: An enemy within distance uses an ability that emits light, including abilities that deal fire or lightning damage.

Effect: The target has a double bane on the ability.

End Effect

At the end of each of their turns, the eclipse can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Of the Umbra

The eclipse ignores concealment created by darkness. While the eclipse is in direct sunlight, they have damage weakness 3. While the eclipse has concealment, they have damage immunity 3.

From the Shadows — **Villain Action 1**

Ranged

Ranged 5 — Special

Effect: The eclipse calls forth one **brush stalker** into an unoccupied space within distance. Each ally within distance can then shift up to their speed and make a free strike.

Cast Away All Hope — **Villain Action 2**

Area, Magic

3 burst — Each enemy in the area

Effect: Each target loses all their surges. Additionally, until the end of the round, allies ignore edges and double edges on any targets' abilities, and ignore any nondamaging effects of any target's damage-dealing abilities.

Umbral Hunger 2d10 + 4 — **Villain Action 3**

Area, Magic

3 cube within 5 — Each enemy in the area

≤11 7 corruption damage; **R<2** the target has speed 0 (save ends)

12-16 12 corruption damage; **R<3** the target has speed 0 (save ends)

17+ 15 corruption damage; **R<4** the target has speed 0 (save ends)

Effect: The area is shrouded in darkness that creates concealment until the end of the encounter. Any enemy who starts their turn in the area takes 5 corruption damage.

Brush Stalker

Level 4 Platoon Mount

Animal, Fey, Shadow Elf

EV 12

2	8	60	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +3 **A**gility +2 **R**eason -1 **I**ntuition +1 **P**resence +1

Gore 2d10 + 3
Charge, Melee, Strike, Weapon
Melee 2
≤11 7 damage
12-16 10 damage
17+ 13 damage

Signature Ability
Main action
Two creatures or objects

Reclamation 2d10 + 3
Area, Magic
2 burst

2 Malice
Main action
Each enemy in the area

≤11 4 corruption damage; **M<1** weakened (save ends)
12-16 7 corruption damage; **M<2** weakened (save ends)
17+ 10 corruption damage; **M<3** weakened (save ends)

Suneater
The area within 2 squares of the brush stalker is devoid of light and provides concealment.

Wyrd Dyr
While they have line of effect to the brush stalker, any animal except another brush stalker is frightened.

ELVES, WODE

Children of the Sylvan Celestials and masters of the elf-haunted wilds for which they are named, wode elves see all forests as their domain by birthright. They know and enjoy their reputation among humans for snatching children who wander too far into the woods. In their eyes, humans *should* fear the trees.

Wode elves' natural ability to mask their presence, called glamor, complements their guerrilla fighting style, letting them strike quickly from cover and then meld back into the underbrush. These traits also make those few wode elves who dwell in cities naturally adept at urban warfare.

Heart of the Wode

The primary value of wode elf culture is respect and reverence for their home, the wode in which they live. They speak of the wode as though it is alive and conscious, dangerous and delightful. Wode elves are receptive to strangers who respect the land upon which they trespass. However, those who seek to harm the wilds ruin their only chance of treating peacefully with the wode's beating heart.

Wodeworking

Wode elves practice a secret technique to use the trees of the wode to craft materials as strong as metal, and to create magical plant creatures that serve them, including the wodenelgs, their trusted mounts. To breathe life into these creations, the wode elves lift their voices in song. The more intricate the song, the more durable and autonomous the creation becomes. A wodenelg's rider is typically also its singer, creating a connection between the two that lasts a lifetime.

Legends tell of ancient beings, older than the forests themselves, sung to life by an entire wode elf civilization joined in sixteen-part harmony. These beings outlived their creators, and if they truly exist, they now roam the world as unknown and unknowable guardians who answer to nothing but their final set of instructions.

Sylvan Surveillance

The wode elves' natural connection to the wode allows them to stay aware of the forest's goings-on while inside it. This isn't a telepathic connection, but rather a great understanding of every corner of the wode and a hypersensitivity to changes within it. The stench of a badly set campfire, the sudden squawk of a raven, the forced march of a hungry ant colony: all of this information comes together to form a wode elf's understanding of their surroundings.

A wode elf develops this sense for their home over time, meaning that a wode elf who lives in an urban environment has just as much understanding of the streets, alleys, and structures of their neighborhood as their cousin in the forest does of the deer paths, streams, and trees.

Blightless Ambition

Not all wode elves are happy to negotiate with peaceful interlopers in their realms. Some groups view even the very presence of such intruders as a direct threat to their way of life. One group of hunters known as the Blightless searches the forest for trespassing mortals, seeking to eliminate their potential threat by any means possible. Overzealous and aggressive, the Blightless also focus on expanding their home's boundaries, attacking civilizations close to the forest's edge. Because Blightless attacks constitute the majority of mortal interaction with the wode elves, they set the tone for mortal perception of an otherwise peaceful people.

Chirurgeons

When wode elves in combat control the terrain, their primary strategy is divide and conquer. Chirurgeons (*kai-RUR-jinz*) are master strategists who enact their picture-perfect plans in the thick of battle. Enemies will never know how many wode elves they truly face if the crafty chirurgeon can help it.

Warleader

The warleader of a wode elf court is usually their finest tactician. One warleader alone can command dozens of squadrons across miles of forest with such precision that they can appear to predict an enemy's movements without ever laying an eye on them. In times of peace, a warleader's role is primarily that of teacher—a mentor who scouts and soldiers regard almost as an additional parent.

The wode elves send their warleaders into battle only if the situation is dire. Characters who encounter one should be flattered, for the presence of a warleader means the wode elves consider the heroes a formidable threat.

Wode Elf Languages

Most wode elves speak Caelian and Yllyric.

Wode Elf Malice

Malice Features

At the start of any wode elf's turn, you can spend Malice to activate one of the following features.

Forest Network **3 Malice**
Each wode elf who ends this turn hidden can shift up to their speed while remaining hidden.

Punishing Regrowth **5 Malice**
Until the end of the round, each wode elf gains an edge on abilities, and their strikes can slide a target up to 2 squares in addition to their usual effects. If a strike already imposes forced movement, this slide happens after that forced movement. A creature force moved by a wode elf's strike who ends this forced movement in difficult terrain is restrained until the end of their next turn.

Vines Everywhere **7 Malice**
Vines rapidly grow across the entire encounter map. Each enemy in the encounter makes an **Agility test**.
≤11 8 damage; restrained (save ends)
12-16 Restrained (EoT)
17+ No effect.

Wode Elf Lookout

Level 1 Minion Support
Fey, Humanoid, Wode Elf
EV 3 for four minions

1M	7	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: +2 bonus to speed

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Longbow 2d10 + 2
Ranged, Strike, Weapon
Ranged 8
Signature Ability
Main action
One creature or object per minion
≤11 1 damage
12–16 2 damage
17+ 3 damage

There!
Any wode elf within 5 squares of the lookout can make ranged strikes as if occupying the lookout's space.

Masking Glamor
Abilities targeting the lookout that would take a bane from cover or concealment have a double bane instead.

Wode Elf Runner

Level 1 Minion Harrier
Fey, Humanoid, Wode Elf
EV 3 for four minions

1M	7	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —
With Captain: Gain an edge on strikes

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Spear 2d10 + 2
Charge, Melee, Ranged, Strike, Weapon
Melee 1 or ranged 5
Signature Ability
Main action
One creature or object per minion
≤11 1 damage
12–16 2 damage
17+ 3 damage

Effect: If this ability is used as part of the Charge main action, the runner shifts up to 2 squares first.

Masking Glamor
Abilities targeting the runner that would take a bane from cover or concealment have a double bane instead.

Wode Elf Scout

Level 1 Minion Ambusher
Fey, Humanoid, Wode Elf
EV 3 for four minions

1M	10	4	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —
With Captain: Gain an edge on strikes

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Daggers 2d10 + 2
Melee, Ranged, Strike, Weapon
Melee 1 or ranged 5
Signature Ability
Main action
One creature or object per minion
≤11 2 damage
12–16 4 damage
17+ 5 damage

Into the Green
The scout can attempt to hide at the end of each of their turns.

Masking Glamor
Abilities targeting the scout that would take a bane from cover or concealment have a double bane instead.

Wode Elf Yeoman

Level 1 Minion Artillery
Fey, Humanoid, Wode Elf
EV 3 for four minions

1M	7	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —
With Captain: +1 damage bonus to strikes

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Heavy Longbow 2d10 + 2
Ranged, Strike, Weapon
Ranged 12
Signature Ability
Main action
One creature or object per minion
≤11 2 damage; push 1
12–16 4 damage; push 2
17+ 5 damage; push 3

Masking Glamor
Abilities targeting the yeoman that would take a bane from cover or concealment have a double bane instead.

Wode Elf Chirurgeon

Level 2 Platoon Harrier
Fey, Humanoid, Wode Elf
EV 8

1M	7	40	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might +1 | **A**gility +2 | **R**eason 0 | **I**ntuition 0 | **P**resence +1

Wild Ax 2d10 + 2 — **Signature Ability**
Charge, Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature or object
≤11 6 damage; push 1
12-16 9 damage; push 3
17+ 12 damage; push 5

Effect: The chirurgeon can make a ranged free strike before using this ability.

5 Malice: The chirurgeon uses this ability again.

The Wode Protects Us — **3 Malice**
Magic, Ranged — Maneuver
Ranged 5 — Self and three allies

Effect: Each target can teleport up to 10 squares to a space that has cover or concealment.

Masking Glamor
Abilities targeting the chirurgeon that would take a bane from cover or concealment have a double bane instead.

Wode Elf Tactics

Wode elves are at their most powerful in dense and vertical battlefields and tend to bait attackers into disadvantageous fights with false retreats and hidden reinforcements. Not only does this allow them to make full use of their proficiency in concealment and cover but also lets them utilize their climbing skills to gain height advantages. While they prefer taking fights into the deep woods, the elves settle for urban or mountainous areas if the only other option is a wide-open space.

Wode elves are highly mobile and adept at hindering their enemies. A common tactic is to unleash their panoply of slowing and restraining abilities on melee-oriented opponents while harassing ranged combatants with teleports and surprise attacks from off-angles.

Wode Elf Sample Encounters

- **Scout Patrol, 23 EV:** Four lookouts, eight scouts, one chirurgeon, one green seer
- **Blightless Militia, 32 EV:** Eight yeomen, eight runners, one druid, one greenskeeper, one sentry
- **Hawkeye Cavalry, 48 EV:** Three gweiadur, three wodenelg
- **Reclaimer Force, 74 EV:** Sixteen yeomen, sixteen scouts, one guerrilla, one druid, two greenskeepers, one warleader

Wode Elf Druid

Level 2 Platoon Controller
Fey, Humanoid, Wode Elf
EV 8

1M	7	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might 0 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence +2

Entangling Vines 2d10 + 2 — **Signature Ability**
Area, Magic, Ranged — Main action
3 cube within 10 — Each enemy in the area
≤11 5 damage; pull 1
12-16 8 damage; pull 3; **M<1** slowed (save ends)
17+ 10 damage; pull 5; **M<2** slowed (save ends)

Effect: While slowed this way, a target can't search for hidden creatures.

3 Malice: The size of the cube and the potency both increase by 1.

The Wode Protects Us — **3 Malice**
Magic, Ranged — Maneuver
Ranged 5 — Self and three allies

Effect: Each target can teleport up to 10 squares to a space that has cover or concealment.

Masking Glamor
Abilities targeting the druid that would take a bane from cover or concealment have a double bane instead.

Wode Elf Green Seer

Level 1 Platoon Hexer
Fey, Humanoid, Wode Elf
EV 6

1M	7	20	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	**A**gility +1	**R**eason 0	**I**ntuition +2	**P**resence +1

The Forest's Embrace 2d10 + 2
Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
One creature or object

≤11 5 damage
12-16 7 damage; I<1 restrained (save ends)
17+ 9 damage; I<2 restrained (save ends)

Effect: While restrained this way, a target can't search for hidden creatures.

The Natural Cycle 2d10 + 2
Magic, Ranged, Strike
Ranged 10
3 Malice
Maneuver
Two creatures

≤11 2 damage
12-16 4 damage; P<1 weakened (save ends)
17+ 6 damage; P<1 bleeding (save ends); the target has a double bane on strikes (save ends)

Effect: While bleeding or weakened this way, a target is covered in lichen.

Foreseen Punishment
Ranged
Ranged 5
Free triggered action
The triggering creature

Trigger: A creature uses a triggered action targeting the green seer or an ally within distance.

Effect: The green seer makes a free strike against the target after the target's triggered action is resolved.

Masking Glamor
Abilities targeting the green seer that would take a bane from cover or concealment have a double bane instead.

Wode Elf Greenskeeper

Level 1 Platoon Defender
Fey, Humanoid, Wode Elf
EV 6

1M	7	40	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	**A**gility +2	**R**eason 0	**I**ntuition 0	**P**resence +1

Growing Longsword 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 5 damage
12-16 7 damage
17+ 9 damage

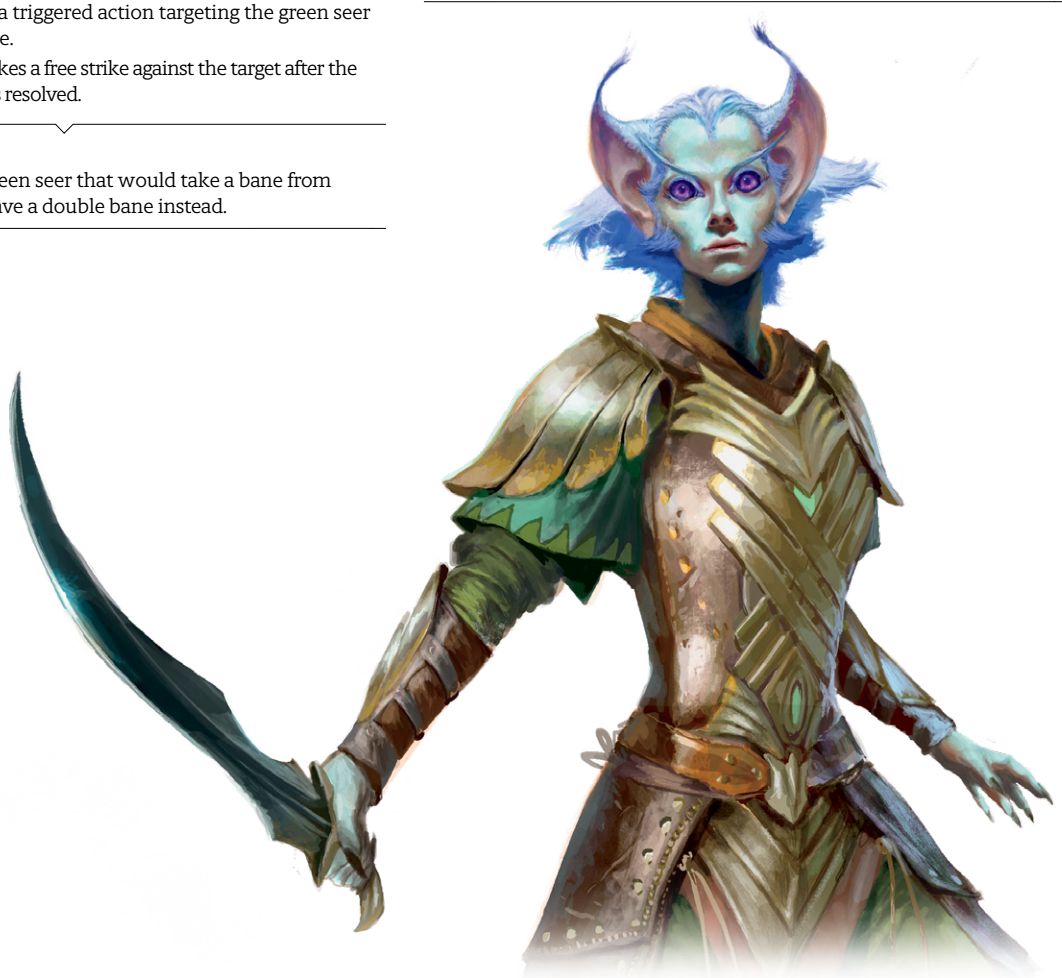
Effect: The target is taunted until the end of their next turn, and the greenskeeper shifts up to 3 squares.

2 Malice: The distance increases to Melee 5.

Overgrowth
Area, Ranged
3 cube within 10
3 Malice
Maneuver
Special

Effect: The area is overgrown with heavy brush and brambles until the end of the encounter, providing cover and concealment for the greenskeeper and their allies. The area is difficult terrain for enemies, and any enemy who starts their turn in the area takes 3 damage.

Masking Glamor
Abilities targeting the greenskeeper that would take a bane from cover or concealment have a double bane instead.



Wode Elf Guerrilla

Level 3 Platoon Ambusher
Fey, Humanoid, Wode Elf
EV 10

1M	7	50	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Teleport
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Splinter Dagger 2d10 + 2
Magic, Melee, Ranged, Strike, Weapon
Melee 1 or ranged 5
Signature Ability
Main action
One creature or object

≤11 7 damage
12–16 11 damage
17+ 14 damage; **M<2** bleeding (save ends)

Effect: The guerrilla can teleport up to 3 squares.

3 Malice: This ability targets one additional target, and deals an additional 3 damage if both targets are adjacent to each other.

Do Not Hesitate in the Wode
Ranged
Ranged 20
3 Malice
Free triggered action
Self and each ally

Special: The guerrilla must be acting as a captain.

Trigger: An ally ends their turn while the guerrilla hasn't acted this round.

Effect: The targets take their turn immediately. Each target gains an edge on abilities until the end of their turn.

Into the Green
The guerrilla can attempt to hide at the end of each of their turns.

Masking Glamor
Abilities targeting the guerrilla that would take a bane from cover or concealment have a double bane instead.

Wode Elf Gweiadur

Level 3 Platoon Artillery
Fey, Humanoid, Wode Elf
EV 10

1M	7	40	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Snare Bow 2d10 + 2
Ranged, Strike, Weapon
Ranged 15
Signature Ability
Main action
One creature or object

≤11 7 damage
12–16 11 damage
17+ 14 damage; **A<2** restrained (save ends)

Effect: The gweiadur shifts up to 3 squares.

3 Malice: If this ability restrains the target, one enemy adjacent to the target is also restrained (save ends).

You Activated My Trap! 2d10 + 2
Area, Magic, Ranged
3 cube within 10
3 Malice
Maneuver
Each enemy in the area

≤11 4 damage; **R<0** the target is marked (save ends)
12–16 6 damage; **R<1** slowed and the target is marked (save ends)
17+ 9 damage; **R<2** slowed and the target is marked (save ends)

Effect: Allies gain an edge on abilities against a target marked by any wode elf.

Masking Glamor
Abilities targeting the gweiadur that would take a bane from cover or concealment have a double bane instead.

Wode Elf Sentry

Level 1 Platoon Support
Fey, Humanoid, Wode Elf
EV 6

1M	7	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Tracer Longbow 2d10 + 2
Ranged, Strike, Weapon
Ranged 10
Signature Ability
Main action
One creature or object

≤11 5 damage
12–16 7 damage
17+ 9 damage; the target is marked (save ends)

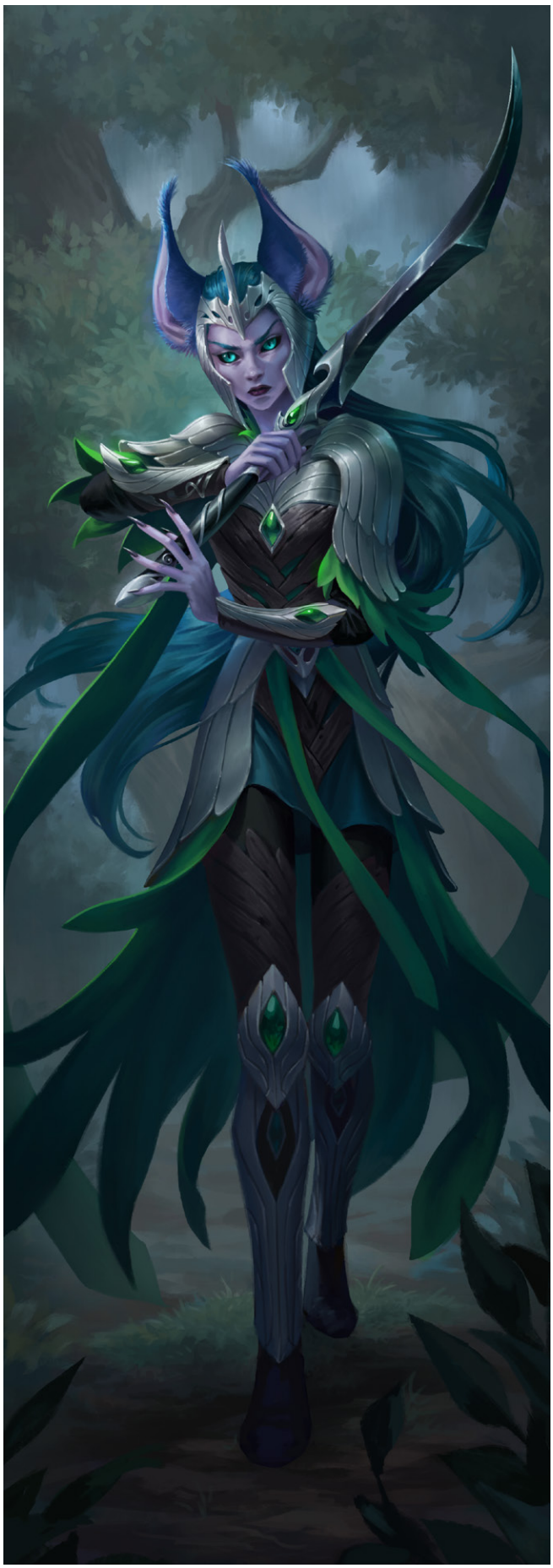
Effect: Allies gain an edge on abilities against a target marked by any wode elf.

3 Malice: The sentry targets two additional creatures or objects.

Death Blossom
Area, Weapon
5 burst
2 Malice
Maneuver
Each marked enemy

Effect: Each target takes 3 damage.

Masking Glamor
Abilities targeting the sentry that would take a bane from cover or concealment have a double bane instead.



Wode Elf Warleader

Level 3 Leader

Fey, Humanoid. Wode Elf

EV 20

1M	7	120	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Teleport

Might +2 **A**gility +3 **R**eason +2 **I**ntuition +2 **P**resence +2

Wodeblade 2d10 + 3 — **Signature Ability**
Magic, Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 8 damage; **M < 1** restrained (save ends)
12-16 12 damage; **M < 2** restrained (save ends)
17+ 15 damage; **M < 3** restrained (save ends)

Effect: The warleader can teleport up to 3 squares between each strike.

2 Malice: A target restrained by this ability takes an extra 3 damage.

Fairness Is a Human Concept — **5 Malice**
Area — Maneuver
10 burst — Each ally in the area

Effect: Each non-minion target can make a free strike, then each target shifts up to 3 squares. A target who has cover or concealment at the end of this shift can attempt to hide at the end of the warleader's turn.

Wode Sickness
Ranged — Triggered action
Ranged 10 — One enemy

Trigger: An ally ends their turn.

Effect: The target must not have taken their turn this round. The target takes their turn immediately, and if they have **P < 2** they are bleeding and take a bane on strikes until the end of their turn.

End Effect
At the end of each of their turns, the warleader can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Into the Green
The warleader can attempt to hide at the end of each of their turns.

Masking Glamor
Abilities targeting the warleader that would take a bane from cover or concealment have a double bane instead.

You Will All Witness my Blade — **Villain Action 1**
Area
5 burst — Each enemy in the area

Effect: The warleader uses Wodeblade against each target and gains an edge on the power roll.

Suppressing Volley — **Villain Action 2**
Area
5 burst — Each ally in the area

Effect: The warleader can use Wodeblade. Each target can then make a free strike.

Is It Now or Is It Then? — **Villain Action 3**
Area
5 burst — Self and each ally in the area

Effect: Each target is invisible until the start of the next round. The warleader then uses Wodeblade.

Wodenelg

Plant, Wode Elf

Level 1 Platoon Mount
EV 6

2	10	30	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility +1 | **R**eason –1 | **I**ntuition 0 | **P**resence –1

Gore 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 1
≤11 5 damage
12–16 7 damage
17+ 9 damage

Signature Ability
Main action
One creature or object

Effect: The wodenelg's rider can make a free strike at any point during the charge.

Sure-Footed
The wodenelg ignores difficult terrain and doesn't provoke opportunity attacks by moving.

Where I End the Woods Begin
—
Self

3 Malice
Maneuver
Self

Effect: The wodenelg and their rider become invisible until the start of the wodenelg's next turn.

Mounted Stability
The wodenelg's rider has damage immunity 2.

Shared Glamor
If the wodenelg's rider has the Masking Glamor trait, the wodenelg also has that trait.

FOSSIL CRYPTIC

The cave-diving humans who first found fossil cryptics initially thought they were the fossilized reanimated skeletons of creatures predating recorded history. When the explorers' priest presented a holy symbol and attempted to turn the cryptics, he learned these fossilized bones aren't mindless undead—and seconds later, he wound up crushed to death by a pillar of stone.

Primal Sentries

In truth, these living fossil amalgamations are inhabited by elemental spirits. Fossil cryptics are found in places of otherworldly beauty with a connection to an elemental plane of Quintessence, often in caves that have remained untouched for eons or whose tunnels are laced with veins of priceless metal in exquisite fractal patterns. Elemental spirits from that plane inhabit the fossils of creatures who once protected the site, carrying on their legacy. Archaeologists, miners, and others who disturb a cryptic's domain are ground into dust and subsumed into the creature's own form.

Bones of the Earth

Though fossil cryptics vary wildly in their chosen shape and form, all contain a central cluster of fossils atop a churning column of rock and metal. With malleable limbs extending from their earthy core, cryptics move with unsettling speed.

Ancient Intelligence

Fossil cryptics often warn trespassers to leave their domains, speaking threats in ancient languages before attacking. Should trespassers persist, cryptics weaponize columns of stone at range and can manipulate the ground around them, pushing and pulling friend and foe alike into the best positions for battle.

Fossil Cryptic Languages

Many fossil cryptics speak Phorialtic, but they are known to also use the ancient languages of the ruins they inhabit.

Fossil Cryptic Malice

Malice Features

At the start of a fossil cryptic's turn, you can spend Malice to activate one of the following features.

Floor Mosaic **3 Malice**
The fossil cryptic slides one creature on the ground up to 5 squares. If the creature is prone, this forced movement ignores stability.

Solo Action **5 Malice**
The fossil cryptic takes an additional main action on their turn. They can use this feature even if they are dazed.

Stone Pillars **5 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 5 squares. A creature in the area of a pillar before it appears is knocked 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).

Choking Dust **10 Malice**
The air across the encounter map is thick with dust until the end of the encounter. Each enemy in the dust is suffocating. Additionally, at the end of each round, each enemy in the dust makes a **Might test**.

- ≤11 Until the end of the enemy's next turn, their stability is reduced to 0, and any forced movement effects targeting them gain a +2 bonus to the distance moved.
- 12–16 The enemy's stability is halved (EoT).
- 17+ No effect.

Fossil Cryptic

Level 2 Solo
Elemental
EV 48

1L	8	250	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Burrow

Might +3 **A**gility +2 **R**eason +1 **I**ntuition +1 **P**resence 0

Solo Monster

End Effect: At the end of each of their turns, the cryptic can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The cryptic can take two turns each round. They can't take turns consecutively.

Churning Trunk

The cryptic is constantly surrounded by a 1 aura of swirling debris that obscures their form. Ranged abilities that target the cryptic take a bane. Additionally, any enemy who enters the aura for the first time in a round or starts their turn there takes 5 damage.

Seismic Step

The cryptic ignores difficult terrain. Additionally, they have line of effect to any creature with concealment if that creature is touching the ground.

Sand Slam 2d10 + 3

Signature Ability
Melee, Strike, Weapon
Main action
Melee 2
Two creatures or objects

≤11 8 damage; **A** < 1 slide 2
12–16 12 damage; **A** < 2 slide 2, prone
17+ 15 damage; **A** < 3 slide 3, prone and can't stand (EoT)

Effect: If a target made prone this way is already prone, they are instead restrained (EoT).

Stone Bone Storm 2d10 + 3

Area
Main action
6 × 1 line within 1
Each enemy in the area

≤11 4 damage; **M** < 1 push 2
12–16 7 damage; **M** < 2 prone
17+ 10 damage; **M** < 3 prone

Effect: The cryptic reforms their body and appears in an unoccupied space in the area.

Stoneshift

Ranged
Maneuver
Ranged 5
One creature or object on the ground

Effect: The cryptic slides the target up to 3 squares.

2 Malice: The ability targets one additional target.

Dissipate

1 Malice
—
Triggered action
Self
Self

Trigger: The cryptic takes damage.

Effect: The cryptic halves the damage, ignores any nondamaging effects associated with it, and shifts up to 3 squares.

Shatterstone 2d10 + 3

5 Malice
Area
Triggered action
2 burst
Each enemy in the area

Trigger: The cryptic uses the Dig maneuver to resurface.

Effect: Before using the Dig maneuver, the cryptic moves up to their speed. They then create the burst when they breach the surface.

≤11 4 damage; push 2
12–16 7 damage; push 3, prone
17+ 10 damage; push 4, prone

First Warning Quake

Villain Action 1
Area
10 burst
Each enemy in the area

Special: A target must be on the ground.

Effect: Each target makes a **Might test**.

≤11 Prone and can't stand (EoT)
12–16 Prone
17+ No effect.

Final Warning Fissure

Villain Action 2
Area
5 burst
Each enemy in the area

Special: A target must be on the ground.

Effect: The area drops 2 squares and is difficult terrain. Each target enemy falls, while each target ally drops safely. Additionally, each target enemy makes an **Agility test**.

≤11 9 damage; prone
12–16 5 damage
17+ The target moves to the nearest unoccupied space outside the area.

No Escape 2d10 + 3

Villain Action 3
Ranged

Effect: The cryptic makes an initial power roll that calls down stone pillars from the ceiling.

Ranged 10
Two creatures or objects

≤11 5 damage; prone; **M** < 1 restrained (save ends)
12–16 9 damage; prone; **M** < 2 restrained (save ends)
17+ 12 damage; prone; **M** < 3 restrained (save ends)

The cryptic then makes a second power roll that raises stone pillars from the floor.

Ranged 10
Two creatures or objects on the ground

≤11 2 damage; vertical slide 2
12–16 3 damage; vertical slide 4
17+ 4 damage; vertical slide 6; if this movement brings the target into contact with the ceiling, they are restrained (save ends).

GIANTS

Supremely well adapted to harsh environments, giants thrive in extreme conditions. Fire giants build floating cities in the hearts of volcanic calderas, while stone giant villages dot the tallest mountains. Most people often go their entire lives blissfully unaware of the local tribe of giants living atop the nearby mountain range. This is for the best, as few "smallfolk" structures can survive even a handful of sufficiently motivated giants.

Adaptable and Elemental

Giants physically resemble the territory they inhabit. A band of frost giants doesn't simply live on a glacial mountain—they're part of that mountain, and it's part of them. Fire giants exude heat like a roaring volcano. Sages have long debated the question, "Does the environment shape a giant, or does the giant shape their environment?"

Distant Cousins

Humanoid scholars generally assume that all giants are related, though giants don't view each other as kin by default. When different giant communities interact, the results depend heavily on the individuals involved and the relationships between their cultures. For instance, stone giants rarely get along with hill giants, as hill giants often detest stone artisanship. Meanwhile, frost giants gladly recruit hill giants into raiding parties if they're willing to be in the vanguard.

Fire Giants

Hailing from sweltering deserts and deep caverns of roiling magma, fire giants embody the passion and ruthlessness of their namesake element. Though they have a reputation for violent growth and expansion, their lesser-known side is a deeply spiritual one, guided by introspection and understanding.

Fire giants rarely wear armor, as their bodies heat to extreme temperatures while they fight, causing leather to melt and metal to deform. They instead hone their own bodies into perfect weapons of war.

Frost Giants

Born of soaring, frigid peaks, frost giants master their environments to rule mountain ranges and build fortresses of unyielding ice. When frost giants march, a blizzard grows overhead, accompanying them like a war banner. To frost giants, battle is a way of life, camaraderie, and glory.

Where frost giants make their homes, a unique form of ice sprouts into flowering crystalline structures. Frost giants harvest this ice, known as *issenblau* in their dialect, and fashion it into weapons as hard and sharp as steel, which can be used in any environment without melting.

Hill Giants

Of all the giant cultures, hill giants are the most likely to interact with humanoids. Hill giants and smallfolk both love to live in places with rolling, fertile fields, and both appreciate the beauty of nature. However, these commonalities can be quickly forgotten if evil hill giants band together to claim the land solely for themselves, or if the smallfolk let fear of the large get the best of them and attempt to drive off their bigger neighbors. Most hill giants want to be left in peace, but when one is pressed, they can demolish a smallfolk village in minutes.

Most hill giants spend so much time in quiet peace that sudden flashy sights and loud noises can draw their attention. In battle, such distractions can draw a hill giant's ire, making them switch from one target to another.

Stone Giants

Fascinated by the act of creation, stone giants carve cities out of ancient caverns, mine precious metals and gems, and craft relics worthy of glory. To many a stone giant, artisanship is the highest calling, and all their creations are crafted with an eye to beauty and longevity.

Stone giants are made of the same kinds of rocks that form their homes—sandstone, marble, granite, and even basalt. Their stone bodies not only protect them from attack, but also provide them with an additional outlet for self-expression. They often carve runes into their skin, which serve a wide variety of artistic and cultural purposes.

Giant Languages

Most giants speak their kind's dialect of High Kuric. Many hill giants also know Caelian.

Giant Malice

Malice Features

At the start of any giant's turn, you can spend Malice to activate one of the following features.

Hurl Landscape — **3 Malice**
Area, Ranged, Weapon — Main action
4 cube within 10 — Each enemy in the area

Effect: A giant unearths a structure, hazard, or chunk of the encounter map and launches it to fill the area. Each target makes an **Agility test**.

≤11 18 damage; prone and can't stand (save ends)
12–16 14 damage; prone
17+ 9 damage

Bellow — **5 Malice**
Each giant in the encounter takes a deep breath and yells, pushing each creature within 3 squares of them up to 10 squares. A creature who can be pushed by more than one giant is pushed by one giant of your choice.

Titanic Tear — **7 Malice**
A giant creates a fissure along the ground, either in a 15 × 2 line within 1 or a 10 × 3 line within 2, and that opens up to a depth of 6 squares. Each giant in the area can shift into the nearest unoccupied space outside the fissure. Each non-giant in the area makes an **Agility test**.

≤11 10 damage; the target falls into the fissure, and is prone and can't stand (EoT)
12–16 10 damage; the target is prone and hanging onto the edge of the fissure
17+ The target can shift into the nearest unoccupied space outside the fissure.

Fire Giant Fireballer

Level 9 Minion Harrier
Fire Giant, Giant
EV 11 for four minions

Size	Speed	Stamina	Stability	Free Strike
4	7	13	5	3

Immunity: Fire 9
Movement: —
Weakness: —
With Captain: +3 bonus to speed

Might +4 **Agility** +2 **Reason** 0 **Intuition** +2 **Presence** +1

Blazing Leap 2d10 + 4
Area, Weapon
1 burst
Signature Ability
Main action
Each enemy and object in the area

≤11 2 fire damage
12-16 5 fire damage; push 1
17+ 6 fire damage; push 2

Effect: The fireballer can jump up to 4 squares before using this ability.

Searing Skin
Whenever an adjacent enemy grabs the fireballer or uses a melee ability against them, that enemy takes 5 fire damage.

Frost Giant Snowblaster

Level 8 Minion Artillery
Frost Giant, Giant
EV 10 for four minions

Size	Speed	Stamina	Stability	Free Strike
4	7	12	5	4

Immunity: Cold 8
Movement: —
Weakness: —
With Captain: +3 damage bonus to strikes

Might +3 **Agility** -1 **Reason** -1 **Intuition** +4 **Presence** +2

Slushfall 2d10 + 4
Magic, Ranged, Strike
Ranged 12
Signature Ability
Main action
One creature or object per minion

≤11 4 cold damage
12-16 7 cold damage
17+ 9 cold damage; prone

Kingdom of Isolation
The snowblaster is surrounded by a snowstorm. Any enemy who starts their turn within 2 squares of the snowblaster can't shift.

Hill Giant Mosstooth

Level 7 Minion Brute
Giant, Hill Giant
EV 9 for four minions

Size	Speed	Stamina	Stability	Free Strike
4	6	13	5	4

Immunity: Damage 3
Movement: Climb
Weakness: —
With Captain: +3 damage bonus to strikes

Might +4 **Agility** -1 **Reason** -1 **Intuition** -1 **Presence** -1

Swing 2d10 + 4
Melee, Strike, Weapon
Melee 3
Signature Ability
Main action
One creature or object per minion

≤11 4 damage
12-16 7 damage
17+ 8 damage; grabbed

Effect: The mosstooth can use a creature or object they have grabbed as a weapon for this ability, dealing an extra 5 damage to that creature or object and the target. They then end the grab and leave the creature or object prone in an unoccupied space adjacent to the target.

Distracted
Whenever the mosstooth targets a creature or object with an ability, any enemy within distance of the ability can use a free triggered action to distract the mosstooth. The mosstooth targets that enemy instead.

Sand Stone Giant

Level 8 Minion Controller
Giant, Stone Giant
EV 10 for four minions

Size	Speed	Stamina	Stability	Free Strike
4	7	14	10	3

Immunity: —
Movement: Burrow
Weakness: —
With Captain: +6 bonus to Stamina

Might +4 **Agility** +2 **Reason** 0 **Intuition** +3 **Presence** 0

Buried in Sand 2d10 + 4
Magic, Melee, Strike
Melee 3
Signature Ability
Main action
One creature or object per minion

≤11 3 damage; slide 2
12-16 6 damage; slide 3; **A<3** restrained (save ends)
17+ 8 damage; slide 4; **A<4** restrained (save ends)

Stonebreaker Flesh
Whenever an enemy obtains a tier 1 outcome on a melee ability used against the sand stone giant, they take a bane on that ability until the end of the encounter.

Stone Steps
The sand stone giant ignores difficult terrain.

Stone Swim
The sand stone giant can burrow through stone, but can't drag other creatures underground when they do so.

Basalt Stone Giant

Level 8 Elite Controller
Giant, Stone Giant
EV 40

4	7	207	10	8
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Burrow

Might +4 **A**gility +2 **R**eason +1 **I**ntuition +2 **P**resence +1

Rune-Signed Blade 2d10 + 4 — **Signature Ability**
Magic, Melee, Strike, Weapon — Main action
Melee 3 — Two creatures or objects

- ≤11: 12 damage; M < 2 slowed (save ends)
- 12–16: 17 damage; M < 3 slowed (save ends)
- 17+: 21 damage; M < 4 slowed (save ends)

Effect: If a target was already slowed, that condition continues but their speed is 0 until the end of their next turn.

Forked Knife 2d10 + 4 — **3 Malice**
Melee, Ranged, Strike, Weapon — Main action
Melee 3 or ranged 12 — One creature or object

- ≤11: 10 damage; A < 2 restrained (save ends)
- 12–16: 16 damage; A < 3 restrained (save ends)
- 17+: 20 damage; prone; A < 4 restrained (save ends)

Effect: The knife lands in the target's square, and has 30 Stamina and damage immunity 5. Whenever the knife takes damage, it deals 4 sonic damage to each enemy within 3 squares. The knife lasts until the end of the encounter, and can't be picked up or manipulated.

Cobblestone Shape
— — Maneuver
Self — Self

Effect: The basalt stone giant moves up to their speed. Each square that they leave during this move is difficult terrain for enemies. Giants ignore this difficult terrain.

Resonate Rune
Area, Magic — Triggered action
2 burst — Each enemy in the area

Trigger: The basalt stone giant takes damage.

Effect: The target is pushed up to 3 squares, or if they have A < 3, they are pushed up to 6 squares and knocked prone.

Stonebreaker Flesh
Whenever an enemy obtains a tier 1 outcome on a melee ability used against the basalt stone giant, they take a bane on that ability until the end of the encounter.

Stone Steps
The basalt stone giant ignores difficult terrain.

Stone Swim
The basalt stone giant can burrow through stone, but can't drag other creatures underground when they do so.

Fire Giant Lightbearer

Level 9 Elite Support
Fire Giant, Giant
EV 44

4	8	200	5	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 9
Weakness: —
Movement: —

Might +4 **A**gility +2 **R**eason 0 **I**ntuition +4 **P**resence +1

Flamelash 2d10 + 4 — **Signature Ability**
Magic, Melee, Strike — Main action
Melee 6 — Two creatures or objects

- ≤11: 13 fire damage; slide 2
- 12–16: 17 fire damage; slide 4
- 17+: 22 fire damage; slide 6

Living Blaze 2d10 + 4 — **3 Malice**
Magic, Ranged, Strike — Main action
Ranged 6 — Two creatures or objects

- ≤11: 15 fire damage
- 12–16: 21 fire damage
- 17+: 26 fire damage

Effect: The blaze ricochets, targeting one additional target within 4 squares of an original target and taking a bane against that target, or targeting two additional targets within 2 squares of an original target and having a double bane against those targets. The lightbearer makes one power roll against all targets.

Travel By Fire
Magic, Ranged — Maneuver
Ranged 5 — Two creatures or objects

Effect: The lightbearer can target themself with this ability. Each target takes 1d6 fire damage and teleports in a plume of smoke to swap places with the other target.

Emergency Beacon
— — Triggered action
Self — Self

Trigger: The lightbearer takes damage.

Effect: The lightbearer emits a beacon of light until the start of their next turn. Each fire giant who has line of effect to the lightbearer has a double edge on abilities.

Healing Heat
Any fire giant targeted by the lightbearer's damage-dealing abilities ignores the damage and instead regains Stamina equal to the damage that would have been dealt. If the lightbearer moves a fire giant using an ability, they can choose to ignore stability.

Searing Skin
Whenever an adjacent enemy grabs the lightbearer or uses a melee ability against them, that enemy takes 5 fire damage.

Fire Giant Red Fist

Level 9 Elite Brute

Fire Giant, Giant

EV 44

4	8	240	5	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 9
Movement: —
Weakness: —

Might +4 **A**gility +2 **R**eason 0 **I**ntuition +2 **P**resence +1

Flaming Punch 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 3 — Two creatures or objects

≤11 14 fire damage; push 2
12–16 19 fire damage; push 4; **A<3** burning (save ends)
17+ 23 fire damage; push 6; **A<4** burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Caldera 2d10 + 4 — **5 Malice**
Area — Main action
Special — Each enemy and object in the area

≤11 The distance is a 2 burst; 8 fire damage; **M<2** pull 2
12–16 The distance is a 3 burst; 12 fire damage; **M<3** pull 4
17+ The distance is a 4 burst; 15 fire damage; **M<4** pull 6

Effect: The outermost squares of the area become a 1-square-tall wall of stone. The rest of the area is on fire until the end of the encounter. A creature who enters the area for the first time in a round or starts their turn there takes 3 fire damage.

Blazing Leap
— — Maneuver
Self — Self

Effect: The red fist jumps up to 5 squares. Each creature adjacent to them when they land takes 5 fire damage.

Heat and Pressure
Melee — Free triggered action
Melee 3 — The triggering creature

Trigger: A creature within distance willingly moves or shifts away from the red fist.

Effect: The target makes a **Might test**. A target with fire immunity automatically obtains a tier 3 outcome.

≤11 Weakened and slowed (save ends)
12–16 Weakened (EoT)
17+ No effect.

Guardian Block
Melee — Triggered action
Melee 3 — Self

Trigger: An ally within distance is targeted by an enemy's ability.

Effect: The red fist becomes the target of the triggering ability, then can make a free strike against the enemy after the ability resolves.

Searing Skin
Whenever an adjacent enemy grabs the red fist or uses a melee ability against them, that enemy takes 5 fire damage.

Frost Giant Storm Hurler

Level 8 Elite Artillery
Frost Giant, Giant
EV 40

4	7	180	5	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Cold 8
Weakness: —
Movement: —

Might +4	**A**gility -1	**R**eason 0	**I**ntuition 0	**P**resence 0

Ice Javelins 2d10 + 4
Signature Ability
Magic, Ranged, Strike
Main action
Ranged 15
Two creatures or objects

≤11 13 cold damage
12-16 18 cold damage; **M < 3** bleeding (save ends)
17+ 22 cold damage; **M < 4** bleeding (save ends)

Effect: Whenever a creature bleeding this way takes damage from that condition, their speed decreases by 1 (to a minimum of 0) until that condition ends.

Flower of Frost
3 Malice
Magic, Ranged
Main action
Ranged 15
Special

Effect: The storm hurler throws three size 1L ice javelins into unoccupied squares within distance. Each javelin has 30 Stamina and fire weakness 5. At the start of the storm hurler's next turn, all javelins not destroyed explode in a shower of icicles. Each enemy and object within 3 squares of an exploding javelin makes an **Agility test**.

≤11 14 cold damage; push 4; bleeding (save ends)
12-16 11 cold damage; push 2; slowed (save ends)
17+ 7 cold damage

Ice Dance
Melee
Maneuver
Melee 1
One giant ally

Effect: The storm hurler and the target each shift up to 6 squares while staying adjacent to each other. The target can then jump up to 5 squares and make a free strike.

Frozen Retribution
—
Triggered action
Self
Self

Trigger: The storm hurler is targeted by a ranged strike.

Effect: The triggering strike has a double bane. If the strike obtains a tier 1 outcome, the storm hurler uses Ice Javelins against the creature who made it.

Kingdom of Isolation
The storm hurler is surrounded by a snowstorm. Any enemy who starts their turn within 2 squares of the storm hurler can't shift.

Frost Giant Wind Sprinter

Level 8 Elite Harrier
Frost Giant, Giant
EV 40

Size	Speed	Stamina	Stability	Free Strike
4	10	200	5	8

Immunity: Cold 8
Movement: —
Weakness: —

Might +4 **Agility** +4 **Reason** -1 **Intuition** 0 **Presence** 0

Cold Axe 2d10 + 4 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 3 — Two creatures or objects

≤11 12 damage
12–16 17 damage; **A < 3** bleeding (save ends)
17+ 21 damage; **A < 4** bleeding (save ends)

Effect: A target who is already bleeding takes an extra 1d6 cold damage.

Blizzard Surge — **5 Malice**
— — Main action
Self — Self

Effect: The wind sprinter shifts up to their speed and uses Cold Axe against each enemy who comes within 2 squares of them during the move. The wind sprinter makes one power roll against all targets.

Ice Dance
Melee — Maneuver
Melee 1 — One giant ally

Effect: The wind sprinter and the target each shift up to 6 squares while staying adjacent to each other. The target can then jump up to 5 squares and make a free strike.

Begone, Smallfolk!
— — Triggered action
Self — Self

Trigger: The wind sprinter takes damage.
Effect: The wind sprinter moves up to their speed and uses Cold Axe against one target.

Crush Underfoot
The wind sprinter can move through enemies' spaces at their usual speed. The first time on a turn that a wind sprinter enters a creature's space, that creature can choose to fall prone or to take 8 damage.

Kingdom of Isolation
The wind sprinter is surrounded by a snowstorm. Any enemy who starts their turn within 2 squares of the wind sprinter can't shift.

Granite Stone Giant

Level 8 Elite Defender
Giant, Stone Giant
EV 40

Size	Speed	Stamina	Stability	Free Strike
4	7	247	10	8

Immunity: —
Movement: Burrow
Weakness: —

Might +4 **Agility** +1 **Reason** +1 **Intuition** +2 **Presence** +1

Jagged Stone Club 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 3 — Two creatures or objects

≤11 12 damage
12–16 17 damage; **R < 3** weakened (save ends)
17+ 21 damage; **R < 4** weakened (save ends)

Effect: If the target is already weakened, they are also bleeding (save ends).

Crag Burst 2d10 + 4 — **3 Malice**
Area — Main action
2 burst — Each enemy and object in the area

≤11 6 damage; push 2
12–16 10 damage; push 4
17+ 14 damage; vertical push 4

Effect: The area is difficult terrain. Whenever a creature enters a square in the area, they take 3 damage.

Castle Stone Shape
— — Maneuver
Self — Self

Effect: The granite stone giant moves up to their speed and creates a 14 wall of stone in squares adjacent to the path of their movement.

Pillar
Melee — Triggered action
Melee 3 — The triggering creature or object

Trigger: A creature or object within distance moves or shifts away from the granite stone giant.
Effect: A 1-square pillar of stone rises 5 squares out of the ground beneath the target, who moves with the ground to its new elevation, then is vertical pushed 5 squares.

Stonebreaker Flesh
Whenever an enemy obtains a tier 1 outcome on a melee ability used against the granite stone giant, they take a bane on that ability until the end of the encounter.

Stone Steps
The granite stone giant ignores difficult terrain.

Stone Swim
The granite stone giant can burrow through stone, but can't drag other creatures underground when they do so.

Hill Giant Clobberer

Level 7 Elite Brute

Giant, Hill Giant

EV 36

Size	Speed	Stamina	Stability	Free Strike
4	6	200	5	8

Immunity: Damage 3
Movement: Climb

Weakness: —

Might +4 **A**gility -1 **R**eason -1 **I**ntuition -1 **P**resence -1

Clobberin' Club 2d10 + 4

Signature Ability

Charge, Melee, Strike, Weapon
Main action
Melee 3
Two creatures or objects

≤11 12 damage
12-16 17 damage; prone
17+ 21 damage; prone

Effect: A target who is already prone takes an extra 12 damage.

Stomp 2d10 + 4

3 Malice

Melee, Strike, Weapon
Main action
Melee 1
One creature or object

≤11 14 damage; prone
12-16 20 damage; prone; **M** < 3 can't stand (save ends)
17+ 25 damage; prone; **M** < 4 can't stand (save ends)

Effect: In suitably soft ground, the target is entrenched in a 2-square-deep hole.

Hill Quake

Area
Maneuver
3 burst
Each enemy in the area

Effect: Each target must make either a **Might test** or an **Agility test**.
≤11 6 damage; vertical push 3
12-16 2 damage; vertical push 2
17+ Push 2

Effect: The clobberer can choose to fall prone in order to double the forced movement distance.

You Ain't Getting Away

Melee
Triggered action
Melee 3
The triggering creature

Trigger: A creature within distance moves or shifts away from the clobberer.

Effect: The target makes an **Agility test**.
≤11 Grabbed, and the target takes a bane on the Escape Grab maneuver
12-16 Grabbed
17+ No effect.

2 Malice: A target who would be grabbed by this ability is instead either vertical pushed up to 5 squares; or they take 5 damage, are knocked prone, and can't stand until the end of their next turn.

Destructive Path

The clobberer automatically destroys any mundane size 1 objects in their path when they move or are forced moved. They can break through any mundane wall made of wood, stone, or a similarly sturdy material this way as long as the wall is 2 squares thick or less.

Distracted

Whenever the clobberer targets a creature or object with an ability, any enemy within distance of the ability can use a free triggered action to distract the clobberer. The clobberer targets that enemy instead.

Marble Stone Giant

Level 8 Elite Hexer

Giant, Stone Giant

EV 40

Size	Speed	Stamina	Stability	Free Strike
4	6	207	10	8

Immunity: —

Weakness: —

Movement: Burrow

Might +4 **A**gility +3 **R**eason 0 **I**ntuition +3 **P**resence 0

Marble From a Great Sling 2d10 + 4

Signature Ability

Area, Ranged, Weapon

Main action

3 cube within 15

Each enemy and object in the area

≤11 6 damage; I<2 dazed (save ends)

12–16 10 damage; I<3 dazed (save ends)

17+ 14 damage; I<4 dazed (save ends)

Effect: If the target has any effect on them that can be ended by a saving throw or that ends at the end of their turn, they are also knocked prone.

Far Flung 2d10 + 4

3 Malice

Melee, Weapon

Main action

Melee 1

One creature or object

≤11 Vertical push 7

12–16 Vertical push 10

17+ Vertical push 12

Effect: Against a target who is prone or grabbed, this ability has a double edge.

Polish Stone Shape

Area

Maneuver

10 × 2 line within 1

Special

Effect: The ground in the area becomes slick and glossy. Any non-giant who starts or ends their turn in the area is knocked prone and slides 2 squares.

Break Armor

1 Malice

—

Triggered action

Self

Self

Trigger: The marble stone giant takes damage.

Effect: The marble stone giant halves the damage, and has damage weakness 3 and a +3 bonus to speed until the end of the encounter. The damage weakness increases by 3 each time the marble stone giant uses this ability in the same encounter.

Stonebreaker Flesh

Whenever an enemy obtains a tier 1 outcome on a melee ability used against the marble stone giant, they take a bane on that ability until the end of the encounter.

Stone Steps

The marble stone giant ignores difficult terrain.

Stone Swim

The marble stone giant can burrow through stone, but can't drag other creatures underground when they do so.

Fire Giant Chief

Fire Giant, Giant

Level 9 Leader
EV 44

5	10	240	10	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 10
Weakness: —
Movement: —

Might +5 **A**gility +3 **R**eason 0 **I**ntuition +2 **P**resence +3

Roiling Fist — Signature Ability

Area, Ranged, Weapon — Main action
3 cube within 4 — Each enemy and object in the area

Effect: Each target makes either an **Agility test** or an **Intuition test**.
≤11 18 fire damage; prone; weakened (save ends)
12-16 14 fire damage; prone
17+ 9 fire damage

Burning Kick 2d10 + 5

Charge, Melee, Strike, Weapon — Main action
Melee 4 — Two creatures or objects

≤11 14 damage; push 5; **A<3**, 9 fire damage
12-16 19 damage; push 10; **A<4**, 9 fire damage
17+ 23 damage; push 15; **A<5**, 9 fire damage

Lava Pillar 2d10 + 5 — 3 Malice

Area, Ranged — Maneuver
3 cube within 10 — Each enemy and object in the area

≤11 5 fire damage; **M<3**, vertical push 3
12-16 7 fire damage; **M<4**, vertical push 4
17+ 9 fire damage; **M<5**, vertical push 5

Fuel the Fire — 1 Malice

Ranged — Triggered action
Ranged 12 — The triggering ally

Trigger: A fire giant ally within distance makes a strike.
Effect: The strike has a double edge and deals an extra 10 fire damage.

Forward! — Villain Action 1

Area
10 burst — Self and each ally in the area

Effect: Each target shifts up to their speed and can make a free strike. Any enemy who takes damage from a free strike this way and who has **A<4** is burning (save ends). A burning enemy takes 1d6 fire damage at the start of each of their turns.

Burning Legion — Villain Action 2

Ranged
Ranged 15 — Special

Effect: The chief shifts up to 10 squares. Five **fire giant fireballers** then arrive in unoccupied spaces within distance.

All to Cinders — Villain Action 3

Area
10 burst — Self and each fire giant ally in the area

Effect: Each target unleashes a wave of fire, and each enemy within 2 squares of any target makes an **Agility test**. An enemy affected by two targets takes a bane on the test, while an enemy affected by three or more targets has a double bane.
≤11 18 fire damage
12-16 14 fire damage
17+ 9 fire damage

Scorching Skin

Whenever an adjacent enemy grabs the chief or uses a melee ability against them, that enemy takes 9 fire damage, and if they have **M<4** they are weakened (save ends).

GNOLLS

Edacity. The hyena-faced gnolls know only blood and hunger. These fiends carry with them the evil legacy of an unwitting demonic heritage. Originally from the Abyssal Wasteland, gnolls quickly spread across the timescape, and they thrive in deserts, plains, and other sparsely populated places. Though a gnoll's muzzle is just as likely to be bloodied by carrion as by prey, their hunting packs hunger for violence, and they eagerly hunt travelers and raid settlements. A pack's eerie war cry, a wild cackle, presages a night of battle and terror.

Born From Blood

The Abyssal Waste is an alien landscape hostile to most life. Yet amid its desolation, fiendish creatures thrive, including abyssal hyenas—bloodthirsty scavengers who fight with other lesser fiends over the corpses of demons. The first gnolls arose when a pack of those predators lapped at the ichor oozing from the wounds of a dying demon prince, As'sylrak the Warper.

As his last act, the demon gave the fiendish hyenas a demonic cunning to match their insatiable hunger, bound his evil will to theirs, and turned their paws into hands so they could wield weapons. He called these new fiends "gnoll," an Abyssal word that has many meanings, one of which is "to consume completely." And true to their name, the gnolls immediately devoured their creator.

Ceaseless Hunger

The merciless gnolls quickly spread across the timescape in search of new victims to quench their never-ending hunger. Their packs were originally followed by some of the abyssal hyenas who didn't receive As'sylrak's blessing, with those tagalongs enjoying the castoffs of the gnoll packs. Gnolls never forgot the day when they tasted immortal flesh—and they hunger for more, longing for a day when they hunt the gods themselves through heavenly halls.

Gnoll War

Most gnolls live for the thrill of the hunt and the taste of flesh, and they aren't choosy with their targets. Perhaps the one saving grace for most humanoid communities is that gnoll war bands constantly battle each other for territory, keeping their numbers reduced.

Abyssal Hyenas

Stronger and smarter than their beastly counterparts, abyssal hyenas crawl out of the Abyssal Wasteland to feed on corpses gnolls leave in their wake. When reinforcements are needed, gnoll spellcasters can use magic to transform abyssal hyenas into gnolls.

Tusker Demons

Towering among the gnolls of a war band, the elephantine tusker demon serves as beast of burden and war machine. Tusker demons have no facial features except a twisted crown of tusks that surrounds their ravening maw. Although they usually follow gnoll commands, tuskers in lethe (see the Demons section) are prone to violent outbursts and charge at anything that moves—enemies and allies alike.

Gnoll Languages

Most gnolls speak Tholl. Gnoll carnages and other older gnolls usually also know Variac.

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Heroes Beware!

When gnolls go into a frenzy and coordinate their individual Cackletongue maneuvers, few heroes will leave the battlefield unscarred. Any 1st-echelon encounter that contains more than two non-minion gnolls can be considered one difficulty category harder at the Director's discretion.

Gnoll Malice

Malice Features

At the start of any gnoll's turn, you can spend Malice to activate one of the following features.

Iron Jaws — **3 Malice**
Area, Ranged, Weapon — Maneuver
1 cube within 3 — Special

Effect: A gnoll acting this turn drops an iron-jawed snare into the area. The first time any enemy moves into the area, they make an **Agility test**. If they were unaware of the snare, the test takes a bane.

≤11 6 damage; bleeding (save ends)
12–16 4 damage; bleeding (EoT)
17+ No effect.

Effect: While an enemy is bleeding this way, each gnoll in the encounter gains an edge on strikes made against them.

Bloodpool — **5 Malice**
One gnoll minion suddenly explodes into a pool of blood, splattering the area within 3 squares of them. Any gnoll who starts their turn in this area deals an extra 5 damage on their next strike before the end of their turn. Once per round, an abyssal hyena who starts their turn in the area turns into a **gnoll marauder**, keeping their current Stamina.

Echoes of Laughter — **7 Malice**
Until the end of the encounter, the encounter map is encased in a soundscape of laughter and howling. Each enemy takes a bane on the first power roll they make each round. Whenever a gnoll is killed, this effect is suppressed until the start of the next round.

Abyssal Hyena

Abyssal, Animal, Gnoll

Level 2 Minion Brute
EV 4 for four minions

1M	8	7	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —
With Captain: +2 bonus to speed

Might +2 **A**gility +1 **R**eason -3 **I**ntuition 0 **P**resence -2

Snapjaw 2d10 + 2
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 3 damage
12-16 4 damage
17+ 6 damage; grabbed

Death Snap
When the abyssal hyena is reduced to 0 Stamina, they can make a melee free strike before dying.

Gnoll Chainflail

Abyssal, Gnoll

Level 2 Minion Artillery
EV 4 for four minions

1M	5	4	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —
With Captain: +1 damage bonus to strikes

Might +2 **A**gility 0 **R**eason +1 **I**ntuition 0 **P**resence -2

Chain Shotput 2d10 + 2
Ranged, Strike, Weapon
Ranged 8

Signature Ability
Main action
One creature or object per minion

≤11 3 damage
12-16 4 damage; push 1
17+ 6 damage; push 3

Death Circle
Whenever a non-minion ally within 5 squares of the chainflail is reduced to 0 Stamina, the chainflail can move up to their speed.

Gnoll Mage Mauler

Abyssal, Gnoll

Level 2 Minion Hexer
EV 4 for four minions

1M	5	4	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —
With Captain: +2 bonus to melee distance

Might +2 **A**gility +1 **R**eason -1 **I**ntuition 0 **P**resence 0

Wizard Ripper 2d10 + 2
Magic, Melee, Strike
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 2 acid damage
12-16 3 cold damage
17+ 5 lightning damage; the target can't use magic abilities (EoT)

Effect: The target takes a bane on their next power roll.

Death Circle
Whenever a non-minion ally within 5 squares of the mage mauler is reduced to 0 Stamina, the mage mauler can move up to their speed.

Gnoll Wildling

Abyssal, Gnoll

Level 2 Minion Harrier
EV 4 for four minions

1M	7	5	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —
With Captain: Gain an edge on strikes

Might +1 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence -2

Flail 2d10 + 2
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 2 damage
12-16 3 damage
17+ 5 damage; the wildling can make a free strike against a creature adjacent to the target

Death Circle
Whenever a non-minion ally within 7 squares of the wildling is reduced to 0 Stamina, the wildling can move up to their speed.

Gnoll Abyssal Archer

Level 2 Horde Artillery
Abyssal, Gnoll
EV 4

1M	5	15	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +2 **R**eason +1 **I**ntuition 0 **P**resence –1

Dark Longbow 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object

≤11 5 corruption damage
12-16 6 corruption damage
17+ 8 corruption damage; **M<2** slowed (save ends)

Effect: This ability gains an edge against any target not at full Stamina.

Archer's Cackletongue — **2 Malice**
Area — Maneuver
2 burst — Self and each ally in the area

Effect: Until the end of their next turn, each target gains an edge on their next strike. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

Distant Death Frenzy
Whenever a non-minion ally within 5 squares of the abyssal archer is reduced to 0 Stamina, the abyssal archer can make a ranged free strike.

Bloodscent
The abyssal archer doesn't need line of effect to use their abilities against any creature who isn't at full Stamina, as long as a size 1 opening exists between the archer and the target.

Gnoll Abyssal Summoner

Level 2 Horde Support
Abyssal, Gnoll
EV 4

1M	5	20	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 **A**gility 0 **R**eason 0 **I**ntuition +2 **P**resence +2

Flame Wad 2d10 + 2 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 5 — One creature or object

≤11 4 fire damage
12-16 5 fire damage
17+ 7 fire damage; **I<2** the target is burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Call Abyssal Hyenas — **3 Malice**
Ranged — Maneuver
Ranged 5 — Special

Effect: Two **abyssal hyenas** claw up from the ground in unoccupied spaces within distance.

Summoner's Cackletongue — **4 Malice**
Area — Maneuver
2 burst — Each ally in the area

Effect: One abyssal hyena target turns into a **gnoll marauder**, keeping their current Stamina. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

Death Frenzy
Whenever a non-minion ally within 5 squares of the abyssal summoner is reduced to 0 Stamina, the abyssal summoner moves up to their speed and can make a melee free strike.

Gnoll Bonesplitter

Level 2 Horde Brute

Abyssal, Gnoll

EV 4

1L	5	25	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Three-Tail Flail 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

- ≤11: 5 damage; push 2
- 12–16: 6 damage; push 2
- 17+: 8 damage; grabbed; **M < 2** the target takes a bane on the Escape Grab maneuver

Effect: While the bonesplitter has a target grabbed, they can't use Three-Tail Flail against another target.

Bonesplitter's Cackletongue
Area
2 burst
4 Malice
Maneuver
Self and each ally in the area

Effect: Up to three targets can make a free strike. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

Death Frenzy
Whenever a non-minion ally within 5 squares of the bonesplitter is reduced to 0 Stamina, the bonesplitter moves up to their speed and can make a melee free strike.

Gnoll Cackler

Level 2 Horde Hexer

Abyssal, Gnoll

EV 4

1S	5	15	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Moment of Brutality 2d10 + 2
Magic, Ranged, Strike
Ranged 8
Signature Ability
Main action
One creature

- ≤11: 4 psychic damage; **I < 0** the target makes a free strike against a creature of the cackler's choice
- 12–16: 5 psychic damage; **I < 1** the target makes a free strike against a creature of the cackler's choice
- 17+: 7 psychic damage; **I < 2** the target uses a signature ability against a creature of the cackler's choice

Effect: An ally targeted by this ability ignores the damage and can make a free strike.

Cackler's Cackletongue
Area, Magic
2 burst
4 Malice
Maneuver
Each creature in the area

Effect: Each enemy target makes an **Intuition test**. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

- ≤11: Frightened (save ends)
- 12–16: Frightened (EoT)
- 17+: No effect.

Death Frenzy
Whenever a non-minion ally within 5 squares of the cackler is reduced to 0 Stamina, the cackler moves up to their speed and can make a melee free strike.

Gnoll Marauder

Level 2 Horde Harrier
Abyssal, Gnoll
EV 4

1M	7	20	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence +1

Fury Flail 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 4 damage
12–16 5 damage
17+ 7 damage; prone; **A<2** bleeding (save ends)

2+ Malice: This ability targets one additional target for each 2 Malice spent.

Marauder's Cackletongue — **3 Malice**
Area — Maneuver
2 burst — Self and each ally in the area

Effect: Each target shifts up to their speed. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

Death Frenzy
Whenever a non-minion ally within 7 squares of the marauder is reduced to 0 Stamina, the marauder moves up to their speed and can make a melee free strike.

Tusker Demon

Level 2 Elite Brute
Abyssal, Demon, Gnoll
EV 16

3	7	100	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility –1 | **R**eason –3 | **I**ntuition 0 | **P**resence –1

Gore 2d10 + 2 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 7 damage; push 1
12–16 11 damage; push 2
17+ 14 damage; push 3, prone

Effect: If this ability is used as part of the Charge main action, it deals an extra 4 damage.

Vengeful Tusker
Ranged — Triggered action
Ranged 7 — The triggering enemy

Trigger: An enemy within distance deals damage to the tusker.
Effect: The tusker demon uses the Charge main action and Gore against the target.

Trample
The tusker demon can move through enemies' spaces at their usual speed. When the tusker enters a creature's space for the first time on a turn, that creature takes 5 damage. The tusker demon can end their turn in a prone size 1 creature's space, preventing the creature from standing up.

Lethe
While the tusker demon is winded, they gain an edge on strikes, and any strike made against them gains an edge.

Gnoll Carnage

Level 2 Leader

Abyssal, Gnoll

EV 16

1M	5	100	1	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +3 **A**gility +3 **R**eason 0 **I**ntuition 0 **P**resence +3

Shrapnel Whip 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 8 damage; **A < 1** bleeding (save ends)
12-16 11 damage; **A < 2** bleeding (save ends)
17+ 14 damage; **A < 3** bleeding and dazed (save ends)

Effect: An ally by this ability ignores the damage and can make a free strike.

Carnage's Cackletongue — **4 Malice**
Area — Maneuver
5 burst — Self and each ally in the area

Effect: Each target deals an extra 3 damage with their next strike until the start of the carnage's next turn. If any target hasn't used their own Cackletongue maneuver on this turn, they can use it immediately at no cost.

Death Rampage
Whenever a non-minion ally within 5 squares of the carnage is reduced to 0 Stamina, the carnage can move up to their speed, then can either make a melee free strike against two creatures or use Shrapnel Whip against one creature.

End Effect
At the end of each of their turns, the carnage can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Endless Hunger
If the carnage is reduced to 0 Stamina while there are still gnolls on the encounter map, one gnoll on the map is transformed into a **gnoll carnage**, keeping their current Stamina.

Call Up From the Abyss — **Villain Action 1**
Magic, Ranged
Ranged 10 — Special

Effect: The carnage summons four **abyssal hyenas** into unoccupied spaces within distance.

Edacity — **Villain Action 2**
Area
10 burst — Self and three allies

Effect: Each target moves up to their speed and can make a free strike. Any creature damaged by one of these free strikes who has **M < 2** is knocked prone.

Deepest Wounds — **Villain Action 3**
Area, Magic
5 burst — Each winded enemy in the area

Effect: The carnage's eyes and all exposed blood within distance glow bright red. Each target makes a **Presence test**.

≤11 The target can't regain Stamina until the end of the encounter.
12-16 The target can't regain Stamina (save ends).
17+ No effect.

Effect: Until the end of the encounter, all gnolls have a double edge on power rolls that target a winded enemy.

GOBLINS

Known among themselves as *rogabrin*, meaning "more of us" in their Sztech language, goblins are one of the most numerous humanoid species in the world. They can be found across many lands, have developed countless distinct cultures, and dare to venture into environments that few other humanoids are willing to hazard.

Their long arms and prehensile toes make goblins particularly well adapted to environments requiring climbing, and they live equally comfortably in treetop cities as in subterranean realms filled with stalactites, ledges, and chasms. However, just as many prefer to dwell in tight-knit neighborhoods within diverse cities. Many of those goblins who cross swords with adventuring heroes are the worst of their society—thieves and murderers shunned by their own people.

Encountered in Groups

Whether within a society or living in exile, goblins survive and thrive because they work together. A single goblin forced into the wild is terrified. A dozen outlaw goblins are supremely confident—perhaps overly so. Such groups often become bandits who ambush travelers crossing through their territory, be it desert, forest, or underground. Larger goblin hordes might become unscrupulous mercenaries serving powerful villains. No matter how they're encountered, goblins prefer to fight as an overwhelming force and to flee when foes outnumber friends.

Goblin Malice

Malice Features

At the start of any goblin's turn, you can spend Malice to activate one of the following features.

Goblin Mode **3 Malice**
Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

Tiny Stabs **5 Malice**
Each enemy in the encounter takes 1 damage for each goblin adjacent to them.

Swamp Stink **7 Malice**
The encounter map is covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map are difficult terrain for non-goblins, and each non-goblin on the map makes a **Might test**.

- ≤11 5 poison damage; the creature is weakened until the mist disappears.
- 12–16 The creature is weakened until the mist disappears.
- 17+ No effect.

Mobile and Sneaky

Short, lithe, and long armed, goblins are built for mobility, stealth, and climbing. Goblins who dwell in untamed wilderness and twisting caves utilize their natural agility to hide from threats and flee when found. These crafty skirmishers might run wild through battle, hacking at their enemies' knees, or unleash arrows as they dart from tree to tree.

Goblin Magic

Some exiled goblins forge pacts with evil entities for magical power, including archfey, deities, and fiends. Goblin assassins conjure darkness made from the souls of their victims, while goblin cursespitters hurl magic hexes that keep their enemies at bay.

Skitterling

A six-legged winged rodent the size of a housecat, a skitterling moves their clawed feet as they fly, making them appear to scurry through the air. Goblins train these pets to claw at the faces of enemies, as their feet secrete a toxin that causes temporary sluggishness.

War Spider

Goblins ride enormous arachnids as mounts in battle. With blades attached to their legs, a war spider cuts a swath through enemy forces while archers fire from atop a platform on the animal's back. During a raid, a war spider arches their body to launch warriors off their back and into the fray.

Worg

Some goblins form a special bond with worgs—canine creatures raised by many goblin communities as mounts, guardians, and companions. A worg stays loyal to the hand that feeds them, and will protect their handler to the bitter end.

Goblin Languages

Most goblins speak Caelian and Sztech.

Goblin Runner

Goblin, Humanoid

Level 1 Minion Harrier
EV 3 for four minions

1S	6	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb

Weakness: —
With Captain: Gain an edge on strikes

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

Club Charge 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 1
≤11 1 damage
12–16 2 damage
17+ 3 damage

Signature Ability
Main action
One creature or object per minion

Crafty
The runner doesn't provoke opportunity attacks by moving.

Goblin Sniper

Goblin, Humanoid

Level 1 Minion Artillery
EV 3 for four minions

1S	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb

Weakness: —
With Captain: +5 bonus to ranged distance

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

Bow 2d10 + 2
Ranged, Strike, Weapon
Ranged 10
≤11 2 damage
12–16 4 damage
17+ 5 damage
Effect: If the sniper doesn't use a move action this turn, this ability gains an edge.

Signature Ability
Main action
One creature or object per minion

Crafty
The sniper doesn't provoke opportunity attacks by moving.

Goblin Spinecleaver

Goblin, Humanoid

Level 1 Minion Brute
EV 3 for four minions

1S	5	5	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb

Weakness: —
With Captain: +1 damage bonus to strikes

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

Axe 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 2 damage; push 1
12–16 4 damage; push 3
17+ 5 damage; push 4

Signature Ability
Main action
One creature or object per minion

Crafty
The spinecleaver doesn't provoke opportunity attacks by moving.

Skitterling

Animal, Goblin

Level 1 Minion Hexer
EV 3 for four minions

1T	5	3	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly

Weakness: —
With Captain: +3 bonus to speed

Might –5 **Agility** +2 **Reason** –4 **Intuition** 0 **Presence** –2

Claws 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 1 poison damage
12–16 2 poison damage
17+ 3 poison damage
Effect: The target takes a bane on their next strike.

Signature Ability
Main action
One creature per minion

Goblin Assassin

Level 1 Horde Ambusher

Goblin, Humanoid

EV 3

1S	6	15	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb

Weakness: —

Might –2	Agility +2	Reason 0	Intuition 0	Presence –2

Sword Stab 2d10 + 2
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object

- ≤11: 4 damage
- 12-16: 6 damage
- 17+: 7 damage

Effect: If this ability gains an edge or has a double edge, it deals an extra 2 damage.

Shadow Chains 2d10 + 2
Magic, Ranged, Strike
Ranged 10

3 Malice
Main action
Three creatures

- ≤11: 2 corruption damage; A<0 restrained (save ends)
- 12-16: 4 corruption damage; A<1 restrained (save ends)
- 17+: 5 corruption damage; A<2 restrained (save ends)

Crafty
The assassin doesn't provoke opportunity attacks by moving.

Slip Away
The assassin can attempt to hide even while observed.

Goblin Cursespitter

Level 1 Horde Hexer

Goblin, Humanoid

EV 3

1S	5	10	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb

Weakness: —

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

Eye of Surlach 2d10 + 2
Magic, Ranged, Strike
Ranged 15

Signature Ability
Main action
One creature

- ≤11: 3 corruption damage; I<0 weakened (save ends)
- 12-16: 4 corruption damage; I<1 weakened (save ends)
- 12-16: 5 corruption damage; I<2 weakened (save ends)

Dizzying Hex 2d10 + 2
Magic, Ranged, Strike
Ranged 10

1 Malice
Maneuver
One creature

- ≤11: I<0 prone
- 12-16: I<1 prone and can't stand (EoT)
- 17+: Prone; I<2 can't stand (save ends)

Crafty
The cursespitter doesn't provoke opportunity attacks by moving.

Goblin Stinker

Level 1 Horde Controller
Goblin, Humanoid
EV 3

1S	5	10	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

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

Toxic Winds 2d10 + 2
Area, Magic, Ranged
3 cube within 15
Signature Ability
Main action
Each enemy in the area

≤11 1 poison damage; slide 1
12–16 2 poison damage; slide 2
17+ 3 poison damage; slide 3

1+ Malice: For each Malice spent, one target can be force moved 1 additional square.

Swamp Gas
Area, Magic, Ranged
3 cube within 10
Maneuver
Special

Effect: The area is filled with a green haze that lasts until the start of the stinker's next turn or until the stinker is reduced to 0 Stamina, and which can't be dispersed by wind. The area is difficult terrain for non-goblins, and each non-goblin who moves in the area takes 2 poison damage for each square moved.

Crafty
The stinker doesn't provoke opportunity attacks by moving.

Goblin Underboss

Level 1 Horde Support
Goblin, Humanoid
EV 3

1S	5	15	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

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

Swordplay 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 3 damage
12–16 4 damage
17+ 5 damage

Effect: One ally adjacent to the target can make a free strike against them.

Get Reckless!
Area
5 burst
Maneuver
Each ally in the area

Effect: Until the start of the underboss's next turn, each target gains an edge on strikes, and any strike made against a target gains an edge.

2 Malice: Strikes made against targets no longer gain an edge.

Crafty
The underboss doesn't provoke opportunity attacks by moving.

Goblin Warrior

Level 1 Horde Harrier
Goblin, Humanoid
EV 3

1S	6	15	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb
Weakness: —

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

Spear Charge 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 3 damage
12–16 4 damage
17+ 5 damage

Bury the Point 2d10 + 2
Melee, Strike, Weapon
Melee 1
2 Malice
Main action
One creature

≤11 5 damage; M < 0 bleeding (save ends)
12–16 6 damage; M < 1 bleeding (save ends)
17+ 7 damage; M < 3 bleeding (save ends)

Crafty
The warrior doesn't provoke opportunity attacks by moving.

Goblin Monarch

Goblin, Humanoid

Level 1 Leader
EV 12

1S	6	80	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might 0 **A**gility +3 **R**eason +1 **I**ntuition 0 **P**resence +3

Handaxe 2d10 + 3
Melee, Ranged, Strike, Weapon
Melee 1 or ranged 5
Signature Ability
Main action
Two creatures or objects

≤11 7 damage
12-16 10 damage
17+ 13 damage

Effect: One ally within 10 squares of the monarch can make a free strike.

Get in Here!
1 Malice
Ranged
Ranged 20
Maneuver
Special

Effect: Two **goblin runners** appear in unoccupied spaces within distance.

Meat Shield
Melee
Melee 1
Triggered action
One ally

Trigger: A creature targets the monarch with a strike.

Effect: The ally is the target of the triggering strike instead.

Crafty
The monarch doesn't provoke opportunity attacks by moving.

End Effect
At the end of each of their turns, the monarch can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

What Are You Waiting For?
Villain Action 1
Area
10 burst
Each ally in the area

Effect: Each target can move up to their speed or make a free strike.

Focus Fire
Villain Action 2
Ranged
Ranged 10
One enemy or object

Effect: Each ally within 10 squares of the target can move up to their speed toward the target.

Kill!
Villain Action 3
—
Special
Special

Effect: Each enemy in the encounter takes 2 damage for each goblin adjacent to them.

War Spider

Animal, Goblin

Level 1 Elite Mount
EV 12

3	7	60	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Climb

Weakness: —

Might +2	Agility +1	Reason –4	Intuition 0	Presence –3

Bite 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature

≤11 7 poison damage
12-16 11 poison damage
17+ 14 poison damage; M<2 weakened (save ends)

2 Malice: For any tier outcome, if the target has M<3, they are weakened (save ends).

Leg Blade 2d10 + 2
Melee, Strike, Weapon
Melee 1
Main action
Two creatures or objects

≤11 6 damage
12-16 9 damage
17+ 12 damage

Trample
—
Self
5 Malice
Main action
Self

Effect: The spider shifts up to their speed and uses Leg Blade against each creature who comes adjacent to them during the shift. The spider makes one power roll against all targets.

Web
Area, Weapon
3 cube within 1
Maneuver
Each creature in the area

≤11 A<0 restrained (save ends)
12-16 A<1 restrained (save ends)
17+ A<2 restrained (save ends)

Effect: The area is difficult terrain for enemies.

Skitter
—
Self
Triggered action
Self

Trigger: The spider or any ally riding the spider takes damage.

Effect: The damage is halved, and the spider shifts up to 2 squares after the triggering effect resolves.

Ride Launcher
Any ally who leaps off the back of the spider can jump up to 6 squares without making a test, and takes no damage if they fall during the jump. After any ally jumps, the first melee strike they make on the same turn gains an edge.

Wide Back
While riding the spider, two size 1 allies can occupy the same space.

Worg

Animal, Goblin

Level 1 Horde Mount
EV 3

1L	5	15	1	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Bite 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 3 damage
12-16 4 damage
17+ 5 damage

Sprint
—
Self
1 Malice
Maneuver
Self

Effect: The worg moves up to their speed.

Mounted Charger
If a worg used as a mount charges, their rider gains an edge on melee strikes until the end of the rider's turn.

Shared Crafty
If the worg's rider has the Crafty trait, the worg also has that trait.

GRIFFONS

With the head, front legs, and wings of a bird and the powerful body and haunches of a feline, griffons are the apex predator's apex predator. Highly territorial with ranges spanning hundreds of leagues, these air-superiority hunters make quick work of any humanoids foolish enough to stumble into griffon lands.

Coveted Mounts

Attempting to capture a wild griffon typically ends in injury or worse, though humanoids who hatch griffons in captivity and raise them from birth find they make loyal companions. Some humanoid cultures raise griffons as mounts for the military or city guard, and griffon eggs can fetch a fine price.

Daring poachers sometimes attempt to steal griffon eggs from wild aeries, but such thieves typically meet their end by beak or talon. So great is the death toll that many localities have outlawed the poaching of griffon eggs.

Inaccessible Aeries

Griffons roost alone or in pairs on craggy mountainsides, in forests, or on cliffs overlooking the ocean. They hide their nests in enormous treetops, scrubby thicketts clinging to a cliff, or similarly sheltered nooks that are nearly unreachable for creatures who can't fly. Each aerie holds up to three eggs during brooding season, which lasts for three months starting in the early spring. Chicks hatch after forty days of incubation, then remain in or near the nest as their parents feed them. About forty days after hatching, a griffon chick learns to fly—and after that, it's only a matter of days before they set out from their nest into the wider world, generally making their own nest somewhere nearby.

Rare Breeds

Griffons come in many varieties. While the most common griffon is the leonine eagle, others include a falcon-panther variety, a bearded vulture-clouded leopard variety, and a striped condor griffon that combines the features of condor and tiger. Questions abound as to whether these creatures came about naturally or were fashioned by magic hands, and many scholars offer abundant rewards to adventurers who can bring them evidence of rare or undiscovered griffon types.

Griffon Malice

Malice Features

At the start of any griffon's turn, you can spend Malice to activate one of the following features.

Swoop — **3 Malice**
Self — Maneuver, Self

Effect: The griffon flies up to their speed, and can make a free strike against each creature who makes an opportunity attack against them during this movement.

Piercing Cry — **5 Malice**
A griffon acting this turn unleashes a hideous screech at one enemy within 5 squares of them, forcing that creature to make an **Intuition test**.

- ≤11 Frightened (save ends)
- 12–16 Frightened (EoT)
- 17+ No effect.

Wildwinds — **10 Malice**
Winds bluster and blow across the encounter map. Until the end of the encounter, each creature who can't fly or isn't mounted on a flying creature takes a –3 penalty to stability, and any forced movement effect targeting such a creature moves them an additional 5 squares.

Griffon

Level 2 Elite Mount
Beast, Griffon
EV 16

Size	Speed	Stamina	Stability	Free Strike
2	9	80	2	5

Immunity: —
Movement: Fly
Weakness: —

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

Claw Swipes 2d10 + 2 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 7 damage; the griffon can shift 1 square
12–16 10 damage; the griffon shifts up to 2 squares
17+ 13 damage; the griffon shifts up to 3 squares

Effect: If this ability is used as part of the Charge main action, the griffon can grab one of the targets.

Crack the Earth
Area, Ranged — Maneuver
3 cube within 8 — Each enemy in the area

Special: The griffon must be flying and must have a creature or object grabbed.

Effect: The griffon flies up to half their speed toward the ground, then sends the creature or object they've grabbed hurtling down. The creature or object hits the ground to turn the area into an impact crater, and takes falling damage that can't be reduced in any way.

≤11 4 damage
12–16 6 damage; **A < 1** push 3
17+ 9 damage; **A < 2** push 4; prone

Wing Buffet 2d10 + 2 — **3 Malice**
Area — Maneuver
4 × 2 line within 1 — Each creature or object in the area

Special: A target object must be size 2 or smaller.

≤11 Push 3; **A < 0** the forced movement is vertical
12–16 Push 4; **A < 1** the forced movement is vertical
17+ Push 5; **A < 2** the forced movement is vertical

Zephyr Feint — **1 Malice**
— — Triggered action
Self — Self

Trigger: The griffon takes damage.

Effect: The griffon halves the damage, ignores any nondamaging effects associated with it, and shifts up to 2 squares.

Beast of Prey
While grabbed by the griffon, a creature has a double bane on the Escape Grab maneuver..

Steady
Any power roll that could knock the griffon or their rider prone takes a bane.

Striped Condor Griffon

Level 2 Elite Brute
Beast, Griffon
EV 16

Size	Speed	Stamina	Stability	Free Strike
3	7	100	3	5

Immunity: —
Movement: Fly
Weakness: —

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

Violent Thrashing 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 7 damage; push 1
12–16 11 damage; one target is pushed up to 2 squares; the other target is vertical pushed up to 2 squares
17+ 14 damage; one target is pushed up to 2 squares and knocked prone; the other target is vertical pushed up to 3 squares

Bound Ahead — **5 Malice**
— — Main action
Self — Self

Effect: The griffon shifts up to their speed along the ground in a straight line. Each enemy who comes adjacent to the griffon during this shift can choose to either take 5 damage or be knocked prone.

Power Wing Buffet 2d10 + 2 — **3 Malice**
Area — Maneuver
5 × 3 line within 1 — Each creature or object in the area

≤11 Push 2; **M < 0** the forced movement is vertical
12–16 Push 4; **M < 1** the forced movement is vertical
17+ Push 6; **M < 2** the forced movement is vertical

Circle and Strike
Ranged — Triggered action
Ranged 5 — The triggering creature

Trigger: The griffon flies directly above a creature within distance.

Effect: The griffon dives down onto the target, taking no damage from falling if they reach the ground. The target takes 3 damage for each square the griffon dove, and if they have **A < 2**, they are grabbed or knocked prone.

Beast of Prey
While grabbed by the griffon, a creature has a double bane on the Escape Grab maneuver.

Steady
Any power roll that could knock the griffon prone takes a bane.

Banded Predator
The griffon can attempt hide even while observed. Additionally, while no enemy has line of effect to them, the griffon can attempt to hide at the end of their turn.

HAG

When fear of death or hunger for power grips a mortal spellcaster, often a druid or a witch, they might forge a pact with an evil archfey. The mortal becomes a hag—aged, clawed, and cruel. A ruthlessly powerful fey in their own right, a hag uses their magic to bring about the misery their archfey wills.

Hiding in Plain Sight

Though hags typically appear as older humanoids, their true form is as vicious and nasty as their nature. They prefer to show the world a charitable face, but the general wisdom concerning hags is that the more beautiful their appearance, the deeper the rot within. This theory has never been confirmed, however, as few who see a hag's true form live to tell the tale.

Dealmakers and Heartbreakers

As old age can't kill them, the oldest hags accumulate swathes of knowledge, magic, and repute over time. They are happy to share their wares ... for the right price. Rather than ask for paltry coin, a hag usually bargains for something dear to the customer—perhaps their ability to love, the sound of their child's laugh, or their left pinky toe.

Adding insult to injury, those who deal with hags almost always discover the product is worse than advertised. Mortals should pay close attention to the precise wording of their agreements, lest they end up with a hex they thought would be a gift. Such curses often lead to the corruption of good but desperate folk, with some getting so twisted up in fey deals that they become hags themselves.

What's in a Name?

Hags give themselves whimsical names, and older hags often select monikers such as Auntie, Uncle, or Nanny. Such relatable names help entice their favorite prey: the innocent. Who would fear Granny Gumdrops or Uncle Twothumbs?

Loyal Underlings

Hags are treacherous by nature, and they only recruit creatures they can trust to be loyal underlings. Most of these creatures lack sapience (such as animals, constructs, and undead), though hags sometimes command weaker fey who are too scared to betray them.

Hag Languages

Most hags speak Anjali, Caelian, Khelt, and Yllyric, with older hags often knowing several more languages.

Hag Malice

Malice Features

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

Casting Curses and Bodies **3 Malice**
The hag utters terrible words that push each enemy within 2 squares of them up to 3 squares.

Hag Wyrd 2d10 + 3 **5 Malice**
Area, Magic Main action
10 × 1 line within 1 Each enemy in the area
≤11 5 fire damage; R < 1 frightened (save ends)
12–16 8 fire damage; R < 2 frightened (save ends)
17+ 11 fire damage; R < 3 frightened (save ends)
Effect: After making the power roll, the hag can choose to replace the damage type and condition with lightning damage and dazed, or cold damage and slowed.

Solo Action **5 Malice**
The hag takes an additional main action on their turn. They can use this feature even if they are dazed.

House Call **10 Malice**
The hag's hut springs to life. It enters the encounter map within 10 squares of the hag if it isn't already there and takes its turn. The hut is size 4, has 75 Stamina and damage immunity 3, and has speed 8 from its powerful set of animal legs. This feature can't be used if the hut is reduced to 0 Stamina. In addition to its move action, the house can take only the following main action.

Kick 2d10 + 3 **Signature Ability**
Area, Ranged, Weapon Main action
2 cube within 2 Each enemy in the area
≤11 6 damage; push 3; M < 1 prone
12–16 10 damage; push 4; M < 2 prone
17+ 13 damage; push 5; M < 3 prone

Wode Hag

Level 3 Solo
Fey, Hag
EV 60

1L	5	300	1	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Fly, hover

Might +2 **A**gility +1 **R**eason +1 **I**ntuition +3 **P**resence +3

Solo Monster

End Effect: At the end of each of their turns, the hag can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The hag can take two turns each round. They can't take turns consecutively.

Supernatural Resistance

Magic and psionic abilities used against the hag take a bane.

Corrosive Claws 2d10 + 3

Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
Two creatures or objects

≤11 9 corruption damage; A<1 weakened (save ends)
12–16 13 corruption damage; A<2 weakened (save ends)
17+ 16 corruption damage; A<3 weakened (save ends)

Soul Steal 2d10 + 3

Area, Magic
Main action
4 cube within 1
Each enemy in the area

≤11 5 corruption damage; P<1 4 corruption damage
12–16 8 corruption damage; P<2 5 corruption damage
17+ 10 corruption damage; P<3 6 corruption damage

Effect: This ability gains an edge against a target who has a soul.

3 Malice: The hag regains Stamina equal to half the damage dealt.

Shapeshifter

Magic
Maneuver
Self
Self

Effect: The hag alters their body to become any size 1 creature, from a house cat to a humanoid. If the hag uses this ability while outside of any enemy's line of effect, they can choose to be automatically hidden. The hag can return to their original form as a free maneuver.

5 Malice: The hag becomes a size 2 creature instead, from a bear to an ogre. While in this form, the hag's melee abilities gain a +1 bonus to distance and deal an extra 4 damage.

Turned Upside Down 2d10 + 3

2 Malice
Area, Magic
Triggered action
1 burst
Each enemy in the area

Trigger: A creature targets the hag with a melee strike.

≤11 Slide 2; R<1 the slide is vertical
12–16 Slide 3; R<2 the slide is vertical, and the target is restrained (EoT)
17+ Vertical slide 5; R<3 restrained (EoT)

Effect: While restrained this way, a creature who is vertical force moved is suspended in midair. The creature falls when the condition ends.

Snackies for Sweeties 2d10 + 3

Villain Action 1
Area, Magic
5 burst
Each creature in the area

Effect: The hag attaches an ornate explosive pastry to each target who has A<2. At the end of the round, the hag makes one power roll against each creature with a pastry attached to them.

≤11 6 poison damage
12–16 10 poison damage
17+ 13 poison damage

Special: A creature wearing a pastry or adjacent to a creature wearing a pastry can attempt an **Agility test** to remove the pastry as a maneuver.

≤11 The hag makes the power roll for all pastries.
12–16 The pastry is not removed.
17+ The pastry is removed and can no longer explode.

Predator's Alacrity

Villain Action 2
Area, Weapon
1 burst
Each enemy in the area

Effect: Before using this villain action, the hag shifts up to their speed. They then use Corrosive Claws against each target, push each target up to 2 squares, and shift up to their speed again.

Open the Oven 2d10 + 3

Villain Action 3
Area, Weapon
5 cube within 1
Each creature in the area

≤11 6 fire damage; A<1 weakened (save ends)
12–16 10 fire damage; A<2 weakened (save ends)
17+ 13 fire damage; A<3 weakened (save ends)

Effect: The hag turns the area into a roiling oven until the end of the encounter. Any creature in area takes an extra 5 damage from the hag's damage-dealing abilities.

Hag Goodies

Hags collect, craft, and trade a variety of trinkets and talismans over the course of their lifetimes. Most of a hag's prized possessions—a stove with living human feet, a porcelain doll that cries real tears, a book that details the reader's most humiliating memories—are of no apparent use to anyone except perhaps for a museum of the macabre, but a few of a hag's baubles are more generally useful.

The following are sample treasures from a hag's hut. A hag might have two or three of these goodies on hand and know how to obtain the others. These items can be found in *Draw Steel: Heroes*.

Treasures: Evilest Eye, Imp's Tongue, Float Powder, Buzz Balm

Components: Rare or extinct cooking ingredients, hairpins, gecko tails, roses, werewolf blood

Project Sources: Notes in Khelt for the Awe armor enhancement or the Displacing I implement enhancement, notes in Anjali for Stygian Liquor or a Color Cloak (any color)

HOBGOBLINS

Also known as demogoblins, hobgoblins descend from ancient goblins who made a pact with an infernal power in exchange for increased size and strength. Each hobgoblin has fang-like tusks and one or more horns protruding from their head.

Many hobgoblin settlements constantly and aggressively test each other's boundaries. This isn't normally a problem for other humanoids, but once or twice every generation, a wicked hobgoblin rallies their people and decides it's time to take over everyone else's lands—THEN it's a problem.

Synergized Tactics

Hobgoblin magic and talents complement one another in a fight. Wise commanders put these strategies to good use and scout the battlefield before combat to gain every advantage. Thanks to their emphasis on tactics, hobgoblin armies can hold their own against other forces with ease.

Playing With Fire

The infernal heritage of hobgoblins allows them to live in extreme heat many other humanoids can't tolerate. They often settle in deserts, tropics, and other hot areas. Their heritage also allows them to bend fire to their will, and many choose professions that make use of fire, such as smithing or glassblowing.

Innate Magic

Infernal magic runs through the veins of every hobgoblin, though their gifts vary. Many can harness the power of fire or corruptive energy, while others can teleport across the battlefield or run like the fastest predators.

Binding Bargains

Many hobgoblins still hold to the infernal concept of being true to their word when entering into agreements. Even spoken contracts are considered unbreakable, and hobgoblin communities scorn any creature—hobgoblin or otherwise—who degrades themself by breaking their word.

Grilp

The grilp—a green-skinned devil about the size of a housecat—can change the color and texture of their skin to blend in with their surroundings. They often serve as scouts, spies, messengers, and errand-runners for high-ranking hobgoblins. Beyond the grilp's covert skills, however, hobgoblins value these creatures most highly for their magic-laced saliva, which weakens the defenses of other creatures.

Slaughter Demon

When evil hobgoblins who embrace their fiendish heritage need to wipe an enemy off the map, their war mages ritualistically beseech an archdevil for the service of a grack'tanar, known as a slaughter demon in the Caelian language. Once summoned, this towering, serpent-bodied, six-clawed demon slithers to war alongside the hobgoblins who summoned them.

Devils captured the grack'tanars eons ago. Broken, these demons wait for a call to war, hungry and frothing in the Seven Cities of Hell. Slaughter demons are eager to kill and please their devil captors so they might be sent out again, and they rarely turn on hobgoblins unless they fall into lethe (see the Demons section).

Hobgoblin Languages

Most hobgoblins speak Anjali, Caelian, and Szetch.

Hobgoblin Malice — Malice Features

At the start of any hobgoblin's turn, you can spend Malice to activate one of the following features.

Goblin Malice Features — **3–7 Malice**
The hobgoblin activates a Malice Feature available to goblins.

Operation Goblin Mode — **3 Malice**
Each goblin in the encounter gains a +3 bonus to speed until the end of the round.

Operation Tactical Swarm — **5 Malice**
Each hobgoblin in the encounter shifts up to their speed and can take the Defend main action.

Operation Earth Sear — **7 Malice**
Until the end of the round, the ground throughout the encounter map becomes blazing hot. Any enemy takes 1 fire damage for each square of the ground they enter. Any enemy who ends their turn on the ground has fire weakness 2 until the start of their next turn.

Hobgoblin Brandbearer

Level 4 Minion Hexer
Goblin, Hobgoblin, Humanoid, Infernal
EV 6 for four minions

1M	5	7	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 2
Weakness: —
Movement: —
With Captain: Gain an edge on strikes

Might 0 **A**gility +1 **R**eason +2 **I**ntuition 0 **P**resence +3

Searing Grasp 2d10 + 3
Signature Ability
Magic, Melee, Strike
Main action
Melee 1
One creature or object per minion

≤11 2 fire damage
12-16 4 fire damage; **M<2** fire weakness 5 (save ends)
17+ 6 fire damage; **M<3** fire weakness 5 (save ends)

Open Furnace
Whenever an enemy takes fire damage, they take 1 extra fire damage for each brandbearer adjacent to them.

Infernal Ichor
When the brandbearer is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the brandbearer takes 2 fire damage.

Hobgoblin Lancer

Level 4 Minion Harrier
Goblin, Hobgoblin, Humanoid, Infernal
EV 6 for four minions

1M	7	8	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 2
Weakness: —
Movement: —
With Captain: +2 damage bonus to strikes

Might +1 **A**gility +3 **R**eason 0 **I**ntuition +2 **P**resence 0

Grim Thrust 2d10 + 3
Signature Ability
Magic, Melee, Ranged, Strike, Weapon
Main action
Melee 2 or ranged 5
One creature or object per minion

≤11 2 corruption damage
12-16 4 corruption damage; push 1
17+ 6 corruption damage; push 2

Effect: The lancer deals an extra 2 damage if they have high ground against the target.

Infernal Ichor
When the lancer is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the lancer takes 2 fire damage.

Hobgoblin Recruit

Level 4 Minion Brute
Goblin, Hobgoblin, Humanoid, Infernal
EV 6 for four minions

1M	5	9	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 2
Weakness: —
Movement: —
With Captain: +4 bonus to Stamina

Might +3 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Sword Lunge 2d10 + 3
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
One creature or object per minion

≤11 3 damage
12-16 5 damage
17+ 7 damage; grabbed or prone

Tactical Positioning
Any non-minion ally deals 1 extra damage for each recruit adjacent to them.

Infernal Ichor
When the recruit is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the recruit takes 2 fire damage.

Grilp

Level 4 Minion Ambusher
Devil, Hobgoblin, Infernal
EV 6 for four minions

1T	7	8	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 2
Weakness: —
Movement: Fly
With Captain: +2 bonus to speed

Might -1 **A**gility +3 **R**eason 0 **I**ntuition +1 **P**resence 0

Flyby Bite 2d10 + 3
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
One creature or object per minion

≤11 3 damage
12-16 5 damage
17+ 7 damage; the grilp shifts up to 2 squares

Effect: The grilp moves up to their speed and can attempt to hide.

Bat Out Of Hell
Any enemy who makes a saving throw takes a –1 penalty to the saving throw for each grilp adjacent to them.

Shifting Camouflage
The grilp has concealment from all creatures.

Hobgoblin Burning Witch

Level 4 Platoon Controller
Goblin, Hobgoblin, Humanoid, Infernal
EV 12

1M	5	50	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 4
Movement: Teleport
Weakness: —

Might 0	**A**gility +1	**R**eason +2	**I**ntuition +2	**P**resence +3

Soul Burn 2d10 + 3
Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
Two creatures or objects

≤11 4 corruption or fire damage
12–16 6 corruption or fire damage
17+ 8 corruption or fire damage

2 Malice: Each target who has **P<2** is weakened (save ends). Any enemy who starts their turn within 3 squares of a target weakened this way and who has **P<2** is weakened (save ends).

Burning Legion
Magic, Ranged
Ranged 10
1 Malice
Maneuver
Three creatures

Effect: Each target can teleport up to 5 squares. Each creature adjacent to a target at their destination takes 3 fire damage.

Infernal Ichor
When the burning witch is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the burning witch takes 3 fire damage.

Hobgoblin Death Captain

Level 4 Platoon Support
Goblin, Hobgoblin, Humanoid, Infernal
EV 12

1M	5	60	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 4
Movement: —
Weakness: —

Might +3	**A**gility 0	**R**eason +1	**I**ntuition 0	**P**resence +2

Blightblade 2d10 + 3
Magic, Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 8 damage
12–16 8 damage, 4 corruption damage
17+ 8 damage, 7 corruption damage

Effect: The next strike made against the target has a double edge.

3 Malice: One ally adjacent to the target can use their signature ability.

On My Mark!
Ranged
Ranged 5
Maneuver
One ally

Effect: The target moves up to their speed and can make a free strike.

Battle Ready
Any hidden creature who makes a strike against the death captain or any ally within 2 squares of the death captain takes a bane on the strike.

Infernal Ichor
When the death captain is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the death captain takes 3 fire damage.

Hobgoblin Firerunner

Level 5 Platoon Harrier
Goblin, Hobgoblin, Humanoid, Infernal
EV 14

1M	8	70	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: —
Weakness: —

Might +2	**A**gility +3	**R**eason +1	**I**ntuition +1	**P**resence 0

Flaming Kick 2d10 + 3
Charge, Magic, Melee, Strike
Melee 1
Signature Ability
Main action
One creature or object

- ≤11: 9 fire damage
- 12-16: 13 fire damage
- 17+: 16 fire damage; **A < 3** dazed (EoT)

Blazing Trail
Magic
Self
Maneuver
Self

Effect: The firerunner moves up to their speed and creates an 8 wall of fire along the path of their movement. Creatures can enter and pass through the wall. Any enemy who enters the wall for the first time in a round or starts their turn there takes 5 fire damage.

Hot to Go
Whenever the firerunner takes fire damage for the first time in a round, their speed and the size of the wall they can create with Blazing Trail increases by 4 until the end of their next turn.

Kindlestep
The firerunner ignores difficult terrain.

Infernal Ichor
When the firerunner is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the firerunner takes 3 fire damage.

Hobgoblin Grandguard

Level 6 Platoon Defender
Goblin, Hobgoblin, Humanoid, Infernal
EV 16

2	4	111	4	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 6
Movement: —
Weakness: —

Might +3	**A**gility +2	**R**eason +3	**I**ntuition 0	**P**resence +2

Tower Shield Smash 2d10 + 3
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object

- ≤11: 9 damage
- 12-16: 14 damage
- 17+: 17 damage; prone

3 Malice: Each ally adjacent to a prone target can make a free strike against that target.

Thunder Rush 2d10 + 3
Area, Charge, Weapon
1 × 2 line within 1
3 Malice
Main action
Each enemy or object in the area

- ≤11: 6 damage
- 12-16: 11 damage
- 17+: 14 damage

Effect: Each target is pushed up to 10 squares within the area, and the grandguard shifts into the area behind by the targets.

Wide Guard
Any strike made against an ally within 2 squares of the grandguard takes a bane.

Infernal Ichor
When the grandguard is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the grandguard takes 3 fire damage.

Hobgoblin Hell Trooper

Level 4 Platoon Brute
Goblin, Hobgoblin, Humanoid, Infernal
EV 12

1M	5	70	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 4
Movement: —
Weakness: —

Might +3	**A**gility +2	**R**eason 0	**I**ntuition 0	**P**resence +1

Fire Flail 2d10 + 3
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
Two creatures or objects

- ≤11: 7 fire damage
- 12-16: 10 fire damage
- 17+: 13 fire damage

Effect: Until the end of their turn, the trooper doesn't provoke opportunity attacks from any target.

Fight Me, Coward!
Magic, Ranged
Ranged 5
Maneuver
One creature

Effect: If the target has **P < 2**, they are taunted (EoT). While taunted this way, the target takes 1d6 fire damage whenever they use an ability or strike that doesn't target the trooper.

Infernal Ichor
When the trooper is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the trooper takes 3 fire damage.

Hobgoblin Incendiarist

Level 5 Platoon Artillery
Goblin, Hobgoblin, Humanoid, Infernal
EV 14

1M	5	60	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Weakness: —
Movement: —

Might +1	**A**gility +3	**R**eason 0	**I**ntuition +2	**P**resence +1

Fire Crossbow 2d10 + 3 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object

≤11 9 fire damage
12-16 14 fire damage
17+ 17 fire damage; **A<3** burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Fireball Volley 2d10 + 3 — **3 Malice**
Area, Magic, Ranged — Main action
4 cube within 10 — Each enemy or object in the area

≤11 5 fire damage; **A<1** burning (save ends)
12-16 9 fire damage; **A<2** burning (save ends)
17+ 11 fire damage; prone; **A<3** burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Raining Cinders
The ranged free strike of each ally within 3 squares of the incendiarist has a distance of 10 and deals fire damage.

Infernal Ichor
When the incendiarist is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the incendiarist takes 3 fire damage.

Hobgoblin Redglare

Level 6 Platoon Hexer
Goblin, Hobgoblin, Humanoid, Infernal
EV 16

1L	5	70	4	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 6
Weakness: —
Movement: Teleport

Might 0	**A**gility +2	**R**eason +2	**I**ntuition +3	**P**resence +3

Eye Flash 2d10 + 3 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature or object

≤11 9 corruption damage; **P<1** slowed (save ends)
12-16 14 corruption damage; **P<2** restrained (save ends)
17+ 17 corruption damage; **P<3** restrained (save ends)

Glare of the Old Judgments 2d10 + 3 — **5 Malice**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature

≤11 10 corruption damage
12-16 10 corruption damage, or if the target has **P<2** they are judged
17+ The target is judged.

Effect: Until the end of the encounter, a judged target takes 10 corruption damage at the start of each of their turns, and regains 5 Stamina each time they use an ability or other effect that allows another creature to spend a Recovery.

Infernal Ichor
When the redglare is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the redglare takes 3 fire damage.

Hobgoblin Smokebinder

Level 5 Platoon Ambusher
Goblin, Hobgoblin, Humanoid, Infernal
EV 14

1M	7	70	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Weakness: —
Movement: Fly, hover

Might +1 **A**gility +3 **R**eason +2 **I**ntuition +1 **P**resence 0

Choking Bolt 2d10 + 3
Signature Ability
Magic, Ranged, Strike
Main action
Ranged 5
One creature or object

≤11 9 fire damage
12-16 14 fire damage
17+ 17 fire damage; **R < 3** slowed (save ends)

Effect: If this ability gains an edge or has a double edge, the target can't communicate with anyone until the end of their next turn.

Smoke Bomb
3 Malice
Area, Magic
Maneuver
3 burst
Each enemy in the area

Effect: Each target makes a **Might test**.

≤11 11 damage; the target has a double bane on their next power roll
12-16 9 damage; the target takes a bane on their next power roll
17+ 5 damage

Essence of Smoke
The smokebinder can move through spaces as if they were size 1T and can occupy another creature or object's space. At the end of their turn, the smokebinder can attempt to hide if they haven't taken any damage since their last turn.

Infernal Ichor
When the smokebinder is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the smokebinder takes 3 fire damage.

Hobgoblin War Mage

Level 5 Elite Controller
Goblin, Hobgoblin, Humanoid, Infernal
EV 28

1M	5	120	0	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Weakness: —
Movement: Hover, teleport

Might 0 **A**gility +2 **R**eason +3 **I**ntuition +2 **P**resence +2

Hellfire 2d10 + 3
Signature Ability
Area, Magic, Ranged
Main action
3 cube within 10
Each enemy in the area

≤11 5 fire damage; **M < 1** weakened (save ends)
12-16 9 fire damage; **M < 2** weakened (save ends)
17+ 11 fire damage; **M < 3** weakened (save ends)

Effect: Before using this ability, the war mage can teleport a creature within 10 squares of them up to 2 squares.

Enchantments of War
Magic, Ranged
Main action
Ranged 10
Two allies

Effect: Each target gains 10 temporary Stamina and has a double edge on their next power roll. The war mage can spend any amount of their current Stamina to increase the temporary Stamina each target gains by an equivalent amount.

Unhallowed Ground
3 Malice
Area, Magic, Ranged
Maneuver
5 cube within 10
Special

Effect: The war mage consecrates the area and causes it to smolder until the end of the encounter. The area is difficult terrain and any enemy in the area has fire weakness 10.

Magic Siphon
Magic, Ranged
Triggered action
Ranged 10
The triggering creature

Trigger: A creature within distance uses a magic ability.

Effect: Any damage dealt or Stamina regained from the creature's ability is halved. The war mage regains Stamina equal to the remaining damage dealt or Stamina regained.

Infernal Ichor
When the war mage is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the war mage takes 3 fire damage.

Despair, You Who Face Death
Any enemy within 2 squares of the war mage has a –2 penalty to saving throws.

Hobgoblin Bloodlord

Level 6 Leader

Goblin, Hobgoblin, Humanoid, Infernal

EV 32

1M	6	180	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 6 **Weakness:** —
Movement: Teleport

Might +4 **A**gility +2 **R**eason +2 **I**ntuition +3 **P**resence +3

Soul Sword 2d10 + 4 **Signature Ability**
Magic, Melee, Strike, Weapon Main action
Melee 1 Two creatures or objects

≤11 11 corruption damage; P<2 bleeding (save ends)
12–16 16 corruption damage; P<3 bleeding (save ends)
17+ 19 corruption damage; P<4 bleeding (save ends)

2 Malice: Each target is marked until the end of the encounter or until they die. The bloodlord's allies gain an edge on strikes against any target marked this way. The bloodlord can have up to three targets marked this way. If they mark a new target who would exceed the limit, the oldest mark ends.

Take Point!
Ranged Maneuver
Ranged 10 One ally

Effect: The target moves up to their speed and can use a signature ability.

An Army From Blood **3 Malice**
Ranged Triggered action
Ranged 10 The triggering creature

Trigger: A non-minion hobgoblin within distance takes damage.

Effect: Three **hobgoblin recruits** manifest from the target's blood into unoccupied spaces adjacent to the target.

Infernal Ichor
When the bloodlord is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the bloodlord takes 3 fire damage.

End Effect
At the end of each of their turns, the bloodlord can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Advance! **Villain Action 1**
Area
10 burst Self and each ally in the area

Effect: Each target gains 10 temporary Stamina and can move up to their speed. Then each non-minion target can make a free strike.

Skulls Abound **Villain Action 2**
Area, Magic
3 aura Self

Effect: Until the end of the encounter, the bloodlord surrounds themself with a storm of flying skulls. Any enemy who enters the area for the first time in a round or starts their turn there takes 8 corruption damage and takes a bane on their next power roll until the start of their next turn.

I Am Fire! I Am Death! 2d10 + 4 **Villain Action 3**
Area, Magic
5 burst Each enemy in the area

≤11 5 fire damage; P<2 2 fire damage, push 2, prone
12–16 5 fire damage; P<3 7 fire damage, push 3, prone
17+ 5 fire damage; P<4 10 fire damage, push 5, prone

Effect: Until the end of the encounter, the bloodlord is wreathed in black flames. Whenever any adjacent enemy grabs the bloodlord or uses a melee ability against them, that enemy takes 5 corruption damage.

Slaughter Demon

Level 4 Elite Brute

Abyssal, Demon, Hobgoblin

EV 24

3	7	140	3	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5

Weakness: —

Movement: Burrow

Might +3 **A**gility 0 **R**eason -1 **I**ntuition +1 **P**resence 0

Steely Skewer 2d10 + 3

Melee, Strike, Weapon

Melee 3

Signature Ability

Main action

Two creatures or objects

≤11 9 damage

12–16 14 damage; **A** < 2 bleeding (save ends)

17+ 17 damage; **A** < 3 bleeding and restrained (save ends)

Effect: A creature restrained this way moves with the slaughter demon. The slaughter demon can have up to six creatures or objects restrained at once.

Tail Stinger 2d10 + 3

Melee, Strike, Weapon

Melee 5

3 Malice

Main action

One creature or object

≤11 10 poison damage; **M** < 1 weakened (save ends)

12–16 16 poison damage; **M** < 2 weakened (save ends)

17+ 20 poison damage; **M** < 3 weakened (save ends)

Effect: A target weakened this way also has damage weakness 3.

Drag Below

The slaughter demon can make a free strike as part of using the Dig maneuver. If the target of the free strike has **M** < 2, they are grabbed and take a bane on the Escape Grab maneuver.

Devour Soul

Area, Magic

5 burst

Triggered action

The triggering creature

Trigger: A creature within distance who has a soul dies.

Effect: The target can't be brought back to life. Until the end of the encounter, the slaughter demon gains an edge on power rolls.

Soulsight

Any creature within 2 squares of the slaughter demon can't be hidden from them.

Lethe

While the slaughter demon is winded, they gain an edge on strikes, and any strike made against them gains an edge.

HUMANS

Humans flourish in every habitable part of the world, from inviting coastal cities to unforgiving mountainous terrain. While most humans live quietly in peaceful communities, some are drawn to adventure by an unquenchable thirst for excitement or power.

Villains and Heroes

Recognizing their limited lifespans, humans often set their eyes on immortality. They unfurl empires at the tip of a sword, sacrifice lives to erect grand monuments, and even aspire to godhood, all in hopes that their names will be remembered forever.

Violence and greed are close cousins in the human family. Those with power and wealth often strive for more with might or magic. Others turn to theft, sometimes driven to desperation by rapacious neighbors. Travelers in human lands are likely to encounter robbers and barons both seeking to exact a toll.

Other humans pursue power more subtly, turning their cunning toward selfish ends. When ambitions exceed circumstances, there is always some ancient evil power to call on. Cultists seek fell power in exchange for service, sacrificing to forbidden gods and courting apocalypse.

Fortunately, many humans devote themselves to righting wrongs and reshaping the world for the better. Human heroes plunge themselves into danger time and time again, standing against natural and supernatural perils in pursuit of justice.

Risks and Rewards

Humans devote as much attention to games and gambling as to more serious pursuits. Perhaps this competitive nature explains their renowned knack for seizing the moment—knowing when to risk all on a throw of the dice. Whether in sport or battle, humans quickly spot their opponent's mistakes and seize the advantage.

Humans see unrealized potential everywhere, whether envisioning an untamed forest transformed into a prosperous village, or an ancient dungeon yielding chests filled with coins. Pursuing such ambitions might end in catastrophe, but for these gamblers, it's a game worth playing.

Swords for Hire

With an appetite for warfare and gold, human adventurers are well represented in most mercenary bands. A human mercenary makes a stout ally ... if you can afford their price.

Connected to the Natural World

Humans are connected to the natural world in a way that many other folk are not. As such, they have an uncanny knack for detecting when nearby creatures, objects, and phenomena have been created by magic and psionics. This same sense allows them to resist supernatural effects.

Human Languages

Most humans speak Caelian and one Vaslorian human language.

Human Malice

Malice Features

At the start of any human's turn, you can spend Malice to activate one of the following features.

Alchemical Device 2d10 + 2 — **3 Malice**
Area, Magic, Ranged — Maneuver
3 cube within 10 — Each enemy and object in the area
≤11 4 corruption damage; A<0 slowed (save ends)
12-16 6 corruption damage; A<1 slowed (save ends)
17+ 9 corruption damage; A<2 restrained (save ends)
Special: This ability can't be used by a minion.

Exploit Opening — **5 Malice**
Each human acting this turn gains an edge on abilities until the end of their turn, or has a double edge on any ability that targets an enemy affected by a condition.

Staying Power — **7 Malice**
Each non-minion human in the encounter regains Stamina equal to 5 times their level.

Human Apprentice Mage

Level 2 Minion Controller
Human, Humanoid
EV 4 for four minions

1M	5	4	0	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 2, psychic 2 **Weakness:** —
Movement: — **With Captain:** +5 bonus to ranged distance

Might 0 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Lightning Strike 2d10 + 2 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature or object per minion
≤11 2 lightning damage
12–16 3 lightning damage
17+ 5 lightning damage
Effect: If the apprentice mage doesn't use a maneuver or a move action this turn, the target is also slowed (EoT).

★ **Supernatural Insight**
The apprentice mage ignores concealment if it's granted by a supernatural effect.

Human Archer

Level 1 Minion Artillery
Human, Humanoid
EV 3 for four minions

1M	5	3	0	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 1, psychic 1 **Weakness:** —
Movement: — **With Captain:** +5 bonus to ranged distance

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Crossbow 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object per minion
≤11 2 damage
12–16 4 damage
17+ 5 damage

★ **Supernatural Insight**
The archer ignores concealment if it's granted by a supernatural effect.

Human Death Acolyte

Level 1 Minion Hexer
Human, Humanoid
EV 3 for four minions

1M	5	3	0	1
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 1, psychic 1 **Weakness:** —
Movement: — **With Captain:** +5 bonus to ranged distance

Might 0 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Necrotic Bolt 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object per minion
≤11 1 corruption damage
12–16 2 corruption damage
17+ 3 corruption damage
Effect: One creature within 5 squares regains 1 Stamina.

★ **Supernatural Insight**
The death acolyte ignores concealment if it's granted by a supernatural effect.

Human Guard

Level 1 Minion Brute
Human, Humanoid
EV 3 for four minions

1M	5	5	0	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 1, psychic 1 **Weakness:** —
Movement: — **With Captain:** +5 bonus to speed

Might +2 **A**gility 0 **R**eason 0 **I**ntuition 0 **P**resence 0

Halberd 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object per minion
≤11 2 damage
12–16 4 damage
17+ 5 damage
Effect: If the guard is flanked, they can make a free strike against a different target adjacent to them.

★ **Supernatural Insight**
The guard ignores concealment if it's granted by a supernatural effect.

Human Raider

Level 1 Minion Harrier
Human, Humanoid
EV 3 for four minions

1M	7	4	0	1
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 1, psychic 1 **Weakness:** —
Movement: — **With Captain:** Gain an edge on strikes

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Handaxes 2d10 + 2 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11 1 damage
12–16 2 damage
17+ 3 damage
Effect: If this ability is used as part of a charge, the raider can make a ranged free strike before using the ability.

★ **Supernatural Insight**
The raider ignores concealment if it's granted by a supernatural effect.

Human Rogue

Level 1 Minion Ambusher
Human, Humanoid
EV 3 for four minions

1M	7	4	0	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 1, psychic 1 **Weakness:** —
Movement: — **With Captain:** Gain an edge on strikes

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Concealed Dagger 2d10 + 2 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or Ranged 5 — One creature or object per minion
≤11 1 damage
12–16 2 damage
17+ 3 damage
Effect: If the rogue is disguised or hidden when they use this ability, it deals an extra 3 damage.

★ **Supernatural Insight**
The rogue ignores concealment if it's granted by a supernatural effect.

Human Brawler

Human, Humanoid

Level 1 Platoon Brute
EV 6

1M	5	40	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, psychic 1
Weakness: —
Movement: —

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

Haymaker 2d10 + 2
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
One creature or object

- ≤11: 6 damage
- 12-16: 9 damage
- 17+: 12 damage; M<2 grabbed and the target takes a bane on the Escape Grab maneuver

Effect: A target who is already grabbed takes an extra 2 damage.

Throw
1 Malice
Melee
Maneuver
Melee 1
One creature grabbed by the brawler

Effect: The brawler pushes the target up to 5 squares.

Shoot the Hostage
The brawler halves the damage from any strike if they have a creature or object grabbed of size 1S or larger. The grabbed creature or object takes the remaining damage.

Supernatural Insight
The brawler ignores concealment if it's granted by a supernatural effect.

Human Death Cultist

Human, Humanoid

Level 2 Platoon Support
EV 8

1M	5	40	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 2, psychic 2
Weakness: —
Movement: —

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

Death Scythe 2d10 + 2
Signature Ability
Magic, Melee, Ranged, Strike, Weapon
Main action
Melee 1 or ranged 10
One creature or object

- ≤11: 6 corruption damage
- 12-16: 9 corruption damage
- 17+: 12 corruption damage; I<2 weakened (save ends)

2 Malice: The death cultist regains Stamina equal to half the damage dealt.

Rise, My Minions
1 Malice per minion
Area
Maneuver
5 burst
Each dead minion in the area

Effect: Each target who died during this encounter revives with full Stamina. They immediately die at the end of the encounter or if the death cultist is killed. A target can be revived multiple times by this ability.

Supernatural Insight
The death cultist ignores concealment if it's granted by a supernatural effect.

Human Knave

Human, Humanoid

Level 2 Platoon Defender
EV 8

1M	5	50	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 2, psychic 2
Weakness: —
Movement: —

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

Morningstar and Javelin 2d10 + 2
Signature Ability
Melee, Ranged, Strike, Weapon
Main action
Melee 1 or ranged 5
One creature or object

- ≤11: 6 damage
- 12-16: 9 damage
- 17+: 12 damage; M<2 the target has a double bane on their next power roll

Effect: The target is taunted (EoT).

I'm Your Enemy
Whenever an adjacent creature the knave has taunted deals damage to a creature other than the knave, the knave can make a free strike against them.

Overwhelm
An enemy who starts their turn adjacent to the knave can't shift.

Supernatural Insight
The knave ignores concealment if it's granted by a supernatural effect.

Human Scoundrel

Human, Humanoid

Level 1 Platoon Ambusher
EV 6

1M	5	30	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, psychic 1
Weakness: —
Movement: —

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

Rapier and Dagger 2d10 + 2
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
One creature or object

- ≤11: 6 damage
- 12-16: 9 damage
- 17+: 12 damage

2 Malice: If this ability gains an edge or has a double edge, it deals an extra 2 damage.

Dagger Storm
5 Malice
—
Main action

The scoundrel uses Rapier and Dagger against up to three targets. They shift up to 2 squares before or after each strike.

Supernatural Insight
The scoundrel ignores concealment if it's granted by a supernatural effect.

Human Storm Mage

Level 3 Platoon Controller

Human, Humanoid

EV 10

1M	5	40	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 3, psychic 3 **Weakness:** —
Movement: —

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

Lightning Bolt 2d10 + 2 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 15 — One creature or object

- ≤11: 7 lightning damage
- 12–16: 10 lightning damage
- 17+: 13 lightning damage

5 Malice: The ability loses the Ranged and Strike keywords, takes the Area keyword, and is a 10 × 1 line within 15 that targets each enemy and object in the area.

Gust of Wind 2d10 + 2 — **3 Malice**
Area, Magic — Maneuver
5 cube within 1 — Each enemy and object in the area

- ≤11: Slide 2; M<0 slowed (save ends)
- 12–16: Slide 4; M<1 slowed (save ends)
- 17+: Slide 6; M<2 slowed (save ends)

Effect: The gust of wind disperses gas or vapor and extinguishes any flames, including supernatural effects.

Arcane Shield
Any melee ability targeting the storm mage takes a bane. Additionally, whenever the mage takes damage from an adjacent enemy, the enemy takes 2 lightning damage, and if they have R<1 they are pushed up to 2 squares.

Supernatural Insight
The storm mage ignores concealment if it's granted by a supernatural effect.

Human Trickshot

Level 1 Platoon Artillery

Human, Humanoid

EV 6

1M	5	20	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, psychic 1 **Weakness:** —
Movement: —

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

Trick Crossbow 2d10 + 2 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 15 — One creature or object

- ≤11: 6 damage
- 12–16: 9 damage
- 17+: 12 damage

Effect: This ability ignores cover and concealment.

3 Malice: This ability targets one additional target.

Supernatural Insight
The trickshot ignores concealment if it's granted by a supernatural effect.

Human Blackguard

Level 1 Leader

Human, Humanoid

EV 12

1M	5	80	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 2, psychic 2 **Weakness:** —
Movement: —

Might +3 **A**gility +2 **R**eason +2 **I**ntuition 0 **P**resence +2

Zweihander Swing 2d10 + 2 **Signature Ability**
Area, Weapon — Main action
1 burst — Each enemy in the area

≤11 3 damage; M < 1 slowed (save ends)
12–16 6 damage; M < 2 slowed (save ends)
17+ 8 damage; M < 3 slowed (save ends)

Effect: One ally within 10 squares can make a free strike.

1 Malice: One ally within 10 squares can use their signature ability instead.

You!
Ranged — Maneuver
Ranged 10 — One enemy

Effect: The target is marked until the start of the blackguard's next turn. The blackguard and each of their allies gain an edge on abilities used against targets marked by the blackguard.

End Effect
At the end of each of their turns, the blackguard can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Supernatural Insight
The blackguard ignores concealment if it's granted by a supernatural effect.

Parry!
Melee — Triggered action
Melee 1 — Self or one ally

Trigger: A creature makes a strike against the blackguard or an ally adjacent to them.

Effect: The damage is halved.

Advance! **Villain Action 1**
—
Self — Self

Effect: The blackguard shifts up to their speed. During or after this movement, they can use their Zweihander Swing twice.

Back! **Villain Action 2**
Area, Magic
5 burst — Each enemy in the area

Effect: The blackguard slides each target up to 5 squares.

I Can Throw My Blade and So Should You! **Villain Action 3**
Area, Magic, Ranged, Weapon
3 cube within 5 — Each enemy in the area

Effect: The blackguard uses their Zweihander Swing against each target. Each ally within 5 squares of the area can then make a free strike against a target (one target per ally).

Human Bandit Chief

Level 3 Leader

Human, Humanoid

EV 20

1M	5	120	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 4, psychic 4 **Weakness:** —
Movement: —

Might +2 **A**gility +3 **R**eason +2 **I**ntuition +3 **P**resence +2

Whip and Magic Longsword 2d10 + 2 **Signature Ability**
Magic, Melee, Strike, Weapon — Main action
Melee 2 — Two enemies or objects

≤11 8 damage; pull 1
12–16 12 damage; pull 2
17+ 15 damage; pull 3

Effect: Any target who is adjacent to the bandit chief after the power roll is resolved takes 3 corruption damage.

2 Malice: This ability targets one additional target.

Kneel, Peasant!
Melee — Maneuver
Melee 1 — One enemy

≤11 Push 1; M < 1 prone
12–16 Push 2; M < 2 prone
17+ Push 4; M < 3 prone

2 Malice: The ability takes the Area keyword, loses the Melee keyword, and is a 1 burst that targets each enemy in the area.

Bloodstones
Magic — Triggered action
Self — Self

Trigger: The bandit chief makes a power roll.

Effect: The bandit chief takes 5 corruption damage and increases the outcome of the power roll by one tier. This damage can't be reduced in any way.

End Effect
At the end of each of their turns, the bandit chief can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Supernatural Insight
The bandit chief ignores concealment if it's granted by a supernatural effect.

Shoot! **Villain Action 1**
Area
10 burst — Each artillery ally in the area

Effect: Each target makes a ranged free strike.

Form Up! **Villain Action 2**
Area
10 burst — Each ally in the area

Effect: Each target shifts up to their speed. Additionally, until the end of the encounter, while the bandit chief or any ally is adjacent to a target, they have damage immunity 2.

Lead From the Front **Villain Action 3**
—
Self — Self

Effect: The bandit chief shifts up to 10 squares. During or after this movement, they can use their Whip and Magic Longsword against up to four targets. Additionally, one ally adjacent to each target can make a free strike against that target.

Giant Hawk

Level 1 Platoon Mount

Animal, Human

EV 6

2	5	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly

Weakness: —

Might +2 **A**gility +2 **R**eason –3 **I**ntuition +1 **P**resence –2

Talons 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 5 damage
12-16 7 damage
17+ 9 damage; grabbed

2 Malice: If this ability gains an edge or has a double edge, it deals an extra 2 damage.

Signature Ability
Main action
One creature or object

Dive
—
Self

1 Malice
Maneuver
Self

Effect: The hawk moves up to their speed.

Mounted Platform
Once per turn when the hawk moves, any creature riding the hawk can make a free strike during or after the movement.

KINGFISSURE WORM

Named for their infamous hunting technique, kingfissure worms terraform the earth as they move, building tunnels and crevasses to accommodate their enormous form. They then lie in wait deep underground. Seasoned adventurers know to be wary when traveling past even the smallest crack in the earth. For when a worm senses the vibrations of their prey above, they shoot their multiple serpentine tongues through the crevasses, dragging prey from the surface into their cavernous maw.

Intestine Inventory

The kingfissure worm eats indiscriminately, swallowing creatures, structures, and precious gems alike. The wealth inside a kingfissure worm would put any dragon's hoard to shame, though the worm cares nothing for treasure and knows nothing of the spoils lodged in their labyrinthine intestines. Few people have managed to claim the treasure lost to the inside of a kingfissure worm, but stories enough have spread to draw scavengers, bandits, and even armies to the corpses of recently slain worms, all hoping to come away with a king's ransom in spoils.

Home Renovators

Most worms build a den of tunnels and fissures, remaining in that lair for as long as the pickings on the surface are good and they aren't disturbed. When a kingfissure worm seeks a new home, they target areas with abundant food—occasionally leading to villagers waking up to find their surrounding lands have been terraformed overnight. Residents of such lands generally have two choices: pack up and leave or prepare for battle. If a worm is somehow defeated, all manner of creatures and communities try to lay claim to the worm's underground structures. These empty dens make wonderful war bunkers, isolated workshops, and even highly defensible villages.

Unstoppable Force

The kingfissure worm is a species determined to outrun, outlast, and out-eat every other living creature. Though the monster might be slowed by a display of great power, only death stops them. Once they have set their sights on their prey, they single-mindedly pursue it regardless of terrain or circumstance. The only thing that gives a kingfissure worm pause are attacks on their tongues, which are left vulnerable when they are dragging creatures to their impending doom.

Unclear Origins

Kingfissure worms have no identifiable sexual characteristics and are extremely territorial. If two kingfissure worms encounter each other, the result is always a cataclysmic duel that ends in one devouring the other. Because of this, most scholars theorize that these creatures reproduce asexually—and that when a kingfissure worm dies, their tongues detach and grow into full-fledged worms. While this has yet to be confirmed, juvenile kingfissure worms have been seen in the wild, most often spotted following animal herds or traveling communities, feeding off of stragglers, refuse, remains, and vermin.

Swallowed Survivors

Kingfissure worms never stop growing, and the oldest are truly immense, easily mistaken in the distance for a strangely mobile mountain range. Deep within the bowels of these behemoths, unusual biomes and oversized gut fauna may flourish. In fact, some people who have survived their trip down the gargantuan gullet of one of the great worms have been able to eke out a life—and even form thriving communities—safe inside the spacious lower abdomen of their living quarters.

Sensitive Giant

For all their might and vitality, kingfissure worms are primarily ambush hunters, and like any ambush hunter, they need delicate and precise senses to detect and target their prey when it approaches. As burrowing creatures, they have a finely tuned sense of touch able to detect even the most minute vibrations while in direct contact with earth and stone. This fills the role of their primary sense, and their rudimentary eyesight leaves them dreadfully nearsighted. In combination, their poor vision and reliance on ground-conducted vibrations means that they have almost no way of pinpointing flying creatures, and many species of birds find kingfissure worm territory exceptionally safe and free from predators.

Kingfissure Worm Malice

Malice Features

At the start of a kingfissure worm's turn or when an action's trigger occurs, you can spend Malice to activate one of the following features.

Aftershock — **3 Malice**
Free triggered action
Self — Self

Trigger: A creature deals damage to the kingfissure worm or one of their tongues.

Effect: Each creature within 5 squares of the kingfissure worm takes 5 damage, and if they have A < 4 they are knocked prone. The kingfissure worm can use this ability only once per round.

Solo Action — **5 Malice**
The kingfissure worm takes an additional main action on their turn. They can use this feature even if they are dazed.

Spontaneous Regeneration — **5 Malice**
The kingfissure worm loses 35 Stamina and regrows one tongue, to a maximum of three tongues. The worm is then dazed until the end of their turn.

Megaquake 2d10 + 5 — **7 Malice**
Area, Weapon — Main action
5 burst — Each enemy and object in the area
≤11 8 damage; M < 3 slide 5
12-16 13 damage; M < 4 slide 5
17+ 17 damage; M < 5 slide 5

Effect: Until the end of the next round, each target takes a –3 penalty to stability, treats all terrain as difficult terrain, and takes 10 damage whenever they are knocked prone.

Kingfissure Worm

Level 7 Solo

Beast, Worm

EV 108

5	10	420	5	8
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Burrow

Might +5 **A**gility +1 **R**eason –5 **I**ntuition +2 **P**resence –3

Solo Monster

End Effect: At the end of each of their turns, the kingfissure worm can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The kingfissure worm can take two turns each round. They can't take turns consecutively.

Multiple Tongues

The kingfissure worm has three tongues. Each tongue is a 5 × 1 line within 1 square of the kingfissure worm, has 35 Stamina and psychic immunity all, and can't be force moved. Each tongue enables the kingfissure worm to grab one size 3 or smaller creature or object. A tongue can be targeted by abilities only while it has a target grabbed.

Tongue Grab 2d10 + 5

Signature Ability

Melee, Strike, Weapon — Main action

Melee 5 — One creature or object per tongue

- ≤11: 13 damage; M < 3 grabbed
- 12–16: 18 damage; M < 4 grabbed
- 17+: 22 damage; M < 5 grabbed and the target takes a bane on the Escape Grab maneuver

Effect: The kingfissure worm must have one or more tongues to use this ability. As a maneuver, the kingfissure worm can pull up to two creatures grabbed this way adjacent to them.

Maw 2d10 + 5

Charge, Melee, Strike, Weapon — Main action

Melee 1 — One creature or object

- ≤11: 15 damage; push 3
- 12–16: 20 damage; push 5, prone
- 17+: 25 damage; the target is swallowed (see **Swallowed**)

2 Malice: When the kingfissure worm uses the Charge main action, they ignore difficult terrain and automatically destroy mundane size 3 and smaller objects in the path of their charge. The first time the kingfissure worm moves through a creature's space during this charge, that creature takes 8 damage and is pushed up to 3 squares.

Consume

2 Malice

Melee — Main action

Melee 1 — One grabbed creature

Effect: The target is swallowed (see **Swallowed**).

Tongue Whip

Melee, Ranged, Strike, Weapon — Maneuver

Melee 5 or ranged 10 — One creature or object

Effect: The kingfissure worm can use this maneuver only while they have a creature or object grabbed. The worm slams the grabbed creature or object against the target, dealing 13 damage to both. If this ability is used at range, it deals an extra 5 damage and the grabbed creature or object is released.

Tearing Recoil 2d10 + 5

— — Triggered action

Self — Special

Trigger: A tongue takes damage that doesn't reduce it to 0 Stamina.

Effect: The kingfissure worm deals 5 damage to the creature or object the tongue had grabbed, releases that creature or object, then pulls the damaged tongue back into their mouth.

Seismic King

The kingfissure worm has line of effect only within 3 squares. However, they ignore concealment for creatures touching the ground and don't need line of effect to use abilities against those creatures.

Swallowed

A creature swallowed by the kingfissure worm is restrained and takes 1d6 acid damage at the start of every turn. If the worm takes 25 or more damage in a single round from swallowed creatures, they immediately regurgitate all creatures they have swallowed, who land prone in unoccupied spaces within 3 squares of the kingfissure worm.

Titanic Tunneler

The kingfissure worm can burrow through stone. When the worm burrows, they create a stable size 3 tunnel in the squares they move through.

Unstoppable Crawler

The kingfissure worm can't be frightened or knocked prone. While the worm is restrained or slowed, they take a –2 penalty to speed instead of suffering those conditions' usual effects on speed.

King's Fissure

Villain Action 1

Area, Weapon

20 × 4 line within 1 — Each creature and object in the area

Special: Each target must be on the ground.

Effect: The area becomes a 10-square-deep fissure in the earth. Each target makes an **Agility test**.

- ≤11: 10 damage; the target falls into the fissure, lands prone, and can't stand (EoT)
- 12–16: 10 damage; the target is knocked prone and left hanging at the edge of the area
- 17+: The target shifts to the nearest unoccupied space outside the area.

Earth Breach

Villain Action 2

Weapon

Self — Special

Effect: The kingfissure worm can use this villain action only while burrowing. The worm burrows up to half their speed, then breaches the surface and moves 5 squares straight up before dropping back to the ground. Each creature or object whose space the worm moves through during this movement takes 10 damage, and if they have A < 4 they are knocked prone. Any creature who is made winded by this damage is swallowed (see **Swallowed**).

Better Out Than In 2d10 + 5

Villain Action 3

Area, Weapon

5 burst — Each enemy and object in the area

- ≤11: 8 acid damage; P < 3 weakened (save ends)
- 12–16: 13 acid damage; P < 4 weakened (save ends)
- 17+: 17 acid damage; P < 5 weakened (save ends)

Effect: Each creature swallowed by the worm is regurgitated and automatically subject to the tier 3 outcome, then lands prone in an unoccupied space within 5 squares of the kingfissure worm.

KOBOLDS

Kobold communities, called legions, are found in every biome and across the timescape. Gravitating toward powerful allies and defensible locations, kobolds are equally common in walled cities, secluded temples, subterranean tunnel-mazes, and dragon lairs. Most legions strive to be good neighbors or to go entirely unnoticed, but when a community falls under the sway of a malevolent wyrm or power-hungry kobold centurion, they can pose a significant threat.

Defensive Masters

In a world filled with bigger, hungrier creatures, kobolds survived by becoming experts in collective defense. Kobold shield tactics are legendary, with every warrior carrying a shield into battle and soldiers defending each other in tightly choreographed formations. More than a tool, a kobold's shield is a symbol of their commitment to defending their legion, and they decorate these treasured possessions with battle trophies and illustrations of great deeds.

Kobold legionaries might join worthy adventurers as retainers, lending their defensive prowess to their new allies as they ko-boldly go where no kobold has gone before.

Unconventional Tactics

Relentless innovators, kobolds can easily outsmart anyone who doesn't take them seriously. Their foes haven't experienced a true kobold battle until they survive exploding javelins or flaming nets. Kobold homes are protected with deadly hazards and ambush points. In open warfare, legions deploy iron dragons and flaming spike pit traps (see the Dynamic Terrain section).

Tiny Dragons

Most kobolds believe their ancestors were created by powerful dragons—and with sharp, angular features and prominent dorsal crests, they certainly look the part! Newborn kobolds have brilliant, pearlescent scales, but as kobolds age, their scales dim and mottle. Owing to a deep magical connection, a legion that lives in the domain of a dragon adopts the color of that dragon's scales over several generations.

Domain Expansion

When kobolds settle into the domain of a dragon, they grow more like that dragon in other ways than just coloration. Some groups worship the dragon as a god. Others revere them as an ancestor or a leader, or admire them like a really, REALLY big sibling. This manifests as a desire to understand the dragon's affinity so as to embody it. Kobolds see themselves as an extension of the domain, working with and for it. Meteor kobolds, for example, rely more on hanging traps. Bloodthirsty omen kobolds deny themselves material pleasures and might end up wasting away into little more than skeletons. It has been speculated that kobolds living in a domain influence the strength of the dragon's hold on the territory.

Kobold and Dragon Symbiosis

Most dragons are solitary creatures, but kobolds living in a dragon's domain provide both parties with clear benefits. A dragon can establish their domain over an area in half the time if they allow kobolds to settle in the area as well. Meanwhile, a kobold who spends 1 week or more living in the domain of a dragon becomes immune to the hazardous and negative effects of that domain. The kobold's physical appearance might also change the longer they stay in the area.

Terrain Mastery

The kobolds' affinity for their terrain, creative tactics, group defenses, and innovative spirit gives a kobold legion mastery of the area in which they live. Though they employ traps and tricks of their own creation, kobolds also know the ins and outs of nature's traps. For example, a sagittarion might shoot at a nearby hive of angry bees instead of their opponent. If your kobold opponents retreat over desert sands or a frozen lake, don't give chase. They likely know something you don't about these terrain hazards.

Cute Pets

The gummy brick is a deadly ooze—a monster shaped of acidic goo and driven by endless hunger. But when properly trained, kobolds find these mindless predators good company. They also love the company of shieldscale drangolins—draconic pangolins—who they train to dig residential tunnel networks, neutralize enemy fortifications, and burrow up into the center of an enemy camp with a dozen kobold minions at their side.

Kobold Languages

Most kobolds speak Kethaic and can understand Caelian.

Kobold Malice

Malice Features

At the start of any kobolds's turn, you can spend Malice to activate one of the following features.

★ Maniple Tactics — **3 Malice**
Up to 3 kobolds make a free strike, swaps positions with an adjacent kobold, and then that kobold makes a free strike.

◎ Set the Initiative — **5 Malice**
Two kobolds take their turns in a row.

★ Shield Wall — **7 Malice**
Until the end of the round, all kobolds with Shield? Shield! Impose an additional bane on incoming strikes and abilities.

Kobold Princeps

Level 1 Minion Support
Humanoid, Kobold
EV 3 for four minions

1S	5	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +2 bonus to Stamina

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Hasta 2d10 + 2
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12–16 2 damage
17+ 3 damage

Effect: One ally within 3 squares of the princeps shifts up to 2 squares.

Shield? Shield!
While adjacent to an ally who also has this trait, the princeps has stability 1, has cover, and grants cover to allies.

Kobold Sagittarion

Level 1 Minion Artillery
Humanoid, Kobold
EV 3 for four minions

1S	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +5 bonus to ranged distance

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Composite Bow 2d10 + 2
Ranged, Strike, Weapon
Ranged 10
Signature Ability
Main action
One creature or object per minion

≤11 2 damage
12–16 4 damage
17+ 5 damage

Effect: While adjacent to any ally, the sagittarion gains an edge on this ability.

Shield? Shield!
While adjacent to an ally who also has this trait, the sagittarion has stability 1, has cover, and grants cover to allies.

Kobold Tiro

Level 1 Minion Defender
Humanoid, Kobold
EV 3 for four minions

1S	5	5	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +1 bonus to speed

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Pugio 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12–16 2 damage; the tiro can shift 1 square
17+ 3 damage; the tiro shifts up to 2 squares

Effect: The target can't shift until the start of the tiro's next turn.

Shield? Shield!
While adjacent to an ally who also has this trait, the tiro has stability 1, has cover, and grants cover to allies.

Kobold Veles

Level 1 Minion Harrier
Humanoid, Kobold
EV 3 for four minions

1S	6	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +1 bonus to speed

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Pilium 2d10 + 2
Melee, Ranged, Strike, Weapon
Melee 1 or Ranged 5
Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12–16 2 damage
17+ 3 damage

Effect: Until the start of the veles's next turn, the target can't make opportunity attacks against any kobold.

Shield? Shield!
While adjacent to an ally who also has this trait, the veles has stability 1, has cover, and grants cover to allies.

Kobold Adeptus

Level 1 Horde Artillery
Humanoid, Kobold
EV 3

1S	5	10	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	**A**gility +1	**R**eason +2	**I**ntuition 0	**P**resence 0

Shocking Bolt 2d10 + 2
Magic, Ranged, Strike
Ranged 15
Signature Ability
Main action
One creature or object

- ≤11: 4 lightning damage
- 12–16: 6 lightning damage
- 17+: 7 lightning damage

Effect: While the target is adjacent to any enemy, the adeptus gains an edge on this ability. Each enemy adjacent to the target takes 2 lighting damage.

Arcane Telum 2d10 + 2
Magic, Ranged, Strike
Ranged 15
3 Malice
Maneuver
Three creatures or objects

- ≤11: 3 damage
- 12–16: 5 damage
- 17+: 6 damage

Effect: This ability ignores banes, double banes, and damage immunity.

Shield? Shield!
While adjacent to an ally who also has this trait, the adeptus has stability 1, has cover, and grants cover to allies.

Kobold Artifex

Level 1 Horde Controller
Humanoid, Kobold
EV 3

1S	5	10	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	**A**gility +2	**R**eason +1	**I**ntuition 0	**P**resence 0

Chain Hook 2d10 + 2
Ranged, Strike, Weapon
Ranged 5
Signature Ability
Main action
One creature or object

- ≤11: 3 damage; pull 1
- 12–16: 4 damage; pull 2
- 17+: 5 damage; pull 3

Effect: If this forced movement triggers a trap that uses a power roll, that roll has a double edge.

Activate Trap
Ranged
Ranged 10
Maneuver
One trap or other terrain object

Effect: The trap or terrain object instantly triggers.

3 Malice: The artifex places a new trap in the encounter and can instantly trigger it. The artifex prefers working with angry beehives, flammable oil, snare traps, and spike traps (see Dynamic Terrain).

Shield? Shield!
While adjacent to an ally who also has this trait, the artifex has stability 1, has cover, and grants cover to allies.

Kobold Legionary

Level 1 Horde Defender
Humanoid, Kobold
EV 3

1S	5	20	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2	**A**gility +1	**R**eason 0	**I**ntuition 0	**P**resence 0

Gladius 2d10 + 2
Melee, Strike, Weapon
Melee 5
Signature Ability
Main action
One creature or object

- ≤11: 3 damage; taunted (EoT)
- 12–16: 4 damage; taunted (EoT)
- 17+: 5 damage; taunted (EoT)

3 Malice: If the legionary is acting as a captain, they and each member of their squad shift up to 2 squares before this ability is used.

Shield Bash
Melee, Strike, Weapon
Melee 1
Maneuver
One creature or object

- ≤11: 2 damage; push 1; M < 0 prone
- 12–16: 3 damage; push 1; M < 1 prone
- 17+: 4 damage; push 1; M < 2 prone

Shield? Shield!
While adjacent to an ally who also has this trait, the legionary has stability 1, has cover, and grants cover to allies.

Kobold Signifer

Level 1 Horde Support
Humanoid, Kobold
EV 3

1S	5	15	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence +2

Signum 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 3 damage
12-16 4 damage
17+ 5 damage

Signature Ability
Main action
One creature or object

Effect: One ally within 10 squares of the signifer can shift up to their speed if they end that shift adjacent to an ally.

2+ Malice: One additional ally can shift for each 2 Malice spent.

Glory to the Legion
Area
5 Burst

5 Malice
Maneuver
Each ally in the area

Effect: Each target regains 5 Stamina.

Shield? Shield!
While adjacent to an ally who also has this trait, the signifer has stability 1, has cover, and grants cover to allies.

Upholding High Standards
Any ally who starts their turn within 5 squares of the signifer gains a +2 bonus to speed and a +2 damage bonus to strikes until the end of their turn. Additionally, if the signifer is killed, any kobold minion can enter their space during the same encounter to retrieve the signum battle standard they carry (no action required) and replace their stat block with the signifer stat block.

Kobold Venator

Level 1 Horde Ambusher
Humanoid, Kobold
EV 3

1S	5	15	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 | **A**gility +2 | **R**eason 0 | **I**ntuition 0 | **P**resence +1

Dolabra and Net 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 4 damage
12-16 6 damage; M < 1 restrained (save ends)
17+ 7 damage; M < 2 restrained (save ends)

Signature Ability
Main action
One creature or object

3 Malice: The venator lights their net on fire, and a target restrained this way takes 2 fire damage at the start of each of their turns.

Lost in the Crowd
While the venator is adjacent to any ally who is not hiding, the venator can attempt to hide as if they had concealment, even if observed.

Not What I Seem
The venator starts the encounter disguised as a minion. They have a double edge on their first main action of the encounter, after which they reveal themself.

Shield? Shield!
While adjacent to an ally who also has this trait, the venator has stability 1, has cover, and grants cover to allies.

Trained Gummy Brick

Level 1 Elite Hexer

Kobold, Ooze, Soulless

EV 12

2	5	40	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 3 **Weakness:** —

Movement: —

Might +2 **A**gility –1 **R**eason –3 **I**ntuition 0 **P**resence –2

Engulf 2d10 + 2 **Signature Ability**

Melee, Strike, Weapon — Main action

Melee 1 — One creature or object

≤11 7 acid damage; **A < 0** dazed (save ends)

12-16 10 acid damage; **A < 1** dazed (save ends)

17+ 14 acid damage; **A < 2** restrained (save ends)

Effect: A size 2 or smaller creature restrained this way is pulled into the brick's space, moves with the brick, and takes 4 acid damage at the start of each of their turns. An engulfed creature who is no longer restrained moves to the nearest unoccupied space adtjacent to the brick. The brick can have as many creatures or objects engulfed as will fit within their space.

2 Malice: This ability targets one additional target.

You Didn't Pay Attention!

— — Free triggered action

Self — One creature or object

Trigger: A creature moves or is force moved adjacent to the brick.

Effect: The brick uses Engulf against the triggering creature and has a double edge.

Translucent Brick

The brick completely occupies their space, blocking line of effect for enemies. The brick is hidden until they act.

Kobold Centurion

Level 1 Leader

Kobold, Humanoid

EV 12

1S	5	80	2	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —

Movement: —

Might +2 **A**gility +3 **R**eason +2 **I**ntuition 0 **P**resence +2

Pilum 2d10 + 3 **Signature Ability**

Melee, Ranged, Strike, Weapon — Main action

Melee 1 or ranged 10 — Two creatures or objects

≤11 7 damage; **M < 1** weakened (save ends)

12-16 10 damage; **M < 1** weakened (save ends)

17+ 13 damage; **M < 1** weakened (save ends)

Effect: Each ally adjacent to a target can make a free strike against that target.

3 Malice: While weakened this way, a target is also restrained.

Concentrate All Fire on That Hero!

Ranged — Maneuver

Ranged 10 — One enemy

Effect: Until the start of the centurion's next turn, the centurion and their allies gain an edge on power rolls against the target.

3 Malice: While weakened this way, a target is also restrained.

3+ Malice: This ability targets one additional target for each 3 Malice spent.

Testudo!

Area — Triggered action

5 Burst — Each ally in the area

Trigger: A creature uses an ability that targets the centurion or an ally of the centurion within distance.

Effect: Each target shifts up to 2 squares before the damage is resolved. Each kobold with the Shield? Shield! trait gains damage immunity 2 against the triggering ability.

End Effect

At the end of each of their turns, the centurion can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Firetail Pilum **Villain Action 1**

— —

Special — Special

Effect: The centurion moves up to their speed, ignoring difficult terrain, and uses Pilum against each creature whose space they move through. They make one power roll against all targets, and the ability deals an extra 5 damage. While weakened by that ability, each target takes 2 fire damage at the start of each of their turns.

Boom Pilum! **Villain Action 2**

Area, Weapon, Ranged

5 cube within 10 — Each enemy in the area

Effect: The centurion uses Pilum against each target and has a double edge. Each target is then pushed up to 3 squares.

Are You Not Entertained?! **Villain Action 3**

Area

10 burst — Each enemy in the area

Effect: A target who has **P < 2** is taunted (save ends). Each ally within distance can make a free strike. Additionally, until the end of the encounter, the centurion has damage immunity 2.

Shield? Shield!

While adjacent to an ally who also has this trait, the venator has stability 1, has cover, and grants cover to allies.

Shieldscale Drangolin

Level 1 Elite Brute
Kobold, Humanoid
EV 12

2 or 3	7	80	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Burrow

Might +2 | **A**gility +1 | **R**eason -3 | **I**ntuition 0 | **P**resence -2

Fiery Claws 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 7 fire damage
12-16 10 fire damage
17+ 13 fire damage

Signature Ability
Main action
Two creatures or objects

Special: If the drangolin is size 3, the distance becomes Melee 2.

Drangolin Plume
—
Self; see below

5 Malice
Main action
Self

Effect: The drangolin shifts up to their speed and uses Fiery Claws against each creature who comes adjacent to them during the shift. The drangolin makes one power roll against all targets.

Erupt
Area, Weapon
2 Burst

3 Malice
Main action
Each creature in the area

Effect: The drangolin uses the Dig maneuver to breach the surface before using this ability. Each target in the area where the drangolin breaches takes an extra 2 fire damage.
≤11 6 damage; push 1; A<0 prone
12-16 8 damage; push 3; A<0 prone
17+ 11 damage; push 5; A<0 prone

Ashen Cloud
Any ally adjacent to the drangolin has concealment.

Burrow Bond
When the drangolin burrows, each adjacent size 1S or smaller ally can move with them.

LIGHTBENDER

Lightbenders prowl deserts, plains, forests—any sunbathed wilderness where they can take advantage of the adaptations that make them skilled daylight predators. This monstrous creature's fur bends and refracts light from the surrounding environment, producing mirages that distract and confuse their prey.

Hidden Hunters

At a distance, a lightbender looks akin to a regular lion, but closer inspection reveals their glowing eyes, iridescent mane, and a pair of lashing tails spiked with refractive crystals. The lightbender's pelt magically warps light around them to disguise their movement, letting them teleport while leaving behind a past visual imprint. Unsuspecting prey rarely realize they're staring at an afterimage of the lightbender until the predator pounces.

Ghostly Echoes

Lightbenders can also bend the sounds they make, enabling them to almost completely disappear during a hunt. Many can delay their footsteps to slip into a silent prowl, while others might throw a guttural trill across a field to lure prey out of hiding. The lightbenders' illusory mastery was said to inspire several techniques taught to shadows within the College of the Harlequin Mask.

Protective Companions

Though lightbenders are typically solitary creatures, they sometimes cross into another lightbender's territory to help protect a newborn litter of kittens. A few people have succeeded in taming lightbenders as guards or hunting beasts, and if treated well, they can make loyal protectors, often viewing their smaller humanoid companions as surrogate kittens.

Lightbender Malice

Malice Features

At the start of any lightbender's turn, you can spend Malice to activate one of the following features.

Silent Prow — **3 Malice**

Each lightbender acting this turn can teleport up to their speed as a move action and attempt to hide as a free maneuver, all until the start of their next turn.

Duplicate — **5 Malice**

Each lightbender acting this turn can create a duplicate lightbender in an unoccupied space adjacent to them. The duplicate is indistinguishable from the lightbender except by supernatural means, has 1 Stamina, and has the lightbender's speed. A duplicate acts on the lightbender's turn but can take only move actions. Once per round before or after using an ability, a lightbender can trade places with any lightbender duplicate.

Everything the Light Touches — **7 Malice**

Each lightbender in the encounter shines radiantly, distorting the senses of any enemy within 5 squares of them. Each affected enemy makes a **Reason test**.

- ≤11 The target doesn't have line of effect to any lightbender (save ends).
- 12-16 The target doesn't have line of effect to any lightbender (EoT).
- 17+ No effect.

Lightbender

Level 3 Elite Ambusher
Beast, Lightbender
EV 20

2	10	100	1	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +1 **R**eason –3 **I**ntuition +1 **P**resence –1

Flash Swipe 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object
≤11 9 damage
12-16 14 damage
17+ 18 damage

Effect: If this ability gains an edge or has a double edge, it deals an extra 4 damage.

Piercing Tails
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object
≤11 8 damage
12-16 12 damage; **M < 1** bleeding (save ends)
17+ 15 damage; **M < 2** bleeding (save ends)

Effect: While bleeding this way, the target takes a bane on tests to search for the lightbender while they are hidden.

Hypnotic Mane — **5 Malice**
Area, Magic — Maneuver
3 burst — Each enemy in the area
≤11 **I < 0** dazed (save ends)
12-16 **I < 1** dazed (save ends)
17+ **I < 2** dazed (save ends)

Effect: While dazed this way, a target has speed 0. If a target takes damage, or if someone else uses a main action to shake the target out of their stupor, the dazed condition ends.

Stalker's Afterimage
Magic — Triggered action
Self — Self

Trigger: The lightbender takes damage from a strike.

Effect: The lightbender halves the damage, ignores any nondamaging effects associated with it, and can teleport up to 5 squares. If they teleport into concealment or cover, the lightbender can immediately attempt to hide as a free maneuver.

Avoidance
Any effect on the lightbender that would be ended by a saving throw instead ends automatically at the end of their next turn.

Lightbender Pouncer

Level 3 Elite Harrier
Beast, Lightbender
EV 20

2	10	100	1	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +1 **R**eason –3 **I**ntuition +1 **P**resence –1

Pounce 2d10 + 2 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects
≤11 7 damage
12-16 11 damage; **A < 1** prone
17+ 14 damage; **A < 2** prone

Effect: The pouncer can make a free strike against each target they knock prone.

Sparking Tail Whip 2d10 + 2
Area, Magic — Main action
2 Burst — Each enemy and object in the area
≤11 4 damage
12-16 7 damage; **A < 1** the target is dazzled (save ends)
17+ 10 damage; **A < 2** the target is dazzled (save ends)

Effect: A dazzled target takes a bane on strikes and has line of effect only within 1 square.

Illusory Feint — **5 Malice**
Area, Magic, Ranged — Maneuver
3 cube within 10 — Each enemy in the area
≤11 **I < 0** dazed (save ends)
12-16 **I < 1** dazed (save ends)
17+ **I < 2** dazed (save ends)

Effect: While dazed this way, a target has speed 0. If a target takes damage, or if someone else uses a main action to shake the target out of their stupor, the dazed condition ends.

Striking Afterimage
Magic — Triggered action
Self — Self

Trigger: The pouncer takes damage from a strike.

Effect: The pouncer halves the damage, ignores any nondamaging effects associated with it, and can teleport up to 5 squares. If they teleport into concealment or cover, the pouncer can immediately attempt to hide as a free maneuver.

Avoidance
Any effect on the pouncer that would be ended by a saving throw instead ends automatically at the end of their next turn.

LIZARDFOLK

Lizardfolk prefer warm, tropical climates, but they're willing to settle in any humid region—the more moisture in the air, the better. Even in colder environs, lizardfolk can be found in any sufficiently marshy environment. Bogs and wetlands are particularly common nesting grounds.

Homeland Protectors

Lizardfolk aren't especially hostile unless they feel their territory is threatened—which it often is. Respectful travelers entering lizardfolk territory, however, find no great hardship. Lizardfolk cultures often focus on a specific trade, such as boat building, fletching, navigating, or weaving, and sell their services to travelers in need, including lizardfolk from other places.

Adventurers often cross paths with lizardfolk while trekking through their homelands. The reptilian humanoids watch travelers who skirt too close to sources of food and shelter, attacking those who take more than they need. Many lizardfolk dwell in abandoned ruins and caverns for protection. Treasure seekers who delve into these places are typically given one warning before the attack begins.

Focused and Loyal

Most lizardfolk speak plainly, viewing blunt honesty as a sign of respect. When they make a vow or personal promise, they do all they can to honor that word. Lizardfolk who swear to destroy an enemy follow their quarry to the ends of the earth.

Marshland Tyrants

In times of crisis, such as a food shortage, an evil lizardfolk leader can exploit the emergency, oppressing others in the name of defending their territory. But there are always other local lizardfolk tribes who oppose such aggressive, expansionist posturing, and they often seek the aid of other folk who value freedom from tyranny.

Lizardfolk Tactics

Lizardfolk prefer to fight in or near water whenever they can, and if they aren't on a battlefield with water, they perform delaying actions to buy time while they flood the battlefield with their Malice features before attacking with full force. If water is already present, they focus on positioning in the early battle to surround and split up their opponents.

With a wide array of strong grab and forced movement abilities, lizardfolk tactics are that of divide and conquer, locking down strong defenders while abducting and isolating backline heroes. Lizardfolk also have strong teamwork features and rotate units who have lost their tails to more rear positions in favor of healthier units.

Lizardfolk Sample Encounters

- **Marsh Hunters, 18 EV:** Eight shellguard, eight tonguers, one scaletooth
- **Ambushers, 24 EV:** Sixteen grunts, two skyterrors
- **Scalesworn Detachment, 30 EV:** Eight shellguard, sixteen tonguers, one scaletooth, two bloodeyes
- **War Party, 48 EV:** Eight shellguard, eight grunts, eight tonguers, one scaletooth, one skyterror, one bloodeye, one deathrex

Lizardfolk Languages

Most lizardfolk speak Caelian and their own dialect of Khamish.

Lizardfolk Malice

Malice Features

At the start of any lizardfolk's turn, you can spend Malice to activate one of the following features.

Net Trap — **3 Malice**
Area, Ranged, Weapon — Maneuver
1 cube within 3 — Special

Effect: A lizardfolk acting this turn sets up a net trap into the area. The first time an enemy steps into a square with a net trap, they make an **Agility test**. If the creature was unaware of the trap, they take a bane on the test.

≤11 Restrained (save ends).
12–16 Restrained (Eot).
17+ No effect.

Effect: Any creature not also restrained by a net trap who is adjacent to a creature restrained by the trap can free them as a maneuver.

Water Pit — **5 Malice**
A lizardfolk acting this turn unearths a magical size 2 pit that is 2 squares deep and filled with water. Any lizardfolk who moves into, then exits the pit on their turn gains 10 temporary Stamina, regrows their tail if applicable, and ends one effect on them that can be ended by a saving throw. While adjacent to the pit, any creature who can burrow or who has the Nature skill can make a **Might test** or a **Reason test** to drain it.

≤11 The creature falls into the pit and is knocked prone.
12–16 The creature fails to empty the pit.
17+ The pit empties of water.

Flood the Shores — **7 Malice**
Waist-high water floods the entire encounter map. Any lizardfolk submerged in water gains an edge on abilities and doubles their speed while swimming. If there are no open water pits on the encounter map, the water drains away at the end of the round.

Lizardfolk Grunt

Humanoid, Lizardfolk

Level 1 Minion Harrier
EV 3 for four minions

1M	6	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Swim

Weakness: —
With Captain: +2 bonus to speed

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

Snap and Toss 2d10 + 2
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12–16 2 damage; slide 2
17+ 3 damage; slide 2

Reptilian Escape
While the grunt has a tail, whenever they are grabbed, prone, slowed, or weakened, they can lose their tail to immediately end that condition, then shift up to 2 squares.

Lizardfolk Shellguard

Humanoid, Lizardfolk

Level 1 Minion Defender
EV 3 for four minions

1L	5	6	1	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Swim

Weakness: —
With Captain: +2 bonus to Stamina

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

Shield Smash 2d10 + 2
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 1 damage
12–16 2 damage
17+ 3 damage

Effect: The target takes a bane on their next strike.

Reptilian Escape
While the shellguard has a tail, whenever they are grabbed, prone, slowed, or weakened, they can lose their tail to immediately end that condition, then shift up to 2 squares.

Lizardfolk Tonguer

Humanoid, Lizardfolk

Level 1 Minion Artillery
EV 3 for four minions

1S	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Swim

Weakness: —
With Captain: +1 bonus to strikes

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

Tonguelash 2d10 + 2
Melee, Strike, Weapon
Melee 8

Signature Ability
Main action
One creature or object per minion

≤11 2 damage; pull 1, or the tonguer can shift 1 square toward the target
12–16 4 damage; pull 2, or the tonguer shifts up to 2 squares toward the target
17+ 5 damage; pull 3, or the tonguer shifts up to 3 squares toward the target

Effect: If the forced movement or the shift leaves the target adjacent to the tonguer, the target is also grabbed.

Reptilian Escape
While the tonguer has a tail, whenever they are grabbed, prone, slowed, or weakened, they can lose their tail to immediately end that condition, then shift up to 2 squares.

Lizardfolk Bloodeye

Level 1 Platoon Hexer
Humanoid, Lizardfolk
EV 6

1M	5	20	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Swim

Might +1 | **A**gility +1 | **R**eason 0 | **I**ntuition +2 | **P**resence 0

Bola Knock 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature or object

- ≤11: 5 damage; **A < 0** restrained (save ends)
- 12-16: 7 damage; **A < 1** restrained (save ends)
- 17+: 9 damage; **A < 2** restrained (save ends)

Bloodshot 2d10 + 2 — **2 Malice**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature

- ≤11: 5 acid damage; **M < 0** the target has line of effect only within 4 squares (save ends)
- 12-16: 7 acid damage; **M < 1** the target has line of effect only within 3 squares (save ends)
- 17+: 9 acid damage; **M < 2** the target has line of effect only within 2 squares (save ends)

Reptilian Escape
While the bloodeye has a tail, whenever they are grabbed, prone, slowed, or weakened, they can lose their tail to immediately end that condition, then shift up to 2 squares.

Lizardfolk Scaletooth

Level 1 Platoon Brute
Humanoid, Lizardfolk
EV 6

1M	5	46	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Swim

Might +2 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence 0

Razor Bite 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

- ≤11: 6 damage
- 12-16: 9 damage
- 17+: 12 damage; **A < 2** bleeding (save ends)

Effect: If the scaletooth has the target grabbed, the potency of this ability increases by 1.

Tail Whip 2d10 + 2 — **2 Malice**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

- ≤11: 5 damage; slide 1
- 12-16: 8 damage; slide 2; **M < 1** grabbed if within 2 squares of the scaletooth
- 17+: 10 damage; slide 3; **M < 2** grabbed if within 2 squares of the scaletooth

Reptilian Escape
While the scaletooth has a tail, whenever they are grabbed, prone, slowed, or weakened, they can lose their tail to immediately end that condition, then shift up to 2 squares.

Lizardfolk Skyterror

Level 1 Platoon Harrier
Humanoid, Lizardfolk
EV 6

1S	7	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Swim

Might +1 | **A**gility +2 | **R**eason 0 | **I**ntuition 0 | **P**resence +1

Glaive Rush 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

- ≤11: 5 damage
- 12-16: 7 damage
- 17+: 9 damage; prone

Effect: If the skyterror is flying, they shift up to 4 squares.

Poison Blow Dart 2d10 + 2
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature or object

- ≤11: 3 damage; **M < 0** weakened (save ends)
- 12-16: 5 damage; **M < 1** weakened (save ends)
- 17+: 7 damage; **M < 2** weakened (save ends)

Effect: Any creature who ends their turn adjacent to a target weakened this way is weakened until the end of their next turn.

Glider
Whenever the skyterror moves 2 or more squares along the ground or falls 2 or more squares, they can fly until the end of their next turn.

Reptilian Escape
While the skyterror has a tail, whenever they are grabbed, prone, slowed, or weakened, they can lose their tail to immediately end that condition, then shift up to 2 squares.

Lizardfolk Deathrex

Level 1 Leader

Humanoid, Lizardfolk

EV 12

2	5	80	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —

Weakness: —

Movement: Climb, swim

Might +3 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence +2

Ripper Spear 2d10 + 3 — **Signature Ability**

Melee, Strike, Weapon — Main action

Melee 3 — Two creatures or objects

≤11 7 damage; pull 1; A < 1 bleeding (save ends)

12–16 10 damage; pull 1; A < 2 bleeding (save ends)

17+ 12 damage; pull 2; A < 3 bleeding (save ends)

1 Malice: One target adjacent to the deathrex is grabbed in the deathrex's mouth.

Death Roll 2d10 + 2 — **3 Malice**

Melee, Strike, Weapon — Main action

Melee 1 — One grabbed creature or object

≤11 8 damage; M < 1 dazed (save ends)

12–16 12 damage; M < 2 dazed (save ends)

17+ 15 damage; M < 3 dazed (save ends)

Effect: The target is no longer grabbed by the deathrex, and the deathrex slides them up to 5 squares.

Trundle

— — Maneuver

Self — Self

Effect: The deathrex moves up to their speed. They can make a free strike against each creature who makes an opportunity attack against them during this movement.

Swat the Fly

Melee — Triggered action

Melee 1 — The triggering creature or object

Trigger: A creature or object within distance moves or shifts away from the deathrex.

Effect: The deathrex slides the target up to 5 squares.

Rex Reptilian Escape

While the deathrex has a tail, whenever they are affected by an effect that can be ended by a saving throw or that ends at the end of their turn, they can lose their tail to immediately end that effect, then shift up to 2 squares.

Snack Attack — **Villain Action 1**

Area

10 Burst — Self and each ally in the area

Effect: Each target moves up to their speed and can make a free strike. Each target gains temporary Stamina equal to the damage they deal.

Shed Some Skin — **Villain Action 2**

—

Self — Self

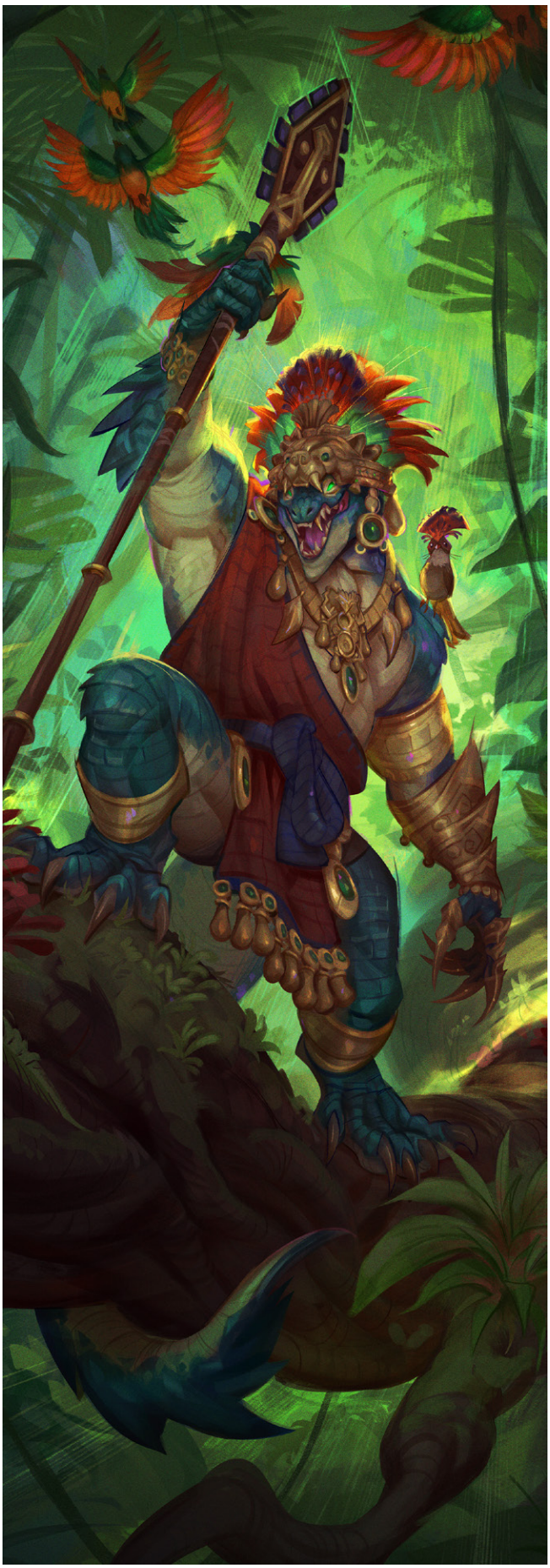
Effect: The deathrex shifts up to their speed, leaving behind a shed skin duplicate in the space they started in. The duplicate acts on the deathrex's turn and has the deathrex's characteristics, but has 10 Stamina and no villain actions.

Thresher Thrasher — **Villain Action 3**

—

10 Burst — Self and each ally in the area

Effect: Each target moves up to their speed. Until the end of the encounter, whenever a creature comes adjacent to a target or starts their turn there, the target can make a free strike against them.



MANTICORE

A weary traveler hears a call through the forest or friendly voices from a rocky shelter, and their heart leaps at the promise of refuge—only to find themself at the mercy of serrated teeth and poisonous spikes. In a manticore's territory, people go missing without a trace. These fearsome creatures carve out their hunting grounds in forests near small villages, mountain passes where caravans travel, and other locations with plentiful wildlife. Though manticores can subsist on a carnivorous diet of any nearby prey, their choicest meal is humanoid flesh.

Uncanny Appearances

A manticore has a lion's body, a dragon's wings, and a scorpion's tail barbed with spines, but their most unnerving trait is their humanoid face. Owing to a quirk of magical evolution, manticores develop the features of common ancestries that populate their region of birth. For example, a manticore in an area densely populated by devils inherits fiendish eyes and devilish horns. Manticores are born with an inherent understanding of a regional language, but they can speak only through mimicking that which they've heard—a talent manticores use to lure in prey.

Heralds of Death

Manticores have a magical howl like a trumpet blast. This haunting sound unnerves and terrifies creatures, making them more susceptible to the manticore's bite. While on the hunt, manticores often take to the skies, shooting poison-tipped spikes from their tail to weaken their victims before howling and closing in.

Ferocious Companions

A manticore who develops a taste for humanoids can rarely be tamed. But a young manticore who has yet to cut their teeth on such flesh can be raised into a fearsome ally. Even after a trained manticore companion finally tastes delicious humanoid flesh, they typically remain loyal to their caregiver.

Manticore Languages

Most manticores can mimic Caelian and one language commonly spoken in the region where they dwell. Except in rare cases, manticores don't communicate in full sentences and are too driven by hunger to engage in negotiation.

Manticore Malice

Malice Features

At the start of any manticore's turn, you can spend Malice to activate one of the following features.

Uncanny Mimicry — **3 Malice**
The manticore uses their mimicry in an attempt to unnerve one creature within their line of effect. If the target has R < 4, they take a bane on power rolls against the manticore (save ends). Each time this feature is used against the same target during the encounter, its potency decreases by 2.

Solo Action — **5 Malice**
The manticore takes an additional main action on their turn. They can use this feature even if they are dazed.

Desperate Howl — **5 Malice**
The manticore lets out an unnerving cry. Each enemy within the manticore's line of effect makes an **Intuition test**.

- ≤11 Frightened (save ends)
- 12–16 Frightened (EoT)
- 17+ No effect.

Barrage of Barbs — **7 Malice**
The manticore sprays tail spikes across the ground within 5 squares of them. Each enemy in that area who has A < 3 is bleeding (save ends). Additionally, the area is difficult terrain, and any enemy takes 3 poison damage for each square of the area they enter. An enemy who takes 9 poison damage this way on one turn is weakened until the end of the encounter.

Manticore

Level 4 Solo

Beast, Manticore

EV 72

Size	Speed	Stamina	Stability	Free Strike
2	10	350	2	6

Immunity: —
Movement: Fly

Weakness: —

Might +4 **A**gility +3 **R**eason 0 **I**ntuition 0 **P**resence –1

Solo Monster

End Effect: At the end of each of their turns, the manticore can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The manticore can take two turns each round. They can't take turns consecutively.

Agile Predator

Whenever the manticore deals damage to a creature, they don't provoke opportunity attacks from that creature during that turn.

Carnivorous Bite 2d10 + 4

Signature Ability

Melee, Strike, Weapon — Main action

Melee 1 — One creature or object

≤11 12 damage; A < 2 bleeding (save ends)
12–16 17 damage; A < 3 bleeding (save ends)
17+ 21 damage; A < 4 bleeding (save ends)

Effect: If the target is frightened, this ability gains an edge.

Tail Spike 2d10 + 4

Ranged, Strike, Weapon — Main action

Ranged 10 — Two creatures or objects

≤11 6 damage; M < 2 4 poison damage
12–16 11 damage; M < 3 4 poison damage, weakened (save ends)
17+ 14 damage; M < 4 8 poison damage, weakened (save ends)

1 Malice: While weakened this way, a target takes 1d6 poison damage at the start of each of their turns.

Harrying Claws

Melee, Strike, Weapon — Maneuver

Melee 1 — Two creatures or objects

≤11 Slide 1; A < 2 3 damage
12–16 Slide 2; A < 3 5 damage
17+ Slide 4; A < 4 7 damage

Reflexive Instinct

2 Malice

Ranged — Triggered action

Ranged 10 — The triggering creature

Trigger: A creature within distance deals damage to the manticore.

Effect: The manticore shifts up to 5 squares into the air, then can use Tail Spike against the target.

Trumpeting Howl

Villain Action 1

Area, Magic

5 Burst — Each creature in the area

≤11 Frightened (EoT); if the target has I < 2 they are instead frightened (save ends)
12–16 Frightened (EoT); if the target has I < 3 they are instead frightened (save ends)
17+ Frightened (EoT); if the target has I < 4 they are instead dazed (save ends)

Cornered Predator

Villain Action 2

—

Self — Self

Effect: The manticore shifts up to their speed, then can use Tail Spike against each enemy within distance of that ability.

Debilitating Poison

Villain Action 3

—

Self — Self

Effect: The manticore sours their poison with enmity. Until the end of the encounter, the manticore has a double edge on power rolls against weakened creatures. Additionally, any creature weakened by the manticore's Tail Spike ability has their speed halved and takes an extra 3 poison damage at the start of each of their turns.

Manticore Treasures

Although manticores have no earthly use for treasure, they tend to collect a lot of it—it comes attached to the humanoids they prey on. Since manticores drag their victims back to their cave lairs to feed, a manticore's cave is typically strewn with bones, broken weapons, coins, and other relics of unfortunate travelers. After a while, a manticore abandons its cluttered lair in favor of a fresh one, leaving unguarded treasure for anyone willing to explore manticore-infested wastes.

The following are sample treasures from a manticore's cave, of which a manticore might have one or two. These items can be found in *Draw Steel: Heroes*.

Treasures: Blade of the Luxurious Fop, Bull Shot, Stop-'n-Go Coin

Components: Adamatine spearheads, a mirror blessed by a priest, pixie wings

Project Sources: Notes in Zaliac for the Warding II armor enhancement, notes in Khelt for the Celerity implement enhancement, notes in Variac for an Onerous Bow

Wealth: If the heroes follow blood trails back to a nearby abandoned caravan, each hero earns 1 wealth

MEDUSA

Hunted as monsters with no thought given to their nature or origin, medusas are some of the most underestimated and misunderstood creatures. Many people fear medusas for their monstrous appearance and ability to turn others to stone, but few realize the truth. Each of these monstrosities was once a humanoid, cursed and transformed for defying a god. But while some medusas embrace wickedness, many simply fight for their lives against those who threaten them through their ignorance.

Cursed for Defiance

When a powerful mortal defies a god for good or for ill, agents of that deity might curse them to live as a medusa. The offender's skin and eyes become reptilian, and a nest of black venomous snakes replaces their hair. When the medusa wishes, beams from their eyes can slowly petrify others to stone.

Followers of the gods who imposes this punishment spread terrifying myths about medusas, causing mortals to attack and shun them. This often drives medusas into solitude, or to places haunted by creatures who don't judge them based on mere appearance and horror stories. Many medusas plot ways to break their curse, searching for lost healing rituals or secrets to use against the gods who cursed them. Others embrace their new gifts, building stone gardens of the aggressors who foolishly hunted or harmed them.

Petrification

Petrification can take a character out of the game permanently. If you want to give the heroes a chance to recover an ally petrified after an encounter with a medusa, you can let them use the Find a Cure downtime project in *Draw Steel: Heroes* to discover an ancient ritual that can return a petrified creature to life. Alternatively, a medusa might have the power to reverse the state of a petrified victim if left alive, or there might be a temple nearby with a priest who knows how to cure petrification ... for a price.

Serpentine Reflexes

While the medusa's stone gaze is legendary, they can move, strike, and evade as swiftly as a snake, even briefly manifesting scaled wings to dart through the chaos. This enhanced dexterity makes them difficult to pin down. Their petrifying gaze allows them to attack at range as necessary, but they're equally deadly in melee, where they have the full advantage of their snakes and the enervating venom pulsing through each snake's set of needlelike fangs.

Baleful Magic

Medusas have many means to defend themselves, even aside from their petrifying stare. They slow enemies down, weaken them, and can even temporarily charm and control them once petrifying magic takes root in their veins. These reclusive beings are no stranger to being outnumbered and overwhelmed. All they have in their power to gain leverage over their opponents, they wield ruthlessly.

Stone Gardens

Medusas often reside in stone gardens filled with statues of those who previously tried to slay them. This not only allows them to slip between their statues, hide, and then strike, but it also allows them to command the battle while in their lairs, shattering statues to harm others. Evil medusas sometimes slowly reverse the petrification of their victims one limb at a time to feed on them, creating grotesque mausoleums of the crumbling dead for unwitting adventurers to wander into.

Lifting the Curse

Agents of the deity who ordered a medusa's curse can sometimes be convinced to lift the punishment, usually in response to the medusa undertaking an impossible task in the god's name or making a threat that can't be ignored. Some sages claim that ancient rituals can undo the curse, but these lost secrets are often hidden by wrathful divine servants—and performing such a ritual might entail great sacrifice.

Medusa Languages

Medusas can speak any language they knew before they were cursed. Many of them speak Caelian, and others have learned the languages of monsters and creatures they dwell near. Additionally, tales tell of some medusas who speak the original form of Khamish.

Medusa Malice

Malice Features

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

Weakening Glare 2d10 + 4 — **4 Malice**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature
≤11: 6 damage; weakened (EoT)
12–16: 10 damage; weakened (EoT)
17+: 12 damage; weakened (save ends)

Solo Action — **5 Malice**
The medusa takes an additional main action on their turn. They can use this feature even if they are dazed.

Ssstop and Lisssten 2d10 + 4 — **5 Malice**
Magic, Ranged — Main action
Ranged 10 — Three creatures
≤11: I<2 the target is charmed
12–16: I<3 the target is charmed
17+: I<4 the target is charmed

Effect: At a time of the medusa's choosing, a charmed creature moves up to their speed and makes a free strike against an enemy of the medusa's choice as a free triggered action. The creature is then no longer charmed.

Shatter Victims — **7 Malice**
The medusa causes three stone statues within 10 squares of them to each shatter in a 2-cube explosion. Each enemy in one of those areas makes a **Might test**. An enemy restrained or slowed by the medusa's Petrify ability has a double bane on the test.
≤11: 12 damage; vertical push 3; bleeding (save ends)
12–16: 10 damage; vertical push 3
17+: 6 damage

Medusa

Level 5 Solo

Accursed, Humanoid, Medusa

EV 84

1M	10	420	5	8
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility +4 | **R**eason 0 | **I**ntuition 0 | **P**resence 0

Solo Monster

End Effect: At the end of each of their turns, the medusa can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The medusa can take two turns each round. They can't take turns consecutively.

Snake Bites 2d10 + 4

Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
Two creatures or objects

≤11 11 damage; M<2 slowed (save ends)
12-16 16 damage; M<3 slowed (save ends)
17+ 19 damage; M<4 slowed (save ends)

Damning Gaze 2d10 + 4

Signature Ability
Magic, Ranged, Strike
Main action
Ranged 10
Two creatures or objects

≤11 11 damage; push 3
12-16 16 damage; push 5
17+ 19 damage; push 7

3 Malice: The medusa targets two additional creatures or objects.

Petrify 2d10 + 4

5 Malice
Area, Magic
Main action
3 burst
Each enemy in the area

≤11 M<2 restrained (save ends)
12-16 M<3 restrained (save ends)
17+ Slowed (save ends); or if M<4 restrained (save ends)

Effect: A target with cover reduces the potency by 1, while a slowed target increases the potency by 1. A target restrained this way magically begins to turn to stone, and a target who ends two consecutive turns restrained this way is petrified.

Nimble Escape

—
Maneuver
Self
Self

Effect: The medusa shifts up to 3 squares and can attempt to hide even if observed.

Venomous Spit 2d10 + 4

Melee
Maneuver
Melee 1
The triggering creature

Trigger: A creature within distance deals damage to the medusa.

≤11 13 acid damage
12-16 18 acid damage
17+ 22 acid damage

Cunning Edge

The medusa gains an edge on power rolls against any creature who is restrained or slowed by Petrify.

Many Peering Eyes

The medusa can't be flanked.

Mass Petrify

Villain Action 1
Magic, Ranged
Ranged 50
Each enemy

Effect: The medusa can use Petrify against each target without spending Malice. A target who doesn't have cover increases the potency by 1.

Serpent Wings

Villian Action 2
—
Self
Self

Effect: The medusa temporarily manifests wings and flies up to their speed without provoking opportunity attacks. During or after this movement, they can use Snake Bites and Damning Gaze once each.

Stone Puppets

Villian Action 3
Area, Magic
10 burst
Special

≤11 8 acid damage; P<3 weakened (save ends)
12-16 13 acid damage; P<4 weakened (save ends)
17+ 17 acid damage; P<5 weakened (save ends)

Effect: As a free triggered action, each stone statue and creature restrained or slowed by Petrify within distance moves up to their speed and uses a signature ability that gains an edge, targeting an enemy of the medusa's choice. A stone statue without its own statistics has speed 5 and uses the medusa's free strike.

MINOTAURS

The fearsome minotaur is a study in contrasts. Their imposing humanoid body is muscular with patches of thick hair. Their head is that of a massive horned bull, and their soft eyes convey a soulful intelligence mingled with smoldering intensity.

Primal Rage

Minotaurs burn with fury. Some constantly desire to unleash this destructive energy on the world, and they attack anyone or anything that crosses their path. Others make it a point of pride to control their rage, only fighting when survival demands it. Regardless, once combat begins, minotaurs relish charging at foes with their great horns. In the heat of battle, a minotaur charges from one foe to the next, only retreating if victory is impossible.

Labyrinthine Origins

The first minotaur was once the human warrior Thesia "The Bull" Danaria, who dared challenge the Beast Lords of Kham. When her revolution was crushed, the Lords of Kham used their beastmagics to twist Thesia's mortal body into a human-bull hybrid prone to fits of violent rage. The Beast Lords placed this minotaur at the center of a vast labyrinth and sent captured rebels to attack the monster. Many fell to Thesia's anger—until a prisoner named Velathri took a chance, speaking to the minotaur instead of brandishing steel. He befriended Thesia, and in retribution, the Beast Lords made him a minotaur as well. This act was their undoing, for Thesia and Velathri fell in love.

New minotaurs were born, and decades later, hundreds charged out of the maze together. These minotaurs reduced Kham to ruins, then they spread far and wide, fearing reprisal from neighboring lands. Even today, many minotaurs shun civilization, preferring to live in winding canyons, twisting ruins, bewildering dungeons, or other labyrinthine terrain where they can continue to hunt. However, small numbers of minotaurs can be found in nearly any terrain or settlement.

Deep Bonds

Even evil minotaurs can be fiercely loyal friends, gladly charging into certain death for those they trust. These chosen friends never suffer the creature's ire—but gods help them if they betray the minotaur.

Minotaur Languages

Most minotaurs speak their own dialect of Khamish.

Minotaur Malice

Malice Features

At the start of any minotaur's turn, you can spend Malice to activate one of the following features.

Bull Rush **3 Malice**
For each 3 Malice spent, one minotaur acting this turn gains a +4 bonus to speed and ignores difficult terrain until the start of their next turn.

Cut the ... Nonsense! **5 Malice**
One minotaur acting this turn halves any damage they take, and can use the Knockback maneuver as a free triggered action whenever an enemy comes adjacent to them, all until the start of their next turn.

Bullseye **7 Malice**
All minotaurs in the encounter fill the area around them with psychic impressions of feeling lost and isolated. Each enemy within 5 squares of a minotaur is teleported up to 5 squares and makes an **Intuition test**.

- ≤11 The target has line of effect only within 3 squares and is frightened of all minotaurs (save ends).
- 12–16 The target has line of effect only within 3 squares (EoT).
- 17+ No effect.

Minotaur

Level 3 Elite Harrier
Accursed, Humanoid, Minotaur
EV 20

2	8	100	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence -1

Flail and Blade 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
Two creatures or objects

≤11 7 damage; push 1
12-16 11 damage; push 2
17+ 14 damage; push 3

Effect: The minotaur shifts up to 3 squares.

Primal Bay
—
Self
3 Malice
Main action
Self

Effect: Until the end of their next turn, the minotaur has damage immunity 2 and deals an extra 5 damage with strikes. On their next turn, the minotaur can use one additional maneuver.

Goring Horns
Charge, Melee, Strike, Weapon
Melee 2
5 Malice
Maneuver
One creature or object

≤11 5 damage; **I < 0** dazed (save ends)
12-16 8 damage; **I < 1** dazed (save ends)
17+ 9 damage; **I < 2** dazed (save ends)

Effect: If this ability is used as part of the Charge main action, its potency increases by 1.

Retaliatory Strike
Ranged
Ranged 8
Triggered action
The triggering creature

Trigger: A creature within distance deals damage to the minotaur.

Effect: The minotaur uses the Charge main action and either Flail and Blade or Goring Horns against the target.

Minotaur Sense
The minotaur can't obtain less than a tier 2 outcome when making tests to navigate, search, or seek.

Minotaur Sunderer

Level 3 Elite Brute
Accursed, Humanoid, Minotaur
EV 20

2	6	120	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +1 **R**eason 0 **I**ntuition +2 **P**resence -1

Spiked Maul 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
Two creatures or objects

≤11 8 damage; pull 1
12-16 12 damage; pull 2
17+ 15 damage; pull 3

Effect: A target pulled adjacent to the sunderer is automatically grabbed.

Fearsome Bay
Area
3 burst
5 Malice
Main action
Each enemy in the area

≤11 **I < 0** frightened (save ends)
12-16 **I < 1** frightened (save ends)
17+ **I < 2** frightened (save ends)

Effect: Until the end of their next turn, the minotaur has damage immunity 2 and deals an extra 5 damage with strikes.

Disemboweling Horns
Charge, Melee, Strike, Weapon
Melee 2
3 Malice
Maneuver
One creature

Special: The target must be grabbed by the sunderer.

≤11 5 damage; **M < 0** bleeding (save ends)
12-16 8 damage; **M < 1** bleeding (save ends)
17+ 9 damage; **M < 2** bleeding (save ends)

Effect: While bleeding this way, the target takes 1d6 damage at the start of each of their turns.

Retaliatory Strike
Ranged
Ranged 6
Triggered action
The triggering creature

Trigger: A creature within distance deals damage to the sunderer.

Effect: The sunderer uses the Charge main action and Spiked Maul against the target.

Minotaur Sense
The sunderer can't obtain less than a tier 2 outcome when making tests to navigate, search, or seek.

Minotaur Bully

Level 8 Minion Brute
Accursed, Humanoid, Minotaur
EV 10 for four minions

Size	Speed	Stamina	Stability	Free Strike
2	6	14	2	4

Immunity: —
Movement: —
Weakness: —
With Captain: +3 damage bonus to strikes

Might +4 **Agility** +2 **Reason** 0 **Intuition** +3 **Presence** –1

Javelin and Bellow 2d10 + 4 — **Signature Ability**
Charge, Melee, Ranged, Strike, Weapon — Main action
Melee 2 or ranged 5 — One creature or object per minion

≤11 4 damage
12–16 7 damage
17+ 9 damage; **I** < 4 taunted (EoT) or frightened of all minotaurs (save ends)

Minotaur Sense
The bully can't obtain less than a tier 2 outcome when making tests to navigate, search, or seek.

Minotaur Lackey

Level 8 Minion Harrier
Accursed, Humanoid, Minotaur
EV 10 for four minions

Size	Speed	Stamina	Stability	Free Strike
2	8	13	2	3

Immunity: —
Movement: —
Weakness: —
With Captain: +2 bonus to speed

Might +3 **Agility** +4 **Reason** 0 **Intuition** +1 **Presence** –1

Horn Vault 2d10 + 4 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 2 — One creature or object per minion

≤11 3 damage
12–16 6 damage; slide 1
17+ 8 damage; slide 3

Effect: A target who is force moved into an obstacle and has **M** < 3 is bleeding (save ends).

Minotaur Sense
The lackey can't obtain less than a tier 2 outcome when making tests to navigate, search, or seek.

Minotaur Stampede

Level 10 Minion Defender
Accursed, Humanoid, Minotaur, Swarm
EV 12 for four minions

Size	Speed	Stamina	Stability	Free Strike
4	8	17	2	4

Immunity: —
Movement: —
Weakness: —
With Captain: Gain an edge on strikes

Might +5 **Agility** +5 **Reason** 0 **Intuition** +2 **Presence** –1

Bull Rush 2d10 + 5 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 2 — One creature or object per minion

≤11 4 damage
12–16 7 damage; prone
17+ 9 damage; prone; **M** < 5 can't stand (save ends)

Effect: If this ability is used as part of the Charge main action, each creature the stampede moves through who has **M** < 4 is knocked prone.

Swarm
The stampede can move through spaces as if they were a size 2 creature, and can occupy other creatures' spaces. At the start of each of the stampede's turns, they can make a free strike against each creature whose space they share.

OGRES

Massive and bull-necked with bulging muscle and flesh, most ogres indulge their every impulse because few can stop them. Though small for giants, ogres outweigh and tower over humanoids. Most live in the wild where they can create their own rules and ways of life.

Extreme Emotions

Most ogres experience emotions at their extremes. Rarely are they simply bemused or cross, and one is more likely to find an ogre leaping with ecstatic joy over a trivial victory or screaming with murderous rage over everyday frustrations. These heightened feelings drive many ogres down selfish paths, and some take whatever they want from anyone too weak to protest. Other ogres can be manipulated into working for evil creatures who promise to meet their heart's desire, be it food, riches, or friendship.

Ogres who embrace good often dedicate themselves to inspiring causes, letting their emotions fuel their passion and dedication for protecting their chosen people or place.

Savory Stories

Some ogres speak of a time when they shared vast wealth and riches, great homes made of hewn stone, and sumptuous feasts. These stories always end tragically, each with a different villain—from deceptive mages to talking cats—swindling the ogres of what is rightfully theirs. The truth of such legends remains unknown, but many cruel ogres use them as an excuse for their selfish indulgences.

Aristocracy of Bullies

When wicked ogres gather more food than they can stomach or riches than they can spend, they use the excess to tempt their kin into working for them. These petty rulers make other ogres grovel at their feet for table scraps, then send them out into the world to steal more. Many ogre communities form around these arrogant aristocrats—but few such leaders die of old age, as the ambition and emotions of their subjects bring about violent ends.

Cyclops: Ogre Progenitor

Ogres originally descended from the cyclops, an old-world giant with a single eye whose kind still roam through remote canyons and valleys. These behemoths stand heads above the ogres and are twice as destructive once they've spotted their prey. But while their binocular cousins have gone on to become successful hunters and live for themselves, the cyclops is a scavenger hindered by their poor eyesight. Most cyclopses are eager to work for and defend powerful warlords or wealthy ogres, as long as they have easy access to food and shelter.

Rumor has it that a cyclops can emit a mile-long energy ray from their eye. However, focusing such power is nearly impossible when their vision is usually too irritated and clouded by dirt.

Ogre Languages

Most ogres speak Caelian and High Kuric.

Ogre Malice

Malice Features

At the start of any ogre's turn, you can spend Malice to activate one of the following features.

Shockwave — **3 Malice**

One ogre acting this turn jumps and lands on their rear, causing a 3 burst shockwave. Each size 1 creature in the area makes a **Might test** or **Agility test**.

- ≤11: 5 damage; vertical push 3
- 12-16: 4 damage; vertical push 2
- 17+: Push 1

Bully — **5 Malice**

Each ogre in the encounter shifts up to their speed and can make a free strike. If they can, they gang up on the same target rather than picking different targets.

Rampage — **7 Malice**

Until the end of the round, each ogre has damage immunity 5 and deals an extra 5 damage with abilities, and heroic abilities that target any ogre have their Heroic Resource cost reduced by 1 (to a minimum of 1).

Ogre Goon

Level 2 Elite Brute
Giant, Ogre
EV 16

2	5	100	4	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility 0 | **R**eason –1 | **I**ntuition 0 | **P**resence -1

Club Swing 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects
≤11 7 damage; push 2
12-16 11 damage; push 4
17+ 14 damage; push 6, prone

Effect: Any target who takes damage from this forced movement takes an extra 4 damage.

Grabby Hand 2d10 + 2 — **1 Malice**
Melee, Strike, Weapon — Maneuver
Melee 1 — One creature or object
≤11 7 damage
12-16 11 damage; grabbed
17+ 14 damage; grabbed

Effect: A target grabbed this way takes a bane on the Escape Grab maneuver.

People Bowling — **3 Malice**
Area, Weapon — Maneuver
6 × 1 line within 1 — Each creature and object in the area

Effect: The goon must have a size 1 creature or object grabbed, which they hurl across the area, ending the grab. The hurled creature or object is targeted by the ability, and lands in the last square of the line or the nearest unoccupied square of the goon's choice.
≤11 5 damage
12-16 9 damage
17+ 12 damage; prone

Swat the Fly
Melee — Triggered action
Melee 1 — The triggering creature or object

Trigger: A creature or object within distance moves or shifts away from the goon.

Effect: The goon slides the target up to 5 squares

Defiant Anger
While winded, the goon has damage immunity 2.

Ogre Juggernaut

Level 2 Elite Harrier
Giant, Ogre
EV 16

2	6	80	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility +1 | **R**eason –1 | **I**ntuition 0 | **P**resence –1

Pitchfork Catapult 2d10 + 2 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects
≤11 7 damage
12-16 10 damage; A<1 vertical push 2
17+ 13 damage; A<2 vertical slide 3

1 Malice: Each target who has M<1 is bleeding (save ends).

Earth-Breaking Jump 2d10 + 2
Area, Weapon — Main action
3 burst — Each creature in the area

Effect: The juggernaut jumps up to 6 squares before using this ability.
≤11 4 damage
12-16 6 damage; push 2; M<1 prone
17+ 9 damage; push 4; M<2 prone

Horrible Bellow — **2 Malice**
Area — Maneuver
3 burst — Each enemy in the area
≤11 I<0 frightened (save ends)
12-16 I<1 frightened (save ends)
17+ I<2 frightened (save ends)

Effect: While a target is frightened this way, any ogre gains an edge on strikes against them.

Hrraaaaaagh!
— — Free triggered action
Self — Self

Trigger: The juggernaut takes damage.

Effect: The juggernaut moves up to their speed and can make a free strike.

Destructive Path
The juggernaut automatically destroys any mundane size 1 objects in their path when they move or are forced moved. They can break through any mundane wall made of wood, stone, or a similarly sturdy material this way as long as the wall is 2 squares thick or less.

Defiant Anger
While winded, the juggernaut has damage immunity 2.

Ogre Lairs

One of the great tragedies of the ogres is that they keenly appreciate luxuries but are the wrong size to use most of them. Although ogres can guzzle fine wines and perch stolen crowns atop their heads, they can't fit into small folks' fine clothes, wield their tiny weapons, or sit in their chairs without smashing them to splinters. Nevertheless, ogres often decorate their lairs with costly furniture, decorations, suits of armor, and other prizes—sometimes in less than mint condition.

The following are sample treasures from an ogre's lair, of which an ogre might have one or two. These items can be found in *Draw Steel: Heroes*.

Treasures: Giant's-Blood Flame, Growth Potion, Icemaker Maul

Components: A lead slingstone that killed a giant, a slaughter demon's horn (used as a drinking horn)

Project Sources: Notes in Low Kuric for the Thundering I weapon enhancement, notes in High Kuric for a Bastion Belt or the Devastating weapon enhancement

Cyclops

Giant, Ogre

Level 10 Minion Controller
EV 12 for four minions

Size	Speed	Stamina	Stability	Free Strike
3	6	14	5	4

Immunity: —
Movement: —

Weakness: —
With Captain: +4 bonus to speed

Might +5 **Agility** –1 **Reason** –1 **Intuition** +3 **Presence** –1

Wild Slam 2d10 + 5 — **Signature Ability**
Area, Weapon — Main action
1 burst — Each enemy and object in the area

≤11 3 damage; A < 3 3 damage
12–16 6 damage; push 3; A < 4 4 damage
17+ 7 damage; prone; A < 5 5 damage and restrained (save ends)

Effect: The cyclops automatically treats their initial power roll as a 17. They can still roll to determine if they score a critical hit.

Limited Vision
The cyclops has line of effect only within 3 squares. Whenever the cyclops takes damage from a ranged ability, they can move up to 3 squares toward the source of the damage.

Ogre Blue Blood

Giant, Ogre

Level 7 Minion Brute
EV 9 for four minions

Size	Speed	Stamina	Stability	Free Strike
2	5	13	4	4

Immunity: —
Movement: —

Weakness: —
With Captain: Gain an edge on strikes

Might +4 **Agility** +1 **Reason** –1 **Intuition** 0 **Presence** +2

Crush Underfoot 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object per minion

≤11 4 damage
12–16 7 damage; M < 3 prone
17+ 8 damage; prone

Effect: A target who is already prone takes an extra 4 damage.

In My Stead
Whenever the blue blood would make a free strike, an ally within 5 squares can make a free strike instead.

Defiant Anger
While winded, the blue blood has damage immunity 2.

Ogre Tantrum

Giant, Ogre

Level 7 Minion Artillery
EV 9 for four minions

Size	Speed	Stamina	Stability	Free Strike
2	5	10	2	4

Immunity: —
Movement: —

Weakness: —
With Captain: +5 bonus to ranged distance

Might +4 **Agility** +2 **Reason** –1 **Intuition** 0 **Presence** –1

Throw Fit 2d10 + 4 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 8 — One creature or object per minion

Effect: The tantrum unearths a rock or a hunk of terrain and tosses it. If a size 1L, 1M, or 1S creature or object adjacent to the tantrum has A < 3 the tantrum can grab them to use as the projectile for this ability.

≤11 4 damage
12–16 7 damage; push 2
17+ 8 damage; push 4

A creature or object used as a projectile is vertically pushed 8 (or 13 with a captain), ignoring stability.

Excessive Anger
While winded, the tantrum has damage immunity 3 and speed 8.

OLOTHEC

Protean in form, beings of nearly pure intellect, the Old Ones think in alien geometric logic. Their name for themselves is unrecorded, but sages believe they are the oldest beings in the timescape and simply call them "The Old Ones." Synlirii refer to them as olothec (*OH-luh-thek*)—"ancient enemies." But some humanoid scholars have noted this term bears an uncanny similarity to another archaic synlirii word meaning "ancient ancestor."

Immortal Evil

Across countless cultures and ancestries, olothec feature in nightmares and temple friezes alike. While their origins are obscure and may never be known, their hatred of the mundane world and every living thing in it is well recorded. Olothec channel psionic energy beyond any mortal power, surpassing even the voiceless talkers. To them, a living creature who can't reshape their own flesh is repugnant, an unnatural abomination requiring eradication—or transformation.

Agents of Chaos

Olothec consider the primordial chaos that spawned them as the ideal state of existence. They have long warred against the voiceless talkers, loathing their constant manipulation and refinement of evolutionary forces. Where olothec lair in forgotten sea tunnels and beneath ancient ruins, they surround themselves with slime servants—humanoids, beasts, horrors, and others, all devolved to a perfect physical and mental state.

Primordial Form

At first sight, an olothec seems like little more than a rippling mass of tentacles, twisting around each other like a shifting shroud. Creatures who get too close discover each of those tentacles ends in a ravenous mouth set with razor-sharp teeth. Each mouth is tipped by a cluster of three eyes that focus the olothec's relentless attacks. In water or on land, fetid slime coats the horror, protecting them against attackers and acting as a conduit for their fearsome psionic power.

Mutations of the Flesh

Millennia of practice have allowed olothec to perfect psionic abilities that devolve and transform their victims into primordial life forms. Exposure to the psionic slime of an olothec's tentacles can change a creature into a mindless, oozing thrall. The most powerful olothec have unique powers that further warp flesh.

Olothec Languages

Most olothec communicate telepathically using Mindspeech and speak Urollialic. Many also know Old Variac and Caelian, but converse in those languages only when necessary.

Content Warning: Body Horror

Most olothec are creatures of incomprehensible evil who use their psionic might to reshape the flesh of their enemies. Their stat blocks contain strong elements of body horror. You should feel free to modify any of these effects for the safety of you and your players.

Olothec

Level 6 Solo

Horror, Olothec

EV 84

Size	Speed	Stamina	Stability	Free Strike
2	7	450	0	7

Immunity: Psychic 6
Movement: Fly, swim

Weakness: —

Might +4 **A**gility –1 **R**eason +4 **I**ntuition +2 **P**resence +3

Solo Monster

End Effect: At the end of each of their turns, the olothec can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The olothec can take two turns each round. They can't take turns consecutively.

Gelatinosis

A creature permanently devolves into a slime servant if they spend 1 continuous minute weakened by **Devolving Tentacles**, they are reduced to 0 Stamina by the psychic damage from Devolving Tentacles, or they suffer all three transformations from **Oozing Transformation**.

Devolving Tentacles 2d10 + 4

Signature Ability

Melee, Strike, Weapon — Main action
Melee 3 — Two creatures or objects

- ≤11: 11 damage; M < 2 weakened or the target is slimed (save ends)
- 12–16: 17 damage; M < 3 weakened or the target is slimed (save ends)
- 17+: 20 damage; M < 4 weakened and the target is slimed (save ends)

Effect: A slimed target takes 4 psychic damage whenever they make a power roll.

Slime Spew 2d10 + 4

Area, Weapon — Main action
7 × 2 line within 1 — Each creature and object in the area

- 17+: 6 acid damage; A < 2 push special
- 12–16: 10 acid damage; A < 3 push special
- ≤11: 13 acid damage; A < 4 push special and prone

Effect: Each creature pushed this way is pushed to an unoccupied space in the area as far as possible from the olothec.

1 Malice: The area is difficult terrain. Any creature who enters the area or moves within it for the first time on a turn and has A < 3 is knocked prone.

Oozing Transformation 2d10 + 4

2 Malice

Psionic, Ranged, Strike — Main action
Ranged 10 — One creature

- ≤11: 13 psychic damage; I < 2 the target is transformed (save ends)
- 12–16: 20 psychic damage; I < 3 the target is transformed (save ends)
- 17+: 23 psychic damage; I < 4 the target is transformed (save ends)

Effect: Each time a target is transformed, the Director chooses one of the following transformations. When a target ends the transformed effect, all transformations on them end.

Head: The target's head becomes a ball of slime. They can't communicate and have line of effect only within 3 squares.

Legs: The target's legs become pillars of ooze. They are slowed while on land and can automatically swim at full speed while moving.

Torso: The target's arms become gelatinous. They can't benefit from edges or double edges and can't gain or use surges.

Jaunt

Psionic — Maneuver
Self — Self

Effect: The olothec teleports to an unoccupied space within 10 squares. Alternatively, they swap places with a creature or object within 5 squares of them.

Liquify

Psionic, Ranged — Triggered action
Ranged 5 — Each enemy

Trigger: An enemy within distance deals damage to the olothec.

Effect: The target takes 8 psychic damage and has psychic weakness 3 until the end of the olothec's next turn.

Primordial Mind

The olothec can't be made frightened or taunted.

Slime Sense

A slimed or transformed creature can't have concealment from or be hidden from the olothec.

Horrifying Form 2d10 + 4

Villain Action 1

Psionic, Ranged, Strike
Ranged 20 — Each enemy

- ≤11: 10 psychic damage; P < 2 frightened (save ends)
- 12–16: 14 psychic damage; P < 3 frightened (save ends)
- 17+: 17 psychic damage; P < 4 frightened (save ends)

Effect: While frightened this way, a target can't make saving throws to end any other effects.

Psychic Pulse

Villain Action 2

Area, Psionic
10 burst — Each creature in the area

Effect: The olothec slides each target up to 5 squares. Each target takes 12 psychic damage, and if they have M < 3 they are weakened and slimed (save ends). A slimed target takes 4 psychic damage whenever they make a power roll. Additionally, until the start of their next turn, the olothec has damage immunity 4.

Return to Perfection 2d10 + 4

Villain Action 3

Area, Psionic
10 burst — Each creature in the area

- ≤11: 7 psychic damage; R < 2 the target is devolved (save ends)
- 12–16: 13 psychic damage; R < 3 the target is devolved (save ends)
- 17+: 16 psychic damage; R < 3 the target is devolved (save ends)

Effect: A devolved creature has a –1 score for all their characteristics other than Reason.

Olothec Malice

Malice Features

At the start of an olothec's turn, you can spend Malice to activate one of the following features.

Solo Action

4 Malice

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

Writhing Envelopment 2d10 + 4

4 Malice

Melee, Strike, Weapon — Main action
Melee 3 — One slimed, transformed, or devolved creature

- ≤11: 11 psychic damage; A < 2 grabbed
- 12–16: 17 psychic damage; A < 3 grabbed
- 17+: 20 psychic damage; A < 4 grabbed

Effect: The olothec can pull a target grabbed this way adjacent to them. While grabbed this way, a target can't make saving throws to end any other effects, and the olothec has a double edge on strikes against them.

Memory of Chaos

6 Malice

The olothec broadcasts their memory of the universe in its primordial state—a sweeping cacophony of transcendental irrationality and unceasing change. Until the end of the encounter, any creature who starts their turn within 3 squares of the olothec and has R < 3 is dazed and slowed until the end of their next turn).

ORCS

In a long-lost language, the word oruk—"blood fire"—described the glowing appearance of the orc people when they push themselves to their limits. While orcs know one another as kanin ("the people") in their own language, they also use "orc" with great pride, especially when dealing with other folk.

Orc history spans the world and all its ages. They've settled into villages and cities, hot and cold climates, high in the mountains and deep underground. Most orcs live in diverse humanoid societies, though a few live secluded in the tropics. Though they are no more likely to stand in the way of adventurers' than any other folk, orcs who do fill the same roles as other humanoids: mercenaries, bounty hunters, garroters, guards, cultists, and corrupt kings.

Relentlessly Tough

Orcs grow to impressive heights. The veins that commonly stripe their tough-skinned faces can appear more vibrant when they're excited or driven. Their hair, which ranges from coarse to fine, extends from their heads and drapes across their shoulders like royal mantles. Strong tusks extend past their lips and guard the rest of their teeth.

Few other humanoids can match the endurance of an orc, and orcs who train for hunting and combat can rally themselves to move faster and prevail longer. Should an orc find themself on the brink of death, their veins instinctively surge with "blood fire," glowing brightly and invigorating them to perform one last attack. Blood fire often appears red, though orcs from the mountains and underground glow blue and white, respectively.

Innate Power

The intense power of an orc's spirit occasionally manifests as raw magic. Orc eyes of Grole hone their magic into a singular elemental affinity for focused manipulation. Orc terranovas move their magic through their feet, surging into the earth. Orc godcallers use song to spark the magic inherent in every creature's spirit.

Mohlers

Mohlers are spined, pig-like animals who corkscrew through the ground as fast as they can run. Native to deserts and forests, these burrowing creatures produce shallow networks of tunnels just below the surface. Where orcs go, mohlers are sure to follow. In times of peace, orcs domesticate them to plow the earth and eat pests—and in times of war, mohlers reshape the battlefield to knock the orcs' enemies off their feet.

When an orc community has exceptional gratitude for the deeds of one of their own or an outsider, they bestow the companionship of a mohler upon the individual. Treated kindly, mohlers make steadfast companions, protecting their caregivers with their lives. If mistreated, a mohler returns to their original den, and the orcs hunt the responsible party.

Scyzas

Orcs rely on giant bipedal lizards called scyzas to carry them over great distances. They adorn these mounts, which originated in the tropics, with great harnesses that allow dozens of orcs to ride a scyza at the same time. The lizards are fearless in the face of danger, making them perfect battle mounts. A scyza's trunk-like legs and claws cleave through the ground and kick up terrible dust storms. Worse still are their battering head crests, which emit a terrible, bone-shaking ringing sound.

Orc Languages

Most orcs speak Caelian and Kalliak.

Orc Malice

Malice Features

At the start of any orc's turn, you can spend Malice to activate one of the following features.

Overwhelming March **3 Malice**

Each orc shifts up to their speed, moving through enemy spaces if they can. Each enemy passed through during this movement makes a **Might test**.

- ≤11 6 damage; prone
- 12–16 4 damage; prone
- 17+ Push 2

Mohler Trench **5 Malice**

An orc acting this turn summons 2 **mohlers** out of the ground, who dig a trench that is a 10 × 1 line within 10 squares when they appear. The trench is 2 squares deep and is difficult terrain. The trench can't be created directly underneath creatures.

Mohler Cavity **7 Malice**

The ground shakes as a group of mohlers dig a 5 cube pit beneath an area where at least one creature is on the ground. The area is difficult terrain. Each orc in the area can shift into the nearest unoccupied space outside the pit before it is completed. Each non-orc in the area makes an **Agility test**.

- ≤11 4 damage; the target falls; prone and can't stand (EoT)
- 12–16 4 damage; the target falls
- 17+ The target can shift into the nearest unoccupied space outside the pit.

Mohler

Animal, Orc

Level 1 Minion Ambusher
EV 3 for four minions

1S	7	4	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Burrow
Weakness: —
With Captain: +2 bonus to speed

Might 0	Agility +2	Reason –4	Intuition +1	Presence –3

Earth Bump 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object per minion

- ≤11: 2 damage
- 12-16: 4 damage
- 17+: 5 damage

Effect: The distance increases to melee 2. If the mohler is 1 or more squares beneath the target before they use this ability, a target who has M < 1 is also knocked prone.

Seismic Sense
The mohler doesn't need line of effect to use abilities against creatures or objects touching the ground.

Ground Grinder
The mohler can use the Dig maneuver at the start of the encounter. Additionally, while the mohler burrows within 1 square below the ground, the ground above where they burrow is difficult terrain.

Orc Blitzer

Humanoid, Orc

Level 1 Minion Harrier
EV 3 for four minions

1M	7	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +2 bonus to speed

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

Lugged Spear 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object per minion

- ≤11: 1 damage
- 12-16: 2 damage
- 17+: 3 damage

Effect: A target who starts their next turn adjacent to three or more blitzers takes 3 damage.

Bloodfire Burn
If the blitzer is reduced to 0 Stamina, they can make a free strike before dying.

Orc Bloodspark

Humanoid, Orc

Level 1 Minion Artillery
EV 3 for four minion

1M	6	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +2 bonus to forced movement distance

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

Explosive Mote 2d10 + 2
Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
One creature or object per minion

- ≤11: 2 damage; push 1, or the bloodspark can shift 1 square away from the target
- 12-16: 4 damage; push 2, or the bloodspark shifts up to 2 squares away from the target
- 17+: 5 damage; push 4, or the bloodspark shifts up to 4 squares away from the target

Bloodfire Burn
If the bloodspark is reduced to 0 Stamina, they can make a free strike before dying.

Orc Glorifier

Humanoid, Orc

Level 1 Minion Controller
EV 3 for four minions

1M	6	3	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +5 bonus to ranged distance

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

Call to Victory 2d10 + 2
Magic, Melee, Ranged, Strike
Melee 1 or ranged 5
Signature Ability
Main action
One creature or object per minion

- ≤11: 1 sonic damage
- 12-16: 2 sonic damage; P < 1 slowed (save ends)
- 17+: 3 sonic damage; P < 2 slowed (save ends)

Effect: Allies gain an edge on melee strikes against the target until the glorifier and each other glorifier in their squad are killed.

Bloodfire Burn
If the glorifier is reduced to 0 Stamina, they can make a free strike before dying.

Orc Razor

Humanoid, Orc

Level 1 Minion Brute
EV 3 for four minions

1L	6	5	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +1 damage bonus to strikes

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

Boot and Blade 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object per minion

- ≤11: 2 damage;
- 12-16: 4 damage; push 3
- 17+: 5 damage; push 3 or prone

Effect: The razor gains an edge against any target affected by a condition.

Bloodfire Burn
If the razor is reduced to 0 Stamina, they can make a free strike before dying.

Orc Bloodrunner

Level 3 Platoon Harrier

Humanoid, Orc

EV 10

1M	8	50	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +2	**A**gility +2	**R**eason 0	**I**ntuition +1	**P**resence +1

Shield Bash 2d10 + 2
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object

≤11 7 damage; push special
12–16 10 damage; push special
17+ 13 damage; push special or prone

Effect: The forced movement distance is equal to the number of squares the bloodrunner moved on their turn before using this ability. An ally targeted by this ability ignores the damage and can move up to that same distance.

2 Malice: An ally targeted by this ability can make a free strike after the forced movement is resolved.

Unimpeded
The bloodrunner can end their movement in a prone creature's space. The first time on a turn that a bloodrunner enters any creature's space, that creature takes 3 damage.

Relentless
If the bloodrunner is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the bloodrunner is reduced to 1 Stamina instead.

Orc Chainlock

Level 1 Platoon Hexer

Humanoid, Orc

EV 6

1L	5	20	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +2	**A**gility +2	**R**eason +1	**I**ntuition 0	**P**resence 0

Hook and Chain 2d10 + 2
Melee, Strike, Weapon
Melee 3

Signature Ability
Main action
One creature or object

≤11 5 damage; pull 1; **M<0** the target is hooked (save ends)
12–16 7 damage; pull 2; **M<1** the target is hooked (save ends)
17+ 9 damage; pull 3; **M<2** the target is hooked (save ends)

Effect: A hooked target can't move more than 3 squares away from the chainlock's position when this ability is used.

Heavy Crossbolt 2d10 + 2
Ranged, Strike, Weapon
Ranged 5

3 Malice
Main action
One creature or object

≤11 5 damage; **A<0** slowed (save ends)
12–16 7 damage; **A<1** slowed (save ends)
17+ 9 damage; prone; **A<2** slowed (save ends)

Chain Link
Whenever the chainlock is force moved by a creature's melee ability, the creature is pulled the same distance toward the chainlock after the forced movement is resolved.

Relentless
If the chainlock is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the chainlock is reduced to 1 Stamina instead.

Orc Eye of Grole

Humanoid, Orc

Level 1 Platoon Artillery
EV 6

1M	6	20	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Cold, fire, or lightning 5
Movement: —
Weakness: —

Might +1 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence –2

Elemental Affinity
The eye has an affinity for one of the following damage types: cold, fire, or lightning. The chosen type determines the eye's damage immunity and the damage dealt by their abilities.

Elemental Discharge 2d10 + 2
Magic, Ranged, Strike
Ranged 10
3 Malice
Main action
One creature or object

- ≤11: 6 damage; push 2, or the eye shifts up to 2 squares away from the target
- 12–16: 9 damage; slide 4, or the eye shifts up to 4 squares away from the target
- 17+: 12 damage; slide 6, or the eye shifts up to 6 squares away from the target

Effect: This ability deals cold, fire, or lightning damage.

Elemental Discharge 2d10 + 2
Area, Magic
5 × 2 line within 1
3 Malice
Main action
Each enemy in the area

- ≤11: 3 damage; push 2
- 12–16: 5 damage; push 3
- 17+: 3 damage; push 4, prone

Effect: This ability deals cold, fire, or lightning damage, and any enemy targeted by the ability has damage weakness 3 to the same damage type (save ends).

Relentless
If the eye is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the eye is reduced to 1 Stamina instead.

Orc Garotter

Humanoid, Orc

Level 1 Platoon Ambusher
EV 6

1L	5	30	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +2 | **R**eason 0 | **I**ntuition +1 | **P**resence –1

Dagger Feint 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

- ≤11: 6 damage; the garroter can shift 1 square
- 12–16: 9 damage; the garroter shifts up to 2 squares
- 17+: 12 damage; the garroter shifts up to 3 squares

Effect: If this ability gains an edge or has a double edge, it deals an extra 4 damage.

Strangle 2d10 + 2
Melee, Strike, Weapon
Melee 1
Main action
One creature

- ≤11: 6 damage
- 12–16: 9 damage; **I** < 1 dazed (save ends)
- 17+: 12 damage; grabbed; **I** < 2 dazed (save ends)

Effect: While grabbed this way, a target can't communicate or use magic abilities.

Chroma Cloak
—
1 Malice
Maneuver

The garroter turns invisible until the end of their turn. This invisibility ends early if they take damage or use an ability.

Relentless
If the garroter is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the garroter is reduced to 1 Stamina instead.

Orc Godcaller

Humanoid, Orc

Level 1 Platoon Support
EV 6

1M	6	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Power Chord 2d10 + 2 — **Signature Ability**
Magic, Melee, Ranged, Strike
Melee 1 or ranged 10 — Main action — One creature or object

- ≤11: 5 sonic damage
- 12–16: 7 sonic damage
- 17+: 9 sonic damage; P<2 weakened (save ends)

Cadenza
Magic, Ranged
Ranged 10 — Main action — One ally

Effect: The target moves up to their speed and can use a main action.

3 Malice: The godcaller targets a second ally.

Rallying Ostinato — **2 Malice**
Magic, Ranged
Ranged 10 — Maneuver — Self and three allies

Effect: Each target regains 15 Stamina and ignores difficult terrain until the end of the encounter.

Relentless
If the godcaller is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the godcaller is reduced to 1 Stamina instead.

Orc Juggernaut

Humanoid, Orc

Level 3 Platoon Brute
EV 10

1L	6	60	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +2	Agility +2	Reason –1	Intuition –1	Presence +2

Haymaker Greataxe 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon
Melee 1 — Main action — One creature or object

- ≤11: 7 damage
- 12–16: 11 damage; prone
- 17+: 14 damage; prone; M<2 bleeding (save ends)

Effect: A target who is already prone takes an extra 6 damage.

Hrraaaaaagh! — **1 Malice**
—
Self — Free triggered action — Self

Trigger: The juggernaut takes damage.

Effect: The juggernaut moves up to their speed and can make a free strike.

Blood in the Water
Whenever the juggernaut willingly moves, they can move 3 additional squares if they end their movement closer to a prone creature.

Relentless
If the juggernaut is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the juggernaut is reduced to 1 Stamina instead.

Orc Rampart

Level 2 Platoon Defender

Humanoid, Orc

EV 8

1L	6	59	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +2	Agility +2	Reason +2	Intuition +2	Presence +2

My Spear, My Foe 2d10 + 2
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object

- ≤11: 6 damage
- 12-16: 9 damage; taunted (EoT)
- 17+: 12 damage; taunted (EoT)

Effect: This ability has a double edge against any target who dealt damage to the rampart this round.

Castling
—
Self; see below

Maneuver
One ally

Effect: The rampart moves or shifts up to their speed adjacent to the target, then can swap places with the target.

No.
—
Self

Triggered action
Self

Trigger: A creature targets an ally adjacent to the rampart with an ability that doesn't also target the rampart.

Effect: The rampart becomes the target of the triggering ability instead.

Relentless
If the rampart is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the rampart is reduced to 1 Stamina instead.

Orc Terranova

Level 2 Platoon Controller

Humanoid, Orc

EV 8

1M	6	30	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Burrow

Weakness: —

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

Earth Pillar 2d10 + 2
Magic, Ranged, Strike
Ranged 10

Signature Ability
Main action
Three creatures or objects

- ≤11: 6 damage; A<0 prone and can't stand (save ends)
- 12-16: 9 damage; A<1 prone and can't stand (save ends)
- 17+: 12 damage; A<2 prone and can't stand (save ends)

Effect: Each target must be on the ground, and the ground in each target's space rises 1 square.

Sinkhole
3 Malice
Area, Weapon
3 Burst

Main action
Each enemy and object in the area

- ≤11: 4 damage; M<0 restrained (save ends)
- 12-16: 7 damage; M<1 restrained (save ends)
- 17+: 10 damage; M<2 restrained (save ends)

Effect: The area is difficult terrain.

Seismic Step
The terranova ignores difficult terrain. Additionally, they don't need line of effect to use abilities against creatures touching the ground.

Relentless
If the terranova is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the terranova is reduced to 1 Stamina instead.

Orc Warleader

Level 3 Leader

Humanoid, Orc

EV 20

1M	6	120	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +3 **A**gility +2 **R**eason +1 **I**ntuition +2 **P**resence +2

Go.

Signature Ability

Ranged
Ranged 10

Main action
One ally

Effect: The target moves up to their speed and can use a main action.

1 Malice: The warleader targets two allies.

3 Malice: The warleader targets one ally and a minion squad.

Mace Lariat 2d10 + 3

Melee, Strike, Weapon
Melee 1

Main action
Each enemy

≤11 7 damage; push 1; **M<1** dazed (save ends)
12–16 10 damage; push 3; **M<2** dazed (save ends)
17+ 13 damage; push 5; **M<3** dazed (save ends)

Lockdown

3 Malice

Ranged
Self and ranged 10

Maneuver
Self and three allies

Effect: Each target moves up to their speed and can use the Grab maneuver, which gains an edge.

Courtesy Call

Ranged
Ranged 10

Triggered action
One creature

Trigger: The target obtains a tier 1 outcome on one power roll.

Effect: The target has a double edge on their next power roll before the end of the encounter.

Close In

Villain Action 1

Area
10 Burst

Each ally in the area

Effect: Each target moves up to their speed. Each enemy adjacent to a target after this move makes an **Intuition test**.

≤11 Frightened of the warleader (save ends)
12–16 Frightened of the warleader (EoT)
17+ No effect.

Familial Reinforcements

Villain Action 2

Ranged
Ranged 10

Self

Effect: The warleader shifts up to their speed, and four **orc blitzers** appear in unoccupied spaces within distance.

I'll Do This Myself

Villain Action 3

—
Self

Self

Effect: Three times in succession, the warleader shifts up to their speed and can use Mace Lariat.

End Effect

At the end of each of their turns, the warleader can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Relentless

If the warleader is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the warleader is reduced to 1 Stamina instead.

Scyza

Level 3 Elite Mount

Animal, Orc

EV 20

4	6	100	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility -1 | **R**eason -4 | **I**ntuition 0 | **P**resence -1

Clawed Kick 2d10 + 2

Signature Ability

Melee, Strike, Weapon | Main action

Melee 2 | Two creatures or objects

≤11 7 damage
12–16 11 damage; prone
17+ 14 damage; prone

Effect: The scyza roars, and if the target has **I<2**, they are frightened (save ends).

Whiptail 2d10 + 2

Melee, Strike, Weapon | Main action

Melee 3 | One creature or object

≤11 8 damage
12–16 13 damage; prone
17+ 16 damage; **A<2** bleeding (save ends)

Effect: Against a target on top of the scyza, this ability gains an edge, and the target is pushed into an unoccupied adjacent square and knocked prone.

Crestfall 2d10 + 2

2 Malice

Area, Ranged, Weapon | Main action

3 cube within 2 | Each enemy in the area

≤11 4 damage, 1 sonic damage; **R<0** dazed (save ends)
12–16 7 damage, 2 sonic damage; **R<1** dazed (save ends)
17+ 9 damage, 3 sonic damage; **R<2** dazed (save ends)

Sandstorm

3 Malice

Area | Maneuver

3 Burst | Special

Effect: The scyza kicks up a sandstorm, granting concealment to themself and any ally in the area until the end of the scyza's next turn. Each enemy in the area makes an **Intuition test**.

≤11 10 damage; prone; slowed (EoT)
12–16 7 damage; slowed (EoT)
17+ 4 damage

Brace and Break

—

Triggered action

Self | Self

Trigger: The scyza or an ally riding the scyza is targeted by an ability.

Effect: Any damage dealt by the triggering ability is halved. If the creature or object who used the ability is within 3 squares of the scyza, the scyza can make a free strike against them.

Terrible Beast

The scyza deals an extra 6 damage with abilities used against objects.

War Harness

While riding the scyza, three size 1 allies can occupy the same space.

RADENWIGHTS

The ratfolk known as radenwights are blessed with coordination and acrobatics so impressive and effective that they might be a highly trained and practiced circus act. They enjoy building their warrens, known as "meddles," under cities where the chaos of daily life makes raiding the people above fun and easy.

When the radenwights' enemies expect them to scurry away like rats, they are painfully surprised to see the combined arrows, bodies, and blades of a meddle thrown against them all at once. Whatever the ratfolk do, they do it fearlessly, with deeply cherished values of bravery and fair play shining through for even the most rakish and roguish of them. Radenwights aren't above banditry if it would support the meddle, but they greatly prefer to overwhelm, knock down, and knock out their targets rather than engage in deadly violence. They prefer weapons of precision and look for opportunities to strike as they and their comrades create openings for one another.

Bonds and Bravado

It's a big world out there for a bunch of small ratfolk, and radenwights learned long ago that trying to survive by running away or climbing to safety gets you only so far. Radenwights learn boldness from birth, and are taught to hurl themselves fearlessly against any challenge that stands in their way. The key to this bravery is the intense bond of trust that exists between every radenwight, their comrades, and their community—as well as the knowledge that every other radenwight will act just as decisively as they do. In a scrap, it's not one radenwight's blade or arrow that brings down the foe, but the instant and instinctual follow-up from their fellows.

The Magic of Music

The pursuit of arcane studies is unusual among radenwights, though the community throws their support behind any child who happens to show that talent. Somewhat more common is the spontaneous discovery of magical aptitude through music, as the culture of radenwight meddles strongly emphasizes both music and dance. Radenwights are particularly drawn to flutes and panpipes, inspired by the legend of a flutist whose playing enraptured an evil dragon—even as others in her meddle lined up a suitably sized boulder to be dropped on the creature from the cliff above.

The Great Maclette

The name Maclette is never uttered by radenwights without "The Great" before it. That maestro leads his band in complex city-wide robberies while always staying one step ahead of any would-be ratcatchers. Some say Maclette leads his life of crime to provide for his meddle, while others claim he strives to be king of the criminal world.

In truth, the Great Maclette finds beauty in the thrill of the heist. Robbery is as euphonious as music to his ears, and the maestro treats every operation like a new composition. As long as his band remains at large, he'll always be looking to outdo himself with his next great overture.

Radenwight Languages

Most radenwights speak Caelian and Szetch.

Radenwight Malice

Malice Features

At the start of any radenwight's turn, you can spend Malice to activate one of the following features.

Trouser Cut 2d10 + 2 — **3 Malice**
Magic, Melee, Ranged — Main action
Melee 1 — One creature

≤11 7 damage; push 3
12–16 10 damage; push 3, taunted (EoT)
17+ 13 damage; push 5, taunted (EoT)

Effect: If the target is wearing clothing covering the lower half of their body, they must use a maneuver once to pull that clothing up before they can move.

Special: This ability can't be used by a minion.

Rat Race — **5 Malice**

Each radenwight in the encounter shifts up to their speed. If a radenwight ends this shift adjacent to one or more radenwights, they can make a melee free strike against each enemy adjacent to them.

Rally the Rodents — **7 Malice**

A radenwight uses music to coordinate living rats, forming a 10 wall of rats scurrying atop one another into unoccupied spaces anywhere on the encounter map. The wall doesn't block line of effect for radenwights and their allies, but it does for other creatures as the rats coordinate their movements with the radenwights. Each square of the wall has 10 Stamina.

If the last radenwight in the encounter dies and the wall is still standing, the rats let out a hideous screech as they disperse. Each enemy on the encounter map makes an **Intuition test**.

≤11 7 sonic damage; the target can't take a respite activity during their next respite
12–16 5 sonic damage
17+ No effect.

Radenwight Mischiever

Level 1 Minion Ambusher
Humanoid, Radenwight
EV 3 for 4 minions

1S	7	4	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: +1 damage bonus to strikes

Might –1 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Dagger Dance 2d10 + 2
Signature Ability
Melee, Ranged, Strike, Weapon
Main action
Melee 1 or ranged 5
One creature per minion
≤11 2 damage
12-16 4 damage
17+ 5 damage

Effect: If the mischiever is hidden when they use this ability, they can target two creatures.

Ready Rodent
Melee, Weapon
Triggered action
Melee 1
One creature

Trigger: An ally deals damage to the target.

Effect: The mischiever makes a free strike against the target.

Radenwight Redeye

Level 1 Minion Artillery
Humanoid, Radenwight
EV 3 for 4 minions

1S	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: Gain an edge on strikes

Might +1 **A**gility +2 **R**eason –1 **I**ntuition 0 **P**resence 0

Eyes-On-Me-Shot 2d10 + 2
Signature Ability
Ranged, Strike, Weapon
Main action
Ranged 10
One creature or object per minion
≤11 2 damage
12-16 4 damage
17+ 5 damage

Ready Rodent
Melee, Weapon
Triggered action
Melee 1
One creature

Trigger: An ally deals damage to the target.

Effect: The redeye makes a free strike against the target.

Radenwight Scrapper

Level 1 Minion Defender
Humanoid, Radenwight
EV 3 for 4 minions

1S	5	5	1	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: +2 bonus to melee distance

Might –1 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Buckler Bash 2d10 + 2
Signature Ability
Charge, Melee, Strike, Weapon
Main action
Melee 1
One creature or object per minion
≤11 1 damage
12-16 2 damage; taunted (EoT)
17+ 3 damage; taunted (EoT)

Ready Rodent
Melee, Weapon
Triggered action
Melee 1
One creature

Trigger: An ally deals damage to the target.

Effect: The scrapper makes a free strike against the target.

Radenwight Swiftpaw

Level 1 Minion Harrier
Humanoid, Radenwight
EV 3 for 4 minions

1S	7	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb
With Captain: Gain an edge on strikes

Might 0 **A**gility +2 **R**eason +1 **I**ntuition 0 **P**resence –1

Rapier Flunge 2d10 + 2
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
One creature or object per minion

≤11 1 damage; slide 1, the swiftpaw can shift 1 square
12-16 2 damage; slide 2, the swiftpaw shifts up to 2 squares
17+ 3 damage; slide 3, the swiftpaw shifts up to 3 squares

Ready Rodent
Melee, Weapon
Triggered action
Melee 1
One creature

Trigger: An ally deals damage to the target.

Effect: The swiftpaw makes a free strike against the target.

Radenwight Bruxer

Level 1 Platoon Brute
Humanoid, Radenwight
EV 6

1L	5	40	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might +2 **A**gility +1 **R**eason –1 **I**ntuition 0 **P**resence +1

Lockjaw 2d10 + 2
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
One creature or object

≤11 6 damage
12-16 9 damage
17+ 12 damage; grabbed

Effect: A target grabbed this way takes 2 damage at the start of each of the bruxer's turns.

Flurry of Bites 2d10 + 2
3 Malice
Area, Weapon
Main action
1 burst
Each enemy in the area

≤11 3 damage; **A** < 0 bleeding (save ends)
12-16 5 damage; **A** < 1 bleeding (save ends)
17+ 8 damage; **A** < 2 bleeding (save ends)

Ready Rodent
Melee, Weapon
Triggered action
Melee 1
One creature

Trigger: An ally deals damage to the target.

Effect: The bruxer makes a free strike against the target.

Lockdown
Any enemy who shifts adjacent to the bruxer has that shift end. Additionally, any enemy adjacent to the bruxer can't shift.

Radenwight Piper

Level 1 Platoon Support
Humanoid, Radenwight
EV 6

1S	5	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might 0 **A**gility 0 **R**eason 0 **I**ntuition +2 **P**resence +1

Piercing Trill 2d10 + 2
Signature Ability
Magic, Melee, Ranged, Strike
Main action
Melee 1 or ranged 10
One creature or object

≤11 5 sonic damage; push 1
12-16 7 sonic damage; push 3
17+ 9 sonic damage; push 4

Effect: The piper or one ally within distance regains Stamina equal to the damage dealt.

Vivace Vivace!
Area, Magic
Maneuver
3 burst
Each ally in the area

Effect: Each target who has used their Ready Rodent ability this round regains the use of their triggered action.

2 Malice: The area increases to a 6 burst.

Ready Rodent
Melee, Weapon
Triggered action
Melee 1
One creature

Trigger: An ally deals damage to the target.

Effect: The piper makes a free strike against the target.

Musical Suggestion
At the end of the piper's turn, they can slide one adjacent creature up to 2 squares, ignoring stability.

Radenwight Ratcrobat

Level 1 Platoon Harrier

Humanoid, Radenwight

EV 6

1S	7	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —

Weakness: —

Movement: Climb

Might –1	**A**gility +2	**R**eason 0	**I**ntuition 0	**P**resence +1

En Garde 2d10 + 2

Melee, Strike, Weapon

Melee 1

Signature Ability

Main action

Two creatures or objects

≤11 4 damage

12–16 6 damage

17+ 8 damage

Effect: The ratcrobat shifts up to 2 squares after striking the first target, then can shift 1 square after striking the second target.

Over Here, Thanks

Melee

Melee 1

Maneuver

One enemy

Effect: The ratcrobat slides the target up to 3 squares, then can shift into any square the target left.

Ready Rodent

Melee, Weapon

Melee 1

Triggered action

One creature

Trigger: An ally deals damage to the target.

Effect: The ratcrobat makes a free strike against the target.

Gymratstics

The ratcrobat gains an edge on strikes against larger creatures.

Radenwight Maestro

Level 1 Leader

Humanoid, Radenwight

EV 12

1S	5	80	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —

Weakness: —

Movement: Climb

Might –2	**A**gility +2	**R**eason 0	**I**ntuition 0	**P**resence +3

Cacophony 2d10 + 3

Area, Magic

5 burst

Signature Ability

Main action

Each enemy in the area

≤11 3 sonic damage; slide 1, the maestro can shift 1 square

12–16 6 sonic damage; slide 3, the maestro shifts up to 3 squares

17+ 8 sonic damage; slide 5, the maestro shifts up to 5 squares

Effect: Each ally within distance can use Ready Rodent as a free triggered action once before the end of the round.

Tempo Change 2d10 + 3

Magic, Ranged, Strike

Ranged 10

Maneuver

Two enemies

≤11 P < 1 slowed (save ends)

12–16 P < 2 slowed (save ends)

17+ P < 3 slowed (save ends)

3 Malice: Each ally within 3 squares of any target has a +2 bonus to speed until the end of their next turn.

Ever-Ready Rodent

Magic, Ranged

Ranged 5

2 Malice

Free triggered action

The triggering creature

Trigger: A creature within distance deals damage to an ally or takes damage from an ally.

Effect: The maestro makes a free strike against the target.

End Effect

At the end of each of their turns, the maestro can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Overture

Area

10 burst

Villain Action 1

Each ally in the area

Effect: Each target can shift up to their speed or take the Defend action.

Solo Act

Ranged

Ranged 15

Villain Action 2

One creature

Effect: Until the end of their next turn, the target halves any damage they take, gains a +4 damage bonus to strikes, and has their speed doubled.

Rondo of Rat

Area

10 burst

Villain Action 3

Each dead ally in the area

Effect: Each target stands, makes a free strike, then falls dead again. Any ally of the targets can use Ready Rodent as a free triggered action once in conjunction with these free strikes.

RIVALS

They take the jobs you were eyeing on the local town's job board. They sit at your favorite table in the tavern with the best drinks, food, and entertainment. You know their names, and they know yours. They're rivals—heroes just like you. Maybe even better.

Rivals are NPCs built around the mechanics of seven of the classes in *Draw Steel: Heroes*—the conduit, elementalist, fury, null, shadow, tactician, and talent (see Chapter 5: Classes in that book). Their stat blocks are streamlined and modular, meant to be easy to adjust on the fly with ancestral traits or signature abilities. Examples of each type of rival are presented at every tier, capturing their foray into renown as they inevitably cross, clash with, and impede the player characters' own heroic journey.

Rival Stat Block List

Echelon	Name	Level	Organization	Role	EV
1st	Rival Conduit	2	Elite	Support	16
1st	Rival Elementalist	2	Elite	Controller	16
1st	Rival Fury	2	Elite	Brute	16
1st	Rival Null	2	Elite	Harrier	16
1st	Rival Shadow	2	Elite	Ambusher	16
1st	Rival Tactician	2	Elite	Artillery	16
1st	Rival Talent	2	Elite	Hexer	16
2nd	Rival Conduit	5	Elite	Support	28
2nd	Rival Elementalist	5	Elite	Controller	28
2nd	Rival Fury	5	Elite	Brute	28
2nd	Rival Null	5	Elite	Harrier	28
2nd	Rival Shadow	5	Elite	Ambusher	28
2nd	Rival Tactician	5	Elite	Artillery	28
2nd	Rival Talent	5	Elite	Hexer	28
3rd	Rival Conduit	8	Elite	Support	40
3rd	Rival Elementalist	8	Elite	Controller	40
3rd	Rival Fury	8	Elite	Brute	40
3rd	Rival Null	8	Elite	Harrier	40
3rd	Rival Shadow	8	Elite	Ambusher	40
3rd	Rival Tactician	8	Elite	Artillery	40
3rd	Rival Talent	8	Elite	Hexer	40
4th	Rival Conduit	10	Elite	Support	48
4th	Rival Elementalist	10	Elite	Controller	48
4th	Rival Fury	10	Elite	Brute	48
4th	Rival Null	10	Elite	Harrier	48
4th	Rival Shadow	10	Elite	Ambusher	48
4th	Rival Tactician	10	Elite	Artillery	48
4th	Rival Talent	10	Elite	Hexer	48

Using Rivals in a Campaign

These grab-and-go adaptations of classes are meant to capture a class's fantasy without making Directors run a full hero character sheet. They also seamlessly work together, allowing Directors to build a party of NPC heroes or villains who can be rivals, enemies, or even allies. The next time the heroes need a bit of competition or need to quickly visit a local tavern, temple, or guild hall in search of capable adventurers to help with a quest, you won't be fumbling for a stat block. That's what rivals are for.

Rival Ancestries

You can adjust any rival stat block to more closely model a player character of a specific ancestry. Choose an ancestry from the Rival Ancestries table, then modify the stat block by adding the keyword, adjusting the size, adding the stability adjustment value, and giving them the ancestral trait.

Rival Abilities

Any rival can replace their signature ability with a signature ability a hero has access to. The fury, shadow, and tactician can select a signature ability from any kit (see Chapter 6: Kits in *Draw Steel: Heroes*), and other rivals can select a signature ability from their respective class. If you replace a rival's signature ability, the replacement ability deals extra damage equal to the rival's level and targets two creatures or objects if the original ability targets only one.

Rival Languages

Most rivals speak Caelian and two other languages.

Rival Malice

Level 1+ Malice Features

At the start of any rival's turn, you can spend Malice to activate one of the following features.

Work as One **3 Malice**
Until the end of the round, each rival can impose a bane on a strike made against an adjacent rival as a free triggered action.

We Just Do It Better **3 Malice**
Until the end of the round, whenever any rival makes a power roll against the target of their Rivalry trait, they roll a d3 and add it to the power roll.

Check Out Our Loot **5 Malice**
One rival pulls out a magic consumable and hurls it, targeting a 5 × 1 line within 1 square of them or a 3 cube within 10 squares of them. Each enemy in the area makes an **Agility test**. The rival chooses a damage type and a condition for the outcome of the test from one of the following pairs: sonic damage and dazed, poison damage and weakened, or fire damage and frightened.

- ≤11 11 damage; the condition affects the target (save ends)
- 12–16 8 damage; the condition affects the target (EoT)
- 17+ 5 damage

Calling the Shots **7 Malice**
Each rival regains 10 Stamina. Until the end of the round, whenever a rival uses an ability against an enemy, each other rival adjacent to that enemy can make a free strike against them.

Coordinated Takedown **10 Malice**
Each rival moves up to their speed and uses a main action or maneuver that doesn't cost Malice.

Rival Ancestries

Keyword	Size Adjustment	Stability Adjustment	Ancestral Trait
Devil	1M	0	**Prehensile Tail:** The rival can't be flanked.
Draconian (for the dragon knight)	1M	+1	**Wings:** The rival can fly. While flying, their stability is 0.
Dwarf	1M	+2	**Great Fortitude:** The rival can't be made weakened.
High Elf/Wode Elf	1M	0	**Otherworldly Grace:** At the start of each of their turns, the rival can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.
Hakaan	1L	+2	**Forceful:** When the rival force moves a creature or object, they can force move them an additional 2 squares.
Human	1M	+1	**Determination:** As a maneuver, the rival can end the frightened, slowed, or weakened condition on themself.
Memonek	1M	–1 (minimum 0)	**Nonstop:** The rival can't be made slowed.
Orc	1M	+2	**Glowing Recovery:** Once per round, the rival can use a maneuver to regain Stamina equal to 5 times their level.
Polder	1S	0	**Nimblestep:** The rival ignores difficult terrain and can move at full speed while sneaking.
Revenant	1M	+1	**Vengeance Mark:** The rival places a magic sigil on an enemy within 10 squares of them. The rival always knows the direction to that enemy while the sigil is active on them. As a main action, the rival can detonate the sigil, dealing damage to the target equal to the rival's free strike and sliding the target up to 2 squares.
Time Raider	1M	0	**Four-Armed Martial Arts:** Whenever the rival uses the Grab or Knockback maneuver, they can target one additional creature.

Rivals—1st Echelon

It's possible that these rivals gained a head start on their adventures and will pose a significant challenge to the heroes if they weren't expecting them.

Rival Conduit

Level 2 Elite Support
Humanoid, Rival
EV 16

1M	5	80	1	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +1	**A**gility 0	**R**eason 0	**I**ntuition +2	**P**resence 0

Thunder of Heavens 2d10 + 2
Magic, Melee, Ranged, Strike
Melee 1 or ranged 10
Signature Ability
Main action
Two creatures or objects

≤11 7 holy damage
12-16 10 holy damage
17+ 13 holy damage

Effect: The conduit or one ally within distance regains Stamina equal to half the damage dealt.

Imbue with Might
Magic, Ranged
Ranged 10
2 Malice
Maneuver
Self and five allies

Effect: Each target gains an edge on their next strike.

Stalwart Guardian
Strikes made against allies adjacent to the conduit take a bane.

Rivalry
At the start of an encounter, the conduit chooses one creature within their line of effect. Both the conduit and the creature can add a d3 roll to power rolls they make against each other.

Rival Elementalist

Level 2 Elite Controller
Humanoid, Rival
EV 16

1M	5	60	1	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might 0	**A**gility 0	**R**eason +2	**I**ntuition +1	**P**resence 0

The Writhing Green 2d10 + 2
Green, Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
Two creatures or objects

≤11 7 damage; slide 1
12-16 10 damage; slide 2
17+ 13 damage; slide 3

The Earth Devours 2d10 + 2
Area, Green, Magic, Ranged
3 cube within 10
3 Malice
Main action
Each enemy in the area

≤11 3 damage
12-16 5 damage; restrained (EoT)
17+ 8 damage; restrained (save ends)

Effect: The area is difficult terrain for enemies until the end of the encounter. Any enemy in the area has acid weakness 2.

Jaws of the Void
Magic, Void
Self
Triggered action
Self

Trigger: The elementalist takes damage.

Effect: The elementalist can teleport up to 2 squares. Each creature adjacent to the space they leave takes 2 corruption damage.

Rivalry
At the start of an encounter, the elementalist chooses one creature within their line of effect. Both the elementalist and the creature can add a d3 roll to power rolls they make against each other.

Rival Fury

Humanoid, Rival

Level 2 Elite Brute
EV 16

1M	5	100	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Brutal Impact 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

- ≤11: 7 damage; push 1
- 12–16: 11 damage; push 2
- 17+: 14 damage; push 3

2 Malice: Each target who has **M < 1** is slowed (save ends).

Let's Tussle 2d10 + 2
Melee, Strike, Weapon
Melee 1
2 Malice
Main action
One creature

- ≤11: 8 damage; **M < 0** grabbed
- 12–16: 13 damage; **M < 1** grabbed
- 17+: 16 damage; **M < 2** grabbed

Effect: The target must be the fury's size or smaller. While the target is grabbed this way, the fury gains an edge on strikes against them.

Overwhelm
Once per turn, when the fury force moves a creature or object, or shifts adjacent to a creature or object, they can make a free strike against that creature or object.

Rivalry
At the start of an encounter, the fury chooses one creature within their line of effect. Both the fury and the creature can add a d3 roll to power rolls they make against each other.

Customizing Rivals

Rival stat blocks fill out a typical party in terms of roles, but you can easily change them to represent a class that isn't presented here. For example, you can make a troubadour by using the elementalist as a starting point and making the following changes:

- Make Presence their highest characteristic.
- Replace their signature ability with the troubadour's Cutting Sarcasm ability (adjusting it to target two creatures and deal extra damage equal to the troubadour's level).
- Replace their second main action with Quick Rewrite.
- Replace their triggered action with Turnabout Is Fair Play.

You can also use the fury as a starting point for a censor by making the following changes:

- Reverse their Might and Agility scores.
- Replace their signature ability with the censor's Your Allies Cannot Save You ability (adjusting it to target two creatures and deal extra damage equal to the censor's level).
- Replace their second main action with Behold a Shield of Faith.
- Replace their trait with Lead By Example.

Rival Null

Humanoid, Rival

Level 2 Elite Harrier
EV 16

1M	7	80	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Nimble Step 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

- ≤11: 7 damage; the null shifts up to 2 squares
- 12–16: 10 damage; the null shifts up to 3 squares
- 17+: 13 damage; the null shifts up to 4 squares

Numb 2d10 + 2
Melee, Psionic, Strike, Weapon
Melee 1
2 Malice
Maneuver
One creature or object

- ≤11: 7 damage; **R < 0** slowed (EoT)
- 12–16: 10 damage; **R < 1** slowed (EoT)
- 17+: 13 damage; **R < 2** dazed and slowed (EoT)

Inertial Shield
The first time each round that the null is targeted by a damage-dealing strike, they halve the damage.

Rivalry
At the start of an encounter, the null chooses one creature within their line of effect. Both the null and the creature can add a d3 roll to power rolls they make against each other.

Rival Shadow

Humanoid, Rival

Level 2 Elite Ambusher
EV 16

1M	7	80	1	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Swift Serration 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

- ≤11: 7 damage
- 12–16: 11 damage
- 17+: 14 damage; **A < 2** bleeding (save ends)

1 Malice: The shadow can teleport up to 5 squares, then can attempt to hide.

Poison the Blade
—
Maneuver
Self
Self

Effect: The shadow coats their weapon with poison. They gain an edge on their next strike, and any potency for that strike increases by 1.

Exploit Opening
The shadow deals an extra 5 damage to any bleeding target.

Rivalry
At the start of an encounter, the shadow chooses one creature within their line of effect. Both the shadow and the creature can add a d3 roll to power rolls they make against each other.

Rival Tactician

Level 2 Elite Artillery
Humanoid, Rival
EV 16

1M	5	60	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility 0 | **R**eason +1 | **I**ntuition 0 | **P**resence 0

Dual Targeting Shot 2d10 + 2
Signature Ability
Ranged, Strike, Weapon
Main action
Ranged 10
Two creatures or objects

≤11 7 damage
12–16 11 damage
17+ 14 damage

2 Malice: Two allies within distance can make a free strike against one of the targets.

I'll Cover You! 2d10 + 2
3 Malice
Ranged, Strike, Weapon
Main action
Ranged 5
One creature or object

≤11 8 damage; M<0 weakened (save ends)
12–16 13 damage; M<1 weakened (save ends)
17+ 16 damage; M<2 weakened (save ends)

Effect: One ally adjacent to the target regains 5 Stamina.

Overwatch
Ranged
Triggered action
Ranged 10
The triggering enemy

Trigger: An enemy within distance willingly moves.

Effect: At any point during the movement, the tactician makes a free strike against the target.

Rivalry
At the start of an encounter, the tactician chooses one creature within their line of effect. Both the tactician and the creature can add a d3 roll to power rolls they make against each other.

Rival Talent

Level 2 Elite Hexer
Humanoid, Rival
EV 16

1M	5	60	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 | **A**gility 0 | **R**eason +2 | **I**ntuition 0 | **P**resence +1

Reverberating Blast 2d10 + 2
Signature Ability
Psionic, Ranged, Strike, Telekinesis
Main action
Ranged 10
Two creatures or objects

≤11 7 psychic damage; M<0 prone
12–16 10 psychic damage; push 2; M<1 prone
17+ 13 psychic damage; push 3; M<2 prone

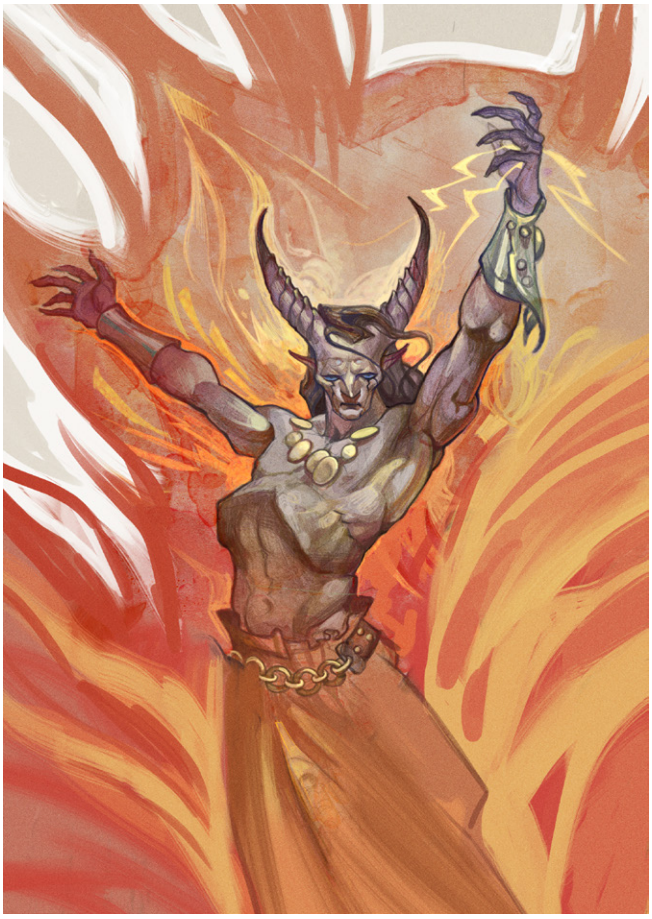
Muddle the Mind 2d10 + 2
2 Malice
Psionic, Ranged, Telepathy
Maneuver
Ranged 10
One creature or object

≤11 R<0 slowed (save ends)
12–16 R<1 dazed (save ends)
17+ R<2 dazed and slowed (save ends)

Precognitive Shift
1 Malice
Psionic
Triggered action
Self
Self

Trigger: A creature deals damage to the talent.
Effect: The talent halves the damage and shifts up to 2 squares.

Rivalry
At the start of an encounter, the talent chooses one creature within their line of effect. Both the talent and the creature can add a d3 roll to power rolls they make against each other.



Rivals—2nd Echelon

The rivals have learned a few new tricks since they last encountered the heroes. Rivalry is a two way street, however, and they'll be sorely disappointed if the heroes can't keep up.

Rival Conduit

Level 5 Elite Support
Humanoid, Rival
EV 28

1M	5	140	1	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

Raging Tempest 2d10 + 3
Magic, Melee, Ranged, Strike
Melee 1 or ranged 10
Signature Ability
Main action
Two creatures or objects

- ≤11: 9 holy damage; vertical slide 1
- 12–16: 14 holy damage; vertical slide 2
- 17+: 17 holy damage; vertical slide 3

Effect: The conduit or one ally within distance regains Stamina equal to half the damage dealt.

Imbue with Power
Magic, Ranged
Ranged 10
3 Malice
Maneuver
Self and five allies

Effect: Each target has a double edge on their next strike.

Stalwart Guardian
Strikes made against allies adjacent to the conduit take a bane.

Rivalry
At the start of an encounter, the conduit chooses one creature within their line of effect. Both the conduit and the creature can add a d3 roll to power rolls they make against each other.

Rival Elementalist

Level 5 Elite Controller
Humanoid, Rival
EV 28

1M	5	120	1	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

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

The Thriving Wilds 2d10 + 3
Green, Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
Two creatures or objects

- ≤11: 9 damage; slide 1; M < 1 3 acid damage
- 12–16: 14 damage; slide 2; M < 2 5 acid damage
- 17+: 17 damage; slide 3; M < 3 7 acid damage

The Depths Hunger 2d10 + 3
Area, Green, Magic, Ranged
4 cube within 10
4 Malice
Main action
Each enemy in the area

- ≤11: 5 damage
- 12–16: 9 damage; restrained (EoT)
- 17+: 11 damage; restrained (save ends)

Effect: The area is difficult terrain for enemies until the end of the encounter. Any enemy in the area has acid weakness 3.

Fissures of Darkness
Magic, Void
Self
Triggered action
Self

Trigger: The elementalist takes damage.

Effect: The elementalist can teleport up to 3 squares. Each creature adjacent to the space they leave takes 3 corruption damage.

Rivalry
At the start of an encounter, the elementalist chooses one creature within their line of effect. Both the elementalist and the creature can add a d3 roll to power rolls they make against each other.

Rival Fury

Level 5 Elite Brute
Humanoid, Rival
EV 28

1M	5	160	3	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Thunderous Slam 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

≤11 10 damage; push 2
12-16 15 damage; push 3
17+ 18 damage; push 4

2 Malice: Each target who has **M < 2** is slowed (save ends).

Roughed Up 2d10 + 3
Melee, Strike, Weapon
Melee 1
3 Malice
Main action
One creature

≤11 11 damage; **M < 1** grabbed
12-16 16 damage; **M < 2** grabbed
17+ 21 damage; **M < 3** grabbed

Effect: The target must be the fury's size or smaller. While the target is grabbed this way, the fury and their allies gain an edge on strikes against them.

Overpower
Once per turn, when the fury force moves a creature or object, or shifts adjacent to a creature or object, they can use a signature ability against that creature or object.

Rivalry
At the start of an encounter, the fury chooses one creature within their line of effect. Both the fury and the creature can add a d3 roll to power rolls they make against each other.

Rival Null

Level 5 Elite Harrier
Humanoid, Rival
EV 28

1M	7	140	3	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +3 **R**eason +2 **I**ntuition +3 **P**resence 0

Agile Stride 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

≤11 9 damage; the null shifts up to 3 squares; **A < 1** 6 damage
12-16 14 damage; the null shifts up to 4 squares; **A < 2** 11 damage
17+ 17 damage; the null shifts up to 5 squares; **A < 3** 11 damage

Deaden 2d10 + 3
Melee, Psionic, Strike, Weapon
Melee 1
2 Malice
Maneuver
One creature or object

≤11 9 damage; **R < 1** dazed (EoT)
12-16 14 damage; **R < 2** dazed (save ends)
17+ 17 damage; **R < 3** dazed and restrained (save ends)

Inertial Shield
The first time each round that the null is targeted by a damage-dealing strike, they halve the damage.

Rivalry
At the start of an encounter, the null chooses one creature within their line of effect. Both the null and the creature can add a d3 roll to power rolls they make against each other.

Rival Shadow

Level 5 Elite Ambusher
Humanoid, Rival
EV 28

1M	7	140	1	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +3 **R**eason +1 **I**ntuition 0 **P**resence +2

Ambuscade 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

≤11 10 damage
12-16 15 damage; **A < 2** bleeding (save ends)
17+ 18 damage; **A < 3** bleeding (save ends)

1 Malice: The shadow can teleport up to 6 squares, then can attempt to hide.

Poison the Blade
—
Self
Maneuver
Self

Effect: The shadow coats their weapon with poison. They gain an edge on their next strike, and any potency for that strike increases by 1.

Exploit Opening
The shadow deals an extra 7 damage to any bleeding target.

Rivalry
At the start of an encounter, the shadow chooses one creature within their line of effect. Both the shadow and the creature can add a d3 roll to power rolls they make against each other.

Rival Tactician

Level 5 Elite Artillery
Humanoid, Rival
EV 28

1M	5	120	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3	**A**gility 0	**R**eason +2	**I**ntuition 0	**P**resence +1

Mark Targets 2d10 + 3 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — Two creatures or objects

- ≤11: 10 damage
- 12-16: 15 damage
- 17+: 18 damage

3 Malice: Two allies within distance can use a signature ability against the same target.

Preserve and Protect 2d10 + 3 — **3 Malice**
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature or object

- ≤11: 11 damage; M < 1 weakened (save ends)
- 12-16: 16 damage; M < 2 weakened (save ends)
- 17+: 21 damage; M < 3 weakened (save ends)

Effect: One ally adjacent to the target regains 7 Stamina.

Take the Opening
Ranged — Triggered action
Ranged 10 — The triggering enemy

Trigger: An enemy within distance willingly moves.

Effect: At any point during the movement, the tactician and one ally within distance can each make a free strike against the target.

Rivalry
At the start of an encounter, the tactician chooses one creature within their line of effect. Both the tactician and the creature can add a d3 roll to power rolls they make against each other.

Rival Talent

Level 5 Elite Hexer
Humanoid, Rival
EV 28

1M	5	120	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	**A**gility 0	**R**eason +3	**I**ntuition 0	**P**resence +1

Overwhelming Rend 2d10 + 3 — **Signature Ability**
Psionic, Ranged, Strike, Telekinesis — Main action
Ranged 10 — Two creatures or objects

- ≤11: 9 psychic damage; push 2; M < 1 prone
- 12-16: 14 psychic damage; push 3; M < 2 prone
- 17+: 17 psychic damage; push 4; M < 3 prone

Disarrange Thoughts 2d10 + 3 — **2 Malice**
Psionic, Ranged, Telepathy — Maneuver
Ranged 10 — One creature or object

- ≤11: 6 psychic damage; R < 1 dazed (save ends)
- 12-16: 6 psychic damage; R < 2 dazed (save ends)
- 17+: 6 psychic damage; R < 3 dazed and slowed (save ends)

Precognitive Shift — **1 Malice**
Psionic — Triggered action
Self — Self

Trigger: A creature deals damage to the talent.

Effect: The talent halves the damage and shifts up to 2 squares.

Rivalry
At the start of an encounter, the talent chooses one creature within their line of effect. Both the talent and the creature can add a d3 roll to power rolls they make against each other.

The Black Iron Pact

A secret society created to overthrow Capital's political and cultural structure, the Black Iron Pact draws its name from Ajax's sobriquet, the Iron Saint. Iron is a metal with deep symbolism to the tyrannical saint.

The five most powerful members of the pact—the High Command—formally lead the society and serve as its strike team. The identity and whereabouts of the Black Iron Pact's original founder are closely guarded secrets, known only to Ajax and the High Command.

The pact's true numbers also remain a mystery, and many citizens work for them unknowingly. Such subterfuge ensures the pact's agents can't be traced back to the High Command.

Goals

The Black Iron Pact's primary goal is the conquest of Capital and the installation of Ajax as its ruler and god. The pact's agents are true believers of Ajax's gospel, which seeks change through force and violence. Their evil belief is that humans are the true owners of this world, and as such, only humans can join the Black Iron Pact, though the society employs nonhuman pawns when risk of capture or death is high.

Running the Black Iron Pact

The Black Iron Pact is an example of a 5th-level rival party. You can use the following statblocks, modifying each rival with the human ancestry.

Lord Erasmus Deseo: Rival Tactician
Canon Athenodorus: Rival Conduit
Cloak: Rival Shadow
Lady Avalla Deseo: Rival Elementalist
Qar, Master of Jackals: Rival Null

Additionally, many members of the pact—notably senior member Erasmus and his wife Avalla—openly sneer at the idea of guilds (essentially scorning everyone in the middle class), and they object to anyone but a human man holding public office, owning any assets, or even learning to read.

Rivals—3rd Echelon

Rivals at the 3rd Echelon have been through quite a few adventures the heroes might not know anything about. Even if they've clashed with the heroes a few times in the past, there's something *different* about the rivals now.

Rival Conduit

Level 8 Elite Support
Humanoid, Rival
EV 40

1M	5	200	1	8
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3	Agility 0	Reason +1	Intuition +4	Presence +2

Celestial Furor 2d10 + 4
Magic, Melee, Ranged, Strike
Melee 1 or ranged 10
Signature Ability
Main action
Two creatures or objects

- ≤11: 12 holy damage; vertical slide 2
- 12-16: 17 holy damage; vertical slide 3
- 17+: 21 holy damage; vertical slide 4

Effect: The conduit or one ally within distance regains Stamina equal to half the damage dealt.

Imbue with Power
Magic, Ranged
Ranged 10
3 Malice
Maneuver
Self and five allies

Effect: Each target has a double edge on their next strike.

Unwavering Defender
Damage dealt to any ally adjacent to the conduit is halved.

Rivalry
At the start of an encounter, the conduit chooses one creature within their line of effect. Both the conduit and the creature can add a d3 roll to power rolls they make against each other.

Rival Elementalist

Level 8 Elite Controller
Humanoid, Rival
EV 40

1M	5	180	1	8
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	Agility +2	Reason +4	Intuition +3	Presence 0

Verdant Rains 2d10 + 4
Green, Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
Two creatures or objects

- ≤11: 12 damage; slide 2; M<2 4 acid damage
- 12-16: 17 damage; slide 3; M<3 6 acid damage
- 17+: 21 damage; slide 4; M<4 8 acid damage

Effect: One ally within distance ends one condition on themself.

The Chasm Engulfs 2d10 + 4
Area, Green, Magic, Ranged
5 cube within 10
4 Malice
Main action
Each enemy in the area

- ≤11: 6 damage
- 12-16: 10 damage; restrained (EoT)
- 17+: 14 damage; restrained (save ends)

Effect: The area is difficult terrain for enemies until the end of the encounter. Any enemy in the area has acid weakness 5.

Maw of the Abyss
Magic, Void
Self
Triggered action
Self

Trigger: The elementalist takes damage.

Effect: The elementalist can teleport up to 4 squares. Each creature adjacent to the space they leave or appear in takes 4 corruption damage.

Rivalry
At the start of an encounter, the elementalist chooses one creature within their line of effect. Both the elementalist and the creature can add a d3 roll to power rolls they make against each other.

Rival Fury

Humanoid, Rival

Level 8 Elite Brute
EV 40

1M	5	220	3	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +4 **A**gility +3 **R**eason 0 **I**ntuition +1 **P**resence +2

Bonebreaker 2d10 + 4
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
Two creatures or objects

≤11 13 damage; push 3
12–16 18 damage; push 4
17+ 22 damage; push 5

3 Malice: Each target who has **M < 3** is bleeding and slowed (save ends).

Steelfist 2d10 + 4
Melee, Strike, Weapon
Melee 1

3 Malice
Main action
One creature

≤11 15 damage; **M < 3** grabbed
12–16 21 damage; **M < 4** grabbed
17+ 26 damage; **M < 5** grabbed

Effect: The target must be the fury's size or smaller. While the target is grabbed this way, the fury and their allies have a double edge on strikes against them.

Rout
Once per turn, when the fury force moves a creature or object, or shifts adjacent to a creature or object, they can use a signature ability that gains an edge against that creature or object.

Rivalry
At the start of an encounter, the fury chooses one creature within their line of effect. Both the fury and the creature can add a d3 roll to power rolls they make against each other.

Rival Null

Humanoid, Rival

Level 8 Elite Harrier
EV 40

1M	7	200	3	8
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +2 **A**gility +4 **R**eason +3 **I**ntuition +4 **P**resence 0

Inertial Flow 2d10 + 4
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
Two creatures or objects

≤11 12 damage; the null shifts up to 3 squares; **A < 2** 8 damage
12–16 17 damage; the null shifts up to 4 squares; **A < 3** 13 damage
17+ 21 damage; the null shifts up to 5 squares; **A < 4** 17 damage

Stun 2d10 + 4
Melee, Psionic, Strike, Weapon
Melee 1

3 Malice
Maneuver
One creature or object

≤11 12 damage; **R < 2** dazed (save ends)
12–16 17 damage; **R < 3** dazed (save ends)
17+ 21 damage; **R < 4** dazed and restrained (save ends)

Force Dampener
The first time each round that the null is targeted by a strike, it takes a bane and the null halves any damage from it.

Rivalry
At the start of an encounter, the null chooses one creature within their line of effect. Both the null and the creature can add a d3 roll to power rolls they make against each other.

Rival Shadow

Humanoid, Rival

Level 8 Elite Ambusher
EV 40

1M	7	200	1	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might 0 **A**gility +4 **R**eason +2 **I**ntuition 0 **P**resence +3

Assail and Serrate 2d10 + 4
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
Two creatures or objects

≤11 13 damage; **A < 2** bleeding (save ends)
12–16 18 damage; **A < 3** bleeding (save ends)
17+ 22 damage; **A < 4** bleeding and weakened (save ends)

1 Malice: The shadow can teleport up to 7 squares, then can attempt to hide.

Poison the Blade
—
Maneuver
Self
Self

Effect: The shadow coats their weapon with poison. They have a double edge on their next strike, and any potency for that strike increases by 2.

Exploit Weakness
The shadow deals an extra 9 damage to any target affected by a condition.

Rivalry
At the start of an encounter, the shadow chooses one creature within their line of effect. Both the shadow and the creature can add a d3 roll to power rolls they make against each other.

Rival Tactician

Level 8 Elite Artillery
Humanoid, Rival
EV 40

1M	5	180	2	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4	Agility +1	Reason +3	Intuition 0	Presence +2

Command From the Back 2d10 + 4 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — Two creatures or objects

- ≤11: 13 damage
- 12-16: 18 damage; A < 3 prone
- 17+: 22 damage; A < 4 prone

4 Malice: Two allies within distance move up to their speed and can use a signature ability.

Safeguard 2d10 + 4 — **3 Malice**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object

- ≤11: 15 damage; M < 2 weakened (save ends)
- 12-16: 21 damage; M < 3 weakened (save ends)
- 17+: 26 damage; M < 4 weakened (save ends)

Effect: Two allies adjacent to the target each regain 7 Stamina.

Quickshot
Ranged — Triggered action
Ranged 10 — The triggering enemy

Trigger: An enemy within distance willingly moves.

Effect: At any point during the movement, the tactician uses a signature ability against the target.

Rivalry
At the start of an encounter, the tactician chooses one creature within their line of effect. Both the tactician and the creature can add a d3 roll to power rolls they make against each other.

Rival Talent

Level 8 Elite Hexer
Humanoid, Rival
EV 40

1M	5	180	2	8
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0	Agility 0	Reason +4	Intuition 0	Presence +1

Control Synapses 2d10 + 4 — **Signature Ability**
Psionic, Ranged, Strike, Telekinesis — Main action
Ranged 10 — Two creatures or objects

- ≤11: 12 psychic damage
- 12-16: 17 psychic damage
- 17+: 21 psychic damage

3 Malice: Each target shifts up to their speed and can make a free strike against one enemy of the talent's choice. The target can't be moved in a way that would harm them.

Disorientate 2d10 + 4 — **2 Malice**
Psionic, Ranged, Telepathy — Maneuver
Ranged 10 — One creature or object

- ≤11: 8 psychic damage; R < 2 dazed (save ends)
- 12-16: 8 psychic damage; R < 3 dazed and slowed (save ends)
- 17+: 8 psychic damage; R < 4 dazed and slowed (save ends)

Mind Requital — **2 Malice**
Psionic — Triggered action
Self — Self

Trigger: A creature deals damage to the talent.

Effect: The talent halves the damage and shifts up to 2 squares. The triggering creature takes psychic damage equal to half the damage dealt.

Rivalry
At the start of an encounter, the talent chooses one creature within their line of effect. Both the talent and the creature can add a d3 roll to power rolls they make against each other.

Rivals—4th Echelon

This is what peak performance looks like. Few bands of monsters can put up a fight with the heroes like the rivals can. Even if they somehow lose, the rivals will always find a way back to the heroes for a rematch.

Rival Conduit

Level 10 Elite Support
Humanoid, Rival
EV 48

1M	5	240	1	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +4 **Agility** +1 **Reason** +1 **Intuition** +5 **Presence** +3

Sunder the Very Skies 2d10 + 5
Magic, Melee, Ranged, Strike
Melee 1 or ranged 10

Signature Ability
Main action
Two creatures or objects

≤11 15 damage; vertical slide 3; **M<3** 5 lightning damage
12–16 20 damage; vertical slide 4; **M<4** 7 lightning damage
17+ 24 damage; vertical slide 5; **M<5** 9 lightning damage

Effect: The conduit or one ally within distance regains Stamina equal to half the damage dealt.

2 Malice: Two additional allies within distance regain the same amount of Stamina.

Empyrean Boon
Magic, Ranged
Ranged 10

5 Malice
Maneuver
Self and five allies

Effect: Each target has a double edge on their next strike, and that strike deals an extra 10 holy damage. Additionally, they can vertical slide each creature targeted by the strike up to 2 squares.

Unwavering Defender
Damage dealt to any ally adjacent to the conduit is halved.

Rivalry
At the start of an encounter, the conduit chooses one creature within their line of effect. Both the conduit and the creature can add a d3 roll to power rolls they make against each other.

Rival Elementalist

Level 10 Elite Controller
Humanoid, Rival
EV 48

1M	5	220	1	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +1 **Agility** +3 **Reason** +5 **Intuition** +4 **Presence** +1

Viridescent Storm 2d10 + 5
Green, Magic, Ranged, Strike
Ranged 10

Signature Ability
Main action
Two creatures or objects

≤11 15 damage; slide 3; **M<3** 5 acid damage
12–16 20 damage; slide 4; **M<4** 7 acid damage
17+ 24 damage; slide 5; **M<5** 9 acid damage

Effect: One ally within distance ends all conditions on themself.

The World Consumes 2d10 + 5
Area, Green, Magic, Ranged
3 cube within 10

5 Malice
Main action
Each enemy in the area

Effect: The area becomes overgrown with caustic vines until the end of the encounter. While in the area, any enemy has acid weakness 5 and is slowed. Any enemy who ends their turn in the area and has **M<4** is restrained (save ends).

Breach of Nihility
Magic, Void
Self

Triggered action
Self

Trigger: The elementalist takes damage.

Effect: The elementalist can teleport up to 5 squares. Each creature adjacent to the space they leave or appear in takes 5 corruption damage.

Rivalry
At the start of an encounter, the elementalist chooses one creature within their line of effect. Both the elementalist and the creature can add a d3 roll to power rolls they make against each other.

Rival Fury

Humanoid, Rival

Level 10 Elite Brute
EV 48

1M	5	260	3	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +5	Agility +4	Reason 0	Intuition +2	Presence +3

Seismic Crush 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

- ≤11: 15 damage; push 4
- 12-16: 21 damage; push 5
- 17+: 25 damage; push 6

2 Malice: Each target who has M<4 is bleeding and slowed (save ends).

Death Grip 2d10 + 5 — **4 Malice**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

- ≤11: 15 damage; M<3 grabbed
- 12-16: 21 damage; M<4 grabbed
- 17+: 25 damage; M<5 grabbed

Effect: The target must be the fury's size or smaller. While the target is grabbed this way, the fury and their allies have a double edge on strikes against them.

Devastate
Once per turn, when the fury force moves a creature or object, or shifts adjacent to a creature or object, they can use a signature ability against that creature or object that has a double edge.

Rivalry
At the start of an encounter, the fury chooses one creature within their line of effect. Both the fury and the creature can add a d3 roll to power rolls they make against each other.

Rival Null

Humanoid, Rival

Level 10 Elite Harrier
EV 48

1M	7	240	3	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +3	Agility +5	Reason +4	Intuition +5	Presence 0

Kinetic Danse 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

- ≤11: 15 damage; the null shifts up to 4 squares; A<3 10 damage
- 12-16: 20 damage; the null shifts up to 5 squares; A<4 15 damage
- 17+: 24 damage; the null shifts up to 6 squares; A<5 19 damage

Incapacitate 2d10 + 5 — **5 Malice**
Melee, Psionic, Strike, Weapon — Maneuver
Melee 1 — Two creatures or objects

- ≤11: 13 damage; R<3 dazed and restrained (save ends)
- 12-16: 17 damage; R<4 dazed and restrained (save ends)
- 17+: 20 damage; R<5 dazed and restrained (save ends)

Energy Conservation
The first time each round that the null is targeted by a strike, it takes a bane and the null halves the damage from it. The creature making the strike takes 10 damage.

Rivalry
At the start of an encounter, the null chooses one creature within their line of effect. Both the null and the creature can add a d3 roll to power rolls they make against each other.

Rival Shadow

Humanoid, Rival

Level 10 Elite Ambusher
EV 48

1M	7	240	1	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might 0	Agility +5	Reason +3	Intuition +2	Presence +4

A Hush of Ash 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

- ≤11: 15 damage; A<3 bleeding (save ends)
- 12-16: 21 damage; A<4 bleeding (save ends)
- 17+: 25 damage; A<5 bleeding (save ends)

1 Malice: The shadow can teleport up to 10 squares, then can attempt to hide.

Envenomed Steel
— — Maneuver
Self — Self

Effect: The shadow coats their weapon with poison. They have a double edge on their next strike, any potency for that strike increases by 2, and if the target has M<4, they are weakened (save ends).

Exploit Weakness
The shadow deals an extra 10 damage to any target affected by a condition.

Rivalry
At the start of an encounter, the shadow chooses one creature within their line of effect. Both the shadow and the creature can add a d3 roll to power rolls they make against each other.

Rival Tactician

Level 10 Elite Artillery
Humanoid, Rival
EV 48

1M	5	220	2	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +5 **A**gility +2 **R**eason +4 **I**ntuition 0 **P**resence +

Forward Assault 2d10 + 5 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — Two creatures or objects

≤11 15 damage
12–16 21 damage; **A<4** prone and can't stand (EoT)
17+ 25 damage; prone; **A<5** can't stand (EoT)

5 Malice: Two allies within distance move up to their speed and can use a signature ability that has a double edge.

Guardian From Afar 2d10 + 5 — **3 Malice**
Area, Ranged, Weapon — Main action
3 cube within 10 — One creature in the area

≤11 10 damage; **M<3** weakened (save ends)
12–16 16 damage; **M<4** weakened (save ends)
17+ 20 damage; **M<5** weakened (save ends)

Effect: Each ally in the area regains 10 Stamina.

Battlefield Control
Ranged — Triggered action
Ranged 10 — The triggering enemy

Trigger: An enemy within distance willingly moves.

Effect: At any point during the movement, the tactician and one ally within distance can use a signature ability against the target.

Rivalry
At the start of an encounter, the tactician chooses one creature within their line of effect. Both the tactician and the creature can add a d3 roll to power rolls they make against each other.

Rival Talent

Level 10 Elite Hexer
Humanoid, Rival
EV 48

1M	5	220	2	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility 0 **R**eason +5 **I**ntuition 0 **P**resence +1

Override 2d10 + 5 — **Signature Ability**
Psionic, Ranged, Strike, Telekinesis — Main action
Ranged 10 — Two creatures or objects

≤11 15 psychic damage
12–16 20 psychic damage
17+ 24 psychic damage

4 Malice: Each target moves up to their speed and can make a free strike against one enemy of the talent's choice. The target's movement can provoke opportunity attacks, but they can't otherwise be moved in a way that would harm them.

Steal Time 2d10 + 5 — **3 Malice**
Chronopathy, Psionic, Ranged — Maneuver
Ranged 10 — One creature or object

≤11 **R<3** slowed (save ends)
12–16 **R<4** restrained (save ends)
17+ **R<5** restrained (save ends)

Effect: One ally within distance can use an additional main action on their next turn.

Psionic Retribution — **2 Malice**
Psionic — Triggered action
Self; see below — Self

Trigger: A creature deals damage to the talent.

Effect: The talent halves the damage and shifts up to 2 squares. The triggering creature takes psychic damage equal to half the damage dealt and is pushed up to 5 squares.

Rivalry
At the start of an encounter, the talent chooses one creature within their line of effect. Both the talent and the creature can add a d3 roll to power rolls they make against each other.

SHAMBLING MOUND

Rich soil squelches under every footstep. Curtains of menacing vines block the way, and muffled groans echo distantly under the darkening canopy. But by the time a hapless explorer realizes the ground is moving, it's too late—the shambling mound has devoured them.

Found in overgrown swamps, stinking marshes, dense wodes, and dark, damp rainforests, the shambling mound is a wandering mass of vegetation that feeds on everything in their path.

Noxious Origins

A shambling mound is most often a byproduct of nearby hags or mages, especially evil ones or those utilizing green magic. Latent magic seeps into the surrounding land, coalescing into a nocuous creature consumed by hunger. The shambling mound knows only that they must grow, and that to grow they must feed—and thus they wander in search of a hunting ground.

It is believed these magical origins are what give shambling mounds their ability to produce poisons, which vary from region to region. For example, the toxins from a shambling mound along coastal beaches or swamps might appear milky white and smell sweet like manchineel trees. Meanwhile, shambling mounds found in rainforests might give off a heady, intoxicating sweet scent at night, luring victims in with beautiful pale blooms like angel's trumpets and producing intense hallucinations for those unfortunate enough to become poisoned. But while their specific effects might change, each shambling mound's toxins typically have the same aim: enervate their foes and then magically absorb that lost strength and vitality.

Alchemical Ingredients

After a shambling mound dies, a creature can make a **Reason test** to extract toxins from the remains.

- ≤11 The creature extracts no toxins.
- 12–16 The creature extracts enough toxins to craft one vial of poison.
- 17+ The creature extracts enough toxins to craft three vials of poison.

Creating poison from the extracted toxins requires the completion of a special crafting project (see Chapter 12: Downtime Projects of *Draw Steel: Heroes*).

Item Prerequisite: Shambling mound toxins
Project Source: Texts or lore in Caelian
Project Roll Characteristic: Reason or Intuition
Project Goal: 45

As a maneuver, one vial of poison can be applied to a weapon. For 1 minute after the poison is applied, damage-dealing abilities using that weapon deal an extra 4 + 1d6 poison damage.

Hearty Eaters

As a shambling mound drags their massive form through the undergrowth, they consume any organic matter they pass. What is more satisfying, however, is when they find a shadowed, overgrown place to lurk until the meal comes to them—a veritable feast for little effort. After a mound engulfs their prey, be they animal or adventurer, the meal-to-be is sealed in a sack of interwoven vines and leaves. This vegetative hunter can then sap the strength of those within to feast or empower itself.

Verdant Core and Expansive Sprawl

When fighting a shambling mound, most attention is drawn to the cavernous chamber that holds their consumed victims. However, the shambling mound protects a smaller magic crux at their core with a knot of vines, leaves, and other natural defenses. The mound can expose this core to free up their form and become deadlier, thus opening themselves up to more potential harm.

One must also be wary of the area around a shambling mound. Their vines reach out far, the full extent of their form hidden among other flora until they strike.

Shambling Mound Malice

Malice Features

At the start of a shambling mound's turn, you can spend Malice to activate one of the following features.

Poisoned Vines **3 Malice**
The shambling mound seeps noxious residue from their vines. The next time they use their Vine Lash ability before the end of their next turn, they deal an extra 12 poison damage to each target.

Frenzy Lash **5 Malice**
The shambling mound lashes out at each enemy within 10 squares of them, driving them back or into the air. Each target makes an **Agility test**.

- ≤11 7 damage; push 7 or vertical push 3; restrained (save ends)
- 12–16 6 damage; push 5 or vertical push 2
- 17+ 3 damage

Solo Action **5 Malice**
The shambling mound takes an additional main action on their turn. They can use this feature even if they are dazed.

Leeching Wilds **7 Malice**
Until the end of the shambling mound's next turn, the area within 10 squares of them is difficult terrain for enemies, and any enemy in the area takes a bane on power rolls. Any enemy who starts their turn in the area takes 4 acid damage, and the shambling mound regains an equal amount of Stamina.

Shambling Mound

Level 5 Solo

Plant, Shambling Mound

EV 84

3	3	400	5	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4 | **A**gility –1 | **R**eason 0 | **I**ntuition +1 | **P**resence 0

Solo Monster

End Effect: At the end of each of their turns, the shambling mound can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The shambling mound can take two turns each round. They can't take turns consecutively.

Engulfing Sack

The shambling mound has a vegetative sack on their body where they carry engulfed creatures. The sack has 30 Stamina, damage immunity 5, and fire weakness 10. Destroying the sack frees creatures trapped by the shambling mound's Engulf ability. The shambling mound regrows a destroyed sack at the start of their next turn.

Vine Lash 2d10 + 4

Signature Ability

Melee, Strike, Weapon — Main action
Melee 6 — Two creatures or objects

≤11: 11 damage; A<3 grabbed
12–16: 16 damage; A<4 grabbed
17+: 19 damage; grabbed

2 Malice: The shambling mound can slide each target up to 6 squares.

3 Malice: Each target takes 7 poison damage.

Seismic Slam 2d10 + 4

Area, Weapon — Main action
6 burst — Each enemy in the area

≤11: 4 damage; M<2 dazed (save ends)
12–16: 6 damage; M<3 dazed (save ends)
17+: 7 damage; M<4 dazed (save ends)

Engulf

2 Malice

Melee — Main action
Melee 6 — One creature or object

Effect: The target must be size 1L or smaller. The shambling mound reaches out with writhing vines, and if the target has A<3, they are engulfed into the shambling mound's sack. If the target is grabbed by the shambling mound, the potency increases by 1. An engulfed creature is restrained, takes 3 poison damage at the start of each turn, and can't take damage from abilities used from outside the sack. When the shambling mound moves, the engulfed creature moves with them. If the shambling mound dies or their sack is destroyed, each engulfed creature is freed and appears in an unoccupied space within 2 squares of the shambling mound.

2+ Malice: The shambling mound can engulf one additional target for each 2 Malice spent.

Leech

— — Maneuver
Self — Self

Effect: Each creature engulfed by the shambling mound takes 5 poison damage. The shambling mound gains 5 temporary Stamina for each creature who takes damage this way.

Tether Down

Melee — Triggered action
Melee 6 — The triggering creature

Trigger: A creature within distance willingly moves.

≤11: 7 damage; M<2 restrained (EoT)
12–16: 12 damage; M<3 restrained (EoT)
17+: 15 damage; M<4 restrained (EoT)

False Appearance

While the shambling mound remains motionless, they are indistinguishable from ordinary vegetation.

Frothing Flora

The area within 6 squares of the shambling mound is difficult terrain.

Ravenous Overgrowth 2d10 + 4

Villain Action 1

Area, Weapon
10 × 2 line within 1 — Each creature in the area

≤11: 7 damage, pull 3
12–16: 12 damage; pull 4; the target has poison weakness 3 until the end of the encounter
17+: 15 damage; pull 6; the target has poison weakness 5 until the end of the encounter

Composting

Villain Action 2

Melee
Melee 6 — Each enemy

Effect: The shambling mound uses Engulf against each target without spending Malice.

Exposed Crux

Villain Action 3

—
Self — Self

Effect: The shambling mound rips themself apart, exposing the crux of magic holding them together. The distance of the shambling mound's melee abilities increases to melee 10, the creature has a double edge on power rolls, and strikes made against them gain an edge.

TIME RAIDERS

Genetic rebels, the space punks known as the time raiders (called the *kuran'zoi* among themselves) scour the Sea of Stars, the Sea Between Worlds, for heavily laden ships of any type. But they prefer the ships of UNISOL and other empires, for they love raiding the frigates of powerful governments who think their money and imperious nature can buy security.

Veterans of the Psychic Wars

Thousands of years ago, the synlirii—those powerful and evil psionic horrors more commonly known as voiceless talkers—created the kuran'zoi as soldiers. But as the synlirii experimented with and enhanced these warriors' psionic potential, the kuran'zoi came to understand the true nature of their progenitors. They rebelled against the synlirii and fled to the Sea of Stars, becoming nomads of the timescape.

Hardened-Vision Hexapods

Kuran'zoi possess resilient ocular sensors that allow them to see in the dark. Knowing these sensors would also defend them against the hardlight storms of the Astral Sea, the escaping kuran'zoi chose the Sea of Stars as their home. They thrive where the winds of limbo roar.

Time raiders also have two sets of arms, allowing them to wield melee weapons at the same time as ranged weapons. A single well-trained kuran'zoi is like a squad unto themself.

Psi-Tech

Like their synlirii foes, time raiders travel on mindships and wield psionic weapons and tools that only their people can activate. Many kuran'zoi specialize in melee weapons that psionically devastate enemies, but time raider vertexes also learn to pilot enormous suits of psionic armor that empower their allies.

Genre Raiders

The moniker "time raider" is a bit of a misnomer. Because they are pirates of the upper worlds, whenever a time raider hunting party arrives in Orden the locals assume these must be warriors from the future, wielding marvelous weapons of light that hit as hard as steel.

Leave a Few Alive

Time raider pirates plunder the vessels they target, but allow just enough of the crew to survive so the ship can make it back home. Kuran'zoi pirate captains often remind their crews: "Leave the sheep alive. Next year, they'll return with a new coat of wool for us to shear."

Creatures Outside Time

While in the Sea of Stars, time raiders and other creatures don't age. As a result, many living kuran'zoi recall the Psychic Wars. They carry the lessons learned from millennia of conflict with the synlirii into new battles with devastating effect, using mindships to launch attacks on other planes and appearing exactly where they want to. However, this knowledge serves them far beyond war. Time raiders raise their young in ruined citadels and similar strongholds on obscure worlds, keeping their creches secret and protected.

Time Raider Languages

Most time raiders speak Caelian and Voll. Because of the number of worlds they've visited, many time raiders have their speech peppered with misplaced tenses and strange references.

Time Raider Malice

Malice Features

At the start of any time raider's turn, you can spend Malice to activate one of the following features.

Gravity Well — **3 Malice**
Area, Psionic, Ranged, Weapon — Maneuver
5 cube within 3 — Special

Effect: A time raider acting this turn activates a gravity well in the area. The gravity well sits at the center of the cube and lasts until the end of the encounter, or until a creature adjacent to the well uses a maneuver to deactivate it. The area is difficult terrain for enemies. Any enemy who ends their turn in the area is pulled up to 4 squares toward the well.

Recall Module — **5 Malice**
Until the end of the round, each time raider gains a +3 bonus to speed, and can teleport up to their speed as a move action.

Psi-Cage — **10 Malice**
All time raiders in the encounter collectively create a psionic field over the encounter map, which lasts until the first time raider with the highest Stamina maximum drops to 0 Stamina or chooses to end the field (no action required). While the field is up, each non-time raider on the map makes a Reason test against this psionic effect at the start of each round.

≤11 10 psychic damage; slowed (EoT)
12–16 7 psychic damage; slowed (EoT)
17+ No effect.

Time Raider Archon

Humanoid, Time Raider

Level 3 Minion Harrier
EV 5 for four minions

1M	7	7	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: —
With Captain: +1 damage bonus to strikes

Might +2 **A**gility +2 **R**eason +2 **I**ntuition +1 **P**resence −1

Brutal Flail 2d10 + 2 — **Signature Ability**
Melee, Psionic, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

≤11 2 damage
12-16 4 damage
17+ 5 damage; one ally can make a free strike against the target

Foresight
The archon doesn't take a bane on strikes against creatures with concealment.

Time Raider Myriad

Humanoid, Time Raider

Level 3 Minion Brute
EV 5 for four minions

1M	5	8	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: —
With Captain: +1 damage bonus to strikes

Might +2 **A**gility +1 **R**eason +2 **I**ntuition +1 **P**resence +1

Fifth Fist 2d10 + 2 — **Signature Ability**
Melee, Psionic, Strike, Weapon — Main action
Melee 2 — One creature or object per minion

≤11 3 damage; slide 1
12-16 5 damage; slide 2
17+ 6 damage; slide 3, prone

Foresight
The myriad doesn't take a bane on strikes against creatures with concealment.

Time Raider Armiger

Humanoid, Time Raider

Level 3 Platoon Defender
EV 10

1M	5	60	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: —

Might 0 **A**gility +2 **R**eason +2 **I**ntuition +2 **P**resence 0

Serrated Saber 2d10 + 2 — **Signature Ability**
Melee, Psionic, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 7 damage
12-16 10 damage
17+ 13 damage; **R<2** weakened (save ends)

2 Malice: A creature weakened this way is also bleeding.

Shared Sickness 2d10 + 2
Psionic, Ranged — Triggered action
Ranged 20 — The triggering creature

Trigger: A creature deals damage to any ally of the armiger who the armiger has line of effect to.

≤11 4 psychic damage; **R<0** 5 poison damage
12-16 6 psychic damage; **R<1** 5 poison damage
17+ 9 psychic damage; **R<2** 5 poison damage

Foresight
The armiger doesn't take a bane on strikes against creatures with concealment.

Kuran'zoi Heraldry
Any time raider who starts their turn with line of effect to the armiger can end one condition affecting them.

Time Raider Cannonfall

Level 3 Platoon Artillery
Humanoid, Time Raider
EV 10

1L	5	40	3	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: —

Might 0 **A**gility +2 **R**eason +2 **I**ntuition +2 **P**resence 0

Sunderbuss 2d10 + 2
Area, Psionic, Ranged, Weapon
3 cube within 10
Signature Ability
Main action
Each enemy in the area

≤11 4 sonic damage
12-16 7 sonic damage
17+ 10 sonic damage; prone; **M < 2** slowed (save ends)

Effect: A layer of ground beneath the area that is 1 square deep is destroyed.

Buss Buffer
Area, Psionic
5 burst
1 Malice
Free triggered action
Self and each ally in the area

Trigger: A creature damages the cannonfall with a ranged or area ability.

Effect: The damage is halved for the cannonfall and each target also affected by the triggering ability.

Foresight Squared
The cannonfall doesn't take a bane on strikes against creatures with concealment or cover.

Time Raider Helix

Level 3 Platoon Controller
Humanoid, Time Raider
EV 10

1M	5	40	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: Fly

Might 0 **A**gility +2 **R**eason +2 **I**ntuition +2 **P**resence +2

Blaster Volley 2d10 + 2
Psionic, Ranged, Strike, Weapon
Ranged 10
Signature Ability
Main action
Two creatures or objects

≤11 6 corruption damage; push 2
12-16 8 corruption damage; push 4
17+ 11 corruption damage; push 6, prone

Kinetic Lane
Area, Psionic, Ranged
4 × 2 line within 10
Maneuver
Special

Effect: The area is a psionically charged treadmill that pushes creatures and objects at high speed in one direction of the helix's choice. Any creature who enters the area or starts their turn there slides 3 squares toward the end of the area in the chosen direction. Each enemy in the area when it first appears takes 3 damage before they slide.

3 Malice: The helix creates a second kinetic lane.

Foresight
The helix doesn't take a bane on strikes against creatures with concealment.

Time Raider Hijack

Level 3 Platoon Ambusher
Humanoid, Time Raider
EV 10

1M	6	50	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: —

Might 0 **A**gility +2 **R**eason +2 **I**ntuition +2 **P**resence +1

Golden Sickles 2d10 + 2
Melee, Psionic, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature

≤11 7 damage
12-16 11 damage
17+ 14 damage; **A < 2** bleeding (save ends)

Effect: The hijack is hidden from any creature who is bleeding from this ability until that condition ends.

Psi-Sickle
Psionic, Ranged, Weapon
Ranged 5
Maneuver
One creature or object

Effect: The hijack psychically latches their sickle onto the target and closes the distance between them. If the target is larger than the hijack, the hijack moves adjacent to the target. Otherwise, the target is pulled up to 4 squares toward the hijack.

Foresight
The hijack doesn't take a bane on strikes against creatures with concealment.

Time Raider Mind Punk

Level 3 Platoon Hexer
Humanoid, Time Raider
EV 10

2	5	40	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: —

Might +2 **A**gility 0 **R**eason +2 **I**ntuition +2 **P**resence +1

Repelling Psihander 2d10 + 2 — **Signature Ability**
Melee, Psionic, Strike, Weapon — Main action
Melee 1 — Two creatures adjacent to each other

≤11 6 damage
12–16 8 damage; **M < 1** dazed (save ends)
17+ 11 damage; **M < 2** dazed (save ends)

Effect: A target who ends their next turn adjacent to the other target falls prone.

Mindpunk 2d10 + 2 — **2 Malice**
Area, Psionic — Main action
3 burst — Each enemy in the area

≤11 4 psychic damage; **R < 0** prone
12–16 6 psychic damage; push 1; **R < 1** prone and can't stand (save ends)
17+ 9 psychic damage; push 2; **R < 2** prone and can't stand (save ends)

Foresight
The mind punk doesn't take a bane on strikes against creatures with concealment.

Time Raider Nemesis

Level 3 Platoon Harrier
Humanoid, Time Raider
EV 10

1M	7	50	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Weakness: —
Movement: Fly

Might +1 **A**gility +2 **R**eason +2 **I**ntuition +1 **P**resence 0

Golden Scythe 2d10 + 2 — **Signature Ability**
Melee, Psionic, Strike, Weapon — Main action
Ranged 10 — One creature or object

≤11 7 damage; pull 1
12–16 10 damage; pull 2
17+ 13 damage; pull 3; **A < 2** restrained (save ends)

Effect: This ability can target creatures on parallel planes of existence and pull them onto the nemesis's plane.

Kinetic Crush 2d10 + 2 — **2 Malice**
Psionic, Ranged, Strike — Main action
Ranged 10 — One creature

≤11 7 psychic damage; **M < 0** slowed (save ends)
12–16 10 psychic damage; **M < 1** slowed (save ends)
17+ 13 psychic damage; **M < 2** slowed (save ends)

Effect: Any creature slowed this way takes 2 damage for each square they move or are force moved until that condition ends.

Foresight
The nemesis doesn't take a bane on strikes against creatures with concealment.

Time Raider Vertex

Level 3 Platoon Support
Humanoid, Time Raider
EV 10

2	5	62	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 3
Movement: Fly, hover
Weakness: —

Might +1 **A**gility +1 **R**eason +2 **I**ntuition +1 **P**resence 0

Psionic Slam 2d10 + 2
Melee, Psionic, Strike
Melee 2
Signature Ability
Main action
One creature

≤11 5 damage, 2 psychic damage
12–16 7 damage, 3 psychic damage
17+ 9 damage, 4 psychic damage

Effect: Any power roll made against the target gains an edge until the start of the vertex's next turn.

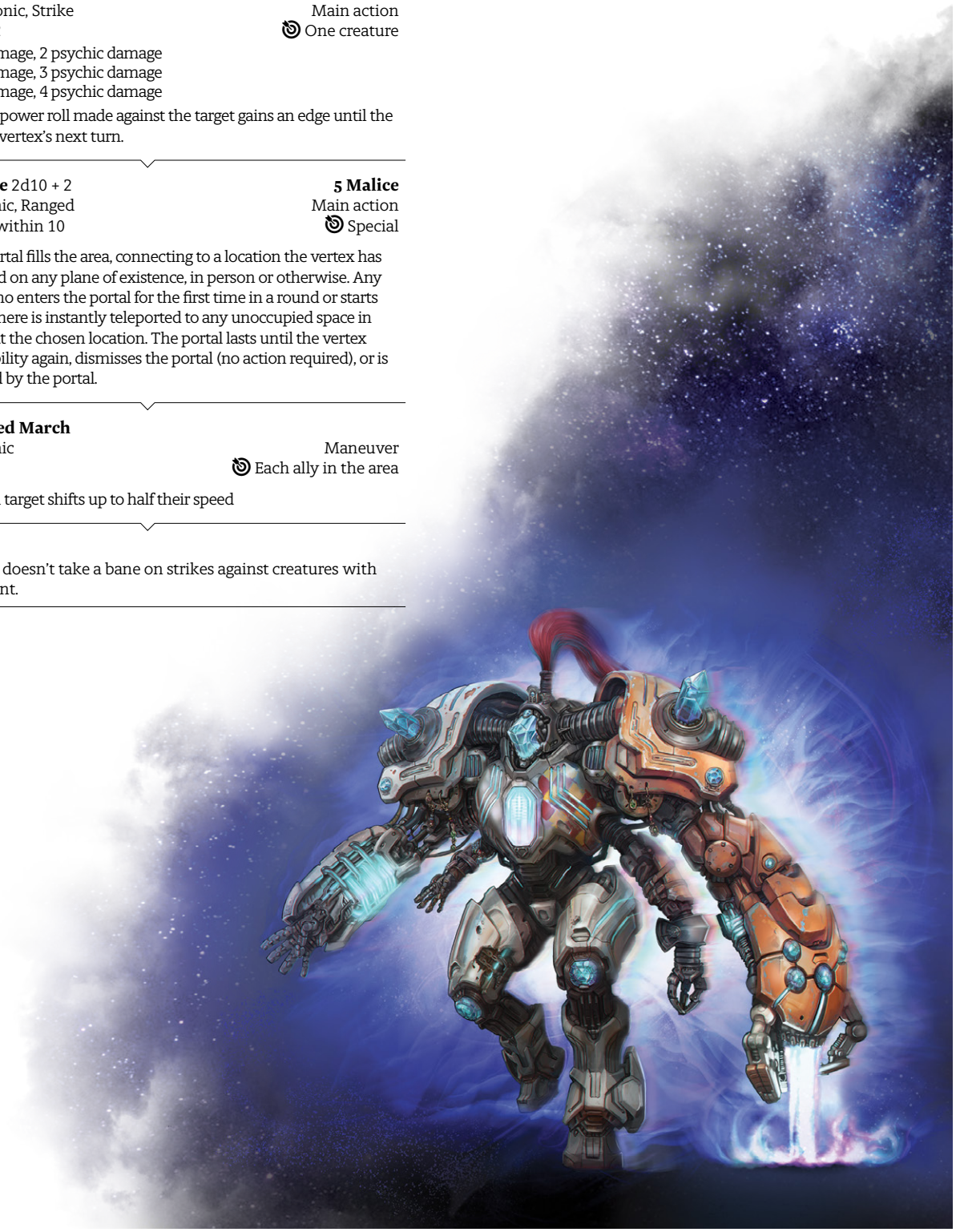
Split Space 2d10 + 2
Area, Psionic, Ranged
2 cube within 10
5 Malice
Main action
Special

Effect: A portal fills the area, connecting to a location the vertex has experienced on any plane of existence, in person or otherwise. Any creature who enters the portal for the first time in a round or starts their turn there is instantly teleported to any unoccupied space in the portal at the chosen location. The portal lasts until the vertex uses this ability again, dismisses the portal (no action required), or is transported by the portal.

Invigorated March
Area, Psionic
4 burst
Maneuver
Each ally in the area

Effect: Each target shifts up to half their speed

Foresight
The vertex doesn't take a bane on strikes against creatures with concealment.



Time Raider Tyrannis

Level 3 Leader
Humanoid, Time Raider
EV 20

2	10	120	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 5
Movement: Hover, teleport
Weakness: —

Might 0 **A**gility +3 **R**eason +3 **I**ntuition +1 **P**resence 0

Gatling Blaster 2d10 + 3 — **Signature Ability**
Melee, Psionic, Ranged, Strike, Weapon — Main action
Melee 2 or ranged 10 — Two creatures or objects

≤11 8 corruption damage
12–16 12 corruption damage
17+ 15 corruption damage

Effect: Each target takes a –2 penalty to speed until the start of the tyrannis's next turn.

Air Raid! — **3 Malice**
Psionic, Ranged — Maneuver
Ranged 10 — Three time raiders

Effect: Each target can fly up to their speed and make a free strike. If a target doesn't land in an unoccupied space, they fall.

Precog Reflexes
Psionic, Ranged — Triggered action
Ranged 10 — The triggering creature

Trigger: A creature within distance makes a strike against the tyrannis.

Effect: The strike takes a bane. After the strike resolves, the tyrannis can make a free strike against the target.

2 Malice: The strike has a double bane instead.

End Effect
At the end of each of their turns, the tyrannis can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Foresight
The tyrannis doesn't take a bane on strikes against creatures with concealment.

We Will Won! — **Villain Action 1**
Psionic, Ranged
Ranged 10 — Self and three allies

Effect: Each target gains 15 temporary Stamina, and has their speed doubled until the end of their next turn.

Stick to the Plan! — **Villain Action 2**
Area
10 Burst — Self and each ally in the area

Effect: Each target can end one effect on them or can move up to their speed.

Armageddon — **Villain Action 3**
Area
5 burst — Special

Effect: The tyrannis fires a sensor mine into each unoccupied square in the area, and creates a gravity well whose area contains one or more squares of the tyrannis's space (see Gravity Well). Whenever an enemy enters a square with a sensor mine in it, the mine explodes, dealing 3 damage to the enemy.

TROLLS

Ravenous trolls rampage through the wild to quell their fathomless hunger, leaving only destruction in their wake. Tall and gangly, they have mottled green skin covered by a mane of matted hair that runs down their neck and back. In many ways, they resemble massive humanoids, but their exaggerated features belie this comparison. A troll's lower jaw hangs unhinged and distended, and their long arms end in claws that drag along the ground as they walk.

Hypermetabolism

A troll's constant hunger and aggression beget a life of violence. Like a grotesque miracle, they quickly assimilate consumed flesh into themselves to regenerate their body. Some scholars think this extreme metabolic process is the source of their hunger, but none know for certain which came first.

Phases of Destruction

Fortunately for the ecosystems they inhabit, trolls can't be active all the time. Their natural behavior is to hunt relentlessly for a few days, then return to their dens to rest for as much as a week. Patient troll hunters can wait for this torpor and catch their quarry by surprise—though the cost of waiting can be high thanks to the damage a troll might do in the meantime.

Strange Mutations

Trolls prefer to prey upon humanoids and animals, but stories tell of them feeding on fetid demons and undead, assimilating those creatures' flesh to magnificent and horrifying effect. A troll with loose hanging skin, curling nails, or exposed bone might be in better health than their appearance would suggest.

Limbjumbles

When a suitably large piece of a troll is torn off in battle, it does its very best to keep on living. Deep-seated survival instinct goes into overdrive, causing the detached piece to sprout unthinkable assortments of malformed arms and legs. Though these limbjumbles are ultimately short-lived, they can often be found tumbling awkwardly behind living trolls.

Mutating Your Trolls

At the director's discretion, a troll can mutate after consuming the flesh of any creature and gain some of their damage immunities, traits, abilities, and movement options. For instance, a troll who devours the carcass of a dead draconian might grow wings and gain their signature ability!

Be aware that this can increase the difficulty category of an encounter while one or more of these mutated trolls are present—especially if their mutations enable them to deal more damage than normal or grant them an acid or fire damage immunity.

Troll Languages

Most trolls speak High Kuric or Variac, while a few also know Caelian. Trolls are notably difficult to negotiate with unless heroes can provide more appetizing food than themselves.

Troll Malice

Malice Features

At the start of any troll's turn, you can spend Malice to activate one of the following features.

Foul Spew **3 Malice**

One troll acting this turn spews out a half-digested meal in a 5 × 1 line within 1 square of them. Each troll in the area regains 3 Stamina. Each enemy in the area makes a **Might test**.

- ≤11 12 acid damage; dazed (EoT)
- 12–16 10 acid damage; weakened (EoT)
- 17+ 6 acid damage

Emergency Meal **5 Malice**

Each troll in the encounter can make a free strike against a creature adjacent to them, and regains Stamina equal to the damage dealt.

Bloody Banquet **7 Malice**

Each winded troll in the encounter disgorges the contents of their stomach onto the ground around them, creating a 1 burst of foul vomitus that lasts until the end of the encounter. Each non-troll who enters this area for the first time in a round or starts their turn there takes 5 acid damage. Each troll in the area has a double edge on power rolls.

Troll Limbjumble

Troll

Level 5 Minion Hexer
EV 7 for four minions

1S	5	8	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Acid 8, fire 8
With Captain: Gain an edge on strikes

Might +3 **A**gility +1 **R**eason –2 **I**ntuition –1 **P**resence –1

Arm and a Leg 2d10 + 3
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 3 damage; **A < 2** prone
12–16 5 damage; **A < 3** prone
17+ 6 damage; prone

Effect: If a target made prone this way is already prone, they are grabbed instead.

Hyper-Regeneration
At the start of each of the limbjumble's squad's turns, the squad's Stamina pool increases as if each limbjumble were at full Stamina.

Troll Whelp

Giant, Troll

Level 5 Minion Brute
EV 7 for four minions

1L	6	10	3	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: Acid 5, fire 5
With Captain: +2 damage bonus to strikes

Might +3 **A**gility +1 **R**eason –1 **I**ntuition 0 **P**resence 0

Jaws and Claws 2d10 + 3
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object per minion

≤11 3 damage
12–16 6 damage; slide 1
17+ 7 damage; slide 2; **M < 2** bleeding (save ends)

Lingering Hunger
Whenever two or more whelps are simultaneously reduced to 0 Stamina by damage that isn't acid or fire damage, half of those whelps become **troll limbjumbles** with 4 Stamina.

Troll Butcher

Level 5 Elite Hexer
Giant, Troll
EV 28

Size	Speed	Stamina	Stability	Free Strike
2	8	120	2	6

Immunity: —
Movement: —
Weakness: Acid 5, fire 5

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

Savoring Bite 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 9 damage; **M < 1** bleeding (save ends)
12–16 14 damage; **M < 2** bleeding (save ends)
17+ 17 damage; **M < 3** bleeding (save ends)

1 Malice: The butcher regains Stamina equal to the damage dealt.

Rotten Scraps 2d10 + 3
Area, Ranged — Main action
3 cube within 10 — Each creature in the area

≤11 5 poison damage; **M < 1** weakened (save ends)
12–16 9 poison damage; **M < 2** weakened (save ends)
17+ 11 poison damage; **M < 3** weakened (save ends)

Effect: Each troll in the area ignores the damage and instead regains 3 Stamina.

Gourmet Flesh — **2 Malice**
— — Maneuver
Self — Self

Effect: The butcher enhances their next use of Savoring Bite, changing the damage type and condition imposed to one of the following pairs: corruption damage and dazed, acid damage and restrained, or lightning damage and frightened.

Acquired Taste
Melee — Triggered action
Melee 1 — The triggering creature

Trigger: A creature within distance deals damage to the butcher with an ability that gains an edge, has a double edge, or uses a surge.

Effect: The butcher makes a free strike against the target. Until the end of their next turn, the butcher gains an edge on power rolls and deals an extra 3 damage with strikes.

Bloody Feast
Each ally within 5 squares of the butcher gains an edge on power rolls against any enemy affected by a condition.

Relentless Hunger
The butcher dies only if they are reduced to 0 Stamina by acid or fire damage, if they end their turn with 0 Stamina, or if they take acid or fire damage while at 0 Stamina.

Troll Glutton

Level 5 Elite Brute
Giant, Troll
EV 28

Size	Speed	Stamina	Stability	Free Strike
2	6	160	4	7

Immunity: —
Movement: —
Weakness: Acid 5, fire 5

Might +3 **Agility** +1 **Reason** –1 **Intuition** 0 **Presence** +1

Voracious Mastication 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects

≤11 10 damage
12–16 15 damage; **M < 2** slowed (save ends)
17+ 18 damage; **M < 3** slowed (save ends)

1 Malice: The glutton regains Stamina equal to the damage dealt.

Crash Through — **3 Malice**
— — Main action
Self — Self

Effect: The glutton shifts up to their speed in a straight line, ignoring difficult terrain. The first time during this movement that the glutton moves through the space of a creature or object their size or smaller, that creature or object takes 10 damage, or a creature can choose to fall prone instead. If the glutton moves into a creature or object larger than them and doesn't knock the creature prone or destroy the object, the glutton's movement ends and they are dazed until the end of their next turn.

Food Frenzy
— — Maneuver
Self — Self

Effect: Until the start of their next turn, the glutton has a double edge on strikes, and strikes made against them gain an edge

Spiteful Retort — **1 Malice**
Melee — Free triggered action
Melee 1 — The triggering creature

Trigger: The glutton is reduced to 0 Stamina but doesn't die.
Effect: The glutton uses Voracious Mastication against an adjacent creature.

Insatiable Appetite
Once per turn, the glutton can use the Charge main action as a free maneuver if they target a winded creature.

Relentless Hunger
The glutton dies only if they are reduced to 0 Stamina by acid or fire damage, if they end their turn with 0 Stamina, or if they take acid or fire damage while at 0 Stamina.

Troll Crack Trooper

Level 9 Minion Brute
Giant, Troll
EV 11 for four minions

Size	Speed	Stamina	Stability	Free Strike
2	6	15	4	5

Immunity: —
Movement: —
Weakness: Acid 5, fire 5
With Captain: +3 bonus to Stamina

Might	Agility	Reason	Intuition	Presence
+4	+1	−1	0	+2

Charging Chomp 2d10 + 4 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

- ≤11: 5 damage; push 2
- 12–16: 7 damage; push 3; A<3 3 damage
- 17+: 9 damage; push 4; A<4 5 damage

Effect: The crack trooper's squad's Stamina pool regains Stamina equal to half the damage dealt.

Group Appetite
The crack trooper dies only if their squad's Stamina pool is reduced to 0 Stamina by acid or fire damage, if they end their turn with 0 Stamina in their squad's Stamina pool, or if they take acid or fire damage while their squad's Stamina pool is at 0 Stamina.

Troll Ravager

Level 9 Minion Harrier
Giant, Troll
EV 11 for four minions

Size	Speed	Stamina	Stability	Free Strike
2	8	15	2	4

Immunity: —
Movement: —
Weakness: Acid 5, fire 5
With Captain: +2 bonus to speed

Might	Agility	Reason	Intuition	Presence
+4	+2	0	+1	+1

Dine and Dash 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

- ≤11: 4 damage; the ravager can shift 1 square
- 12–16: 6 damage; the ravager shifts up to 2 squares
- 17+: 8 damage; the ravager shifts up to 3 squares

Effect: The ravager's squad's Stamina pool regains Stamina equal to half the damage dealt.

Group Appetite
The ravager dies only if their squad's Stamina pool is reduced to 0 Stamina by acid or fire damage, if they end their turn with 0 Stamina in their squad's Stamina pool, or if they take acid or fire damage while their squad's Stamina pool is at 0 Stamina

UNDEAD

Some serve as mindless soldiers and workers under the control of a necromancer. Others rise when they die a bitter death in a place infused with cursed magic. For a few, it was a choice to become something beyond mortal. However they arose, all undead were once living creatures who now walk the land after death in defiance of the natural order.

Rotting zombies, seductive vampires, wailing wraiths, and more undead stalk the widespread horror stories nobles and commoners alike tell each another around low-burning hearths. Even the most isolated hermits know that the dead can rise, eager to kill. These popular tales fuel many people's fears of the undead. Mere rumors of a nearby ghoul pack can send an entire community into a panic. When open graves appear in the churchyard or a translucent spirit is spotted on the street, local leaders are quick to hire adventurers to deal with the threat.

Content Warning: Body Horror

This section contains references to grisly body horror and viscera. To alleviate player discomfort, you can modify descriptions and abilities to be more spectral as needed.

Undead Stat Block List

Echelon	Name	Level	Organization	Role	EV
1st	Crawling Claw	1	Minion	Harrier	3 for four minions
1st	Decrepit Skeleton	1	Minion	Artillery	3 for four minions
1st	Rotting Zombie	1	Minion	Brute	3 for four minions
1st	Shade	1	Minion	Ambusher	3 for four minions
1st	Ghoul	1	Horde	Harrier	3
1st	Skeleton	1	Horde	Artillery	3
1st	Specter	1	Horde	Hexer	3
1st	Soulwight	1	Horde	Hexer	3
1st	Umbral Stalker	1	Horde	Ambusher	3
1st	Zombie	1	Horde	Brute	3
1st	Ghost	1	Leader	—	12
2nd	Fleshflayed Shambler Zombie	4	Minion	Brute	6 for four minions
2nd	Ghoul Craver	4	Minion	Harrier	6 for four minions
2nd	Hollowbone Launcher	4	Minion	Artillery	6 for four minions
2nd	Flesh Mournling	4	Horde	Defender	6
2nd	Giant Zombie	4	Elite	Brute	24
2nd	Mummy	4	Horde	Brute	6
2nd	Vampire Spawn	4	Horde	Harrier	6
2nd	Wraith	4	Horde	Hexer	6
2nd	Mummy Lord	4	Leader	—	24
3rd	Blood-Starved Vampire	7	Minion	Harrier	9 for four minions
3rd	Faded Echo Spirit	7	Minion	Hexer	9 for four minions
3rd	Mummy Rotwrap	7	Minion	Brute	9 for four minions
3rd	Dirt Mournling	7	Horde	Controller	9
3rd	Haunt	7	Horde	Controller	9
3rd	Koptourok	7	Horde	Hexer	9
3rd	Waxen	7	Horde	Artillery	9
3rd	Vampire	7	Horde	Hexer	9
3rd	Vampire Lord	7	Leader	—	36
4th	Giant Shambler Zombie	10	Minion	Brute	12 for four minions
4th	Skeleton Knight	10	Minion	Defender	12 for four minions
4th	Wraith Skulker	10	Minion	Harrier	12 for four minions
4th	Bonecage	10	Horde	Controller	12
4th	Lithgekh	10	Horde	Hexer	12
4th	Count Rhodar Von Glauer	10	Solo	—	144
4th	Lich	10	Solo	—	144

Dark Places

For many undead, sunlight is a nuisance that they naturally avoid. While rarely harmful to them, the sun's golden rays make them uncomfortable and shine far too bright to their dead eyes. Walking in the light of day also makes it easier for undead to be spotted by fearful mortals. Many undead avoid the sun entirely, hiding in tombs or ruins until nightfall when they can freely stalk their victims.

Encountered Together

Undead are often encountered in groups that include more than just a single kind of creature. A necromancer might raise zombies, skeletons, and ghouls to protect their mansion, as each serves a different function as a guardian. A lich could have wraiths as messengers and soulwights as laboratory assistants. An ancient tomb might have mummies and vampires within. The undead don't need to drink, eat, sleep, or breathe, and many share an affinity for lightless places, leading to these congregations.

Corporeal Undead

At their most innocuous, corporeal undead are a mockery of life, a body hoisted and dragged along by unnatural strings. At their worst, they are a violent scourge hungry for slaughter, and a perverse reflection of the mortal desire to exist for eternity. Ghouls, skeletons, soulwights, and zombies number among the lesser corporeal undead. Many lack a soul, and many can't think beyond the orders of their creators—unlike more powerful corporeal undead such as liches and vampires. Those who aren't controlled by others typically have a singular focus: the destruction of all living things.

The magic that animates a corpse removes the need for air, sleep, and sustenance. This magic also halts decay, preserving the undead at the stage of deterioration before they were animated. While most corporeal undead are brought to unlife by a creator, tales abound of zombies suddenly rising from graveyards during rare astronomical occurrences, skeletal soldiers emerging from mass graves on the anniversary of their death, and other seemingly spontaneous acts of necromancy.

Spectral Undead

Umbral stalkers. Specters. Wraiths. Spectral undead come in many forms. One might be spawned by a person's vile actions in life, while another could be a soul lost to a necromancer's fell arts. Powerful undead can even manifest these shadowy beings into existence through sheer will. Regardless of how they come to be, though, all spectral undead are malice incarnate.

Spectral undead who are formed naturally from the souls of malicious, hate-filled creatures usually haunt the places where they died, while those manifested by another being typically dwell where ordered to by their creator. Left to their own devices, spectral undead stop at nothing to kill the living they encounter, with some stalking their quarry through miles of ruins or wilderness.

Spectral Undead and Phasing

All spectral undead have some kind of phasing trait that enables them to move through creatures and objects at their usual speed. However, they can't end this movement inside a creature or object while in combat. Outside of combat, a spectral undead might hide themself inside a statue, painting, or other object. But when battle begins, they can't remain within or fall back to that cover to prevent being attacked.

Undead Languages

Most undead speak (or at least understand) the languages they knew in life.

Undead—1st Echelon

It's rare you fight a single zombie. Low-level undead most often appear in huge droves, and skeletons, ghouls, specters, and shades can overwhelm the mightiest of heroes through sheer numbers alone if those heroes aren't careful.

Undead Malice

Level 1+ Malice Features

At the start of any undead's turn, you can spend Malice to activate one of the following features.

Ravenous Horde **2 Malice**
At the end of this round, each hero not already adjacent to one or more undead is beset by two **rotting zombies** who burst up from the ground to appear in adjacent unoccupied spaces. Each zombie is winded. This feature can't be used two rounds in a row.

Paranormal Fling **3 Malice**
Up to three unattended objects on the encounter map rise to float 1 square off the ground. Each object is then pulled 5 squares toward the nearest enemy within 3 squares of the object.

The Grasping, the Hungry **5 Malice**
Ravenous and rotting undead arms burst forth from 9 connected squares of a vertical or horizontal surface. Any creature who ends their turn adjacent to an affected square makes an Agility test.

≤11 5 damage; restrained (save ends)
12–16 5 damage; restrained (EoT)
17+ 5 damage

Effect: While restrained this way, a creature takes 1d6 damage at the start of each of their turns.

Dread March **7+ Malice**
Up to four undead in the encounter move up to their speed and can make a free strike. The number of undead affected increases by 1 for each additional Malice spent on this feature. If an undead is reduced to 0 Stamina during this dread march, they don't die until the march is resolved.

Crawling Claw

Level 1 Minion Harrier
Undead, Soulless
EV 3 for four minions

1T	6	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1 **Weakness:** —
Movement: Climb **With Captain:** +2 bonus to speed

Might 0 **A**gility +2 **R**eason –5 **I**ntuition –1 **P**resence –1

Fingernails 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

≤11 1 damage
12–16 2 damage
17+ 3 damage

Effect: The crawling claw shifts up to a number of squares equal to the damage dealt.

★ **Disorganized**
Allies can't flank with the crawling claw.

Decrepit Skeleton

Level 1 Minion Artillery
Undead, Soulless
EV 3 for four minions

1M	5	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1 **Weakness:** —
Movement: — **With Captain:** Gain an edge on strikes

Might 0 **A**gility +2 **R**eason –2 **I**ntuition 0 **P**resence –2

Bone Bow 2d10 + 2 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object per minion

≤11 2 damage
12–16 4 damage
17+ 5 damage

Effect: The decrepit skeleton chooses one other target within distance, who takes 1 damage.

★ **Bonetrops**
When the decrepit skeleton is reduced to 0 Stamina, their space is difficult terrain. The first time any enemy enters this space, they take 1 damage and the effect ends.

Rotting Zombie

Level 1 Minion Brute
Undead, Soulless
EV 3 for four minions

1M	4	5	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1 **Weakness:** —
Movement: — **With Captain:** +1 damage bonus to strikes

Might +2 **A**gility –2 **R**eason –5 **I**ntuition –2 **P**resence –3

Rotting Fist 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

≤11 2 damage
12–16 4 damage
17+ 5 damage; **M<2** prone if size 1, or slowed (save ends) otherwise

★ **Death Grasp**
When the rotting zombie is reduced to 0 Stamina, their space is difficult terrain. The first time any enemy who has **M<2** enters this space, they are slowed (save ends) and the effect ends.

Shade

Level 1 Minion Ambusher
Undead
EV 3 for four minions

1M	5	4	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1 **Weakness:** —
Movement: Fly, hover **With Captain:** +2 bonus to speed

Might –5 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Life Drain 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

≤11 2 corruption damage
12–16 4 corruption damage
17+ 5 corruption damage; the target must move up to their speed and can't end that movement closer to any shade

★ **Shadow Phasing**
The shade can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the shade moves through a creature, that creature takes 1 corruption damage. The shade doesn't take damage from being force moved into objects.

Ghoul

Level 1 Horde Harrier
Undead
EV 3\

1M	7	15	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1
Weakness: —
Movement: —

Might 0 **A**gility +2 **R**eason –2 **I**ntuition 0 **P**resence –1

Razor Claws 2d10 + 2 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object
≤11 3 damage
12-16 4 damage
17+ 5 damage; **M<2** bleeding (save ends)

Leap
— — Maneuver
Self — Self

Effect: The ghoul jumps up to 3 squares. If they land on a size 1 enemy, that enemy is knocked prone and the ghoul can make a free strike against them.

Arise
The first time the ghoul is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they instead have 1 Stamina and fall prone.

Hunger
When the ghoul uses the Charge main action, they gain a +2 bonus to speed until the end of their turn.

Skeleton

Level 1 Horde Artillery
Undead, Soulless
EV 3

1M	5	10	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1
Weakness: —
Movement: —

Might 0 **A**gility +2 **R**eason +1 **I**ntuition 0 **P**resence –1

Bone Shards 2d10 + 2 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 10 — One creature or object
≤11 4 damage
12-16 6 damage
17+ 7 damage

Effect: Until the start of the skeleton's next turn, the target takes 2 damage the first time they willingly move on their turn.

Bone Spur 2d10 + 2 — **2 Malice**
Area, Weapon — Maneuver
1 burst — Each enemy in the area
≤11 1 damage; **M<0** bleeding (save ends)
12-16 2 damage; **M<1** bleeding (save ends)
17+ 3 damage; **M<2** bleeding (save ends)

Effect: Each target takes a bane on their next strike.

Arise
The first time the skeleton is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they instead have 1 Stamina and fall prone.

Specter

Level 1 Horde Hexer
Undead
EV 3

1M	5	10	1	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1
Weakness: —
Movement: Fly, hover

Might –5 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Decaying Touch 2d10 + 2 — **Signature Ability**
Magic, Melee, Strike — Main action
Melee 1 — One creature
≤11 3 corruption damage; **P<0** weakened (save ends)
12-16 4 corruption damage; **P<1** weakened (save ends)
17+ 5 corruption damage; **P<2** weakened (save ends)

2 Malice: The potency increases by 1. Any living creature who dies from this damage rises at the start of the next round in the target's space as a **specter** under the Director's control.

Hidden Movement
— — Maneuver
Self — Self

Effect: The specter turns invisible, moves up to their speed, and is visible again.

Corruptive Phasing
The specter can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the specter moves through a creature, that creature takes 2 corruption damage. The specter doesn't take damage from being force moved into objects.

Soulwight

Level 1 Horde Hexer
Undead
EV 3

1M	5	10	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1
Weakness: —
Movement: —

Might +2 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +1

Soulstealer Longsword 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 3 corruption damage
12-16 4 corruption damage; **M<1** slowed (save ends)
17+ 5 corruption damage; **M<2** slowed and weakened (save ends)

Effect: The target appears to rapidly age each time they take damage from this ability. The target regains their former appearance when the soulwight is destroyed.

Stolen Vitality
3 Malice
Magic, Ranged
Maneuver
Ranged 5
One ally

Effect: The target regains 10 Stamina. The soulwight can't use this maneuver again until after they strike a creature with their Soulstealer Longsword.

Arise
The first time the soulwight is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they instead have 1 Stamina and fall prone.

Umbral Stalker

Level 1 Horde Ambusher
Undead
EV 3

1M	7	15	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1
Weakness: —
Movement: Climb

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Chilling Grasp 2d10 + 2
Magic, Melee, Strike
Melee 1
Signature Ability
Main action
One creature or object

≤11 4 cold damage
12-16 6 cold damage; the stalker can shift 1 square
17+ 7 cold damage; the stalker shifts up to 2 squares

Freezing Dark 2d10 + 2
3 Malice
Area, Magic
Main action
3 cube within 1
Each enemy in the area

≤11 2 cold damage
12-16 3 cold damage
17+ 4 cold damage

Effect: Until the end of the stalker's next turn, the area provides concealment, and blocks line of effect for enemies.

Shadow Jump
1 Malice
—
Free maneuver
Self
Self

The umbral stalker teleports to an unoccupied space in an area of concealment within 10 squares.

Corruptive Phasing
The umbral stalker can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the umbral stalker moves through a creature, that creature takes 2 corruption damage. The umbral stalker doesn't take damage from being force moved into objects.

Zombie

Undead, Soulless

Level 1 Horde Brute
EV 3

1M	5	20	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 1, poison 1
Movement: —
Weakness: —

Might +2 **A**gility +1 **R**eason –5 **I**ntuition –2 **P**resence +1

Clobber and Clutch 2d10 + 2
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 4 damage
12-16 6 damage
17+ 7 damage; grabbed

Effect: A target who starts their turn grabbed by the zombie takes 2 corruption damage. A creature who takes 5 or more corruption damage this way becomes insatiably hungry for flesh, and must complete the Find a Cure downtime project in *Draw Steel: Heroes* to end this effect.

Zombie Dust 2d10 + 2
Area
2 burst
3 Malice
Maneuver
Each enemy in the area

Effect: The zombie falls prone, expelling a wave of rot and dust.
≤11 2 corruption damage
12-16 3 corruption damage; M<1 weakened (save ends)
17+ 4 corruption damage; M<2 dazed (save ends)

Endless Knight
The first time the zombie is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they instead have 10 Stamina and fall prone.

Ghost

Undead

Level 1 Leader
EV 12

1M	6	80	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 3, poison 3
Movement: Fly, hover
Weakness: —

Might –2 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +3

Heat Death 2d10 + 3
Magic, Ranged, Strike
Ranged 5
Signature Ability
Main action
Two creatures

≤11 7 cold damage; P<1 slowed (save ends)
12-16 10 cold damage; P<2 slowed (save ends)
17+ 13 cold damage; P<3 slowed (save ends)

Effect: The next strike made against the target gains an edge.

Haunt
Ranged
Ranged 8
Maneuver
Self or one ally with a Phasing trait

Effect: The target shifts up to their speed.

2 Malice: The ghost chooses one additional target.

Shriek
Magic, Melee
Melee 1
1 Malice
Triggered action
The triggering creature

Trigger: A creature within distance targets the ghost with a strike.

Effect: The ghost halves the damage from the strike and the target takes 2 sonic damage.

Phantom Flow
Each undead with a Phasing trait within 10 squares of the ghost can't be made slowed or weakened.

Paranormal Activity
Area, Magic
5 burst
Villain Action 1
Each size 3 or smaller object in the area

Effect: Each target rises 1 square into the air and is vertically pulled up to 5 squares toward the nearest enemy within 3 squares of the target.

Spirited Away 2d10 + 3
Area, Magic
5 burst
Villain Action 2
Each enemy in the area

≤11 P<1 the target is levitated (EoT)
12-16 P<2 the target is levitated (EoT)
17+ P<3 the target is levitated until the end of the encounter

Effect: A levitated target floats 1 square off the ground when first affected, then rises 1 square at the end of each of their turns. If a levitated target can't already fly, they can fly but are slowed and weakened while flying this way.

Awful Wail 2d10 + 3
Area, Magic
5 burst
Villain Action 3
Each enemy in the area

≤11 3 sonic damage
12-16 5 sonic damage
17+ 8 sonic damage

Effect: A target who has P<2 is reduced to 1 Stamina if they are winded after taking this damage.

Corruptive Phasing
The ghost can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the ghost moves through a creature, that creature takes 2 corruption damage. The ghost doesn't take damage from being force moved into objects.

Undead—2nd Echelon

More powerful and more self-aware forms of undead rise above the undead horde and lay claim to dark, isolated domains all their own. The longer an undead is allowed to thrive, the stronger they become.

Mummies

Mummies are humanoids raised from the dead through a complex series of magical rituals. The process tethers a creature's soul to their earthly body, preventing them from crossing into true death. As part of the mummification process, a corpse is embalmed and wrapped in cloth imbued with necromantic power. Mummification is reserved for situations of grave import. A great hero might voluntarily be mummified upon death to eternally guard future generations or a holy relic. On the other hand, a great villain could be mummified to prevent them from escaping their crimes through death.

Vampire Spawn

Vampirism is a curse of blood that harrows its victims, turning them into mirror-mockeries of life that nonetheless hunger for life's essence: blood. With that hunger comes power everlasting over life and death. By feeding, a vampire passes this curse onto their victims.

Though vampires are fundamentally changed from their living forms, they retain the intellect and memories of their mortal selves. A vampire's power grows as they spend time in undeath. Vampire spawn, the youngest of their ilk, are barely separated from their mortal selves. They are driven by their thirst for blood and their master's orders. Few spawn survive long enough to become true vampires.

Mournlings

Powered by sorrow and rage, these hulking amalgamations of dirt or flesh defend the homes of their creators, brutally attacking intruders while sobbing uncontrollably. Mournlings express far more emotion than many other undead guardians, for their makers imbued them with sadness and loss. Though their druidic creators are long-dead, some original mournlings still defend forests, meadows, and other natural places they were built to protect.

Outside of battle, mournlings patrol for interlopers in a trance-like state. When an unknown creature creates a disturbance or approaches them, the mournling unleashes a primal cry that conveys the very essence of suffering, then bursts into violence. They continue to sob and moan even as they viciously beat their enemies to a pulp.

Undead Malice

Level 4+ Malice Features

At the start of any level 4 or higher undead's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **2–7+ Malice**
The undead activates a Malice feature available to undead of level 3 or lower.

Blood Hunger — **5 Malice**
One undead acting this turn uses a signature ability against a creature who is bleeding. As a free triggered action, each undead within 5 squares of the first undead moves up to their speed and can make a free strike against the same target.

Fleshflayed Shambler Zombie

Level 4 Minion Brute
Undead, Soulless
EV 6 for four minions

1M	5	9	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 4, poison 4 — **Weakness:** —
Movement: — — **With Captain:** +2 damage bonus to strikes

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

Bone Carvers 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11: 3 damage
12–16: 5 damage
17+: 7 damage
Effect: If this ability gains an edge or has a double edge, the target is bleeding (save ends).

Fleshfused Spines
Any adjacent enemy who grabs the fleshflayed shambler or uses a melee ability against them takes 2 damage.

Ghoul Craver

Level 4 Minion Harrier
Undead
EV 6 for four minions

1M	7	8	0	2
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 4, poison 4 — **Weakness:** —
Movement: Climb — **With Captain:** +2 damage bonus to strikes

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

Taste 2d10 + 3 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11: 2 damage
12–16: 4 damage
17+: 6 damage
Effect: This ability has a double edge against a bleeding target.

Ever So Hungry
Any enemy adjacent to three or more ghoul cravers can't shift.

Hunger
When the ghoul craver uses the Charge main action, they gain a +2 bonus to speed until the end of their turn.

Hollowbone Launcher

Level 4 Minion Artillery
Undead, Soulless
EV 6 for four minions

1M	5	7	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 4, poison 4 — **Weakness:** —
Movement: — — **With Captain:** +5 bonus to ranged distance

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

Hollowbone Slug 2d10 + 3 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object per minion
≤11: 3 damage
12–16: 5 damage
17+: 7 damage; M<3 bleeding (save ends)
Effect: Each creature adjacent to the target takes 2 damage.

Brittle Revenge
The hollowbone launcher explodes when they are reduced to 0 Stamina, dealing 2 damage to each adjacent creature.

Flesh Mournling

Level 4 Horde Defender
Undead
EV 6

2	6	35	2	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 4, poison 4
Weakness: —
Movement: —

Might +3 **A**gility +1 **R**eason 0 **I**ntuition +2 **P**resence –1

Multiarm Strike 2d10 + 3
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object

≤11 5 damage
12-16 7 damage
17+ 9 damage

Effect: The target can't shift until the end of their next turn.

1 Malice: This ability targets one additional target.

Horrid Wail 2d10 + 3
Area, Magic
5 burst
Main action
Each enemy in the area

≤11 2 psychic damage
12-16 3 psychic damage; I<2 frightened (save ends)
17+ 4 psychic damage; I<3 frightened (save ends)

Effect: A target who is still frightened this way at the end of the encounter can't take a respite activity during their next respite.

Arise
The first time the mournling is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they instead have 10 Stamina and fall prone.

Immutable Form
The mournling's shape can't be changed by any external effect.

Giant Zombie

Level 4 Elite Brute
Undead, Soulless
EV 24

3	6	140	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 4, poison 4
Weakness: —
Movement: —

Might +3 **A**gility –1 **R**eason –2 **I**ntuition +1 **P**resence +2

Rotten Smash 2d10 + 3
Melee, Strike, Weapon
Melee 3
Signature Ability
Main action
Two creatures or objects

≤11 9 damage
12-16 14 damage; A<2 grabbed
17+ 17 damage; A<3 grabbed

Knocking Heads
—
Self
1 Malice
Triggered action
Self; see below

Trigger: The giant zombie grabs two creatures or objects, or starts their turn with two creatures or objects grabbed.

Effect: The creatures or objects are smashed together using Rotten Smash, which has a double edge.

Endless Knight
The first time the giant zombie is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they instead have 50 Stamina and fall prone.

Negative Nerves
When the giant zombie is targeted by an ability that deals rolled damage, they halve the damage from a tier 1 outcome.

Mummy

Level 4 Horde Brute
Mummy, Undead
EV 6

1M	5	50	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 4, poison 4
Weakness: Fire 5
Movement: —

Might +3 **A**gility –1 **R**eason +1 **I**ntuition +3 **P**resence 0

Accursed Bindings 2d10 + 3
Melee, Strike, Weapon
Melee 3
Signature Ability
Main action
One creature or object

≤11 6 corruption damage; pull 1
12-16 8 corruption damage; pull 2
17+ 10 corruption damage; pull 2; M<3 restrained (save ends)

Effect: The next ability the mummy uses against the target has any potency increased by 1 for the target.

Eldritch Curse 2d10 + 3
Magic, Ranged
Ranged 10
3 Malice
Main action
One creature

≤11 3 corruption damage; I<1 the target is cursed (save ends)
12-16 5 corruption damage; I<2 the target is cursed (save ends)
17+ 7 corruption damage; I<3 the target is cursed (save ends)

Effect: A cursed target is bleeding and weakened, and allies gain an edge on strikes made against them.

Blast of Mummy Dust
Area
1 burst
1 Malice
Triggered action
The triggering creature

Trigger: The mummy comes within distance of a restrained creature or starts their turn within distance of one.

Effect: The target takes 8 poison damage.

Vampire Spawn

Level 4 Horde Harrier
Undead, Vampire
EV 6

1M	5	30	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 4, poison 4
Movement: Climb
Weakness: —

Might +2 **A**gility +3 **R**eason –1 **I**ntuition +1 **P**resence +2

Exsanguinating Bite 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 5 damage
12–16 7 corruption damage; **M<2** bleeding (save ends)
17+ 9 corruption damage; **M<3** bleeding (save ends)

Effect: The vampire spawn regains Stamina equal to any corruption damage dealt.

1 Malice: The target takes an additional 3 corruption damage.

Vampiric Celerity
— — Maneuver
Self — Self

Effect: The vampire spawn can shift 1 square, then move up to their speed. The next ability the vampire uses before the start of their next turn gains an edge.

Unslakable Bloodthirst
The vampire spawn has speed 10 while any creature within 10 squares of them is bleeding. The vampire spawn must use Exsanguinating Bite against a bleeding creature on their turn if they are able to.

Wraith

Level 4 Horde Hexer
Undead
EV 6

1M	8	25	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 4, poison 4
Movement: Fly, hover
Weakness: —

Might –2 **A**gility +2 **R**eason +1 **I**ntuition +1 **P**resence +3

Chilling Gravetouch 2d10 + 3 — **Signature Ability**
Magic, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 5 cold damage; **P<1** slowed (save ends)
12–16 7 cold damage; **P<2** slowed (save ends)
17+ 9 cold damage; **P<3** slowed (save ends)

Effect: Any living creature who dies from this damage rises at the start of the next round as a **ghoul craver** under the Director's control.

Hidden Movement
— — Maneuver
Self — Self

Effect: The wraith turns invisible, moves up to their speed, and is visible again.

Stolen Vitality — **1 Malice**
Magic, Ranged — Free triggered action
Ranged 5 — The triggering creature

Trigger: An enemy within distance regains Stamina.

Effect: The target regains only half the Stamina, and the wraith regains the remaining Stamina.

Agonizing Phasing
The wraith can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the wraith moves through a creature, that creature takes 5 corruption damage and takes a bane on their next strike. The wraith doesn't take damage from being force moved into objects.

Mummy Lord

Level 4 Leader

Mummy, Undead

EV 24

1M	6	155	4	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 6, poison 6 **Weakness:** Fire 5

Movement: —

Might +4 **A**gility 0 **R**eason +2 **I**ntuition +4 **P**resence +2

Accursed Slam 2d10 + 4 **Signature Ability**

Melee, Strike, Weapon Main action

Melee 1 Two creatures or objects

≤11 10 corruption damage; I<2 bleeding (save ends)

12-16 14 corruption damage; I<3 bleeding (save ends)

17+ 17 corruption damage; I<4 bleeding (save ends)

Effect: While the target is bleeding this way, the potency of any ability used against them increases by 1 for the target.

Binding Curse 2d10 + 4 **1 Malice**

Magic, Ranged Main action

Ranged 20 One creature

≤11 7 corruption damage; I<2 frightened (save ends)

12-16 12 corruption damage; I<3 frightened (save ends)

17+ 16 corruption damage; I<4 frightened (save ends)

Effect: While frightened this way, a target takes 4 psychic damage whenever they use a move action.

2+ Malice: This ability targets one additional target for each 2 Malice spent.

Summon My Guard **2 Malice**

Ranged Triggered action

Ranged 10 Special

Trigger: The mummy lord is made winded for the first time in the encounter.

Effect: One **mummy** or four **ghoul cravers** appear within distance.

Cursed Transference

At the end of each of their turns, the mummy lord can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

5 Malice: The effect that is ended is transferred to another creature within 10 squares.

Plague of Flies 2d10 + 4 **Villain Action 1**

Area, Magic

5 burst Each enemy in the area

≤11 5 poison damage

12-16 8 poison damage

17+ 10 poison damage

Effect: Each target takes a bane on their next strike.

Land's Guardian **Villain Action 2**

—

Self Self

Effect: The mummy lord gains a +2 bonus to speed and can automatically burrow at full speed while moving. They can then use the Dig maneuver. The next time the mummy lord breaches the surface, each enemy within 2 squares of the mummy lord makes an **Agility test**.

≤11 Prone and can't stand (EoT)

12-16 Prone

17+ No effect.

Unbound Horrors 2d10 + 4 **Villain Action 3**

Area, Magic

5 burst Each enemy in the area

≤11 5 corruption damage; I<2 frightened (save ends)

12-16 8 corruption damage; I<3 frightened (save ends)

17+ 10 corruption damage; I<4 frightened and restrained (save ends)

Undead—3rd Echelon

Older, taboo methods of creating devastating undead wildly vary from one another. These wretched creatures can come about by way of accursed blood rituals, terrible operations, a spirited collective resistance to death, or other unspoken methods once thought lost to time.

Koptourok

Koptourok is a Variac name that roughly translates to "dead tourist." It's given to those who meet their end suffocating in the depths, whether they drowned in a subterranean lake, wandered into a cave of trapped gas, or were crushed by a rockslide. These rasping, slouching undead rise from their grave desperate for the one thing they've lost: breath.

Haunt

Born of mass death events that leave multiple souls stranded in agony together, a haunt is a violent collective chaos driven by a hatred for the living. A haunt lays claim to the scene of their death, which their grief forbids them from leaving so as to strand them in the mundane world. None of the souls within a haunt are necessarily malicious, and all would individually prefer to move on and find peace. But their accumulated grief drives them to tremendous anger that inspires sadistic acts of violence against the living.

Waxen

When a corpse is preserved improperly, its body fat can become a substance known as corpse wax. Necromancers sometimes harvest and use this foul substance to enhance their undead minions, transforming them into waxens. These awkward, loping creatures cake their foes in foul-smelling wax to slow and sicken them. Waxen minions are often set ablaze by unscrupulous masters, sacrificing them to the flames but making them significantly more dangerous in the process.

Vampires and Vampire Lords

By drinking the blood of a true vampire, a vampire spawn can transcend their feral beginnings and rise to become a true vampire themself. The path of transformation is daunting, and vampires who end up starved for blood often band together for mutual protection. But with patience and cunning, a vampire can grow old and powerful enough to control vast amounts of territory and countless vassals. The term "vampire lord" thus refers not to a specific age or threshold of physical prowess, but rather to status and influence. A vampire who refers to themself as a lord invites challenges to their title and is prepared to crush all those who seek to end their reign.

Undead Malice

Level 7+ Malice Features

At the start of any level 7 or higher undead's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **2–7+ Malice**
The undead activates a Malice feature available to undead of level 6 or lower.

Necrotic Rupture — **5 Malice**
Until the end of the round, whenever an undead is reduced to 0 Stamina, they deal 8 corruption damage to each enemy within 3 squares of them.

Blood-Starved Vampire

Level 7 Minion Harrier
Undead, Vampire
EV 9 for four minions

1M	6	12	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7 — **Weakness:** —
Movement: Climb — **With Captain:** +3 bonus to speed

Might +4 **Agility** +1 **Reason** –3 **Intuition** +1 **Presence** –3

Feeding Frenzy 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11: 3 damage
12–16: 6 damage
17+: 7 damage; **M < 4** bleeding (EoT)
Effect: If a target made bleeding this way is already bleeding, they are instead knocked prone and can't stand until the end of their next turn.

Unslakable Bloodthirst
The blood-starved vampire has speed 10 while any creature within 10 squares of them is bleeding. The vampire must use Feeding Frenzy against a bleeding creature on their turn if they are able to.

Faded Echo Spirit

Level 7 Minion Hexer
Undead
EV 9 for four minions

1M	5	10	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7 — **Weakness:** —
Movement: Fly, hover — **With Captain:** Gain an edge on strikes

Might –3 **Agility** +4 **Reason** –5 **Intuition** +1 **Presence** –3

Hollow Grasp 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11: 3 corruption damage
12–16: 6 corruption damage; **P < 3** weakened
17+: 7 corruption damage; **P < 4** weakened
Effect: This weakened condition ends if an affected target ends their turn with no spirit within 5 squares of them.

Corruptive Phasing
The spirit can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the spirit moves through a creature, that creature takes 4 corruption damage. The spirit doesn't take damage from being force moved into objects.

Mummy Rotwrap

Level 7 Minion Brute
Mummy, Undead
EV 9 for four minions

1M	5	15	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7 — **Weakness:** Fire 5
Movement: — — **With Captain:** +3 bonus to melee distance

Might +4 **Agility** –2 **Reason** –2 **Intuition** +1 **Presence** –2

Fetid Wrappings 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object per minion
≤11: 4 damage
12–16: 7 damage; pull 1
17+: 8 damage; pull 3
Effect: Each ally gains an edge on strikes made against the target until the end of the round.

Dirt Mournling

Level 7 Horde Controller
Undead
EV 9

3	6	64	3	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7
Weakness: —
Movement: Burrow, climb

Might +4 **A**gility +1 **R**eason –2 **I**ntuition +1 **P**resence –3

Mudslide 2d10 + 4
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object

≤11 7 damage; **M<3** grabbed
12-16 10 damage; **M<4** grabbed
17+ 11 damage; grabbed

Effect: A 3-cube area of ground centered on the target is difficult terrain for enemies.

Mourning Cry 2d10 + 4
Area, Magic
3 burst
3 Malice
Main action
Each enemy in the area

≤11 3 corruption damage; **I<2** frightened (save ends)
12-16 6 corruption damage; **I<3** frightened (save ends)
17+ 7 corruption damage; **I<4** frightened (save ends)

Effect: A target frightened this way is frightened of all undead. This effect ends early if the mournling is destroyed.

Arise
The first time the mournling is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they instead have 15 Stamina and fall prone.

Immutable Form
The mournling's shape can't be changed by any external effect.

Rupture
Whenever the mournling uses the Dig maneuver to breach the surface, they make a free strike against each adjacent enemy.

Haunt

Level 7 Horde Controller
Undead
EV 9

2	6	40	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7
Weakness: —
Movement: Fly, hover

Might –2 **A**gility +4 **R**eason –1 **I**ntuition 0 **P**resence 0

Lash Out 2d10 + 4
Melee, Strike, Weapon
Melee 3
Signature Ability
Main action
One creature or object

≤11 7 damage; slide 2
12-16 10 damage; slide 3
17+ 11 damage; slide 5

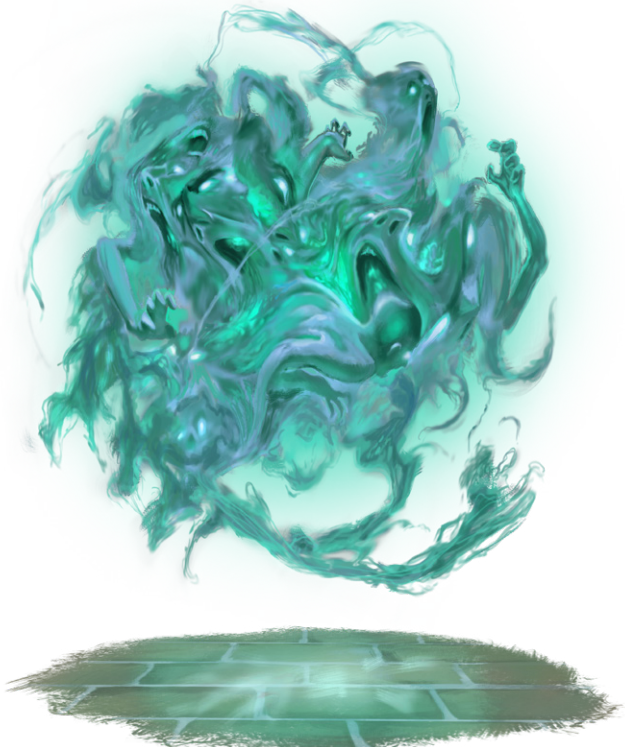
Effect: If the target is force moved into another creature's space, that creature takes an additional 4 damage and the haunt slides them up to 2 squares.

Crushing Despair 2d10 + 4
Area, Magic
3 burst
3 Malice
Main action
Each enemy in the area

≤11 3 damage; **I<2** prone
12-16 6 damage; **I<3** prone
17+ 7 damage; **I<4** prone

Effect: A target knocked prone this way can't use the Stand Up maneuver on themself while any haunt is within 20 squares of them.

Invisible Horror
The haunt can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. They are invisible while moving using a move action. The haunt doesn't take damage from being force moved into objects.



Koptourok

Level 7 Horde Hexer
Undead
EV 9

1M	5	40	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7
Weakness: —
Movement: —

Might +4 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence –1

Choking Grasp 2d10 + 4
Melee, Strike, Weapon
Melee 5
Signature Ability
Main action
One creature or object

≤11 7 damage; M<2 grabbed
12–16 10 damage; M<3 grabbed
17+ 11 damage; M<4 grabbed

Effect: A creature grabbed this way is suffocating. The koptourok can have up to two creatures grabbed at once.

Inhale 2d10 + 4
Area, Magic
5 burst
3 Malice
Main action
Each enemy in the area

17+ Pull 3; M<2 5 corruption damage
12–16 Pull 5; M<3 5 corruption damage
≤11 Pull 7; M<4 5 corruption damage

Effect: This ability gains an edge against any target grabbed by the koptourok. If one or more targets are pulled adjacent to the koptourok, the koptourok can fly until the end of the encounter.

Exhale
The first time the koptourok is made winded by damage that isn't fire damage or holy damage, each enemy within 3 squares of them takes 8 corruption damage. Any enemy who takes this damage and has M<3 is also weakened (save ends).

Waxen

Level 7 Horde Artillery
Undead, Soulless
EV 9

1M	4	40	2	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7
Weakness: —
Movement: —

Might +4 **A**gility –2 **R**eason –4 **I**ntuition +1 **P**resence –2

Wax Fling 2d10 + 4
Ranged, Strike, Weapon
Ranged 15
Signature Ability
Main action
One creature or object

≤11 8 damage
12–16 11 damage
17+ 12 damage; A<4 slowed (save ends)

Effect: If a target made slowed this way is already slowed, they are instead restrained (save ends).

Erupt
Area, Magic
2 burst
3 Malice
Main action
Each enemy in the area

Effect: If the waxen is ignited (see **Burn Bright**), they shift up to their speed before using this ability. Each target makes an **Agility test**.
≤11 10 damage
12–16 8 damage
17+ 5 damage
The waxen is then destroyed and the area is difficult terrain for enemies.

Burn Bright
If the waxen takes fire damage, they ignite. While ignited, the waxen takes 4 fire damage at the start of each of their turns and their strikes deal an extra 4 fire damage.

Vampire

Level 7 Horde Hexer
Undead, Vampire
EV 9

1M	6	40	3	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 7, poison 7
Movement: Climb
Weakness: —

Might +4 **A**gility +2 **R**eason +1 **I**ntuition +1 **P**resence +1

Exsanguinating Bite 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 7 damage; **M < 2** bleeding (save ends)
12–16 10 corruption damage; **M < 3** 5 corruption damage and bleeding (save ends)
17+ 11 corruption damage; **M < 4** 7 corruption damage and bleeding (save ends)

Effect: The vampire regains Stamina equal to any corruption damage dealt.

Vicious Pursuit 2d10 + 4 — **3 Malice**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 7 damage; **A < 2** slowed (save ends)
12–16 10 damage; **A < 3** slowed (save ends)
17+ 11 damage; **A < 4** slowed (save ends)

Effect: If the target is bleeding, the vampire shifts up to their speed before using this ability.

Reactive Charm — **2 Malice**
Magic, Ranged — Triggered action
Ranged 5 — One enemy

Trigger: A creature makes a strike against the vampire.

Effect: The target becomes the new target of the strike.

Unslakable Bloodthirst
The vampire has speed 10 while any creature within 10 squares of them is bleeding. The vampire must make a strike against a bleeding creature on their turn if they are able to.

Vampires and Sunlight

In some stories, vampires act only in the dark of night, since direct sunlight sears their skin. Learning about a vampire's weaknesses before delving into their domain can also make for a great adventure or downtime project. To explore sunlight rules with vampires, you can give them the following traits.

Creature of the Night

If the vampire starts their turn in concealment created by darkness, they regain Stamina equal to one-quarter of their Stamina maximum.

Curse of Day

If the vampire is exposed to direct sunlight, they have damage weakness 5 until they start their turn in concealment created by darkness.

Vampire Lord

Level 7 Leader
Undead
EV 36

1M	12	200	3	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 9, poison 9
Movement: Climb, hover, teleport
Weakness: —

Might +2 **A**gility +5 **R**eason +1 **I**ntuition +1 **P**resence +2

Crimson Embrace 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 13 corruption damage; **M < 3** bleeding (save ends)
12–16 21 corruption damage; **M < 4** bleeding (save ends)
17+ 24 corruption damage; **M < 5** bleeding (save ends)

Effect: The vampire regains Stamina equal to half the damage dealt, and can end one effect on them that can be ended by a saving throw.

2+ Malice: The vampire shifts 3 after striking the last target, and can target one additional creature for every 2 malice spent.

Arise, My Children — **2 Malice**
Ranged — Maneuver
Ranged 10 — Special

Effect: Two **blood-starved vampires** appear in unoccupied spaces within distance.

Redirected Charm — **3 Malice**
Magic, Ranged — Free triggered action
Ranged 5 — One enemy

Trigger: A creature makes a strike against the vampire.
Effect: The target becomes the new target of the strike.

Lord's Bloodthirst
The vampire has speed 15 and an edge on power rolls while any creature within 20 squares of them is bleeding. Any bleeding creature within 5 squares of the vampire can't hide.

Let Us Feast! — **Villain Action 1**
Ranged
20 burst — Each enemy in the area

Effect: Each target who has **P < 4** is now bleeding (save ends).

Red Mist Rising 2d10 + 5 — **Villain Action 2**
Area, Magic
5 burst — Each enemy in the area

≤11 2 damage; **M < 3** 6 corruption damage
12–16 7 damage; **M < 4** 6 corruption damage
17+ 10 damage; **M < 5** 6 corruption damage

Effect: The vampire turns to mist, filling the area. Until the end of the round, the vampire can't move or be targeted by abilities, but they can use Crimson Embrace against a target in the area. The vampire reforms in an unoccupied space in the area at the end of the round.

Sacrifice — **Villain Action 3**
Magic, Ranged
Ranged 20 — Each chosen ally

Effect: Each target is marked for sacrifice. At the end of the round, each target who isn't dead or destroyed takes 50 corruption damage. The vampire then uses the following ability.

Wave of Blood
Area, Magic
20 burst — Each enemy in the area

Effect: Each target makes a **Might test**. This ability deals an extra 5 damage for each creature killed by the Sacrifice villain action.

≤11 11 corruption damage
12–16 8 corruption damage
17+ 2 corruption damage

Undead—4th Echelon

The deadliest of undead creatures can be placed into one of two categories: terrible machines that know only destruction, and powerful tyrants who aren't content with conquering just death.

Bonecage

The weakness of many undead minions means that necromancers at war often find themselves shy of corpses when their forces lose more numbers than they slay. The bonecage offers a horrific solution to this problem. This hulking creature made from giants' bones is structured like a massive cage that they can cram dead and near-dead corpses into. Trawling the scenes of great battles, the bonecage fills themself with the fallen, stealing them away for ill purposes. Of course, when no mass casualty site presents itself, the bonecage is more than capable of making corpses of their own.

Lithgekh

Every mage who lives long enough eventually contends with the fact that their knowledge will one day leave the world. For those who can't stomach this idea, seeking the immortality of the lich often becomes an irresistible temptation. But many of those who try and fail to achieve lichdom become lithgekh—a word in the First Language meaning "lich corpse." Having failed to create a proper soul vessel, a lithgekh suffers an eternal hunger for magic to sustain themself. Liches will sometimes trick or tempt mortal mages into pursuing lichdom, only to sabotage them and create a lithgekh under the lich's control. These servants are prized by liches for their ability to disrupt enemy magic and empower their own.

Undead Malice

Level 10 Malice Features

At the start of any level 10 undead's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **2–7+ Malice**
The undead activates a Malice feature available to undead of level 9 or lower.

Death Tax — **7 Malice**
The undead attempts to rend the vitality of their foes. Each enemy within 5 squares of the undead makes a **Might test**.

- ≤11 10 corruption damage; the target loses 2 Recoveries
- 12–16 8 corruption damage; the target loses 1 Recovery
- 17+ 5 corruption damage

Effect: A target who has fewer Recoveries than they would lose is also weakened (save ends).

Special: This ability can't be used by a minion.

Giant Shambler Zombie

Level 10 Minion Brute
Undead, Soulless
EV 12 for four minions

3	4	17	5	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 10, poison 10 — **Weakness:** —
Movement: — — **With Captain:** +4 damage bonus to strikes

Might +5 **A**gility –3 **R**eason –3 **I**ntuition +1 **P**resence –2

Rotten Kick 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object per minion

- ≤11 5 damage; push 2
- 12–16 8 damage; push 4
- 17+ 10 damage; push 6

Meat Shield
Each ally adjacent to the shambler has damage immunity 3.

Skeleton Knight

Level 10 Minion Defender
Undead, Soulless
EV 12 for four minions

1L	5	17	2	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 10, poison 10 — **Weakness:** —
Movement: — — **With Captain:** Gain an edge on strikes

Might +3 **A**gility +5 **R**eason –2 **I**ntuition +4 **P**resence –2

Four Swords Swing 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

- ≤11 4 damage
- 12–16 7 damage
- 17+ 9 damage; the target can't shift (EoT)

Bitter Bones
If the knight is reduced to 0 Stamina, their bones collapse to fill their space with an impassable barrier. Any enemy who comes adjacent to the barrier for the first time in a round or starts their turn there takes 5 damage.

More Swings
Whenever the knight makes a free strike, they can make two free strikes instead.

Wraith Skulker

Level 10 Minion Harrier
Undead
EV 12 for four minions

1M	7	15	1	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: Corruption 10, poison 10 — **Weakness:** —
Movement: Fly, hover — **With Captain:** +3 bonus to speed

Might –2 **A**gility +3 **R**eason +1 **I**ntuition +1 **P**resence +5

Draining Rake 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion

- ≤11 4 cold damage; the wraith can shift 1 square
- 12–16 7 cold damage; the wraith shifts up to 2 squares
- 17+ 9 cold damage; **P** < 5 slowed (save ends); the wraith shifts up to 3 squares

Effect: The wraith turns invisible until the start of their next turn.

Corruptive Phasing
The wraith can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the wraith moves through a creature, that creature takes 5 corruption damage. The wraith doesn't take damage from being force moved into objects.

Bonecage

Level 10 Horde Controller
Undead, Soulless
EV 12

3	6	55	5	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 10, poison 10 **Weakness:** —
Movement: Climb

Might +5 **A**gility –2 **R**eason –2 **I**ntuition +3 **P**resence –1

Ribcage Chomp 2d10 + 5 **Signature Ability**
Melee, Strike, Weapon Main action
Melee 2 Two creatures or objects

≤11 9 damage; M < 4 grabbed
12–16 12 damage; M < 5 grabbed
17+ 14 damage; grabbed

Effect: The bonecage can have up to four size 1 targets grabbed at once. Any creature grabbed by the bonecage takes a bane on the Escape Grab maneuver, and the bonecage has damage immunity 5 against that creature's abilities. When the bonecage is force moved, any creature or object they have grabbed moves with them.

3 Malice: While grabbed this way, a target can't teleport or be teleported.

Labyrinth of Bone **5 Malice**
Area, Magic, Ranged Main action
Four 10 × 1 lines within 3 Each enemy in the area

Effect: The bonecage can put up to two 90-degree bends in each of the lines. Each target makes an **Agility test**.

≤11 9 damage
12–16 7 damage
17+ 4 damage

Effect: The area is difficult terrain for enemies. The effect ends at the end of the encounter or when the bonecage uses this ability again.

Lithgekh

Level 10 Horde Hexer
Undead, Soulless
EV 12

1M	6	55	1	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 10, poison 10 **Weakness:** —
Movement: Fly, hover

Might 0 **A**gility +1 **R**eason +5 **I**ntuition +3 **P**resence –1

Heartstopper 2d10 + 5 **Signature Ability**
Magic, Ranged, Strike Main action
Ranged 15 One creature or object

≤11 9 corruption damage; I < 3 frightened (save ends)
12–16 12 corruption damage; I < 4 frightened (save ends)
17+ 14 corruption damage; I < 5 frightened (save ends)

Effect: A creature frightened this way takes a bane on any ability that targets undead.

Mystic Battery **1 Malice**
Magic, Ranged Free triggered action
Ranged 20 The triggering creature

Trigger: A creature within distance uses a magic ability.
Effect: Any damage dealt by or Stamina regained from the ability is halved. The lithgekh regains Stamina equal to the remaining damage dealt or Stamina gained.

Devour Magic
Each ally within 10 squares of the lithgekh gains an edge on magic abilities.

COUNT RHODAR VON GLAUER

After falling to a vampiric curse in his early twenties, Count Rhodar—the last Lord of Glauer—ruled his tiny, heavily forested mountainous county in eastern Rhöl for three hundred years. There were worse overlords, the people said. After all, Rhodar took his pact with the people and the land seriously. He aggressively defended the villages in his demesne against constant incursions from rival counts and barons. He believed his power waxed and waned with the prosperity of the people and the vitality of the land.

Each new moon, when the Red Tax came due, the count would visit a young candidate, then emerge with renewed vitality. Across the land, folk feared their Dragon Count, but the witches of the wood wove a prophecy: "The land's darkest hour shall be the redemption of House von Glauer."

Eventually, the conquering force of Emperor Gaius VIII came for Rhodar—not because he was a vampire, but because the empire wanted his land and people. Count von Glauer was staked, and his body burned to ash. The emperor kept the Rod of Count Rhodar von Glauer as a trophy, and with this symbol of authority, he sealed his claim to the land.

Under new rule, Rhodar's people lament the absence of their lord, recalling the time before the coming of the empire as a golden age. But the witches' whispers can still be heard. For as long as the people of Glauer persist, they continue believ¬ing their Dragon Count will return in their darkest hour to deliver them from tyranny.

Excerpt from the Chronicle of the Chain of Acheron

"In those days the Chain was in service to the Emperor Gaius VIII, third of the Five Crusading Emperors, and 27th Emperor of Caelia. Gaius continued the crusades started by his illustrious granduncle. Those were profitable days for the Chain, the Wheel, and the Gate. While the other Helltroopers waded into the deserts of Khoursir and Khemhara, we battled in the forests of Vaslor. We had it easy. I hate deserts.

"Thinking his vampiric power would save him, Count Rhodar von Glauer waited until he was fulsome in his strength before trying to extend his dark realm into Caelian territory. But we know how to deal with vampires. The black and gold standard of the von Glauer family reads, "I do the devil's work." We can attest to that. We lost many souls to that long siege, but in the end, we staked him. An old woman howled at us saying, "He is the land!" but we hear that stuff all the time. We sacked his castle, burned his forest and orchards, and delivered his staff to the emperor. That was harder than it sounds. Finger had to drop it in one of his bottomless sacks to stop the mists from coming. What the emperor will do with it, I don't know. I fear that staff may hold more than the power to make the mist."

- Dancer, Chronicler of the Chain of Acheron, Heroes 228

A Lordly Beast

In spite of the fact that he literally preyed upon them (though only one a month!) the people of Glauer seemed to take great pride in their immortal count. Many historical sources record Von Glauer's noble bearing. He took his role as protector and defender of the people and their well-being seriously, in keeping with the traditions of classical nobility. Invited guests must be treated with decency, insults demand apology or satisfaction. Debts must be repaid, treaties honored.

Those who violated the law or threatened his people met a very different Count. It was said he stalked his enemies in the guise of a great wolf, or wingéd gangrenous beast.

In his humanoid form he treated guests, even enemy commanders with honor and dignity. What his demeanor might be should he return is unknown.

The Darkest Hour

It's been over a thousand years since The Chain of Acheron staked Von Glauer, but the wise women of Rhöl speak as though the Dragon Count is merely on vacation. Ajax killed the Earl of Rhöl during his conquest of Vasloria but has yet to dispatch anyone to rule in their stead.

For people of Glauer, the wise women's prophesy feels close. They sense the import of the times in which they live, and expect Ajax or one of his lieutenants to return to rule with an iron fist. The people speak openly now of their Dragon Count returning to defend them against this possibility.

How his return might be possible is not clear, but it would surely involve the Rod of Count Rhodar Von Glauer, currently held under the city of Capital in the Great Reliquary of the Last Emperor, also known as Ringwell.

Count Rhodar's Languages

Rhodar speaks Caelian and Vaslorian.

Rhodar's Malice

Malice Features

At the start of Rhodar's turn, you can spend Malice to activate one of the following features.

Slip — **3 Malice**
During this turn, Rhodar can move through creatures and objects at his usual speed, but can't end his turn inside a creature or object. Additionally, he doesn't take damage from being force moved.

Solo Action — **5 Malice**
Rhodar takes an additional main action on his turn. He can use this feature even if he is dazed.

Suffocating Dark — **5 Malice**
Rhodar throws one of his spears into an unoccupied space within 10 squares, or chooses one of his spears that he has already thrown. Until that spear returns to him or he uses this feature again, the spear emanates magical darkness in a 5 aura. Rhodar can see through this darkness, and any enemy is suffocating while in the darkness.

The Mirror Lies — **7 Malice**
Rhodar chooses two creatures or objects within 20 squares of him. The targets immediately teleport to swap places. Any enemy teleported by this feature who has I < 5 is dazed until the end of their next turn.

Count Rhodar von Glauer

Level 10 Solo
Undead, Vampire
EV 144

1M	12	650	3	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 10, poison 10
Movement: Fly, hover, teleport
Weakness: —

Might +3 **A**gility +5 **R**eason +2 **I**ntuition +2 **P**resence +3

Solo Monster

End Effect: At the end of each of his turns, Rhodar can take 20 damage to end one effect on him that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: Rhodar can take two turns each round. He can't take turns consecutively.

Grave Ward

Rhodar has damage immunity 5. If he takes holy damage, he loses this immunity until the end of the round.

Thin the Blood

Each enemy within 10 squares of Rhodar takes a –2 penalty to saving throws.

Spear of the Damned 2d10 + 5

Signature Ability
Magic, Melee, Ranged, Strike, Weapon
Main action
Melee 2 or ranged 15
Three creatures or objects

- ≤11 13 damage; A<4 restrained (save ends)
- 12–16 18 damage; A<5 restrained (save ends)
- 17+ 21 damage; A<6 restrained (save ends)

Effect: A target restrained this way is impaled by a spear. Rhodar has four spears, each of which can be used to impale a target. At the start of each of his turns, Rhodar can summon any of his spears back to himself, ending the restrained condition on an impaled target.

Disarming Glare

Area, Magic
Main action
5 burst
Each enemy in the area

Effect: Each target makes an **Intuition test**.

- ≤11 16 corruption damage; frightened (save ends)
- 12–16 13 corruption damage; frightened (EoT)
- 17+ 8 corruption damage

While a target is frightened this way, Rhodar ignores banes and double banes on abilities used against them.

Vermilion Fangs 2d10 + 5

3 Malice
Melee, Weapon, Strike
Main action
Melee 1
One creature

- ≤11 17 corruption damage; M<4 bleeding (save ends) and prone
- 12–16 24 corruption damage; prone; M<5 bleeding (save ends)
- 17+ 30 corruption damage; prone; M<6 the target is bleeding until the end of the encounter

Effect: Rhodar regains Stamina equal to half the damage dealt.

Sanguineous Flourish 2d10 + 5

5 Malice
Area, Weapon
Main action
2 burst
Each enemy in the area

- ≤11 6 damage, 2 corruption damage; push 2; M<4 bleeding (save ends)
- 12–16 6 damage, 7 corruption damage; push 5; M<5 bleeding (save ends)
- 17+ 6 damage, 10 corruption damage; push 7; M<6 bleeding (save ends)

Effect: Rhodar shifts up to his speed before or after using this ability. He regains Stamina equal to half the total corruption damage dealt.

Vengeance of Rhöl

Area, Magic, Ranged
Maneuver
Two 3 cubes within 5
Special

Effect: Each area is saturated with vengeful spirits until the end of the round. Any enemy who enters the area for the first time in a round or starts their turn there takes 5 corruption damage. At the end of the round, the spirits violently disperse. Each enemy within 2 squares of an area and has P<5 is weakened (save ends).

Reactive Rebuke

2 Malice
Magic, Ranged
Triggered action
Ranged 10
The triggering creature

Trigger: A creature within distance makes a strike against Rhodar.

Effect: A target who has I<5 is frightened. This effect ends if the target is 11 or more squares from Rhodar.

Lord's Bloodthirst

Rhodar has speed 15 and an edge on power rolls while any creature within 20 squares of him is bleeding. Any bleeding creature within 10 squares of Rhodar can't hide.

Red Tide 2d10 + 5

Villain Action 1
Area, Magic, Ranged
8 cube within 15
Each enemy in the area

- ≤11 8 corruption damage; A<4 the target is blood soaked (save ends)
- 12–16 13 corruption damage; A<5 the target is blood soaked (save ends)
- 17+ 16 corruption damage; A<6 the target is blood soaked until the end of the encounter

Effect: While a creature is blood soaked, Rhodar has a double edge on abilities used against them.

Sanguine Mist

Villain Action 2
Area, Magic
5 burst
Each enemy in the area

Effect: Each target makes a **Presence test**.

- ≤11 16 corruption damage; the target is bleeding until the end of the encounter
- 12–16 13 corruption damage; bleeding (save ends)
- 17+ 8 corruption damage

Effect: Rhodar teleports to an unoccupied space in the area. If he has lost the damage immunity from his Grave Ward trait, he regains it.

Fires of Dracul 2d10 + 5

Villain Action 3
Area, Magic
15 × 3 line within 1
Each enemy in the area

- ≤11 10 fire damage; R<4 weakened (save ends)
- 12–16 16 fire damage; R<5 weakened (save ends)
- 17+ 20 fire damage; R<6 weakened (save ends)

Effect: Rhodar teleports to an unoccupied space adjacent to one target after the ability resolves.

I liked von Glauer—he was old-school nobility. Invited us officers to dinner during the siege. Civilized. Not like these warlords we got today.

Dancer, Chronicler of the Chain of Acheron

LICH

A lich begins life as a mortal, often a studied mage, fueled by a burning, unquenchable hunger for knowledge at any cost. Knowledge beyond life and death, beyond this world, beyond gods and fiends. Possessed by the unshakable belief that ultimate knowledge brings ultimate power. The necessary rites are forbidden in many cultures, for they require a bloody, evil act: the sacrifice of someone dear to the would-be lich.

Forging a Soulstone

The ritual to create a lich requires a sphere constructed of something personal to the subject, such as steel from an heirloom suit of armor or a tangle of branches from the tree that shaded their wedding. To complete the rite, the subject must rip out their own heart and the heart of a living loved one, placing both inside the sphere. The hearts conjoin and transmute into a ruby that welds to the sphere, creating the new lich's soulstone. As long as their soulstone remains intact, a lich can never truly die. Most soulstones are small and easy to conceal, though a lich can construct the stone's outer sphere to be any size that suits their purpose.

Terrifying Immortality

A lich's true appearance is ghastly. The damage to their chest never heals, and over the centuries, their body slowly decays into a skeleton. Some liches hide their appearance with an illusion that makes them even more attractive and vivacious than they were in life. Others embrace their terrifying look, proudly displaying their fell triumph to every creature they encounter.

Though all liches desire eternal life, it fails to satisfy most. Liches who were once powerful adventurers seek more of everything they've always craved—more glory, more power, more wealth. Most set about amassing all three, building armies of followers to seize whatever the lich desires from any who resist their power.

Eldritch Lairs

Liches are strongest when surrounded by devoted followers. Although they are often encountered alone, most liches have legions of undead, mind-warped cultists, or amoral mercenary companies guarding their most important holdings. Their lairs can be found inside strongholds and castles, hidden in bank vaults or government halls, or ensconced in false temples. The most savvy of these undead mages refuse to consolidate their power in a single location, often scattering lairs in a way that leads adventurers on chases across whole worlds.

Merciless Schemers

All liches understand the potential of do-gooder heroes to threaten their pursuits and destroy their soulstone, and they do everything in their power to stay on top of such threats. Adventurers with a trove of powerful supernatural treasures or the potential strength to resist a lich are hunted mercilessly.

Liches know they have all the time in the world to plot against their foes, and have refined hatred into an art form.

Lich Languages

A lich speaks the languages they knew in life, and might also pick up Anjali, Proto-Ctholl, Variac, and Vastariax over their limitless lifetime.

Lich Malice

Malice Features

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

Soul Sip **3 Malice**
The lich makes a free strike against one enemy within 20 squares. They then gain an edge on their next power roll.

Solo Action **5 Malice**
The lich takes an additional main action on their turn. They can use this feature even if they are dazed.

Spirit Shell **5 Malice**
The lich summons a swirling cloud of angry spirits to surround them until the start of the next round. Any creature who deals damage to the lich with a melee strike while the spirit shell is active makes a **Presence test**.

- ≤11 16 psychic damage, dazed (save ends)
- 12–16 Dazed (save ends)
- 17+ No effect.

Cloud of Deceit **7 Malice**
The lich summons a mind-altering mist, turns invisible until the start of their next turn, and moves up to half their speed. Each enemy within 20 squares of the lich's starting point who has **I<4** is deceived. While deceived, a creature perceives all allies and enemies as the lich, and perceives the environment as an unfamiliar wasteland corrupted by necrotic blight. If other creatures attempt to communicate with a deceived creature, that creature interprets their words as ghastly taunts in the lich's voice.

This effect lasts until an affected creature takes damage or an ally uses a main action to shake them out of it. Each time this feature is used during an encounter, the distance of the effect decreases by 5 squares (to a minimum of 5 squares) and the potency increases by 1.

Lich

Level 10 Solo
Undead
EV 144

1M	10	650	1	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 10, poison 10
Movement: Fly, hover
Weakness: Holy 5

Might +2 **A**gility +3 **R**eason +5 **I**ntuition +5 **P**resence +5

Solo Monster

End Effect: At the end of each of their turns, the lich can take 20 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The lich can take two turns each round. They can't take turns consecutively.

Conflagration 2d10 + 5

Signature Ability
Magic, Ranged, Strike
Main action
Ranged 20
Two creatures or objects

- ≤11 15 fire damage; **A<4** the target is immolated (save ends)
- 12–16 21 fire damage; **A<5** the target is immolated (save ends)
- 17+ 25 fire damage; **A<6** the target is immolated (save ends)

Effect: An immolated creature takes 10 fire damage whenever they use a main action and a maneuver on their turn. This damage can't be reduced in any way.

Hopeless Place 2d10 + 5

Area, Magic
Main action
10 burst
Each enemy in the area

- ≤11 8 corruption damage; **P<4** the target is hopeless (save ends)
- 12–16 13 corruption damage; **P<5** the target is hopeless (save ends)
- 17+ 16 corruption damage; **P<6** the target is hopeless (save ends)

Effect: A hopeless creature can't benefit from edges or double edges, can't gain or use surges, and can't gain temporary Stamina.

3 Malice: The distance of this ability increases to a 20 burst and its potency increases by 1.

Pain Unending 2d10 + 5

2 Malice
Magic, Ranged, Strike
Main action
Ranged 20
One creature or object

- ≤11 17 psychic damage
- 12–16 24 psychic damage
- 17+ 29 psychic damage

Effect: A target who has **M<4** is wracked with pain (save ends). A creature wracked with pain has a double bane on abilities.

3 Malice: The lich chooses one additional target.

2+ Malice: Each creature wracked with pain gains one of the following conditions of the lich's choice for each 2 Malice spent: bleeding, slowed, or prone and can't stand. These conditions end when a creature is no longer wracked with pain.

Necrotic Form

—
Maneuver
Self
Self

Effect: The lich becomes spectral, moves up to their speed, and becomes corporeal again. While spectral, the lich automatically ends the grabbed or restrained conditions, has damage immunity 5, can move through solid matter, and ignores difficult terrain. If the lich ends this movement inside solid matter, they are shunted out into the space from which they entered it.

Baleful Swap

2 Malice
Ranged
Triggered action
Ranged 10
One enemy

Trigger: The lich is targeted using an ability by a creature other than the target.

Effect: If the target has **P<4**, they swap places with the lich to become the new target of the triggering ability.

Herald of Oblivion

In the lich's presence, death's call is stronger. Any winded creature within 5 squares of the lich is bleeding and can't use the Catch Breath maneuver.

Glare of Undeath

At the start of each round, the lich chooses a creature within 10 squares. If that creature has **R<4**, they are restrained until the end of the lich's next turn. The lich can't choose the same creature two rounds in a row.

Rejuvenation

The lich has a soulstone, which has 50 Stamina and damage immunity all except to sonic damage and holy damage. If the lich is destroyed while their soulstone is intact, their soul retreats into the soulstone. Any creature who has **P<5** and who moves within 5 squares of an inhabited soulstone for the first time in a round or starts their turn there is compelled (save ends). A compelled creature must do everything in their power to move toward and touch the soulstone.

A creature who touches an inhabited soulstone makes a **Might test** that takes a bane.

- ≤11 The creature is reduced to 0 Stamina and the lich manifests adjacent to the soulstone with full Stamina.
- 12–16 The creature is reduced to 0 Stamina and the lich manifests adjacent to the soulstone with 300 Stamina.
- 17+ The creature has their Stamina reduced to their winded value unless it is already lower, and the lich manifests adjacent to the soulstone with 100 Stamina.

Cages of Wasting

Villain Action 1
Area, Magic, Ranged
Two 3 cubes within 10
Each creature in the area

Effect: Each target makes an **Agility test**.

- ≤11 10 corruption damage; restrained (save ends)
- 12–16 16 corruption damage; restrained (EoT)
- 17+ 20 corruption damage

Effect: The lich deals an additional 10 corruption damage to each creature restrained this way.

My Power Alone

Villain Action 2
Area, Magic
12 burst
Each enemy in the area

Effect: A target can't use heroic abilities until the start of the lich's next turn.

Arms of Necrosis 2d10 + 5

Villain Action 3
Area, Magic
6 burst
Each creature in the area

- ≤11 8 corruption damage; **A<4** frightened (save ends)
- 12–16 13 corruption damage; **A<5** frightened (save ends)
- 17+ 16 corruption damage; **A<6** frightened (save ends)

Effect: At the end of each of the lich's turns, they regain 10 Stamina for each creature frightened this way.

VALOK

Abandoned autonomous machines made by the ancient steel dwarves, valok can still be found deep within the crumbling ruins and underground structures of long-dead civilizations. The steel dwarves made their instruments well, though, and valok can still be activated! However, doing so without the correct control phrases could unleash an unstoppable machine overloaded by the weight of time.

Exotic Metal Body

Steel dwarves unlocked the secrets of smithing valiar—the truemetal—prized not only for its strength and flexibility, but for its entrancing silvery white beauty. They could turn valiar into anything, from breath-taking weapons and exquisite buildings to hypnotic gossamer fabrics that are nearly transparent and virtually indestructible. The secrets of working with the truemetal disappeared with the steel dwarves, but not before they built the nigh-invulnerable bodies of the valok.

Prismacore Power

The steel dwarves also mined iridoss, commonly known as prismacore. This rare gemstone was infused with the power of other worlds. Unlike other constructs who are powered by spells or prayer, each valok's prismacore heart allows them to operate without magic. Since prismacore never loses power, valok can work ceaselessly, without rest or respite.

Mechanized Evolution

The first valok were great machines made to dig, smelt, and build. Legends say these giant walkers could build entire cities in a matter of days, and could even construct other valok. As the steel dwarves learned the deep secrets of prismacore, they made machines who could speak and think more freely.

While two classes of valok—servok and multivok—have been discovered, ancient steel dwarf carvings hint that a highly advanced third class was created just before their makers disappeared.

Ancient and Deep

Ruined valok litter the deepest ruins of the steel dwarves, and without the steel dwarves' secrets, their valiar and iridoss are useless to modern smiths. But some valok still labor in the depths, carrying out the orders given to them long ago and ready to end any who interfere.

Valok Malice **Malice Features**

At the start of any valok's turn, you can spend Malice to activate one of the following features.

Repeater **3 Malice**
One valok acting this turn takes an additional main action.

I Was Not Commanded to Wait **5 Malice**
At the end of each turn until the end of the round, one valok can either shift up to 2 squares or make a free strike.

Rapid Logic Overdrive **7 Malice**
Each valok in the encounter can end one effect on them that can be ended by a saving throw, and can move up to their speed (making use of the bonus below). Additionally, until the end of the encounter, all valok deal an extra 5 damage on strikes and gain a +5 bonus to speed. This feature can be activated multiples times, stacking the effects.

Servok

Servoks, the labor and siege class of valok, are huge, slow, and built for a specific purpose—though all are designed to defend themselves when threatened. No humaniform servoks have yet been discovered. Their forms depend on their purpose, but they are never smaller than a wagon. Despite each servok's utilitarian construction and the ages of grime accumulated atop their valiar, they are impressive to behold.

Servok builders once constructed buildings, roads, and walls. Some active builders still work the caverns where they were left, clearing the ground in preparation for lost grand projects known only to their progenitors. Servok miners dug the legendary tunnels of the steel dwarves. A few miners still bore deep into the earth, searching for ore and ready to destroy anything that interferes with that function.

The quaking of earth and the boom of an arcane cannon precedes the appearance of a servok war engine. Built to roll through enemy ranks with their bladed rake, the war engine can also eliminate targets from afar with a massive gun that shoots both magic blasts and burning oil. Many war engines went to battle and never returned, and where they wander now, they consider every creature they meet who isn't a steel dwarf to be an enemy.

Multivok

Smaller than servoks, multivoks can speak and carry out commands, though their capacity for complexity is limited. While multivoks are humaniform, their masterfully crafted bodies lack the expression and fine articulation of humanoids. They were built to run and maintain ships and ore harvesters, survey dangerous or distant locations, guard nobles, and oversee servoks—tasks which many multivoks tirelessly attempt to continue today.

With arms ending in axe blades and repeating crossbows mounted on their shoulders, a multivok bodyguard cuts an impressive figure. Multivok bodyguards who are still active are often found watching over the bones or possessions of their long-dead charges with unfaltering loyalty.

One of the most advanced multivoks, a chief directs and coordinates other valok to get work done. Multivok chiefs were built to oversee projects in the absence of steel dwarf supervisors. Active chiefs still roam the halls of the steel dwarves, organizing their fellow constructs to protect treasures, construct buildings, dig tunnels, and destroy invaders.

Valok Languages

Most valok communicate exclusively in Rallarian.

Multivok Bodyguard

Level 9 Elite Defender

Construct, Multivok, Soulless, Valok

EV 44

2	5	240	5	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4 **A**gility 0 **R**eason –2 **I**ntuition +1 **P**resence –4

Gatling Bolt Gun 2d10 + 4 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — Two creatures or objects
≤11 13 damage
12–16 18 damage
17+ 22 damage; **A < 4** bleeding (save ends)

Valiar Axe 2d10 + 4 — **3 Malice**
Melee, Strike, Weapon — Main action
Melee 2 — One creature or object
≤11 15 damage; **M < 2** weakened (save ends)
12–16 21 damage; **M < 3** weakened (save ends)
17+ 26 damage; prone; **M < 4** weakened (save ends)
Effect: The bodyguard has a double edge on this ability if it was previously used against the same target in this encounter.

Magnetic Pull
Area — Maneuver
10 burst — Each enemy and object in the area
Special: This ability targets only metal-clad enemies and metal objects of size 3 or smaller.
Effect: Each target is pulled up to 8 squares, or if they have **M < 3**, they are pulled up to 15 squares. The bodyguard can make a free strike against each target who ends this forced movement adjacent to them.

Valiar Cloak
Melee — Triggered action
Melee 2 — Self
Trigger: One ally within distance is targeted by an enemy's ability. The bodyguard can use this ability after seeing the outcome of the power roll.
Effect: The bodyguard becomes the triggering ability's target instead.

Multivok Maintenance
At the start of the bodyguard's turn, each servok within 2 squares of them regains 15 Stamina.

Crafted to Perfection
The bodyguard's shape can't be changed by any external effect.

Valiar Might
While the bodyguard isn't bleeding, weakened, or winded, any power roll made against them is automatically a tier 1 outcome. A critical hit still grants its additional main action.

Multivok Chief

Level 9 Elite Support
Construct, Multivok, Soulless, Valok
EV 44

1L	5	220	3	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4 **A**gility +1 **R**eason –2 **I**ntuition +1 **P**resence –3

Pneumatic Punch 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects
≤11 13 damage; push 3
12–16 18 damage; push 5
17+ 22 damage; push 8

Targeting Beam 2d10 + 4 — **3 Malice**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object
≤11 15 damage; **A < 2** slowed (save ends)
12–16 21 damage; **A < 3** slowed (save ends)
17+ 26 damage; **A < 4** slowed (save ends)
Effect: This damage can't be reduced in any way. While a target is slowed this way, any strike against them has a double edge.

Chief's Command
Ranged — Maneuver
Ranged 5 — One ally
Effect: The target shifts up to their speed and can use a main action.

Quick Shield
Ranged — Triggered action
Ranged 10 — The triggering creature
Trigger: The chief or an ally within distance is subject to an effect that can be ended by a saving throw or that ends at the end of their turn.
Effect: The target gains 15 temporary Stamina. Each time this triggered action is used, the amount of temporary Stamina received decreases by 3 (to a minimum of 0).

Multivok Maintenance
At the start of the chief's turn, each servok within 2 squares of them regains 15 Stamina.

Crafted to Perfection
The chief's shape can't be changed by any external effect.

Valiar Might
While the chief isn't bleeding, weakened, or winded, any power roll made against them is automatically a tier 1 outcome. A critical hit still grants its additional main action.

Servok Builder

Level 9 Elite Brute
Construct, Servok, Soulless, Valok
EV 44

3	5	240	8	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4 **A**gility –2 **R**eason –4 **I**ntuition –1 **P**resence –5

Wrecking Ball 2d10 + 4 — **Signature Ability**
Area, Ranged, Weapon — Main action
3 cube within 5 — Each enemy and object in the area
Effect: Each target must make either an **Agility test** or an **Intuition test**.
≤11 15 damage; push 5, prone
12–16 12 damage; push 3
17+ 8 damage

Construction Arm 2d10 + 4
Melee, Strike, Weapon — Main action
Melee 3 — One creature or object
≤11 16 damage
12–16 23 damage; grabbed
17+ 28 damage; grabbed; **M < 4** vertical push 5

Lay the Foundation — **3 Malice**
Area — Main action
6 × 3 line within 1 — Special
Effect: The area is covered in wet concrete and is difficult terrain. Any enemy who starts their turn in the concrete makes a **Might test**.
≤11 Restrained (EoT)
12–16 Slowed (EoT)
17+ No effect.

Build Wall
Area, Ranged — Maneuver
6 wall within 3 — Special
Effect: The builder creates a concrete wall. They can also remove any unoccupied squares of wet concrete within 3 squares of them, creating two additional squares of wall for each square of concrete removed.

Sputter — **1 Malice**
Melee — Free triggered action
Melee 3 — The triggering creature or object
Trigger: A creature or object within distance deals damage to the builder.
≤11 **A < 2** restrained (save ends)
12–16 **A < 3** restrained (save ends)
17+ **A < 4** restrained (save ends)
Effect: While a creature is restrained this way, or if the target is an object, the target and their space are encased in wet concrete. A creature no longer restrained leaves squares of wet concrete behind.

Servok Siege Machine
The builder ignores difficult terrain, and their abilities deal an extra 15 damage to objects.

Crafted to Perfection
The builder's shape can't be changed by any external effect.

Valiar Might
While the builder isn't bleeding, weakened, or winded, any power roll made against them is automatically a tier 1 outcome. A critical hit still grants its additional main action.

Servok Miner

Level 9 Elite Controller
Construct, Servok, Soulless, Valok
EV 44

Size	Speed	Stamina	Stability	Free Strike
2	5	200	6	9

Immunity: —
Movement: Burrow, climb
Weakness: —

Might +4 **Agility** –2 **Reason** –4 **Intuition** –1 **Presence** –5

Drill Press 2d10 + 4 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 13 damage; M<2 restrained (save ends) and prone
12–16 18 damage; M<3 restrained (save ends) and prone
17+ 22 damage; prone; M<4 restrained (save ends)

Effect: In suitably soft ground, a target restrained this way is entrenched in a 1-square-deep hole.

Unload Rocks — **3 Malice**
Area — Main action
4 cube within 1 — Each enemy and object in the area

Effect: Each target makes an **Agility test.**
≤11 14 damage; slide 4; the miner's allies have concealment from the target (save ends)
12–16 11 damage; slide 2
17+ 7 damage

The area is difficult terrain.

Break Ground — **5 Malice**
Area — Maneuver
20 × 1 line within 1 — Each enemy and object in the area

Effect: A 5-square-deep fissure opens along the ground in the area. Each ally in the area can shift into the nearest unoccupied space outside the fissure. Each target makes an **Agility test**.
≤11 14 damage; the target falls into the fissure, and is prone and can't stand (EoT)
12–16 11 damage; the target is prone and hanging onto the edge of the fissure
17+ 7 damage; the target can shift into the nearest unoccupied space outside the fissure

Miner Inconvenience — **2 Malice**
Area — Triggered action
Self — Self

Trigger: The miner is targeted by a strike.

Effect: Until the end of the round, dust and dirt billow in a 2 burst around the miner's initial space. While the miner is in the area, they ignore the nondamaging effects of any strike made against them, including the triggering strike.

Valiar Tunneler
The miner can burrow through stone and metal. When the miner burrows, they create a stable size 2 tunnel in their wake.

Servok Siege Machine
The miner ignores difficult terrain, and their abilities deal an extra 15 damage to objects.

Crafted to Perfection
The miner's shape can't be changed by any external effect.

Valiar Might
While the miner isn't bleeding, weakened, or winded, any power roll made against them is automatically a tier 1 outcome. A critical hit still grants its additional main action.

Servok War Engine

Level 10 Elite Brute
Construct, Servok, Soulless, Valok
EV 48

Size	Speed	Stamina	Stability	Free Strike
3	5	260	8	10

Immunity: —
Movement: —
Weakness: —

Might +5 **Agility** –2 **Reason** –4 **Intuition** –1 **Presence** –5

Blade Rake 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 3 — Two creatures or objects

≤11 15 damage
12–16 21 damage; pull 3
17+ 25 damage; pull 6

Prismacore Cannon 2d10 + 5
Ranged, Strike, Weapon — Main action
Ranged 20 — One creature or object

≤11 22 damage
12–16 29 damage; I<4 dazed (save ends)
17+ 34 damage; I<5 dazed (save ends)

Effect: This damage can't be reduced in any way. This ability can't be used again until the start of the next round.

Destructive Rollout
— — Maneuver
Self — Self

Effect: The war engine moves up to their speed in a straight line, automatically destroying mundane size 1 objects or walls in their path. The first time the war engine moves through a creature's space during this movement, that creature can choose to either fall prone or take 10 damage.

Burning Oil — **3 Malice**
Area — Maneuver
20 × 1 line within 1 — Each enemy and object in the area

Effect: Each target makes an **Agility test**.
≤11 16 fire damage; the target is burning (save ends)
12–16 12 fire damage; the target is burning (EoT)
17+ 8 fire damage

A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round. Additionally, the area is burning until the end of the encounter. While the area is burning, it is difficult terrain and any enemy takes 3 fire damage for each square of the area they enter.

Quick Blast 2d10 + 5 — **1 Malice**
Ranged, Strike, Weapon — Free triggered action
Ranged 20 — One creature or object

Trigger: The target deals damage to the war engine.
≤11 8 damage; push 2
12–16 12 damage; push 5
17+ 16 damage; push 8

Effect: This damage can't be reduced in any way.

Servok Siege Machine
The war engine ignores difficult terrain, and their abilities deal an extra 15 damage to objects.

Crafted to Perfection
The war engine's shape can't be changed by any external effect.

Valiar Might
While the war engine isn't bleeding, weakened, or winded, any power roll made against them is automatically a tier 1 outcome. A critical hit still grants its additional main action.

VOICELESS TALKERS

Among the most powerful psions in the timescape, synlirii (*sin-LEER-ee*, singular: synliroi) are known as the "voiceless talkers" to the denizens of the World Below—and to surface dwellers unfortunate enough to encounter them. Descended from boneless aquatic cephalopods, they are alien in thought and motivation to the humanoid species they loathe. Synlirii consider the "barking ones" (their label for creatures who squeeze air through meat flaps to communicate) an abomination that must be corrected.

Uneasy Alliances

Though synlirii and overminds are hereditary enemies, their mutual obsession with the barking ones often leads to uneasy alliances. Both synlirii and overminds employ humanoids from the World Below as agents, trading lore and technology for information on their surface foes.

Olothec Hatred

The synlirii's visceral antipathy toward the barking ones is surpassed only by their deep enmity toward (and fear of) olothec. Ancient myths say that the olothec created both synlirii and overminds. To overminds, this is a harmless fable. But synlirii, who style themselves as the future masters of the timescape, rage against implications that their powers come from any source other than their own superior development.

Psionic Spies

Despite their mental powers, voiceless talkers consider information their greatest weapon. They use their psionic talents to manipulate memory and perception, obscure their forms, and pass undetected among other cultures.

Psi-Tech

Synlirii breed mollusks that secrete plastic-like substances, using them to fashion weapons and similar technology powered by psionic crystals. The voiceless talkers' handheld psionic pistols and portable psionic rifles can be activated only by their alien minds.

Creature Engineers

Synlirii are obsessed with manipulating the natural development of other organisms. They create hulking brains, mindkillers, and other servants using a psionic technique they call the Interlace. Many synlirii experiments don't live long and aren't intended to. But the World Below is littered with unnatural creatures who escaped the voiceless talkers' Body Banks—most of them singular life forms who can't reproduce and might never die.

Graywarper

Graywarpers are voiceless talkers who were drained of most of their psionic abilities—and free will—as punishment for insolence or incompetence. They are viewed solely as expendable tools who enhance the power of other voiceless talkers.

Hulking Brain

The voiceless talkers have engineered pearlescent-skinned, humanoid-shaped horrors with four massive arms and a large pulsing brain in place of a head. Called thylinça by voiceless talkers and hulking brains by everyone else, these creatures serve as bodyguards and psionic batteries for their synlirii creators.

Mindkiller

Floating clawed brains with a trailing spinal column and nerves, mindkillers serve as the voiceless talkers' pets and lackeys. These amorphous parasites can force themselves into a humanoid's body through the ear, eye, or nose, then devour the victim's central nervous system while replacing it with their own tissue. When the process is complete, the mindkiller gains all the victim's knowledge and memories and can puppet their body, becoming the perfect spy for the mindkiller's synlirii overlords.

Mindkiller whelps are a lesser form of mindkiller who can be created in a fraction of the time. While they can't inhabit bodies, their mere presence weakens their foes' mental defenses against psionics.

Voiceless Talker Languages

Most voiceless talkers communicate telepathically using Mindspeech and speak Variac.

Voiceless Talker Malice

Malice Features

At the start of any voiceless talker's turn, you can spend Malice to activate one of the following features.

Guise **3 Malice**
One non-minion voiceless talker projects a psionic screen over their body, preventing other creatures from treating them as an enemy until the end of the voiceless talker's next turn.

Memory Thief 2d10 + 3 **5 Malice**
Psionic, Ranged Maneuver
Ranged 5 One creature
≤11 6 psychic damage; R<1 the target can't treat their allies as allies (save ends)
12-16 10 psychic damage; R<2 the target perceives their allies as enemies (save ends)
17+ 13 psychic damage; R<3 the target perceives their allies as enemies (save ends)
Special: This ability can't be used by a minion.

Evolutionary Circuit **10 Malice**
All voiceless talkers link their minds, creating a circuit that empowers them while two or more voiceless talkers remain in the encounter. While this circuit is active, any psionic strike made by a voiceless talker deals an extra 5 damage. Additionally, when a non-minion voiceless talker takes damage, they can use a free triggered action to swap places with any voiceless talker minion on the encounter map. The minion takes the damage instead.

Mindkiller Whelp

Level 6 Minion Hexer
Horror, Voiceless Talker
EV 8 for four minions

1S	4	9	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 6
Movement: Fly, hover
Weakness: —
With Captain: +2 damage bonus to strikes

Might –1 **A**gility +3 **R**eason +1 **I**ntuition +1 **P**resence 0

Eager Claws 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11 3 damage
12–16 5 damage; the target takes a bane on their next strike
17+ 7 damage; the target takes a bane on their next strike

Feast
Psionic — Triggered action
Self — Self

Trigger: The whelp reduces a non-minion creature to 0 Stamina.

Effect: The whelp transforms into a **mindkiller** whose Stamina equals their squad's Stamina pool before transforming. The Stamina pool then loses the whelp's Stamina.

Psionic Conductor
Whenever a non-minion voiceless talker within 5 squares of the whelp uses a psionic ability, they can do so as if they were in the whelp's space.

Voiceless Talker Graywarper

Level 6 Minion Controller
Horror, Voiceless Talker
EV 8 for four minions

1M	5	9	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: +2 bonus to Stamina

Might –1 **A**gility 0 **R**eason +3 **I**ntuition +1 **P**resence +1

Phase Chant 2d10 + 3 — **Signature Ability**
Psionic, Ranged, Strike — Main action
Ranged 8 — One creature or object per minion
≤11 3 psychic damage
12–16 5 psychic damage; slide 2
17+ 7 psychic damage; slide 4

Psionic Conductor
Whenever a non-minion voiceless talker within 5 squares of the graywarper uses a psionic ability, they can do so as if they were in the graywarper's space.

Hulking Brain

Level 6 Elite Brute

Horror, Voiceless Talker

EV 32

1L	5	180	4	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +3 | **A**gility +1 | **R**eason –2 | **I**ntuition –2 | **P**resence 0

Four-Way Grasp 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — Four creatures or objects

≤11 7 damage
12–16 10 damage; **A** < 2 grabbed
17+ 11 damage; **A** < 3 grabbed

Special: The hulking brain can have up to four size 1 creatures grabbed.

2 Malice: The potency increases by 1.

Cerebral Suplex 2d10 + 3
Melee, Strike — Main action
Melee 1 — Each enemy

Effect: A target must be grabbed by the hulking brain, and is no longer grabbed after the power roll is resolved.
≤11 7 damage; **M** < 1 3 damage
12–16 10 damage; **M** < 2 3 damage
17+ 13 damage; **M** < 3 6 damage

Lumber
— — Maneuver
Self — Self

Effect: The hulking brain shifts up to 4 squares, ignoring difficult terrain.

Brawny Buffer — **1 Malice**
— Free triggered action
Self — Self

Trigger: An ally voiceless talker within 5 squares takes damage from an enemy ability.

Effect: The hulking brain shifts adjacent to the ally and becomes the new target of the ability.

2 Malice: The enemy is knocked prone.

Biceps to Spare
The hulking brain can carry up to four size 1 creatures they have grabbed, and takes no penalty to their speed while doing so.

Psionic Conductor
Whenever a non-minion voiceless talker within 5 squares of the hulking brain uses a psionic ability, they can do so as if they were in the hulking brain's space.

Mindkiller

Level 6 Elite Hexer
Horror, Voiceless Talker
EV 32

1S	6	140	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 6
Movement: Fly, hover
Weakness: —

Might –1 **A**gility +3 **R**eason +3 **I**ntuition +2 **P**resence 0

★ **Brain Latch**
The mindkiller can grab creatures who are size 4 or smaller, using their Reason score in place of Might. A creature grabbed by the mindkiller takes a bane on ability rolls made to escape the grab.

Killer Claws 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 11 damage
12-16 17 damage; **A<2** grabbed
17+ 21 damage; **A<3** grabbed

Concealing Strike 2d10 + 3 — **2 Malice**
Psionic, Ranged, Strike — Main action
Ranged 5 — Two creatures

≤11 10 damage; **R<1** the mindkiller is invisible to the target (save ends)
12-16 15 damage; **R<2** the mindkiller is invisible to the target (save ends)
17+ 18 damage; **R<3** the mindkiller is invisible to the target (save ends)

Mindwipe
Melee, Psionic, Strike — Maneuver
Melee 1 — One creature

Effect: The target must be grabbed by the mindkiller. If the target has **R<2**, they take a –1 penalty to their Reason, Intuition, or Presence score and the mindkiller has a +1 bonus to the same score, all until the end of the encounter.

Meat Shield
— — Triggered action
Self — Self

Trigger: The mindkiller takes damage.

Effect: The mindkiller halves the damage. If the mindkiller has a creature grabbed, that creature takes the other half of the damage.

3 Malice: A grabbed creature takes the damage instead of the mindkiller.

★ **Psionic Conductor**
Whenever a non-minion voiceless talker within 5 squares of the mindkiller uses a psionic ability, they can do so as if they were in the mindkiller's space.

★ **Nimble**
The mindkiller can move through enemies' spaces at their usual speed.

Voiceless Talker Artillerist

Level 6 Elite Artillery
Horror, Voiceless Talker
EV 32

1M	5	140	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 6
Movement: Hover, teleport
Weakness: —

Might 0 **A**gility +3 **R**eason +3 **I**ntuition +2 **P**resence +1

Psionic Rifle Burst 2d10 + 3 — **Signature Ability**
Psionic, Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object

≤11 11 damage
12-16 19 damage; the strike spreads 1 square
17+ 22 damage; the strike spreads 2 squares

Effect: The strike's spread is the distance it expands from a target to nearby enemies. Each enemy within that distance takes 3 damage.

2 Malice: Each enemy within the strike spread takes an extra 3 damage.

Mind Jolt 2d10 + 3
Area, Psionic — Main action
10 × 1 line within 10 — Each enemy in the area

≤11 6 lightning damage
12-16 10 lightning damage; **I<2** slowed (save ends)
17+ 13 lightning damage; **I<3** slowed (save ends)

In Our Sights
Ranged — Maneuver
Ranged 10 — One creature

Effect: Until the start of the artillerist's next turn, the next psionic ability used against the target automatically treats its initial power roll as a 17. The creature using the ability can still roll to determine if they score a critical hit.

Tactical Reposition — **1 Malice**
— — Triggered action
Self — Self

Trigger: The artillerist takes damage.

Effect: The artillerist can teleport up to 5 squares and ignores any effects associated with the damage.

Psionic Conductor
Whenever a non-minion voiceless talker within 5 squares of the artillerist uses a psionic ability, they can do so as if they were in the artillerist's space.

Locked On
The artillerist ignores invisibility, cover, and concealment. A creature can't hide from the artillerist while the artillerist has line of effect to them.

Voiceless Talker Invader

Level 6 Elite Controller
Horror, Voiceless Talker
EV 32

1M	5	140	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 6
Movement: Hover, teleport
Weakness: —

Might −1 **A**gility +1 **R**eason +3 **I**ntuition +2 **P**resence +2

Tentacle 2d10 + 3 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 10 damage
12-16 15 damage; **M<2** grabbed
17+ 18 damage; **M<3** grabbed

Psionic Boom 2d10 + 3 — **3 Malice**
Area, Psionic — Main action
3 burst — Each enemy in the area

≤11 6 psychic damage; **R<1** push 2
12-16 10 psychic damage; **R<2** push 3
17+ 12 psychic damage; **R<3** push 4 and prone

2 Malice: The size of the burst increases to 5.

Tentacle Toss 2d10 + 3
Melee, Psionic — Maneuver
Melee 1 — One creature

Effect: The target must be grabbed by the invader.
≤11 6 damage; vertical slide 2
12-16 10 damage; vertical slide 2
17+ 12 damage; vertical slide 3

Brain Drain
Melee, Psionic — Triggered action
Special — The triggering creature

Trigger: A creature grabbed by the invader resists an ability's potency.

Effect: The potency increases by 2.

Psionic Amplifier
Whenever a non-minion voiceless talker within 5 squares of the invader uses a psionic ability, they can do so as if they were in the invader's space, and the ability has a double edge.

Voiceless Talker Evolutionist

Level 6 Leader
Horror, Voiceless Talker
EV 32

1M	5	180	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 8
Movement: Hover, teleport
Weakness: —

Might 0 **A**gility +3 **R**eason +4 **I**ntuition +1 **P**resence +2

Psionic Intrusion 2d10 + 4 — **Signature Ability**
Melee, Psionic, Ranged, Strike — Main action
Melee 1 or ranged 5 — Two creatures or objects

≤11 11 psychic damage; R<2 slowed (save ends)
12–16 16 psychic damage; R<3 slowed (save ends)
17+ 19 psychic damage; R<4 slowed (save ends)

Carpe Quadratum
Psionic, Ranged — Maneuver
Ranged 5 — One creature

Effect: The evolutionist teleports to swap places with the target.

Adaptability
Psionic — Triggered action
Self — Self

Trigger: The evolutionist takes damage that has a damage type.

Effect: Until the start of their next turn, the evolutionist has damage immunity 5 to the triggering damage type.

End Effect
At the end of each of their turns, the evolutionist can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Witness Evolutionary Superiority
The evolutionist has any trait of the Director's choice from any ally minion in the encounter.

Show Me Who You Are — **Villain Action 1**
Area, Psionic
5 burst — Each enemy in the area

Effect: Each target makes an **Intuition test**.
≤11 The target uses a signature ability against the nearest enemy within distance.
12–16 The target makes a free strike against the nearest enemy within distance.
17+ Frightened (save ends)

Release the Thralls — **Villain Action 2**
Psionic, Ranged
Ranged 5 — Special

Effect: The evolutionist teleports eight minions of level 4 or lower into unoccupied spaces within distance. All eight minions can be of any monster type but must share the same name.

Brainstorm 2d10 + 4 — **Villain Action 3**
Area, Psionic
3 burst — Each enemy in the area

≤11 7 lightning damage
12–16 12 lightning damage
17+ 15 lightning damage

Effect: Until the end of the encounter, the evolutionist is surrounded by a psionic electrical storm that is a 5 aura. The area is difficult terrain for enemies, and any enemy who enters the area for the first time in a round or starts their turn there takes 8 lightning damage.

LORD SYUUL

"Yours is an interesting mind, Tyract. I wonder what it *tastes* like?"

Chief Design Architect of the living synlirii high science vessel *Waking Nightmare*, Lord Syuul (*see-YOU-ull*) scours the timescape looking for novel genetic specimens he can torture into new species. His spies, informants, and allies are always on the lookout for subjects with unique hereditary traits the Interlace might extract.

The Extractors

Syuul's most trusted servants form his elite surgical commandos, the Extractors. Whenever his ship detects the presence of some novel or unique genetic ability, they dispatch a small team of synlirii genetic surgeons and a single scanner.

Scanners are 4-foot-tall floating glass cylinders filled with solid brain material and cerebrospinal fluid. They hover in place, scanning and cataloging every living being in the area in an instant.

The scanner identifies any creatures with valuable hereditary abilities so the Extractors can apply the Interlace, siphoning off the victim's unique abilities.

Miraculously, some subjects survive this process. Those who do find they no longer have access to whatever hereditary traits the Extractors stole.

Mind Masters of the Timescape

Known to his servants and thralls as the Architect of Change, Syuul's research is no mere academic pursuit. He works tirelessly to build a catalog of mutations and hereditary traits. Talents, with their innate ability to turn thoughts into raw power, are his current obsession.

Lord Syuul remembers a time when his people ruled the world of Proteus, the Sea of Eternal Change, as gods. Before the time raiders rebelled, before the synlirii retreated to the World Below. While his fellow genetic architects are content to rule the Dark Under All, Syuul burns with hatred.

Hatred not just of the time raiders and the ungrateful proteans, but of every living being not under his direct control.

He no longer values his original technological marvel, the Body Banks, and so was happy to trade that obsolete invention to Ajax's wizard Mortum in exchange for more genetic material.

The Body Banks were limited. They required manually feeding specimens into the tanks. His new device allows Lord Syuul to dynamically rewrite a living being's genetic material from a distance. From *any* distance.

In his mind, everything that is not Lord Syuul is flawed. When his new device is complete, he will remake the timescape in his own image. Every living being, a formless mass of mind and flesh thinking only Syuul's thoughts.

Lord Syuul's Languages

Lord Syuul communicates telepathically using Mindspeech and speaks Variac.

Lord Syuul's Malice

Malice Features

At the start of Lord Syuul's turn, you can spend Malice to activate one of the following features.

Guise **3 Malice**

Lord Syuul projects a psionic screen over his body, preventing other creatures from treating him as an enemy until the end of his next turn.

Do It for Me **5 Malice**

Lord Syuul psionically plunders the minds of each creature within 2 squares of him. Each such creature makes a **Reason test**.

- ≤11 13 psychic damage; the target uses a signature ability against a creature of Lord Syuul's choice
- 12–16 10 psychic damage; the target makes a free strike against a creature of Lord Syuul's choice
- 17+ No effect.

Solo Action **5 Malice**

Lord Syuul takes an additional main action on his turn. He can use this feature even if he is dazed.

Overpower **7 Malice**

Lord Syuul sends out a psionic burst to completely overpower his greatest threats. He makes a **Reason test** (2d10 + 4).

- ≤11 Lord Syuul has damage weakness 5.
- 12–16 Lord Syuul has damage immunity 2.
- 17+ Lord Syuul has damage immunity 5.

Once per round as a maneuver, Lord Syuul can repeat this test, replacing the previous Overpower effect.

Whenever an Overpower effect is active, any hero who has one or more psionic abilities can use a maneuver to push back by making a **Reason test**, replacing the previous Overpower effect.

- ≤11 Lord Syuul has damage immunity 5.
- 12–16 Lord Syuul has damage immunity 2.
- 17+ Lord Syuul has damage weakness 5.

The Overpower effect lasts until the end of the encounter.

Lord Syuul

Level 6 Solo

Horror, Voiceless Talker

EV 96

1M	7	450	3	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 10 **Weakness:** —

Movement: Hover, teleport

Might +1 **A**gility +3 **R**eason +4 **I**ntuition +4 **P**resence +3

Solo Monster

End Effect: At the end of each of his turns, Lord Syuul can take 10 damage to end one effect on him that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: Lord Syuul can take two turns each round. He can't take turns consecutively.

Tentacle Grab 2d10 + 4

Signature Ability

Melee, Strike, Weapon — Main action

Melee 2 — Two creatures or objects

≤11 11 damage; A < 2 grabbed

12–16 17 damage; A < 3 grabbed

17+ 20 damage; A < 4 grabbed

2 Malice: The distance of this ability increases to melee 10. Each target grabbed by Lord Syuul is pulled up to 10 squares.

Dampening Grenade 2d10 + 4

Area, Psionic, Ranged — Main action

2 cube within 5 — Each enemy in the area

≤11 6 damage; the effect ends after 2 turns

12–16 10 damage; the effect ends at the end of Lord Syuul's next turn

17+ 13 damage; the effect lasts until the end of the encounter

Effect: Any supernatural ability used by a creature in the area has a double bane. All reactive tests made against magic or psionic effects in the area have a double edge.

Mind Blown 2d10 + 4

7 Malice

Melee, Psionic, Strike — Main action

Melee 1 — One grabbed enemy

≤11 12 damage

12–16 20 damage

17+ 24 damage

Effect: If this action reduces the target to 0 Stamina and they have a brain, their brain explodes, instantly killing them.

You Come With Me

Psionic — Maneuver

Self — Self

Lord Syuul can teleport up to 5 squares along with each creature and object he has grabbed. He can release grabbed creatures and objects before or after teleporting.

Adaptability

Psionic — Triggered action

Self — Self

Trigger: Lord Syuul takes damage that has a damage type.

Effect: Until the start of his next turn, Lord Syuul gains immunity 5 to the triggering damage type.

Mind Over Manners

Whenever Lord Syuul uses a psionic ability, he can do so as if he were in the space of any creature within his line of effect who he has observed using a psionic ability.

See Only Me 2d10 + 4

Villain Action 1

Area, Psionic

10 burst — Each enemy in the area

Effect: Each target makes an **Intuition test**.

≤11 16 psychic damage; the target has no line of effect to any creature except Lord Syuul, and takes a bane on strikes targeting Lord Syuul (save ends)

12–16 13 psychic damage; the target has no line of effect to any creature except Lord Syuul (save ends)

17+ 7 psychic damage

Phantom Pain

Villain Action 2

Psionic

Self — Self

Effect: Lord Syuul becomes invisible, can teleport up to 10 squares, and projects an illusory double within 10 squares. The double can't move or act, but Lord Syuul can use psionic abilities as if he were in its square. Whenever a creature touches or damages the double with a melee strike, they take 10 psychic damage. If Lord Syuul takes damage, his invisibility ends and the double disappears.

Mindshatter 2d10 + 4

Villain Action 3

Area, Psionic

5 burst — Each creature in the area

≤11 7 psychic damage

12–16 13 psychic damage

17+ 16 psychic damage

Effect: Until the end of the encounter, each target has damage weakness 3.

WAR DOGS

Ajax's war dogs—brutal patchwork soldiers—owe their new lives to the Iron Saint and fight for him fanatically. War dog minions are the freshest recruits, possessing minimal patchwork qualities and generally treated as disposable. Those who survive a battle are rewarded with gifts from the Body Banks. Those who don't survive become recycled back into the Body Banks to be reborn.

War Dog Stat Block List

Echelon	Name	Level	Organization	Role	EV
1st	War Dog Commando	1	Minion	Ambusher	3 for four minions
1st	War Dog Conscript	1	Minion	Harrier	3 for four minions
1st	War Dog Sharpshooter	1	Minion	Artillery	3 for four minions
1st	War Dog Tetherite	1	Minion	Brute	3 for four minions
1st	War Dog Amalgamite	2	Horde	Brute	4
1st	War Dog Crucibite	1	Horde	Artillery	3
1st	War Dog Eviscerite	1	Horde	Harrier	3
1st	War Dog Neuronite	1	Horde	Defender	3
1st	War Dog Pestilite	3	Horde	Controller	5
1st	War Dog Phosphorite	2	Horde	Hexer	4
1st	War Dog Subcommander	2	Horde	Support	4
1st	War Dog Teletite	1	Horde	Ambusher	3
1st	War Dog Ground Commander	3	Leader	—	20
2nd	War Dog Sparkslinger	4	Minion	Artillery	6 for four minions
2nd	War Dog Sweeper	4	Minion	Harrier	6 for four minions
2nd	War Dog War Frog	4	Minion	Ambusher	6 for four minions
2nd	War Dog Arachnite	6	Horde	Artillery	8
2nd	War Dog Doomthief	5	Horde	Defender	7
2nd	War Dog Equivite	4	Horde	Brute	6
2nd	War Dog Hypokrite	4	Horde	Ambusher	6
2nd	War Dog Mischievite	5	Horde	Harrier	7
2nd	War Dog Thanatite	6	Horde	Controller	8
2nd	War Dog Tormentite	5	Horde	Hexer	7
2nd	War Dog War Doc	5	Horde	Support	7
2nd	War Dog Tetrarch	6	Leader	—	32
3rd	War Dog Draconite	7	Minion	Brute	9 for four minions
3rd	War Dog Saboteur	7	Minion	Ambusher	9 for four minions
3rd	War Dog Shriketroop	7	Minion	Artillery	9 for four minions
3rd	War Dog Aerocite	8	Horde	Harrier	10
3rd	War Dog Ballistite	8	Horde	Artillery	10
3rd	War Dog Blackcap	7	Horde	Ambusher	9
3rd	War Dog Breaker	7	Elite	Brute	36
3rd	War Dog Firestarter	8	Horde	Hexer	10
3rd	War Dog Geomancer	8	Horde	Controller	10
3rd	War Dog Iron Priest	8	Horde	Support	10
3rd	War Dog Prismite	8	Horde	Defender	10
3rd	War Dog Taxiarch	9	Leader	—	44
4th	War Dog Blood Jumper	10	Minion	Harrier	12 for four minions
4th	War Dog Hunter-Killer	10	Minion	Artillery	12 for four minions
4th	War Dog Socialite	10	Minion	Hexer	12 for four minions
4th	Castellan Hoplon	10	Elite	Defender	48
4th	Iron Champion Doru	10	Elite	Brute	48
4th	Logostician Vesper	10	Elite	Controller	48
4th	Soulbinder Psyche	10	Elite	Hexer	48
4th	Strategos Alkestis	10	Leader	—	48

Content Warning: Brainwashing and Body Horror

War dogs are explicitly evil soldiers built from the body parts of other humanoids. Check in with your players before running war dogs to make sure that they're okay with battling brainwashed soldiers with an appearance akin to Frankenstein's monster if he were built to be a shock trooper. If anyone is uncomfortable, modify the appearance and lore of the war dogs as you see fit.

Withdrawn From the Body Banks

Body Bank technology stolen from the upper worlds allows for the storage, manipulation, and reuse of biological body parts, and this technology has been put to terrible use by Ajax and his followers. For the rich and powerful elite, the Body Banks serve as a source of reliable medical materials and even enhancements. For everyone else, they are a looming threat and a warning of what might happen to the disloyal. Those body parts not claimed by the upper classes are stitched, welded, and fused together to become an endless supply of twisted warriors.

Soulless Soldiers

War dogs aren't undead. They still have minds, wills, and drives that separate them from zombies and mournlings. But one thing they share in common with the undead is the lack of a soul. Any remnants of a soul that didn't escape the shattered remains of their constituent parts are irrevocably damaged beyond repair in the process of making a war dog. War dogs are thus metaphysically unstable, incapable of higher spiritual functions such as empathy or love, and their personalities and beliefs are highly malleable. This makes them the ideal disposable soldier for a discerning tyrant.

War Dog Tactics

War dogs have a heavy focus on minion frontlines backed by captains with powerful control or support abilities. Those captains' tactics reflect the replaceability of their low-ranking troops, who they throw into the fray without caution. Once a squad of minions is reduced to a few stragglers, a captain will order them into position for maximum effect and manually detonate their loyalty collars.

War dog captains are intelligent, well trained, and focused on prioritizing threats to their mission. Defensive and support units focus on tying up and slowing down high-Stamina threats while offensive units try their best to bully low-Stamina backline heroes. Unless ordered, retreat is not an option for war dogs.

War Dog Sample Encounters

- **Camp Patrol, 18 EV:** Eight conscripts, eight sharpshooters, one eviscerite, one crucibite
- **Bodyguard Squad, 24 EV:** Eight sharpshooters, eight tetherites, two amalgamites, one phosphorite
- **Scout Patrol, 34 EV:** Eight commandos, sixteen conscripts, two teletalites, two neuronites, one subcommander
- **Oppressor Force, 52 EV:** Eight conscripts, eight sharpshooters, sixteen commandos, one pestilite, one neuronite, one ground commander

Enlisted at Rebirth

From the moment they are reborn, every war dog is part of Ajax's war machine. Fresh recruits undergo inspections and tests to ensure their viability and assess their capabilities, and those who are found lacking are immediately recycled.

Those who meet the minimum requirements are sent to a brief but intense training camp, where they are drilled in basic combat, personal fitness, and unswerving loyalty. It is here that war dogs are first indoctrinated with Ajax's ideals, and any who question those ideals are immediately recycled. Those who survive this training camp are fitted with loyalty collars—unremovable neck pieces fitted with explosive fuse-iron charges—and sent on to join a legion.

Chain of Command

Ajax leaves the management and tactical goals of individual legions to his hand-picked strategoi. Each strategos is an exceptionally talented war dog, often a veteran with dozens of upgrades and refinements, and is typically selected for their ability to think and plan. A strategos in turn appoints the most powerful and skilled war dogs in the legion to their inner council.

Below the inner council are hundreds of officers and thousands of soldiers. A single deviation from an order, no matter how rational or well considered, can get a lowly soldier sent back to the Body Banks. As such, lower-ranking war dogs rarely alter tactics or show initiative. Without an officer to command them, war dogs can easily turn into an unwieldy and stagnant force capable only of following their most recent orders.

War Dog Languages

Most war dogs speak Caelian and one Vaslorian human language.

War Dogs—1st Echelon

The Body Banks are filled with the remains of enemies of the state, conquered peoples, war dogs who have experienced a second death, and even scraps of monsters and animals that might prove useful. Though the creation of new war dogs is by no means an exact process, the flesh sculptors of the Body Banks take great pride in crafting a highly destructive, single-mindedly fanatical army.

The vast majority of war dogs are simple amalgams of humanoids fused, stitched, and welded together with stolen Upper World technology and forbidden alchemy. Their unnatural origin is on clear display: patchwork skin, mismatched limbs, and unsettling proportions marking them as artificial revenants.

War Dog Malice

Level 1+ Malice Features

At the start of any war dog's turn, you can spend Malice to activate one of the following features.

Reconstitute **3 Malice**
One war dog acting this turn tears apart a nearby corpse of a humanoid and incorporates its body parts into their own. The war dog regains Stamina equal to 5 times their level.

Fire for Effect 2d10 + 3 **5 Malice**
Area, Magic, Ranged Maneuver
4 cube within 10 Each creature in the area

Effect: Each target makes an **Agility test**. The same condition is imposed on each affected target.
≤11 5 fire damage; slowed or weakened (save ends)
12-16 5 fire damage; slowed or weakened (EoT)
17+ 5 fire damage

Fodder Run **7 Malice**
Each war dog minion in the encounter shifts up to their speed and can make a free strike. A minion who does so is then reduced to 0 Stamina.

War Dog Commando

Level 1 Minion Ambusher
Humanoid, Soulless, War Dog
EV 3 for four minions

1M	5	4	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —
Movement: — **With Captain:** +1 damage bonus to strikes

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

Daggers 2d10 + 2 **Signature Ability**
Melee, Ranged, Strike, Weapon Main action
Melee 1 or ranged 5 One creature or object per minion
≤11 2 damage
12-16 4 damage
17+ 5 damage

Effect: After using this ability, the commando can attempt to hide even if observed.

Loyalty Collar
When the commando is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Conscript

Level 1 Minion Harrier
Humanoid, Soulless, War Dog
EV 3 for four minions

1M	7	4	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —
Movement: — **With Captain:** +1 damage bonus to strikes

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

Blade 2d10 + 2 **Signature Ability**
Charge, Melee, Ranged, Strike, Weapon Main action
Melee 1 or ranged 5 One creature or object per minion
≤11 1 damage
12-16 2 damage
17+ 3 damage

Effect: If used with the Charge main action, this ability gains an edge.

Loyalty Collar
When the conscript is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Sharpshooter

Level 1 Minion Artillery
Humanoid, Soulless, War Dog
EV 3 for four minions

1M	7	3	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —
Movement: — **With Captain:** +5 bonus to ranged distance

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

Bolt Launcher 2d10 + 2 **Signature Ability**
Ranged, Strike, Weapon Main action
Ranged 5 One creature or object per minion
≤11 2 damage
12-16 4 damage
17+ 5 damage

Effect: This ability ignores cover and concealment.

Loyalty Collar
When the sharpshooter is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Tetherite

Level 1 Minion Brute
Humanoid, Soulless, War Dog
EV 3 for four minions

1M	5	5	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: — **Weakness:** —
Movement: — **With Captain:** Gain an edge on strikes

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

Banded Dagger 2d10 + 2 **Signature Ability**
Melee, Strike, Weapon Main action
Melee 2 One creature or object per minion
≤11 2 damage
12-16 4 damage
17+ 5 damage

Tethered
A captain attached to a tetherite squad has their stability increased by the number of tetherites within 2 squares of them.

Loyalty Collar
When the tetherite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d3 damage to each adjacent enemy and object.

War Dog Amalgamite

Level 2 Horde Brute
Humanoid, Soulless, War Dog
EV 4

2	5	25	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2	Agility 0	Reason 0	Intuition 0	Presence 0

Several Arms 2d10 + 2
Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
Two creatures or objects

- ≤11: 4 damage
- 12–16: 5 damage; A < 1 grabbed
- 17+: 6 damage; A < 2 grabbed

Effect: The amalgamite can have up to four targets grabbed at once.

3 Malice: The amalgamite deals 3 damage to each creature grabbed this way or who they already have grabbed, and regains Stamina equal to the damage dealt.

Posthumous Promotion
Magic, Ranged
Ranged 10
Maneuver
One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Loyalty Collar
When the amalgamite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Crucibite

Level 1 Horde Artillery
Humanoid, Soulless, War Dog
EV 3

1M	5	10	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 2
Movement: —
Weakness: —

Might 0	Agility +2	Reason 0	Intuition 0	Presence 0

Flamebelcher 2d10 + 2
Area, Weapon
5 × 1 line within 1
Signature Ability
Main action
Each creature and object in the area

- ≤11: 2 fire damage
- 12–16: 4 fire damage
- 17+: 5 fire damage

Effect: The area is covered in sticky fire until the start of the crucibite's next turn. Any creature who enters the area for the first time in a round or starts their turn there takes 2 fire damage.

3 Malice: The area becomes a 10 × 1 line, and if any ally of the crucibite is in the area when it is created, the ability deals an extra 2 damage to each target.

Posthumous Promotion
Magic, Ranged
Ranged 10
Maneuver
One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Loyalty Collar
When the crucibite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Eviscerite

Level 1 Horde Harrier
Humanoid, Soulless, War Dog
EV 3

1M	7	15	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +2 | **R**eason 0 | **I**ntuition 0 | **P**resence 0

Chainsaw Whip 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 3 — One creature and object
≤11: 3 damage
12–16: 4 damage; pull 1
17+: 5 damage; pull 2
Effect: The eviscerite can automatically grab a target pulled adjacent to them this way.

Posthumous Promotion
Magic, Ranged — Maneuver
Ranged 10 — One war dog
Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Loyalty Collar
When the eviscerite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Neuronite

Level 1 Horde Defender
Humanoid, Soulless, War Dog
EV 3

1M	5	20	0	1
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 2
Movement: Fly
Weakness: —

Might 0 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence +2

Synlirii Grafts 2d10 + 2 — **Signature Ability**
Area, Psionic — Main action
1 burst — Each enemy in the area
≤11: 1 psychic damage; vertical slide 1
12–16: 2 psychic damage; vertical slide 2
17+: 3 psychic damage; vertical slide 3

Posthumous Promotion
Magic, Ranged — Maneuver
Ranged 10 — One war dog
Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

The Voice — **1 Malice**
Area, Psionic — Maneuver
5 burst — Each enemy in the area
Effect: The neuronite chooses one ally within 10 squares. Each target is either taunted by the ally, or the ally has damage immunity 3 whenever any target makes a strike against them (the neuronite's choice). Either effect lasts until the start of the neuronite's next turn.

Loyalty Collar
When the neuronite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Pestilite

Level 3 Horde Controller
Humanoid, Soulless, War Dog
EV 5

1M	5	20	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 3
Movement: —
Weakness: —

Might 0 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence +2

Plaguecaster 2d10 + 2 — **Signature Ability**
Area, Magic, Ranged — Main action
3 cube within 10 — Each creature in the area
≤11: 2 poison damage; I<0 frightened (save ends)
12–16: 4 poison damage; I<1 frightened (save ends)
17+: 5 poison damage; I<2 frightened (save ends)
Effect: The area is filled with a cloud of pestilence that lasts until the start of the pestilite's next turn. Any creature who enters the area for the first time in a round or starts their turn there takes 2 poison damage.

Posthumous Promotion
Magic, Ranged — Maneuver
Ranged 10 — One war dog
Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Loyalty Collar
When the pestilite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Phosphorite

Level 2 Horde Hexer
Humanoid, Soulless, War Dog
EV 4

1M	5	15	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 2
Movement: —
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Caustic Detonator 2d10 + 2
Signature Ability
Magic, Ranged
Main action
Ranged 10
One creature or object

Effect: A detonator attaches to the target. At the end of each round, roll a die. On an odd result, the detonator explodes, triggering the following power roll.

≤11 4 acid damage; **M<0** bleeding (save ends)
12-16 6 acid damage; **M<1** bleeding (save ends)
17+ 10 acid damage; **M<2** bleeding (save ends)

Special: A creature adjacent to the target can attempt an **Agility test** as a maneuver to remove the detonator.

≤11 No effect.
12-16 The detonator is disarmed and destroyed.
17+ The creature can attach the detonator to another creature or object within 5 squares of them.

Posthumous Promotion
Magic, Ranged
Maneuver
Ranged 10
One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Loyalty Collar
When the phosphorite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Subcommander

Level 2 Horde Support
Humanoid, Soulless, War Dog
EV 4

1M	5	20	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility 0 **R**eason 0 **I**ntuition 0 **P**resence +1

Command Saber 2d10 + 2
Signature Ability
Melee, Strike, Weapon
Main action
Melee 1
One creature or object

≤11 4 damage
12-16 5 damage
17+ 7 damage

Effect: One ally within 5 squares of the subcommander can make a free strike against the target.

Posthumous Promotion
Magic, Ranged
Maneuver
Ranged 10
One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

The Iron Saint Does Not Recognize Retreat
Each ally within 5 squares of the subcommander gains a +3 bonus to stability.

Loyalty Collar
When the subcommander is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Teletalite

Level 1 Horde Ambusher
Humanoid, Soulless, War Dog
EV 3

1M	5	15	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Teleport
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Corrupted Ash Daggers 2d10 + 2
Signature Ability
Melee, Ranged, Strike, Weapon
Main action
Melee 1 or ranged 10
One creature or object

≤11 4 damage; slide 1
12-16 6 damage; slide 2
17+ 7 damage; slide 3

Effect: The teletalite gains an edge on this ability if any ally is adjacent to the target.

1 Malice: The teletalite teleports the target 3 squares before sliding them.

Posthumous Promotion
Magic, Ranged
Maneuver
Ranged 10
One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Corrupted Ash Teleport
1 Malice
Magic
Maneuver
Self
Self

Effect: The teletalite can teleport up to 5 squares and gains an edge on strikes until the end of their turn.

Loyalty Collar
When the teletalite is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Ground Commander

Level 3 Leader

Humanoid, Soulless, War Dog

EV 20

1M	5	120	2	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —

Weakness: —

Might +3 **A**gility +2 **R**eason +3 **I**ntuition +2 **P**resence +2

Conditioning Spear 2d10 + 3 — **Signature Ability**
Melee, Psionic, Ranged, Strike — Main action
Melee 1 or ranged 5 — Two creatures or objects

≤11 8 damage; pull 1
12–16 12 damage; pull 2
17+ 15 damage; pull 3

Effect: One ally within 10 squares of the ground commander can make a free strike.

1 Malice: A target who has **I<2** and who is adjacent to the ground commander after this ability is resolved is grabbed (save ends). This grab can't be escaped using the Escape Grab maneuver. The ground commander can grab up to two creatures at a time.

Highest Posthumous Promotion
Area, Magic — Maneuver
10 burst — Each war dog in the area

Effect: Any target who has a loyalty collar is reduced to 0 Stamina.

Final Orders
Magic, Ranged — Triggered action
Ranged 10 — One ally

Trigger: The target takes damage, is force moved, or is reduced to 0 Stamina.

Effect: Even if reduced to 0 Stamina, the target moves up to their speed and can make a free strike after the triggering effect is resolved. The target then immediately dies.

End Effect
At the end of each of their turns, the ground commander can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Loyalty Collar
When the ground commander is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

Combined Arms — **Villain Action 1**
Area
10 burst — Each ally in the area

Effect: Each target can make a ranged free strike, then immediately use the Charge main action.

Make an Example of Them — **Villain Action 2**
Magic, Ranged
Ranged 10 — One enemy

Effect: Each ally within 5 squares of the target moves up to their speed and can make a free strike against the target. If the target has **I<2**, they are frightened of the ground commander (save ends).

Claim Them for the Body Banks — **Villain Action 3**
Area, Magic
10 burst — Each creature in the area

Effect: Each target ally shifts up to 2 squares and can use the Grab maneuver. Until the end of the encounter, each target enemy takes a bane on the Escape Grab maneuver.

War Dogs—2nd Echelon

War dogs, like any soldiers, are outfitted to carry out warfare with weapons, armor, and no end of ghastly tools. But Ajax's war dog forces are no ordinary army, and they bear extraordinary equipment.

Shrikeguns

The shrikegun is a new kind of weapon fit for a new kind of soldier. Each shrikegun is a rapid-firing bolt-thrower that replaces the draw of a crossbow with the compact energy of torsion springs. When loosed, a standard shrikegun throws a five-inch, iron-tipped wooden stake hard enough to reliably pierce steel plate at 50 yards. The stabilization grooves cut into the stakes create a shrill whistle when they are fired, leading to many less-disciplined armies breaking upon hearing the "shrike scream" of a loosed volley.

Fuse-Iron

Some war dogs use fuse-iron weapons that emit flames or cause explosions. While the exact properties of fuse-iron depend on its specific alloy and shape, the material is known for turning physical force into heat and light. Special arrangements of fuse-iron utilize crush cavities to create concussive detonations that are incredibly powerful, if not particularly reliable. Fuse-iron is expensive, accident-prone, and almost impossible to work with in large quantities, so that fuse-iron equipment is granted only to war dog specialists.

Houndweapons

Insubordinate war dogs are usually punished with a trip back to the Body Banks, but individuals who need to be made an example of are condemned to an even harsher fate: becoming a houndweapon. These living weapons are horrific blends of flesh, machine, and spirit created as powerful and terribly cruel tools of war. Only the highest-ranking and most capable war dogs can requisition houndweapons, given those living armaments' power and the time and difficulty involved in making them.

War Dog Malice

Level 4+ Malice Features

At the start of any level 4 or higher war dog's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **3–7 Malice**

The war dog activates a Malice feature available to war dogs of level 3 or lower.

Loyalty Unto Death — **5 Malice**

Magic, Ranged | Maneuver

Ranged 10 | Two war dogs

Effect: Each target who has a loyalty collar shifts up to their speed, then is reduced to 0 Stamina. After each target's Loyalty Collar trait is resolved, each enemy adjacent to either target makes a **Presence test**.

- ≤11 Push 4; the enemy is frightened of the nearest non-minion war dog (save ends)
- 12–16 Push 2; the enemy is frightened of the nearest non-minion war dog (EoT)
- 17+ Push 2

War Dog Sparkslinger

Level 4 Minion Artillery

Humanoid, Soulless, War Dog | EV 6 for four minions

1M	5	7	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Lightning 4 **Weakness:** —

Movement: — **With Captain:** Lightning spread increases by 1 square

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

Galvanic Arc 2d10 + 3 — **Signature Ability**

Magic, Ranged, Strike | Main action

Ranged 7 | One creature or object per minion

- ≤11 3 lightning damage
- 12–16 5 lightning damage; the lightning spreads 1 square
- 17+ 7 lightning damage; the lightning spreads 2 squares

Effect: The lightning's spread is the distance it arcs from a target to nearby enemies. Each enemy within that distance takes 2 lightning damage.

Loyalty Collar

When the sparkslinger is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Sweeper

Level 4 Minion Harrier
Humanoid, Soulless, War Dog
EV 6 for four minions

1M	6	8	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —
With Captain: Gain an edge on strikes

Might 0 **A**gility +3 **R**eason 0 **I**ntuition +2 **P**resence 0

Shrikegun Shot 2d10 + 3 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 3 — One creature or object per minion
≤11 2 damage
12-16 4 damage; push 1
17+ 6 damage; push 3

Effect: Any target within 2 squares of the sweeper takes an extra 3 damage.

Shrapnel-Laced Loyalty Collar
When the sweeper is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each enemy and object within 2 squares of them.

War Dog War Frog

Level 4 Minion Ambusher
Humanoid, Soulless, War Dog
EV 6 for four minions

1S	5	8	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 4
Movement: Climb, swim
Weakness: —
With Captain: +2 bonus to speed

Might −1 **A**gility +3 **R**eason 0 **I**ntuition +2 **P**resence 0

Poisoned Dagger 2d10 + 3 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 4 — One creature per minion
≤11 3 poison damage
12-16 5 poison damage
17+ 7 poison damage

Effect: The war frog can jump 3 squares before or after making the strike. If they end this jump in cover or concealment, they can attempt to hide.

Loyalty Collar
When the war frog is reduced to 0 Stamina, their loyalty collar explodes, dealing 1d6 damage to each adjacent enemy and object.

War Dog Arachnite

Level 6 Horde Artillery
Humanoid, Soulless, War Dog
EV 8

1L	5	35	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 6
Movement: Climb
Weakness: —

Might 0 **A**gility +3 **R**eason +2 **I**ntuition +2 **P**resence +1

Longarm Shrikegun 2d10 + 3 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 15 — One creature or object
≤11 7 damage
12-16 9 damage
17+ 11 damage; **A** < 3 bleeding (save ends)

Effect: This ability ignores cover and concealment. The arachnite chooses one of the following damage types when making the strike: acid, cold, fire, lightning, poison, psychic, or sonic.

2 Malice: The arachnite can use this ability as if they were in the space of any ally within distance.

Web Vial
Area, Ranged — Maneuver
2 cube within 10 — Special

Effect: The area is difficult terrain until the end of the encounter.

Eight-Eyed Sight
At the start of each of their turns, the arachnite automatically knows the location of each hidden creature within 10 squares of them.

Loyalty Collar
When the arachnite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Doomthief

Level 5 Horde Defender
Humanoid, Soulless, War Dog
EV 7

1L	5	40	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3 | **A**gility −1 | **R**eason 0 | **I**ntuition +3 | **P**resence +1

Ripper Shrikegun 2d10 + 3
Area, Weapon
10 × 3 line within 1
Signature Ability
Main action
Each enemy in the area
≤11 3 damage; push 1
12–16 5 damage; push 3
17+ 6 damage; push 5; **A < 3** slowed (save ends)

Effect: The doomthief can't willingly move on the same turn they use this ability.

Doom Magnet
The doomthief emits a 3 aura of warped fate that blocks line of effect for any enemy ability that doesn't include them as a target.

Expanding Doom
—
Self
4 Malice
Maneuver
Self

Effect: The doomthief has damage immunity 4 and the size of the aura from their Doom Magnet trait increases by 3, both until the start of their next turn.

Loyalty Collar
When the doomthief is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Equivite

Level 4 Horde Brute
Soulless, War Dog
EV 6

2	8	53	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3 | **A**gility +3 | **R**eason −1 | **I**ntuition −2 | **P**resence 0

Fuse-Iron Lance 2d10 + 3
Charge, Melee, Strike, Weapon
Melee 2
Signature Ability
Main action
One creature or object
≤11 6 damage
12–16 8 damage
17+ 10 damage; **I < 3** frightened (save ends)

Effect: This ability gains an edge while charging.

2 Malice: The ability deals an extra 3 fire damage to the target and each enemy adjacent to the target.

Blazing Charge 2d10 + 3
Melee, Weapon
Special; see below
Maneuver
Special

Effect: The equivite moves up to their speed and ignores difficult terrain. Any mundane size 1 object whose space they move through is destroyed. The equivite makes one power roll against each enemy whose space they move through for the first time.
≤11 2 damage; push 1
12–16 4 damage; push 2
17+ 5 damage; push 3; **M < 3** prone

Loyalty Collar
When the equivite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Hypokrite

Level 4 Horde Ambusher
Humanoid, Soulless, War Dog
EV 6

1M	8	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +3 | **R**eason 0 | **I**ntuition 0 | **P**resence +2

Needle-Knife 2d10 + 3
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object
≤11 6 damage
12–16 8 damage; **A < 2** bleeding (save ends)
17+ 10 damage; **A < 3** bleeding and weakened (save ends)

Effect: This ability deals an extra 6 damage if the hypokrite is hidden or disguised.

Feign Death 2d10 + 3
Ranged
Ranged 20
2 Malice
Triggered action
Special

Trigger: The hypokrite takes damage.

Effect: The hypokrite detonates their loyalty collar to deal 2d6 damage to each adjacent enemy, but teleports to an unoccupied space adjacent to an ally within distance and remains alive.

Face in the Crowd
The hypokrite is invisible while adjacent to any ally who isn't hidden, and they can attempt to hide even while observed. Whenever they use the Hide maneuver, the hypokrite can disguise themself as another creature within line of effect.

Loyalty Collar
When the hypokrite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Mischievite

Level 5 Horde Harrier
Humanoid, Soulless, War Dog
EV 7

1M	6	35	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +3 | **R**eason 0 | **I**ntuition +2 | **P**resence 0

Fuse-Iron Knives 2d10 + 3 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — Two creatures

≤11 5 damage
12-16 7 damage
17+ 8 damage; **R < 3** the target is dazzled (save ends)

Effect: A dazzled target takes a bane on strikes and has line of effect only within 1 square.

Misdirection
Ranged — Maneuver
Ranged 3 — One ally or dazzled creature

Effect: The mischievite swaps positions with the target. An ally targeted by this ability can make a free strike before or after being swapped.

2 Malice: The mischievite can use this ability as a triggered action when they are targeted by an ability. If they do, the swapped target becomes the new target of the triggering ability.

Crafty
The mischievite doesn't provoke opportunity attacks by moving.

Loyalty Collar
When the mischievite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Thanatite

Level 6 Horde Controller
Humanoid, Soulless, War Dog
EV 8

1M	5	35	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +1 | **R**eason +2 | **I**ntuition +3 | **P**resence +1

Snaking Entrails 2d10 + 3 — **Signature Ability**
Magic, Ranged — Main action
Ranged 10 — One ally

Effect: The target dies and the thanatite makes one power roll against each enemy within 2 squares of the target.
≤11 3 corruption damage; **A < 1** slowed (save ends)
12-16 5 corruption damage; **A < 2** slowed (save ends)
17+ 7 corruption damage; **A < 3** restrained (save ends)

3 Malice: If an affected enemy is adjacent to any corpse, they are frightened of the thanatite (save ends).

Wall of Flesh
Area, Magic, Ranged — Maneuver
10 wall within 10 — One corpse

Effect: The target spawns a wall of bloody muscle and pulsing viscera that must share one or more squares with the target. Each enemy in the area when the wall is created vertically slides up to 2 squares and is knocked prone. Each square of the wall has 3 Stamina.

Loyalty Collar
When the thanatite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Tormentite

Level 5 Horde Hexer
Humanoid, Soulless, War Dog
EV 7

1M	5	30	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility 0 **R**eason +2 **I**ntuition +3 **P**resence 0

Mark of Agony 2d10 + 3
Magic, Ranged, Strike
Ranged 10
Signature Ability
Main action
One creature or object

≤11 6 corruption damage
12-16 8 corruption damage; the target is marked (save ends)
17+ 9 corruption damage; the target is marked (save ends)

Effect: Strikes made against a target marked this way gain an edge. Additionally, whenever the tormentite takes damage, each target marked by them takes 3 damage.

Vortex of Pain 2d10 + 3
Area, Magic, Ranged
4 cube within 10
3 Malice
Main action
Each enemy in the area

≤11 2 corruption damage
12-16 4 corruption damage
17+ 5 corruption damage; one ally in the area can end one effect on them that can be ended by a saving throw, and can give that effect to one target

Effect: The tormentite regains 2 Stamina for each creature targeted by this ability.

Persistent Pain
From the start of the encounter, the tormentite takes 1 damage at the start of each of their turns.

Loyalty Collar
When the tormentite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog War Doc

Level 5 Horde Support
Humanoid, Soulless, War Dog
EV 7

1L	5	35	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +1 **R**eason +3 **I**ntuition +2 **P**resence 0

Syringe Crossbow 2d10 + 3
Ranged, Strike, Weapon
Ranged 10
Signature Ability
Main action
One creature

≤11 6 poison damage
12-16 8 poison damage
17+ 9 poison damage; M<3 weakened (save ends)

Effect: A target enemy is subject to this ability's power roll. A target ally instead gains 5 temporary Stamina and can make a free strike.

Posthumous Promotion
Magic, Ranged
Ranged 10
Maneuver
One war dog

Effect: If the target has a loyalty collar, they are reduced to 0 Stamina.

Sanguine Stimulants
Magic, Ranged
Ranged 15
1 Malice
Triggered action
Special

Trigger: One ally within distance dies.

Effect: Each ally adjacent to the dead ally deals an extra 6 damage on their next strike.

Body Bank Branch Manager
If the war doc uses the Reconstitute war dog Malice feature, it costs 1 Malice less. Additionally, allies can treat the living war doc as a corpse when using the Reconstitute feature (see Reconstitute).

No Loyalty Collar?

The war doc and the iron priest are among the most zealous war dogs in their ranks. When placed into positions of authority, they are often called upon to determine which war dogs are ready for combat and which units should be scrapped for parts.

War Dog Tetrarch

Level 6 Leader

Humanoid, Soulless, War Dog

EV 32

1M	7	180	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4 **A**gility +3 **R**eason +2 **I**ntuition +3 **P**resence +4

Houndblade 2d10 + 4 — **Signature Ability**
Charge, Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 3 — Two creatures or objects

≤11 11 damage
12–16 16 damage; taunted (EoT)
17+ 19 damage; taunted (EoT)

Effect: A creature taunted this way takes a bane on strikes.

3 Malice: Each target loses 1d3 Recoveries.

Get Them, You Dolts! — **1 Malice per target**
Ranged — Maneuver
Ranged 10 — Three creatures

Effect: Each target shifts up to their speed and can make a free strike. If the free strike targets an enemy taunted by the tetrarch, it deals an extra 4 damage.

Sneering Disregard
Ranged — Triggered action
Ranged 10 — The triggering creature

Trigger: A creature within distance who is not taunted by the tetrarch targets the tetrarch with a power roll.

Effect: The power roll has a double bane. If the target obtains a tier 1 outcome, the tetrarch ignores any of the power roll's effects other than damage and the target is frightened of the tetrarch (save ends).

End Effect
At the end of each of their turns, the tetrarch can take 10 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Enter the Fray 2d10 + 4 — **Villain Action 1**
Area
2 burst — Each enemy in the area

Effect: The tetrarch can jump up to 7 squares before using this ability.
≤11 Push 2; **I** < 2 frightened (save ends)
12–16 Push 4; **I** < 3 frightened (save ends)
17+ Push 5; **I** < 4 frightened (save ends)

Lay Waste 2d10 + 4 — **Villain Action 2**
Area, Ranged, Weapon
Five 2 cubes within 20 — Each creature and object in the area

≤11 7 fire damage; **A** < 2 slowed (EoT)
12–16 13 fire damage; **A** < 3 slowed (save ends)
17+ 16 fire damage; **A** < 4 slowed (save ends)

Effect: The area is set ablaze until the end of the encounter. While ablaze, the area is difficult terrain, and any creature takes 2 fire damage for each square in the area they enter for the first time in a round.

You Would Dare?! — **Villain Action 3**
—
Self — Self

Effect: Until the end of the encounter, the tetrarch has damage immunity 2, and their Houndblade ability targets three creatures or objects.

War Dogs—3rd Echelon

As a war dog proves their loyalty and gains the favor of their superiors, they might be rewarded with special attention from the flesh sculptors of the Body Banks, smoothing out their construction and supplying them with higher-quality parts. War dogs who have risen through the ranks this way pride themselves on their nearly ordinary appearances.

Happy Accidents

Making war dogs is more art than science, and happy little accidents can create war dogs with unusual characteristics. These war dogs are given great attention by the flesh sculptors, both to further improve the abilities of these deviants and to learn how to replicate their creation.

Made to Order

War dogs are most often made by playing the odds, with each new resurrection assumed to create certain ratios of infantry, mages, specialists, and so on. However, by radically altering their creation processes and providing special materials, war dogs can be made who bear little resemblance to any humanoid, and who possess power beyond that of any typical conscript.

These monstrous war dogs are developed to fulfill specific roles and combat niches, and are often fused with inorganic materials after their rebirth as living war machines. Monstrous war dogs are uniformly respected for having been chosen for greatness, and they consider their unnatural forms a badge of honor bestowed by Ajax.

War Dog Malice

Level 7+ Malice Features

At the start of any level 7 or higher war dog's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **3–7 Malice**
The war dog activates a Malice feature available to war dogs of level 6 or lower.

Alchemical Cloud — **7 Malice**
A bank of choking chemicals sweeps across the area of the encounter map. Each enemy in the encounter makes a **Might test**.
≤11 8 poison damage; dazed (EoT)
12–16 7 poison damage; weakened (EoT)
17+ 4 poison damage

War Dog Draconite

Level 7 Minion Brute
Humanoid, Soulless, War Dog
EV 9 for four minions

Size	Speed	Stamina	Stability	Free Strike
2	5	13	2	4

Immunity: — **Weakness:** —
Movement: — **With Captain:** +3 damage bonus to strikes

Might +4 **Agility** +1 **Reason** –2 **Intuition** –1 **Presence** +2

Greatsword and Roar 2d10 + 4 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 2 — One creature or object per minion
≤11 4 damage
12–16 4 damage, 3 psychic damage
17+ 4 damage, 4 psychic damage; the target must move their speed in a straight line away from the draconite

Effect: If this damage leaves the target winded, they are frightened of the draconite until the end of the target's next turn.

Loyalty Collar
When the draconite is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Saboteur

Level 7 Minion Ambusher
Humanoid, Soulless, War Dog
EV 9 for four minions

Size	Speed	Stamina	Stability	Free Strike
1S	6	12	0	4

Immunity: — **Weakness:** —
Movement: — **With Captain:** +5 bonus to ranged distance

Might –1 **Agility** +2 **Reason** +4 **Intuition** +3 **Presence** +1

Fuse-Iron Bomb 2d10 + 4 — **Signature Ability**
Ranged, Weapon — Main action
Ranged 5 — One creature or object per minion
≤11 4 fire damage
12–16 7 fire damage; push 1
17+ 8 fire damage; push 3

Effect: The space the target occupies fills with dark smoke and blocks line of effect until the start of the saboteur's next turn.

Loyalty Collar
When the saboteur is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Shriketroop

Level 7 Minion Artillery
Humanoid, Soulless, War Dog
EV 9 for four minions

Size	Speed	Stamina	Stability	Free Strike
1M	5	10	0	4

Immunity: — **Weakness:** —
Movement: — **With Captain:** Gain an edge on strikes

Might +1 **Agility** +4 **Reason** +3 **Intuition** +1 **Presence** +1

Canis Shrikegun 2d10 + 4 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object per minion
≤11 4 damage
12–16 7 damage
17+ 8 damage; **I<3** the target is frightened of all shriketroops (EoT)

Effect: The target must move their speed in a straight line away from the shriketroop.

Loyalty Collar
When the shriketroop is reduced to 0 Stamina, their loyalty collar explodes, dealing 2d6 damage to each adjacent enemy and object.

War Dog Aerocite

Level 8 Horde Harrier
Humanoid, Soulless, War Dog
EV 10

1M	8	50	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly
Weakness: —

Might 0 **A**gility +4 **R**eason +1 **I**ntuition +3 **P**resence +1

Dive Bomb 2d10 + 4
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 7 damage
12–16 10 damage; vertical slide 2
17+ 12 damage; vertical slide 3

1 Malice: An enemy force moved by this ability is grabbed instead.

Caustic Paste Bomb 2d10 + 4
Area, Magic, Ranged
3 cube within 5
2 Malice
Maneuver
Each creature or object in the area

≤11 2 acid damage; **M**<2 slowed (save ends)
12–16 4 acid damage; **M**<3 slowed (save ends)
17+ 6 acid damage; **M**<4 slowed (save ends)

Effect: The area is difficult terrain.

Jetwing Agility
If the aerocite moves 5 or more squares on their turn, strikes made against them take a bane until the start of their next turn.

Loyalty Collar
When the aerocite is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Ballistite

Level 8 Horde Artillery
Soulless, War Dog
EV 10

1L	0	72	5	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4 **A**gility –2 **R**eason +2 **I**ntuition +3 **P**resence +2

Biokinetic Ballista 2d10 + 4
Ranged, Strike, Weapon
Ranged 15
Signature Ability
Main action
Two creatures or objects

≤11 7 damage; push 1
12–16 10 damage; push 3
17+ 11 damage; push 5

Effect: Any target pushed into an obstacle is knocked prone, and if they have **M**<3 they are restrained (save ends).

Kill Zone
Area, Magic, Ranged
3 cube within 12
3 Malice
Maneuver
Special

Effect: Until the start of the ballistite's next turn, the area is difficult terrain, and any ranged ability targeting an enemy in the area deals an extra 8 damage.

Set Up and Tear Down
At the start of each of the ballistite's turns, they can gain a +4 bonus to speed until the end of their turn. While their speed is greater than 0 by any means, they can't use main actions or maneuvers.

Loyalty Collar
When the ballistite is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Blackcap

Level 7 Horde Ambusher
Humanoid, Soulless, War Dog
EV 9

1M	6	45	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Teleport

Might +1 **A**gility +4 **R**eason +4 **I**ntuition +2 **P**resence 0

Flesh-Eater Knife 2d10 + 4 — **Signature Ability**
Magic, Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature or object
≤11 8 damage
12-16 11 damage
17+ 12 damage; M<4 bleeding and weakened (save ends)
Effect: The blackcap can teleport up to their speed before using this ability, creating an ash clone (see below) in their original square.

Ashes to Ashes
Ranged — Maneuver
Ranged 20 — Up to three ash clones
Effect: Each target makes a free strike.

Ash Clones
An ash clone created by the blackcap has the blackcap's statistics but has 1 Stamina. Ash clones don't take turns in combat, but they can act when the blackcap allows them to and can move when the blackcap willingly moves.

Duplicating Loyalty Collar
When the blackcap or any of their ash clones is reduced to 0 Stamina, that creature's loyalty collar explodes, dealing 3d6 poison damage to each adjacent enemy and object. If any adjacent enemy has A<3 they are also weakened (save ends).

War Dog Breaker

Level 7 Elite Brute
Humanoid, Soulless, War Dog
EV 36

2	5	200	4	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: —

Might +4 **A**gility +2 **R**eason +1 **I**ntuition +1 **P**resence +3

Pile Bunker Gauntlet 2d10 + 4 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — Two creatures or objects
≤11 12 damage; push 4; prone
12-16 17 damage; slide 4; prone or M<3 dazed (save ends)
17+ 21 damage; slide 4; prone; M<4 dazed (save ends)

Surging Power
— — Maneuver
Self — Self
Effect: Until the start of their next turn, the breaker has a double edge on abilities and is automatically affected by all potency effects.

Breaking Point
When the breaker would be reduced to 0 Stamina, they delay that effect as they end any conditions affecting them and immediately take a turn, regardless of whether they have already taken a turn this round. The breaker's abilities deal an extra 5 damage during this turn, at the end of which they are reduced to 0 Stamina.

Loyalty Collar
When the breaker is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Firestarter

Level 8 Horde Hexer
Humanoid, Soulless, War Dog
EV 10

1M	5	45	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 8
Weakness: —
Movement: —

Might 0 **A**gility +2 **R**eason +3 **I**ntuition +4 **P**resence +1

Twin Flamebelchers 2d10 + 4 — **Signature Ability**
Area, Weapon — Main action
10 × 1 line within 1 — Each creature and object in the area
≤11 3 fire damage; A<2 the target is seared (save ends)
12-16 6 fire damage; A<3 the target is seared (save ends)
17+ 8 fire damage; A<4 the target is seared (save ends)
Effect: A seared creature takes a bane on strikes and has damage weakness 5. If this ability obtains a tier 3 outcome against one or more creatures who are already seared, the firestarter can use Enflame as a free triggered action.

Enflame
Magic, Ranged — Maneuver
Ranged 10 — Special
Effect: This ability targets each enemy within 2 squares of any seared creature within distance.
≤11 2 fire damage
12-16 4 fire damage; A<3 the target is seared (save ends)
17+ 6 fire damage; A<4 the target is seared (save ends)

Loyalty Collar
When the firestarter is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Geomancer

Level 8 Horde Controller
Humanoid, Soulless, War Dog
EV 10

1M	5	45	3	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Burrow
Weakness: —

Might +2 **A**gility +1 **R**eason +4 **I**ntuition +4 **P**resence +2

Earthwave 2d10 + 4 — **Signature Ability**
Area, Magic, Ranged — Main action
7 × 2 line within 10 — Each creature in the area

≤11 3 damage; **M<2** push (see effect)
12–16 6 damage; **M<3** push
17+ 8 damage; **M<4** push, prone

Effect: This ability ignores stability. The geomancer declares a direction for the area, and any creature pushed by this ability is pushed to the last space in the area in the chosen direction.

2 Malice: The ground beneath the area becomes a 2-square-deep trench after the power roll is resolved.

Siegeworks
Area, Magic, Ranged — Maneuver
5 wall within 10 — Special

Effect: The geomancer raises a wall of stone set with viewing gaps. Creatures have line of effect through the wall while adjacent to it.

Dust Cloud
The geomancer is always surrounded by a 2 aura of swirling dust and earthen debris. The geomancer and any ally in the area have concealment.

Loyalty Collar
When the geomancer is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Iron Priest

Level 8 Horde Support
Humanoid, Soulless, War Dog
EV 10

1M	5	50	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +1 **R**eason +1 **I**ntuition +4 **P**resence +4

Houndcannon 2d10 + 4 — **Signature Ability**
Area, Weapon — Main action
7 × 1 line within 1 — Each enemy in the area

≤11 3 damage
12–16 6 damage; **P<3** bleeding (save ends)
17+ 8 damage; **P<4** the target loses 1 Recovery and is bleeding (save ends)

Effect: Any ally within 2 squares of the iron priest gains an edge on their next strike. If any target lost a Recovery, any affected ally has a double edge instead.

Iron Banner — **2+ Malice**
Area, Magic — Maneuver
4 aura — Each war dog in the area

Effect: For every 2 Malice spent, each target gains one of the following effects until the start of the iron priest's next turn.

- The target has damage immunity 2.
- The target's strikes deal an extra 3 holy damage.
- The target has a +3 bonus to speed.

Chosen of the Iron Saint
The Director gains 1 Malice whenever an ally within 3 squares of the iron priest obtains a tier 3 outcome on a power roll.

War Dog Prismite

Level 8 Horde Defender
Soulless, War Dog
EV 10

2	5	82	2	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: Fly, hover
Weakness: —

Might +4 **A**gility 0 **R**eason +4 **I**ntuition +2 **P**resence +3

Grasping Tonguetacles 2d10 + 4 — **Signature Ability**
Area, Psionic, Weapon — Main action
2 burst — Each enemy in the area

≤11 3 psychic damage
12–16 6 psychic damage; **R<3** grabbed, pull 2
17+ 8 psychic damage; **R<4** grabbed and the target takes a bane on the Escape Grab maneuver, pull 2

Hard Light Field
Area, Psionic, Ranged — Maneuver
4 cube within 10 — Each ally in the area

Effect: Until the start of the prismite's next turn, each target has cover and gains a +2 bonus to stability.

Tractor Beam — **1 Malice**
Psionic, Ranged — Triggered action
Ranged 10 — The triggering enemy

Trigger: An enemy within distance uses a melee ability against an ally.

Effect: The target is pulled up to 5 squares toward the prismite and any damage from the triggering ability is halved.

Prismacore Detonation
When the prismite is reduced to 0 Stamina, they explode, dealing 3d6 psychic damage to each enemy within 2 squares of them.

War Dog Taxiarch

Humanoid, Soulless, War Dog

Level 9 Leader
EV 44

1M	7	240	1	9
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Teleport

Might +1 **A**gility +3 **R**eason +5 **I**ntuition +4 **P**resence +3

Stunning Surge 2d10 + 5 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — Two creatures or objects

≤11 — 14 lightning damage; the lightning spreads 1 square; I<3 dazed (save ends)
12-16 — 19 lightning damage; the lightning spreads 2 squares; I<4 dazed (save ends)
17+ — 23 lightning damage; the lightning spreads 3 squares; I<5 dazed (save ends)

Effect: The spread is the distance the charge arcs from a target to nearby enemies. Each enemy within spread takes 5 lightning damage.

2 Malice: The lighting spread increases by 2 squares. Additionally, any creature who takes lightning damage from this ability and who has M<4 is slowed until the end of their next turn.

Overcharge — **2 Malice**
Area, Magic, Ranged — Maneuver
4 cube within 10 — Each war dog in the area

Effect: Each target shifts up to their speed and can make a free strike that deals an extra 5 lightning damage.

Thunderstruck
Magic, Melee — Triggered action
Melee 1 — The triggering enemy

Trigger: An enemy within distance deals damage to the taxiarch.

Effect: After the ability is resolved, the target is teleported up to 5 squares and is thunderstruck (save ends). A thunderstruck creature has lightning weakness 5, and the taxiarch gains an edge on power rolls against them.

End Effect
At the end of each of their turns, the taxiarch can take 15 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Magnetic Trickery — **Villain Action 1**
Area, Magic
10 burst — Each enemy in the area

Effect: Slide 5, and if the the target has M<4, they fall prone.

Conductor of Combat — **Villain Action 2**
Area, Magic
5 burst — Each war dog in the area

Effect: Each target shifts up to their speed, then can make a free strike or use a maneuver.

Unlimited Power! — **Villain Action 3**
Area, Magic
3 burst — Each creature in the area

Effect: Each target makes an **Agility test**.
≤11 — 18 lightning damage; the target is thunderstruck (save ends)
12-16 — 14 lightning damage; the target is thunderstruck (EoT)
17+ — 9 lightning damage

See **Thunderstruck**. Additionally, until the end of the encounter, any enemy who moves within 3 squares of the taxiarch for the first time in a round or starts their turn there takes 3 lightning damage.

War Dogs—4th Echelon

At the apex of the war dog command structure, a number of infamous figures are known for their brutal tactics, legendary battle prowess, and unbreakable loyalty to Ajax.

Castellan Hoplon

Hoplon's scars are not from the Body Banks, but from years of combat and hard-fought sieges. A master of the harrying retreat, the holdfast, and the last stand, Hoplon is there to lead the defense wherever the fighting is most intense and the lines threaten to buckle.

Iron Champion Doru

Upon the accidental creation of the Iron Champion, only the intervention of Ajax was able to stop Doru's rampage. His raw strength and untempered aggression make him a valuable combatant, but it is his mysterious regeneration that makes him a true monster on the battlefield.

Logostician Vesper

A master of logistical support and a living portal network, Vesper is the emergent personality of several dozen potent psychic minds working in concert. From their position within an armored and highly mobile flesh chassis, Vesper manages supply lines and transport for the forces of the Iron Saint.

Soulbinder Psyche

Viewed by other war dogs as "The Goddess of the Banks," Psyche possesses a spirit that can return from the Body Banks again and again without ever losing her core self. She is a master of the connection between soul and flesh, and a talented mage besides.

Strategos Alkestis

Leader of the Legion Alkestis and one of the most brilliant commanders ever to be born a war dog, Alkestis has made her legion one of the most feared of Ajax's armies. The Silver Wolf is known for her battlefield tactics and a willingness to stoop to any depths to gain an edge on her enemies.

War Dog Malice

Level 10+ Malice Features

At the start of any level 10 or higher war dog's turn, you can spend Malice to activate one of the following features.

Prior Malice Features — **3–7 Malice**
The war dog activates a Malice feature available to war dogs of level 9 or lower.

Cry Havoc 2d10 + 5 — **7 Malice**
Area, Magic — Maneuver
3 burst — Each enemy in the area
≤11 7 psychic damage
12–16 11 psychic damage; P<4 frightened (save ends)
17+ 14 psychic damage; P<5 frightened (save ends)

Effect: Each war dog within distance deals an extra 15 damage with strikes until the end of their next turn. Additionally, they end any effect on them that can be ended by a saving throw or that ends at the end of their turn, then shift up to their speed and can make a free strike.

Special: This ability can't be used by a minion.

War Dog Blood Jumper

Level 10 Minion Harrier
Humanoid, Soulless, War Dog — EV 12 for four minions

1M	7	15	2	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: Fly **With Captain:** +3 bonus to speed

Might +5 Agility +4 Reason +2 Intuition +3 Presence +2

Jumplance 2d10 + 5 — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object per minion
≤11 4 damage
12–16 7 damage
17+ 9 damage; A<4 bleeding (save ends)

Drop Troop
If the jumper doesn't end their turn on the ground, they fall prone.

Loyalty Collar
When the jumper is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Hunter-Killer

Level 10 Minion Artillery
Humanoid, Soulless, War Dog — EV 12 for four minions

1M	5	14	0	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: — **With Captain:** +4 damage bonus to strikes

Might +1 Agility +5 Reason +3 Intuition +5 Presence +2

Fuse-Iron Rocket 2d10 + 5 — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 10 — One creature or object per minion
≤11 5 damage; push 2
12–16 8 damage; push 3
17+ 10 damage; push 4

Effect: Each enemy adjacent to the target before the forced movement takes 5 fire damage.

Loyalty Collar
When the hunter-killer is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

War Dog Socialite

Level 10 Minion Hexer
Humanoid, Soulless, War Dog — EV 12 for four minions

1M	5	14	0	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: Psychic 10 **Weakness:** —
Movement: — **With Captain:** Gain an edge on strikes

Might +2 Agility +2 Reason +4 Intuition +3 Presence +5

Call to Self-Sabotage 2d10 + 5 — **Signature Ability**
Psionic, Ranged, Strike — Main action
Ranged 5 — One creature per minion
≤11 The target makes a free strike (tier 1 result) against themself
12–16 The target makes a free strike (tier 2 result) against themself
17+ The target makes a free strike (tier 3 result) against themself

Effect: The target takes an extra 5 damage for each surge they have.

Loyalty Collar
When the socialite is reduced to 0 Stamina, their loyalty collar explodes, dealing 3d6 damage to each adjacent enemy and object.

Castellan Hoplon

Level 10 Elite Defender
Humanoid, Soulless, War Dog
EV 48

1M	5	260	3	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Damage 3
Weakness: —
Movement: —

Might +5 **A**gility +2 **R**eason +4 **I**ntuition +3 **P**resence +4

Inspiring Strike 2d10 + 5
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
Two creatures or objects

≤11 15 damage
12–16 20 damage; push 3
17+ 24 damage; push 5

Effect: Two allies within 10 squares of Hoplon each shift up to their speed, then can take the Defend main action or make a free strike.

Summon the Onyx Tower
5 Malice
Ranged
Maneuver
Ranged 15
Special

Effect: A 10-square-tall tower made of black stone shimmers into being in an unoccupied space that is 5 squares on a side. The tower has three floors, an entrance in the middle of each side on the ground floor, and a crenelated rooftop. Any war dog inside or adjacent to the tower has damage immunity 2 and regains 5 Stamina at the start of each of their turns, and war dogs inside the tower can observe through and have line of effect through its walls. This ability can be used only once per encounter.

Shield Warden
2 Malice
Area
Maneuver
3 burst
Each enemy in the area

≤11 R<3 taunted (EoT)
12–16 R<4 taunted (EoT)
17+ R<5 taunted (EoT)

Effect: Until the start of Hoplon's next turn, any enemy ability that includes him as a target takes a bane.

Timely Intervention
Magic
Triggered action
Self
Self

Trigger: An enemy within 10 squares targets an ally with an ability.

Effect: Hoplon teleports to an unoccupied space adjacent to the enemy and becomes the new target of the ability. He can then make a free strike against the enemy, and if that enemy has R<4 they are taunted until the end of their next turn.

Hold the Line
Each ally within 3 squares of Hoplon has cover and damage immunity 2.

Last Stand
The first time in an encounter that Hoplon is reduced to 0 Stamina, he instead has 1 Stamina and gains damage immunity 10 until the end of his next turn. When Hoplon is reduced to 0 Stamina again, each ally within 5 squares of him gains damage immunity 3 and deals an extra 5 damage on strikes, all until the end of the encounter.

Iron Champion Doru

Level 10 Elite Brute

Humanoid, Soulless, War Dog

EV 48

1L	5	260	2	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +5 **A**gility +4 **R**eason +1 **I**ntuition +4 **P**resence +2

Houndaxe 2d10 + 5 — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 15 damage
12-16 21 damage; Doru gains an edge on his next power roll; **M<4** slide 3
17+ 25 damage; Doru has a double edge on his next power roll; **M<5** slide 5

Effect: The damage from this ability can't be reduced in any way.

3 Malice: This ability targets one additional target.

Bloody Whirlwind 2d10 + 5 — **2 Malice**
Area, Weapon — Main action
Burst 3 — Each creature and object in the area

≤11 5 damage; **A<3** bleeding (save ends)
12-16 11 damage; **A<4** bleeding (save ends)
17+ 15 damage; **A<5** bleeding (save ends)

Effect: This ability deals an extra 5 damage for each winded target in the area.

Hunting Leap
Ranged — Maneuver
Ranged 5 — One creature or object

Effect: Doru jumps to an unoccupied space adjacent to the target, then can make a free strike against them. If the target is bleeding or winded, the distance of the ability becomes Ranged 10 and the free strike deals an extra 5 damage.

Laugh It Off
— — Triggered action
Self — Self

Trigger: An enemy makes a strike against Doru.

Effect: The triggering strike takes a bane and Doru gains an edge on his next power roll.

Iron Juggernaut
Doru can't be made slowed or restrained. Additionally, he can move while grabbed, and a creature grabbing him moves along with him unless they let go.

The Scarless
Doru regains 10 Stamina at the start of each of his turns unless he took acid or fire damage since the start of his previous turn. Whenever he regains Stamina this way, the Director can spend 2 Malice to end one effect on Doru that can be ended by a saving throw.

Champion's Loyalty Collar
When Doru is reduced to 0 Stamina, his loyalty collar explodes, dealing 20 damage to each enemy and object within 3 squares of him.

Logostician Vesper

Soulless, War Dog

Level 10 Elite Controller
EV 48

Size	Speed	Stamina	Stability	Free Strike
2	10	253	3	10

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +1 **R**eason +5 **I**ntuition +4 **P**resence +1

Portal to the Firing Line 2d10 + 5 — **Signature Ability**
Area, Ranged, Weapon — Main action
5 × 3 line within 15 — Each creature and object in the area

Special: This ability targets only non-prone creatures.
≤11 8 damage
12-16 12 damage; **I<4** slowed (save ends)
17+ 15 damage; **I<5** slowed (save ends)

Effect: A target creature can choose to drop prone, in which case the ability takes a bane against them.

2 Malice: The area remains active until Vesper is reduced to 0 Stamina or until the end of the encounter. Any non-prone enemy who enters the area for the first time in a round or starts their turn there takes 15 damage, or 7 damage if they choose to fall prone.

Portal to the Mantle 2d10 + 5 — **3 Malice**
Area, Magic, Ranged — Main action
3 cube within 15 — Each creature and object in the area
≤11 8 fire damage
12-16 12 fire damage
17+ 15 fire damage

Effect: The area is difficult terrain. Any creature who enters the area for the first time in a round or starts their turn there takes 10 fire damage. Until the end of the encounter, the size of the area increases by 1 at the start of each round.

Portal to the Void
Area, Magic, Ranged — Maneuver
5 cube within 15 — Each creature and object in the area
≤11 **A<4** pull 3 toward the center of the area
12-16 **A<5** pull 3 toward the center of the area
17+ Pull 3 toward the center of the area

Effect: A portal appears at the center of the area. Any creature at the center of the area when this ability is used or who is pulled into the center for the first time in a round takes 10 sonic damage.

2 Malice: The area remains active and deals its damage until Vesper is reduced to 0 Stamina or until the end of the encounter. Any creature who enters the area and has **A<4** is pulled 3 squares toward the center of the area. Any creature who starts their turn in the area and has **M<4** is slowed until the end of their turn.

Portal to the Sky
Ranged — Triggered action
Ranged 3 — One enemy

Trigger: The target moves within distance of Vesper.

Effect: The target is dropped through a portal, which teleports them up to 7 squares above a space within 15 squares.

Living Logistics Network
Each ally who starts their turn within 10 squares of Vesper can teleport whenever they willingly move until the end of their turn. Whenever an affected ally teleports, they deal an extra 5 damage on their next strike.

Crash and Burn
When Vesper is reduced to 0 Stamina, they move up to their speed and then explode, dealing 4d6 damage to each adjacent enemy and object. Any enemy who takes more than 14 damage this way vertically slides 5 squares.

Soulbinder Psyche

Level 10 Elite Hexer
Humanoid, Soulless, War Dog
EV 48

1M	5	220	1	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Fly, hover

Might +1 **A**gility +3 **R**eason +3 **I**ntuition +4 **P**resence +5

Soulbind 2d10 + 5 — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — Two creatures or objects

≤11 15 holy damage; R<3 the target is soulbound (save ends)
12–16 20 holy damage; R<4 the target is soulbound (save ends)
17+ 24 holy damage; R<5 the target is soulbound (save ends)

Effect: A soulbound creature can't benefit from edges or double edges, and can't gain or use surges.

Soulstorm 2d10 + 5 — **2 Malice**
Area, Magic, Ranged — Main action
3 cube within 10 — Each enemy in the area

≤11 8 corruption damage; P<3 weakened (EoT)
12–16 12 corruption damage; P<4 weakened (EoT)
17+ 15 corruption damage; P<5 weakened (EoT)

Effect: The area is difficult terrain until the start of Psyche's next turn. At the start of each of her turns, Psyche can use a maneuver to maintain this effect, move the area up to 5 squares, and make the power roll against each creature in the area's new location.

1 Malice: Until the start of Psyche's next turn, if this ability makes a creature weakened, that creature is also soulbound (save ends; see Soulbind above).

Command the Awakened
Magic, Ranged — Maneuver
5 burst — Each soulbound enemy in the area

Effect: Each target takes 5 damage from a self-inflicted wound, and if they have M<4 Psyche slides them up to 5 squares.

Spirit Form
— — Triggered action
Self — Self

Trigger: An enemy moves within 2 squares of Psyche.

Effect: Psyche moves up to 5 squares, and has damage immunity 5 and ignores difficult terrain during this movement. The first time she moves through any creature during this movement, that creature takes 5 corruption damage.

Vengeance for the Slain
Ranged — Free triggered action
Ranged 10 — One enemy

Trigger: A war dog within distance is made winded or reduced to 0 Stamina.

Effect: The target loses all their surges and takes 5 corruption damage.

1 Malice: The target also takes a bane on their next strike.

Immortal Soul
When Psyche is reduced to 0 Stamina, her spirit surrounds the nearest war dog, who has damage immunity 2, deals an extra 5 damage on strikes, and can use the following Immortal Flare maneuver until the end of the encounter. That war dog also gains the Immortal Soul trait, and transfers this effect to the nearest war dog when they die.

Immortal Flare
Magic, Ranged — Maneuver
Ranged 10 — One creature or object

Effect: The target takes 10 psychic damage.

Strategos Alkestis

Level 10 Leader

Humanoid, Soulless, War Dog

EV 48

1M	5	260	2	10
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +4 **A**gility +4 **R**eason +5 **I**ntuition +5 **P**resence +5

Houndgun and Houndblade 2d10 + 5 — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 10 — Two creatures or objects

≤11 15 damage; **M < 4** bleeding (save ends)
12-16 21 damage; **M < 5** bleeding (save ends)
17+ 25 damage; **M < 6** bleeding (save ends)

Effect: Each target loses 1d3 Recoveries.

2 Malice: When a target is made bleeding this way, each ally adjacent to them can make a free strike against the target.

Focus Fire
Ranged — Maneuver
Ranged 15 — One creature or object

Effect: Until the start of Alkestis's next turn, any effect that reduces the damage taken by the target has no effect.

Artillery Enfilade 2d10 + 5 — **2 Malice**
Area, Ranged, Weapon — Triggered action
7 × 3 line within 10 — Each creature and object in the area

Trigger: An ally is reduced to 0 Stamina within 10 squares of Alkestis.

≤11 8 damage; **A < 4** slowed (save ends)
12-16 13 damage; **A < 5** slowed (save ends)
17+ 16 damage; **A < 6** slowed (save ends)

Effect: The area is difficult terrain until the start of the next round.

End Effect
At the end of each of her turns, Alkestis can take 20 damage to end one effect on her that can be ended by a saving throw. This damage can't be reduced in any way.

Tactical Brilliance
At the start of each of Alkestis's turns, the Director gains 2 Malice. While Alkestis is alive and in the encounter, the Director also gains 1 Malice whenever a war dog in the encounter obtains a tier 3 outcome on a power roll.

Fog of War — **Villain Action 1**
—
Special — Each ally in the encounter

Effect: Each target can disappear, then reappear anywhere on the encounter map 3 or more squares away from any enemy. Additionally, each target has a double edge on their next power roll.

Send in the Second Wave — **Villain Action 2**
Ranged
Ranged 15 — Special

Effect: For each war dog reduced to 0 Stamina in the encounter, a **war dog shriketrooper** appears in an unoccupied space within distance.

The Silver Wolf's Final Stratagem — **Villain Action 3**
Area, Magic
5 burst — Each creature in the area

Effect: Until the start of the next round, each target enemy who has **I < 4** is dazed, each target enemy who has **M < 4** is restrained, and each target enemy who has **A < 4** can't use triggered actions. Additionally, until the end of the encounter, Alkestis and each target ally have damage immunity 3 and deal an extra 5 damage with strikes.

WEREWOLF

A wolf howls and your bowels freeze. Terror overcomes you. Sweat makes your skin slick, your senses sharpened. The moon is high but you feel hot. You're burning up. There's blood in your mouth and a corpse at your feet. Where did that come from?! That animal ... that *thing* that almost clawed you to death last week ... was it a wolf? Was it *just* a wolf?

Werewolves are shapeshifters filled with a need to rend and tear. They used to be ordinary humans, elves, polders, and the like. But when their feral compulsion takes control, their eyes turn blood red and they change into massive wolves or abominable hybrid beasts.

Howling Primordial Chaos

Werewolves are swirling conductors of the Primordial Chaos. Their bodies overflow with energy, almost painfully so. They shift and expand their forms into more beastlike shapes to best contain their power. And one bite is all it takes for those ferocious forces to flow into their next host.

Brokered or Cursed

The curse of the werewolf is actively sought out by terrible nobles and rulers looking to extend their power and instill fear into their people. They secure deals with devils who can tap into the Primordial Chaos and unleash their beast, usually in exchange for relinquishing their legacy after they pass.

Laypeople don't have the luxury of a legacy, nor do they have councils that can help temper a werewolf. They know full well the horror of losing oneself to the beast, and take action to rout out the threat of a werewolf among them. Fear leaves people submissive to the demands of cursed kings, yet oppressive to their own accursed kin.

On Wights and Weres

The powers that created the werewolves were also harnessed and cultivated under the traditions of the stormwight fury. A werewolf's accursed rage can't overcome the stormwight's ferocity, nor can ferocity overpower rage. It's not uncommon for werewolves to subconsciously treat encounters with stormwight furies as if they were sport.

Shared Ferocity

Thanks to their entwined origins, the werewolf is filled with an unbridled power when they witness someone harnessing ferocity. The Director gains 1d3 Malice the first time a creature uses an ability that costs ferocity while within the werewolf's line of effect.

Werewolf Languages

Werewolves can speak any language they knew before they were cursed. A werewolf who has spent time researching their curse might also know Khamish, Anjali, or Khelt, depending on the circumstances underlying their transformation.

Werewolf

Level 1 Solo
Accursed, Humanoid, Werebeast
EV 36

1M	7	200	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +3 **A**gility +2 **R**eason -1 **I**ntuition +1 **P**resence +1

Solo Monster

End Effect: At the end of each of their turns, the werewolf can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: The werewolf can take two turns each round. They can't take turns consecutively.

Accursed Rage

The werewolf's ferocity is expressed through rage, and their abilities can inflict rage points on any enemy except a stormwight fury. A creature who starts their turn with 10 or more rage expends their rage. Then before taking their turn, they must shift up to their speed toward the nearest creature and make a melee free strike against them. A creature who takes damage from this free strike gains 1 rage. Accumulated rage disappears after a character finishes a respite.

Shapeshifter

The werewolf enters combat in their hybrid humanoid form. Their shape can't be changed by any external effect.

Vukenstep

The werewolf ignores difficult terrain.

Accursed Bite 2d10 + 3

Signature Ability
Charge, Melee, Strike, Weapon
Main action
Melee 1
One creature or object

≤11 9 damage; the target gains 2 rage
12-16 13 damage; the target gains 4 rage
17+ 16 damage; the target gains 5 rage

2 Malice: If the target has **P < 0**, they are afflicted with lycanthropy. Each time the target is unaffected by the potency effect, the potency increases by 1 the next time the werewolf uses the ability against the same target. A creature afflicted with lycanthropy gains 2 rage at the end of each of their turns whenever they're in combat. Their rage doesn't disappear after finishing a respite, and they must complete the Find a Cure downtime project in *Draw Steel: Heroes* to end this effect.

Ripping Claws 2d10 + 3

Melee, Strike, Weapon
Main action
Melee 1
Two creatures or objects

≤11 8 damage; **M < 1** bleeding (save ends)
12-16 11 damage; the target gains 1 rage; **M < 2** bleeding (save ends)
17+ 14 damage; the target gains 3 rage; **M < 3** bleeding (save ends)

Berserker Slash 2d10 + 3

3 Malice
Area, Weapon
Main action
1 burst
Each enemy and object in the area

≤11 4 damage; push 2
12-16 6 damage; push 3; the target gains 1 rage
17+ 7 damage; slide 3; the target gains 3 rage

Effect: The werewolf shifts up to their speed before using this ability.

Wall Leap

—
Maneuver
Self
Self

Effect: The werewolf jumps up to 4 squares. If they end this jump at a wall, the werewolf jumps off the wall up to 4 squares and can make a melee free strike. If the target of the free strike has **M < 2**, they are knocked prone.

Facepalm and Head Slam

2 Malice
Melee
Triggered action
Melee 1
The triggering creature

Trigger: A creature within distance targets the werewolf with a melee ability after charging or moving 2 or more squares in a straight line toward them.

Effect: The target is knocked prone and takes 5 damage before the triggering ability is resolved.

Howl

Villain Action 1
Area
5 burst
Each enemy in the area

Effect: Each target makes an **Intuition test**.

≤11 The target must move their speed in a straight line away from the werewolf; frightened (save ends)
12-16 Frightened (EoT)
17+ No effect.

Effect: Any enemy in the encounter who has 1 or more rage gains 4 rage and howls along with the werewolf.

Full Wolf

Villain Action 2
—
Self
Self

Effect: The werewolf transforms into a massive wolf of size 3 until they die or until the end of the encounter. They move to a space that can accommodate their new size and push adjacent creatures out of their way. While in wolf form, they have speed 10 and stability 2, their strikes gain a +2 damage bonus and bestow an additional 1 rage, and the potency of Accursed Bite increases by 1.

Rampage 2d10 + 3

Villain Action 3
Area, Weapon
2 burst
Each creature in the area

≤11 5 damage; the target gains 2 rage; **M < 1** bleeding (save ends)
12-16 8 damage; the target gains 4 rage; **M < 2** bleeding (save ends)
17+ 11 damage; the target gains 8 rage; **M < 3** bleeding (save ends)

Effect: The werewolf shifts up to their speed before and after using this ability.

Werewolf Malice

Malice Features

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

Blood In Their Eyes

3 Malice

The werewolf gains 10 temporary Stamina and a +3 bonus to speed until the end of their turn. The werewolf can't use this feature if they took any holy damage since ending their last turn.

Solo Action

5 Malice

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

Moonfall

10 Malice

Until the end of the encounter, the encounter map turns to night and the moon appears impossibly huge in the sky. The werewolf can take an additional move action or maneuver on each of their turns while they have line of effect to the moon. Any creature who ends their turn with line of effect to the moon with 1 or more rage gains 2 rage.

WYVERNS

The sight of a wyvern perched high atop a rotting tree or lit upon the jagged peak of a shadowy mountain marks the boundary between the known lands and forest primeval. There are raw, ancient sorceries in the wilderness that imbue those lands with power and hate older than roads and carts.

Though they superficially resemble dragons, wyverns are not dragons or dragon-kin. Distant relatives of the terror lizards of Ix, wyverns sport tough, leathery skin with hues running from brown to red to black depending on their native terrain. They are solitary creatures who track their prey by following the smell of fear they create.

Mountain Hunters

While on the hunt, wyverns perch on stone outcroppings and natural spires overlooking their territory. They first attack with their stinger, injecting prey with corrosive acid. If a wyvern's victim attempts to hide, the wyvern's hooked claws and fearsome teeth can tear open any crag or crevice in pursuit.

Acidic Aggressors

Without front limbs to grasp their prey, wyverns prefer to keep their distance and strike with their long, stinger-tipped tails. A single sting is usually enough to kill common game outright, and even larger foes are left wracked by pain. Wyverns have no interest in drawn-out struggle, and they relentlessly sting their foes at every opportunity.

Protective Parents

A wyvern's infamous temper is easily provoked, particularly if their eggs or hatchlings are threatened. Many monster slayers for hire won't accept contracts to track and hunt wyverns during hatching season. Yet this season is when heroes are needed most, as mated pairs aggressively hunt anything or anyone to feed their young.

Communicating with Wyverns

Wyverns are unable to speak. However, a clever hero carrying a feast of fresh meat might be able to reason with one.

Wyvern Malice

Malice Features

At the start of any wyvern's turn, you can spend Malice to activate one of the following features.

Simmering Anger — **3 Malice**
One wyvern in the encounter can make a free strike against each enemy adjacent to them.

Boiling Fury — **5 Malice**
Until the end of the round, each wyvern in the encounter has a double edge on strikes and can use their signature ability instead of a free strike when making opportunity attacks.

Overflowing Rage — **7 Malice**
Every wyvern's anger fills the encounter map with a thick miasma of hatred. Each enemy in the encounter makes an **Intuition test**.

- ≤11 The target is taunted by the nearest creature or object (save ends). While the target is taunted this way, power rolls against them have a double edge.
- 12-16 The target is taunted by the nearest creature or object (save ends).
- 17+ No effect.

Wyvern Lurker

Level 4 Elite Ambusher
Beast, Wyvern
EV 24

2	9	120	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 5
Movement: Fly
Weakness: —

Might +2 **A**gility +3 **R**eason -1 **I**ntuition +1 **P**resence 0

Agonizing Stinger 2d10 + 3 — **Signature Ability**
Magic, Strike, Weapon — Main action
Melee 2 — Two creatures or objects

≤11 9 damage
12–16 14 damage; M < 2 bleeding (save ends)
17+ 17 damage; M < 3 bleeding (save ends)

1 Malice: One target hidden from the lurker takes an extra 6 acid damage.

Acidic Anguish 2d10 + 3 — **3 Malice**
Magic, Strike, Weapon — Main action
Melee 2 — One creature or object

≤11 10 acid damage; M < 1 weakened (save ends)
12–16 16 acid damage; M < 2 weakened (save ends)
17+ 20 acid damage; M < 3 weakened (save ends)

Effect: A target weakened this way takes 1d4 acid damage at the start of each of their turns.

Swooping Torment
— — Maneuver
Self — Self

Effect: The lurker flies up to their speed, then can attempt to hide. Each enemy the lurker moves adjacent to during this movement can choose to take 3 sonic damage or fall prone.

Retaliatory Dive
Ranged — Triggered action
Ranged 5 — The triggering creature

Trigger: A creature within distance deals damage to the lurker with a ranged ability.

Effect: The lurker flies adjacent to the target and can make a free strike against them.

Ruthless Rage

While within 10 squares of another wyvern, the lurker deals an extra 3 damage with strikes.

Tenacious Hunter

Any creature affected by a condition imposed by a wyvern can't be hidden from the lurker.

Wyvern Predator

Level 4 Elite Brute
Beast, Wyvern
EV 24

3	7	140	3	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Acid 5
Movement: Fly
Weakness: —

Might +3 **A**gility +2 **R**eason -1 **I**ntuition +1 **P**resence 0

Sedating Stinger 2d10 + 3 — **Signature Ability**
Magic, Strike, Weapon — Main action
Melee 3 — Two creatures or objects

≤11 9 damage
12–16 14 damage; M < 2 slowed (save ends)
17+ 17 damage; M < 3 slowed (save ends)

Effect: If a target slowed this way is already slowed, they are instead restrained (save ends).

Tail Sweep 2d10 + 3
Area, Weapon — Main action
6 × 3 line within 1 — Each enemy and object in the area

≤11 6 damage; A < 1 3 acid damage
12–16 11 damage; A < 2 3 acid damage
17+ 14 damage; A < 3 3 acid damage

5 Malice: The predator uses this ability a second time, either recreating the same line or creating a new line.

Grasping Jaws 2d10 + 3 — **2 Malice**
Magic, Strike, Weapon — Maneuver
Melee 2 — One creature or object

≤11 9 damage; A < 1 grabbed
12–16 14 damage; A < 2 grabbed
17+ 17 damage; A < 3 grabbed and the target takes a bane on the Escape Grab maneuver

Deterring Sting — **1 Malice**
Melee — Triggered action
Melee 3 — The triggering creature

Trigger: A creature within distance deals damage to the predator with a melee ability.

Effect: The predator uses Sedating Stinger against the target, then shifts up to 3 squares.

Stubborn Rage

While winded or within 10 squares of another wyvern, the predator can't be made dazed or frightened.

Tenacious Hunter

Any creature affected by a condition imposed by a wyvern can't be hidden from the predator.

XORANNOX THE TYRACT

Xorannox the Tyract is an overmind. Formally known by their endonym, vaurath (plural: vaurathi), overminds plot and scheme against their chief rivals, the synlirii and the olothec, for control of the World Below.

Psionic Eyes

An overmind is an enormous floating brain with a large central eye surrounded by many smaller embedded eyes. Even more alien, several psionic eyes float within inches of their head, each connected to a small brain that can manifest a unique psionic effect.

Intelligent Loremasters

Like their rivals, overminds are loremasters of supreme intellect. They aren't usually wizards, but they all view the collection of knowledge and arcane sciences as the best tool for ultimate conquest. Overminds are cruel and capricious but enjoy tests of intellectual might. Their one vanity is their unshakable belief in their own intellectual superiority over all others.

Overmind Lairs

Thanks to their innate flight, overminds prefer to build (or rather, have their thralls build) towers with no doors or entrances anywhere near the bottom.

Rivalries and Negotiations

Unlike the synlirii and the olothec, overminds have an intense hatred of their own kind and never work together. However, overminds often enjoy diplomacy with other species, seeking to form alliances and build secret networks of agents throughout the World Below.

Smelly Eggs

Overmind procreation involves one horror laying a single egg in a slime pool and leaving it behind. When another overmind later detects the distinct smell of the egg, they spray their inseminating fluid into the pool. These actions are compelled by biological necessity, a compulsion even the overminds can't ignore.

Unwitting explorers sometimes accidentally abscond with an egg. If unfertilized, its bearer is likely to attract the attention of other overminds and synlirii that use the eggs in genetic experiments to create psionic creatures. If the egg is fertilized, the explorer could find themselves becoming a newly hatched overmind's first victim.

Xorannox the Tyract

Xorannox (*ZOR-ah-nocks*) rules as Lord of the White Tower, an isolated, multilevel finger of alabaster stone connecting to the World Below. He is commonly known as the Tyract, an ancient Za'hariax word that literally translates as "a king who rules with his teeth"—and the overmind indeed consumes those who displease him.

Xorannox is chief of the Grasp, a secret organization that seeks to overthrow the voiceless talkers' great empire and place Xorannox above all, first as king, then as god. The Tyract is a master strategist, always one step ahead of his enemies. Heroes may be surprised to discover their allies are members of the Grasp. When they meet Xorannox, he's delighted! He loves treating with humanoids! They have the same enemies, after all.

Unfortunately, no matter how useful or dependable a party of heroes might be, Xorannox is nearly incapable of resisting the urge to betray his allies. He assumes, as do most vaurathi, that the natural end of all alliances is betrayal. Thus when the gauntlet is thrown and his life is in danger, the only minions he can truly trust are his own six eyes.

Xorannox's Languages

Overminds typically speak Za'hariax. Xorannox also speaks Caelian, Hyrallic, and Voll.

Xorannox the Tyract

Level 6 Solo

Horror, Overmind

EV 96

3	5	450	2	7
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Fly, hover

Might +4 **A**gility +2 **R**eason +4 **I**ntuition +3 **P**resence +3

Solo Monster

End Effect: At the end of each of his turns, Xorannox can take 10 damage to end one effect on him that can be ended by a saving throw. This damage can't be reduced in any way.

Solo Turns: Xorannox can take two turns each round. He can't take turns consecutively.

Eyes of the Tyract

Six unique eyestalks float around Xorannox, acting on his turn at his command until they are reduced to 0 Stamina. On each of Xorannox's turns, he directs one eyestalk to move and use a signature ability.

Toothful Thrashing 2d10 + 4 — **Signature Ability**

Melee, Strike, Weapon — Main action

Melee 1 — One creatures or object

- ≤11: 12 damage; slide 2; M<2 bleeding (EoT)
- 12–16: 20 damage; slide 3; M<3 bleeding (EoT)
- 17+: 23 damage; vertical slide 3; M<4 bleeding (EoT)

Grav Spike 2d10 + 4

Area, Psionic — Main action

2 burst — Each enemy in the area

- ≤11: Vertical push 3
- 12–16: Vertical push 5
- 17+: Vertical push 7

Effect: Xorannox shifts up to his speed before or after using this ability.

Optical Collusion

— — Maneuver

Self — Self

Effect: Xorannox commands all his eyestalks to move up to their speed.

Shutout — **2 Malice**

Area — Maneuver

5 × 2 line within 1 — Special

Effect: Xorannox ends all ongoing supernatural effects and suppresses supernatural effects from treasures in the area. New supernatural effects can't be activated in the area until the end of Xorannox's next turn.

Cower!

Psionic, Ranged — Triggered action

Ranged 10 — The triggering creature

Trigger: A creature within distance deals damage to Xorannox.

Effect: If the target has I<3 they are frightened (save ends).

Above It All

Xorannox can't be made frightened or knocked prone, and he can't be flanked.

Natural Enemies

If Xorannox perceives another overmind or a voiceless talker on the encounter map, he targets that threat one or more times on each of his turns.

Disruption Beam 2d10 + 4 — **Villain Action 1**

Psionic, Ranged, Strike

Ranged 10 — Three creatures

- ≤11: 11 psychic damage; R<2 dazed (save ends)
- 12–16: 17 psychic damage; R<3 dazed (save ends)
- 17+: 20 psychic damage; R<4 dazed (save ends)

All Eyes, All Rise — **Villain Action 2**

— — Self

Self

Effect: Xorannox recreates any destroyed eyestalks, which return in unoccupied spaces on the encounter map with full Stamina.

Panoptibeam — **Villain Action 3**

Area

2 burst — Each enemy in the area

Effect: Xorannox directs each of his eyestalks to use a signature ability against any target.

Xorannox's Malice

Malice Features

At the start of Xorannox's turn, you can spend Malice to activate one of the following features.

Gas Belch — **3 Malice**

Xorannox lets out a noxious belch. Each enemy within 2 squares of him who has M<3 is weakened (save ends).

Slime Trail — **5 Malice**

Until the end of Xorannox's next turn, whenever he or any of his eyes leave their space, they secrete a viscous slime onto the ground in that area. Any enemy who enters an affected square has lightning weakness 5 and fire weakness 5 until the end of the encounter.

Solo Action — **5 Malice**

Xorannox takes an additional main action on his turn. He can use this feature even if he is dazed.

Mind Over Matter — **7 Malice**

Xorannox fills the encounter map with a powerful telekinetic field. The Director chooses a cardinal direction (north, south, east, or west). Whenever a creature in the encounter willingly moves or is force moved, they are pulled 2 squares in the chosen direction, ignoring stability. Each time this feature is used, its previous effect ends.

Compulsion Eye
Level 6 Controller
Eyestalk, Horror, Overmind

1M	5	30	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: Fly, hover

Might -1 | Agility +1 | Reason +4 | Intuition +1 | Presence -1

Compulsion Beam 2d10 + 4 — **Signature Ability**
Psionic, Ranged, Strike — Main action
Ranged 6 — One creature
≤11 I<2 the target is charmed
12-16 I<3 the target is charmed
17+ I<4 the target is charmed

Effect: As a free triggered action, a charmed target immediately moves up to their speed and can make a free strike against an enemy of Xorannox's choice. The target is then no longer charmed.

Psionic Barrier
The compulsion eye has damage immunity 15. When they use a main action, they lose this immunity until the end of the round.

Demolition Eye
Level 6 Artillery
Eyestalk, Horror, Overmind

1M	5	30	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: Fly, hover

Might -1 | Agility +1 | Reason +4 | Intuition +1 | Presence -1

Explosion 2d10 + 4 — **Signature Ability**
Psionic, Ranged, Strike — Main action
4 cube within 10 — Each enemy in the area
≤11 6 fire damage
12-16 10 fire damage; M<3 prone
17+ 13 fire damage; M<4 prone

Psionic Barrier
The demolition eye has damage immunity 15. When they use a main action, they lose this immunity until the end of the round.

Mover Eye
Level 6 Controller
Eyestalk, Horror, Overmind

1M	5	30	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: Fly, hover

Might -1 | Agility +1 | Reason +4 | Intuition +1 | Presence -1

Telekinetic Beam 2d10 + 4 — **Signature Ability**
Psionic, Ranged, Strike — Main action
Ranged 6 — Two creatures or objects
≤11 11 damage; slide 4
12-16 17 damage; slide 5
17+ 20 damage; slide 6

Psionic Barrier
The mover eye has damage immunity 15. When they use a main action, they lose this immunity until the end of the round.

Necrotic Eye
Level 6 Hexer
Eyestalk, Horror, Overmind

1M	5	30	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: Fly, hover

Might -1 | Agility +1 | Reason +4 | Intuition +1 | Presence -1

Necro Beam 2d10 + 4 — **Signature Ability**
Psionic, Ranged, Strike — Main action
Ranged 10 — One creature or object
≤11 11 corruption damage
12-16 17 corruption damage; M<3 bleeding (save ends)
17+ 20 corruption damage; M<4 bleeding (save ends)

Effect: If this damage or the Stamina loss from bleeding this way reduces a target creature's Stamina to 0, that creature dies.

Psionic Barrier
The necrotic eye has damage immunity 15. When they use a main action, they lose this immunity until the end of the round.

Toxic Eye
Level 6 Hexer
Eyestalk, Horror, Overmind

1M	5	30	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: Fly, hover

Might -1 | Agility +1 | Reason +4 | Intuition +1 | Presence -1

Toxic Vapors 2d10 + 4 — **Signature Ability**
Area, Psionic, Ranged — Main action
4 cube within 10 — Each enemy in the area
≤11 6 poison damage
12-16 10 poison damage; M<3 weakened (save ends)
17+ 13 poison damage; M<4 weakened (save ends)

Psionic Barrier
The toxic eye has damage immunity 15. When they use a main action, they lose this immunity until the end of the round.

Zapper Eye
Level 6 Artillery
Eyestalk, Horror, Overmind

1M	5	30	0	3
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: Fly, hover

Might -1 | Agility +1 | Reason +4 | Intuition +1 | Presence -1

Lightning Beam 2d10 + 4 — **Signature Ability**
Area, Psionic — Main action
10 × 1 line within 1 — Each enemy in the area
≤11 6 lightning damage
12-16 10 lightning damage
17+ 13 lightning damage

Effect: Each target loses all their surges.

Psionic Barrier
The zapper eye has damage immunity 15. When they use a main action, they lose this immunity until the end of the round.

DYNAMIC TERRAIN

A terrain object is an element placed in an encounter that alters tactics on the battlefield, allowing the Director to better theme an encounter. Terrain objects range from hazards that provide tempting targets for forced movement, to fieldworks and siege engines that provide a locational advantage, to supernatural objects that an entire encounter can be built around.

Terrain Object Stat Blocks

Each terrain object is set up in a stat block, but this stat block format is different than for monsters. The following sections explain what you'll find in a terrain object stat block.

EV

Each dynamic terrain object has an encounter value cost, just like monsters in an encounter. Some objects, particularly environmental hazards, have a cost representing an area, such as a 10 × 10-square section of terrain. A hazard can always be smaller than that indicated size.

Stamina

Terrain objects have either a fixed amount of Stamina or an amount of Stamina per square, depending on their nature and size. If an object has an amount of Stamina per square, it can be partially destroyed square by square.

Size

Terrain objects either have a standard size (for example, 1M) or a size noted as squares of terrain or material. If a terrain object's size is noted as squares, a creature can move through that terrain object but might trigger the object's effects. Many terrain objects sized in squares are difficult terrain, as noted in the object's size entry.

Direction

Some terrain objects have a defined direction indicating how they are placed, such as archer's stakes having a front side.

Deactivate

Most terrain objects can be deactivated under certain circumstances. The Sabotage skill is generally applicable for tests made to deactivate mechanisms and siege engines, while traps might allow different skills to be used depending on their setup—Alchemy to deactivate a pool of flammable oil, Nature to deactivate a spiked pit trap in a forest, Magic or Psionics to deactivate a supernatural object, and so forth. Disabling a supernatural object requires a more intricate process detailed in each object's stat block.

Once a terrain object is deactivated, the Director determines what must be done to reset it and how long it takes to do so.

Activate

Terrain objects typically activate when a creature enters their space or when the object is interacted with in a specific way. Unless otherwise noted, there is no limit to how often a terrain object can activate.

Some terrain objects, particularly traps and other objects that are set up by creatures, are set to activate only in response to creatures or objects of a particular size. For example, smaller creatures such as goblins and kobolds typically calibrate their traps for size 1M and larger creatures, making those traps safe for smaller creatures to pass through.

Many area terrain objects activate when a creature enters their area without shifting. If such a terrain object is difficult terrain, remember that creatures can't usually shift through difficult terrain without having a trait or feature that allows them to do so.

Effect

Each terrain object's effect entry defines what happens when the object is triggered.

Upgrades

Some terrain objects can be upgraded to create additional effects. If a terrain object has a size in squares, the upgrade cost is paid on a square-by-square basis unless otherwise noted.

Hidden Terrain Objects

Some terrain objects are inherently hidden or can be hidden with an upgrade. Hidden objects can be found as part of the Search for Hidden Creatures maneuver (see *Draw Steel: Heroes*). When you make an Intuition test to search for hidden creatures and objects, use the following outcomes for dealing with objects:

- ≤11 You find all hidden terrain objects adjacent to you.
- 12–16 You find all hidden terrain objects within 5 squares of you.
- 17+ You find all hidden terrain objects within 10 squares of you.

Allied Awareness

Some terrain objects have an Allied Awareness trait noting benefits and options available to creatures who have familiarity and training with the object. If a creature is aware of a terrain object and has sufficient time to study it, they gain the object's Allied Awareness benefits at the Director's determination.

Environmental Hazards

Environmental hazards represent natural elements that creatures (typically creatures defending a location) have channeled, cultivated, or otherwise placed to give them an edge in an encounter.

Angry Beehive

Level 2 Hazard Hexer
EV 2

This beehive is full of angry bees who swarm and attack with little provocation.

Stamina: 3 **Size:** 1S

Deactivate

The beehive can't be deactivated. If it takes damage or is destroyed, the hive unleashes a swarm of bees.

Activate

A creature enters the hive's space or an adjacent space without shifting.

Effect: The hive is removed from the encounter map and a swarm of bees is placed in one square of the space of the triggering creature. Any creature who starts their turn in the swarm's space takes 3 poison damage. At the start of each round, the swarm moves 1 square and its size increases by 1 square (to 2 squares by 2 squares, 3 squares by 3 squares, and so forth), preferring squares in a creature's space. After 3 rounds, the swarm dissipates.

Upgrades

Concealed Hive (+1 EV) The hive is hidden until the swarm is unleashed.

Killer Bees (+2 EV) The bees are a particularly aggressive and dangerous species. The hive triggers even if a creature shifts into or while adjacent to it, and the swarm deals 1d6 + 3 poison damage.

Brambles

Level 1 Hazard Defender
EV 1 per 10 × 10 thicket

This thicket features close-growing vines tipped with sharp thorns.

Stamina: 3 per square **Size:** One or more squares of difficult terrain

Deactivate

Each square of brambles must be individually destroyed.

Activate

A creature enters a square of brambles without shifting.

Effect: A creature takes 1 damage per square of brambles they enter.

Upgrade

Poisonous Thorns (+1 EV) The brambles are poisonous. Any creature who takes damage from brambles is also bleeding (save ends).

Corrosive Pool

Level 2 Hazard Hexer
EV 3 per 10 × 10 pool

This shallow pool bubbles with acid or some other corrosive liquid.

Stamina: 12 per square **Size:** One or more squares of difficult terrain
Immunity: 20 to all damage except cold or fire damage

Deactivate

The pool must be completely destroyed.

Activate

A creature or object enters the corrosive pool or starts their turn there. The liquid in the pool is also highly volatile (see **Explosive Reaction** below).

Effect: A creature or object takes 3 acid damage if they start their turn in the pool, and takes 3 acid damage for each square of the pool they enter.

Explosive Reaction 2d10 + 2

Area — Free triggered action
3 burst — Each creature and object in the area

Trigger: The pool takes fire damage.

≤11 3 fire damage; M < 1 the target is burning (save ends)
12–16 6 fire damage; M < 2 the target is burning (save ends)
17+ 9 fire damage; M < 3 the target is burning (save ends)

Effect: The liquid in the pool is consumed. This ability has a double edge against any target in the pool. A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round. Any target with acid weakness takes extra damage from this ability and while burning as if the fire damage were acid damage.

Allied Awareness

Allies who have weapons are equipped with torches. Any ally can use a maneuver to throw a torch up to 5 squares and deal 1 fire damage to the pool, triggering Explosive Reaction.

Frozen Pond

Level 1 Hazard Hexer
EV 1 per 10 × 10 pond

A shallow, frozen patch of water features ice thick enough that it won't break, but its surface is slick and treacherous to navigate.

Stamina: 3 per square **Size:** One or more squares of difficult terrain
Immunity: 5 to all damage except fire damage

Deactivate

Destroying a square of the frozen pond turns the square into shallow icy water.

Activate

A creature or object enters a square of the frozen pond without shifting.

Effect: The **Slippery Surface** ability.

Slippery Surface 2d10 + 2

Melee, Strike — Free triggered action
Melee 0 — The triggering creature or object

Trigger: A creature or object enters a square of the frozen pond without shifting.

≤11 Push 1 in the direction the target was moving
12–16 Push 2 in the direction the target was moving; A < 1 slowed (save ends)
17+ Push 3 in the direction the target was moving; A < 2 prone and can't stand (save ends)

Effect: The triggering creature's movement ends, then they are force moved. If the target triggered this ability by being force moved, this ability gains an edge and any remaining forced movement distance is added to the ability's forced movement. The ability's forced movement doesn't trigger the ability again.

Upgrade

Thin Ice (+1 EV) The ice covering the pond is thin and the water is deeper. Whenever a creature or object enters or falls prone in a square of the frozen pond, that square is destroyed and replaced with icy water. The **Icy Water** ability replaces **Slippery Surface**.

Any creature who starts their turn in the icy water takes 1 cold damage. If the water is deep enough, a creature can swim beneath the surface of the frozen pond, but takes this cold damage while doing so.

Icy Water 2d10 + 2

Melee, Strike — Free triggered action
Melee 0 — The triggering creature or object

Trigger: A creature or object enters or falls prone in a square of the frozen pond.

≤11 Slide 1
12–16 1 cold damage; M < 1 slowed (save ends)
17+ 3 cold damage; M < 2 restrained (save ends)

Effect: The triggering creature's movement ends, then they are force moved if applicable.

Lava

Level 3 Hazard Hexer
EV 4 per 10 × 10 patch

A patch of blisteringly hot molten rock wells up from the ground, threatening anyone who gets close to it.

Stamina: 12 per square **Size:** One or more squares of difficult terrain
Immunity: 20 to all damage except cold damage

Deactivate
Each square of lava must be individually destroyed.

Activate
A creature or object enters the lava or starts their turn there, or starts their turn adjacent to the lava.

Effect: The **Liquid Hot Magma** ability.

Liquid Hot Magma 2d10 + 2
Melee, Strike — Free triggered action
Melee 1 — The triggering creature or object

Trigger: A creature or object enters the lava or starts their turn there, or starts their turn adjacent to the lava.
≤11 5 fire damage; M < 1 the target is burning (save ends)
12–16 9 fire damage; M < 2 the target is burning (save ends)
17+ 12 fire damage; M < 3 the target is burning (save ends)

Effect: If the target is adjacent to lava but not in it, this ability takes a bane. A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Upgrade
Magma Flow (+4 EV) The lava is flowing! At the start of each round, add one square of lava adjacent to an existing square of lava.

Quicksand

Level 3 Hazard Hexer
EV 3 per 10 × 10 patch

When this patch of sand is stepped on, it is revealed to be a slurry saturated by water—and ready to draw creatures down to their doom.

Stamina: — **Size:** One or more squares

Deactivate
—

Activate
A creature or object enters the quicksand or starts their turn there.

Effect: The **Grasping Depths** ability.

Grasping Depths 2d10 + 2
Melee, Strike — Free triggered action
Melee 0 — The triggering creature or object

Trigger: A creature or object enters the quicksand or starts their turn there.
≤11 M < 0 slowed (save ends)
12–16 M < 1 restrained (save ends)
17+ M < 2 restrained (save ends)

Effect: This ability takes a bane if a triggering creature shifted into the quicksand. A character who starts their turn restrained this way is suffocating.

Hidden
The quicksand is hidden until triggered or detected.

Toxic Plants

Level 2 Hazard Hexer
EV 2 per 10 × 10 field

Colorful mushrooms or lovely flowering plants release a cloud of spores or pollen when disturbed, causing creatures to fall into a magical slumber.

Stamina: 3 per square **Size:** One or more squares

Deactivate
Each square of plants must be individually destroyed.

Activate
A creature starts their turn in the area of the toxic plants, or enters a square of toxic plants without shifting.

Effect: The **Sleep Spores** ability.

Sleep Spores 2d10 + 2
Magic, Melee, Strike — Free triggered action
Melee 0 — The triggering creature

Trigger: A creature starts their turn in the area of the toxic plants, or enters a square of toxic plants without shifting.

≤11 M<0 dazed (save ends)
12–16 M<1 dazed (save ends)
17+ M<2 dazed (save ends)

Effect: While dazed this way, a target who starts their turn in the area of the toxic plants falls prone and can't stand.

Upgrades

Poisonous Spores (+2 EV) Any creature dazed by this hazard takes 1d6 poison damage at the start of each of their turns.

Carnivorous Plants (+2 EV) The plants are carnivorous and attempt to slowly digest any creature who falls among them. Any creature who starts their turn prone in the area takes 4 acid damage.

Fieldworks

Fieldworks represent temporary military fortifications meant to give defenders an edge in an encounter.

Archer's Stakes

Level 1 Fortification Defender
EV 2

A series of sharp stakes have been placed point-out to protect defenders against charges and other direct attacks.

Stamina: 3 per square **Size:** One or more squares of difficult terrain
Typical Space: 4 × 1-square area
Direction: One side of the stakes is defined as the front.

Deactivate
Each square of stakes must be individually destroyed.

Activate
A creature enters an area of stakes from the front.

Effect: The triggering creature takes 2 damage per square of stakes they enter. If they are force moved into an area of stakes, they take an additional 3 damage.

Upgrades

Poison (+2 EV) The tips of the stakes have poison applied to them. Any creature who takes damage from the stakes also takes 1d6 poison damage at the start of each of their turns (save ends).

Sticky (+3 EV) A sticky slime or webbing has been applied to the stakes and the ground between them. Any creature who enters an area of stakes triggers the **Sticky Stakes** ability in addition to suffering the stakes' other effects.

Sticky Stakes 2d10 + 2
Melee, Strike, Weapon — Free triggered action
Melee 0 — The triggering creature or object

Trigger: A creature or object enters an area of sticky stakes.

≤11 No effect.
12–16 A<1 slowed (save ends)
17+ A<2 restrained (save ends)

Allied Awareness
Allies of this object ignore the difficult terrain created by the stakes, take no damage from moving through the stakes unless they are force moved, and have cover while in an area of archer's stakes.

Bear Trap

Level 1 Trap Ambusher
EV 2

A set of spring-loaded steel jaws stands ready to snap shut when stepped on.

Stamina: 6 **Size:** 1S

Deactivate
As a maneuver, a creature adjacent to a bear trap can make an **Agility test**.

≤11 The creature triggers the trap and is affected as if in its space.
12-16 The trap is deactivated but the creature is slowed (EoT).
17+ The trap is deactivated and doesn't trigger.

Activate

The bear trap is calibrated to be triggered by creatures or objects of a particular size or larger. The trap triggers when a creature or object of the appropriate size enters its space.

Effect: A triggering creature or object ends their movement and is targeted by the **Bear Trap** ability.

Bear Trap 2d10 + 2
Melee, Strike, Weapon — Free triggered action
Melee 0 — The triggering creature or object

Trigger: A creature or object of the appropriate size enters the trap's space.
≤11 The target shifts 1 square away from the trap.
12-16 3 damage; A<1 slowed (save ends)
17+ 5 damage; A<2 slowed (save ends)

Effect: The bear trap must be manually reset.

Upgrade
Chain (+1 EV) The bear trap is attached to the ground by a steel chain. A target who would be made slowed by the trap is restrained instead.

Hidden
The bear trap is hidden until triggered or detected.

Flammable Oil

Level 1 Trap Ambusher
EV 2 per 10 × 10 patch

A patch of flammable oil or pitch on the ground is ready to be ignited.

Stamina: — **Size:** One or more squares

Deactivate
As a maneuver, a creature adjacent to a patch of flammable oil can make an **Agility test**.

≤11 The creature ignites the oil and is affected as if in its area.
12-16 The oil temporarily ignites before safely burning out, and the creature takes 3 fire damage and is burning (save ends).
17+ The oil is rendered safe and can't be ignited.

Activate

A creature or object in a square of oil takes fire damage, or a creature or object enters a square of burning oil or starts their turn there.

Effect: The triggering creature or object takes 3 fire damage and is burning (save ends). A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Upgrade
Concealed Oil (+1 EV) The oil is hidden until it ignites.

Allied Awareness
Allies who have weapons are equipped with torches. Any ally can use a maneuver to throw a torch up to 5 squares and ignite the flammable oil.

Hidey-Hole

Level 1 Fortification Ambusher
EV 1

A cavity in a floor, wall, or ceiling might hold hidden threats.

Stamina: —
Size: One or more squares

Deactivate

As a maneuver, a creature adjacent to a hidey-hole can make a **Might test**.

- ≤11 The creature is restrained (save ends).
- 12–16 The hidey-hole collapses but the creature is slowed (save ends).
- 17+ The hidey-hole collapses and can no longer be used until repaired.

Activate

A creature starts the encounter in the hidey-hole or ends their turn there.

Effect: The triggering creature can attempt to hide as a free triggered action.

Upgrade

Network (+1 EV per hidey-hole) The hidey-hole is connected to a tunnel network. A creature familiar with the network can move from one hidey-hole to any space adjacent to a connected hidey-hole if they have movement available equal to the straight-line distance to that space. A creature unfamiliar with the network can use a maneuver to make a **hard Intuition test** to discover a connected hidey-hole.

Pavise Shield

Level 1 Fortification Defender
EV 1

A reinforced metal shield embedded in the ground acts as cover for the creature controlling it.

Stamina: 9
Size: 1M

Deactivate

As a maneuver, a creature adjacent to a pavise shield controlled by another creature can make a **Might test**.

- ≤11 The creature controlling the shield retains control of it and can make an opportunity attack against the creature making the test.
- 12–16 The creature controlling the shield retains control of it.
- 17+ The creature making the test grabs the shield and takes control of it.

Effect: While a creature has the pavise shield grabbed, they have cover and take half damage from abilities whose line of effect extends through the shield. The pavise shield takes the other half of the damage.

Movement: While a creature has a pavise shield grabbed, their speed is halved and they move the shield like a grabbed creature.

Snare Trap

Level 1 Trap Ambusher
EV 1

A rope snare is set to grab a target, leaving them hanging upside down.

Stamina: 1 **Size:** 1S

Deactivate

As a maneuver, a creature adjacent to a snare trap can make an **Agility test**.

- ≤11 The creature triggers the trap and is affected as if in its space.
- 12–16 The trap is deactivated but the creature is slowed (EoT).
- 17+ The trap is deactivated and doesn't trigger.

Activate

The snare trap is calibrated to be triggered by creatures or objects of a particular size or larger. The trap triggers when a creature or object of the appropriate size enters its space.

Effect: A triggering creature or object ends their movement and is targeted by the **Snare** ability.

Snare 2d10 + 2

Melee, Strike, Weapon — Free triggered action
Melee 0 — The triggering creature or object

Trigger: A creature or object of the appropriate size enters the trap's space.

- ≤11 The target shifts 1 square away from the snare.
- 12–16 1 damage; A < 1 restrained (save ends)
- 17+ 3 damage; A < 2 restrained (save ends)

Effect: A creature restrained this way is vertical pulled 2 squares and suspended in the air by the snare line. On a successful save, the snare is cut or breaks and the creature falls to the ground. The snare must be manually reset.

Upgrade

Net Trap (+1 EV) The snare becomes a net that can wrap up multiple targets. The net has 3 Stamina and fills an area of 3 squares by 3 squares. The Snare ability loses its existing keywords, gains the Area keyword, and targets each creature or object in the area. The trap can be triggered by a target moving through one specific square, or by requiring multiple squares to be moved through. Any creature who makes their save to end the restrained effect ends that effect for all targets, who all fall to the ground.

Hidden

The snare trap is hidden until triggered or detected.

Spike Trap

Level 2 Trap Ambusher
EV 3

A pit dug into the ground is filled with spikes, and camouflaged to avoid detection.

Stamina: 6 **Size:** One or more squares
Typical Space: 2 × 2-square area

Deactivate

As a maneuver, a creature adjacent to a spike trap can make an **Agility test**.

- ≤11 The creature triggers the trap and is affected as if in its area.
- 12–16 The trap is deactivated but the creature is slowed (EoT).
- 17+ The trap is deactivated and doesn't trigger.

Activate

The spike trap is calibrated to be triggered by creatures or objects of a particular size or larger. The trap triggers when a creature or object of the appropriate size enters its area.

Effect: The **Spike Trap** ability.

Spike Trap 2d10 + 2

Area, Weapon — Free triggered action
Melee 0 — The triggering creature or object

Trigger: A creature or object of the appropriate size enters the trap's area.

- ≤11 3 damage; the target shifts 1 square away from the trap
- 12–16 4 damage; the target falls into the pit; A < 0 prone
- 17+ 6 damage; the target falls into the pit; A < 1 prone; restrained (save ends)

Effect: The target ends their movement when they enter the trap's area. The pit is typically 2 squares deep. The trap must be manually reset.

Hidden

The spike trap is hidden until triggered or detected.

Mechanisms

Mechanisms represent any number of intricate devices that can complicate a battle. Unlike more straightforward traps, a mechanism is often linked to another triggering mechanism that activates it.

Column of Blades

Level 3 Fortification Defender
EV 3

A spinning wooden column is affixed with sharp blades to slash the unwary.

Stamina: 5 **Size:** 1L

Deactivate
The column of blades must be completely destroyed.

Activate
A creature or object moves adjacent to the column of blades.

Effect: The **Spinning Blades** ability.

Spinning Blades 2d10 + 2
Melee, Strike, Weapon — Free triggered action
Melee 1 — The triggering creature or object

Trigger: A creature or object moves within distance of the column.
≤11 4 damage
12–16 6 damage; M<2 bleeding (save ends)
17+ 9 damage; M<3 bleeding (save ends)

Upgrades

Stone Column (+1 EV) The column is made of stone and has 8 Stamina.

Metal Column (+1 EV) The column is made of metal and has 11 Stamina.

Concealed (+1 EV) The blades are concealed inside the column, which remains motionless until triggered.

Spiked Flails (+4 EV) Instead of blades, the column is affixed with heavy spiked balls attached by long chains. The **Whirling Flails** ability replaces **Spinning Blades**.

Whirling Flails 2d10 + 2
Melee, Strike, Weapon — Free triggered action
Melee 2 — The triggering creature or object

Trigger: A creature or object moves within distance of the column.
≤11 5 damage
12–16 8 damage; M<2 dazed (save ends)
17+ 11 damage; M<3 dazed (save ends)

Allied Awareness
Allies who shift don't trigger the column. A creature observing an ally shift this way can make an **Intuition test** to shift in imitation of their movements.
≤11 The creature triggers the column and the column's ability gains an edge.
12–16 The creature triggers the column.
17+ The creature doesn't trigger the column.

Dart Trap

Level 1 Trap Ambusher
EV 1

A concealed dart thrower hurls missiles at short range.

Stamina: 3 **Size:** 1S
Direction The dart trap fires in a fixed direction.

Deactivate

As a maneuver, a creature adjacent to a dart trap can make an **Agility test**.

≤11 The creature triggers the trap and is targeted by it.
12–16 The trap is deactivated but the creature is slowed (EoT).
17+ The trap is deactivated and doesn't trigger.

Activate
A pressure plate, switch, or other linked trigger is activated.

Effect: The **Dart** ability.

Dart 2d10 + 2
Ranged, Strike, Weapon — Free triggered action
Ranged 5 — One creature or object

Trigger: A pressure plate, switch, or other linked trigger is activated.
≤11 2 damage
12–16 4 damage
17+ 5 damage

Upgrades

Poison Darts (+2 EV) The darts are tipped with poison. Any creature who takes damage from a dart also takes 1d6 poison damage at the start of each of their turns (save ends).

Large Darts (+1 EV) Larger, heavier darts impart kinetic force to the trap's attack. A target of the **Dart** ability is pushed 1 square on a tier 1 outcome, 2 squares on a tier 2 outcome, or 3 squares on a tier 3 outcome.

Gatling Darts (+4 EV) The dart trap is equipped with multiple barrels to launch darts at a high rate of fire. The **Dart** ability loses the Ranged and Strike and takes the Area keyword, its area becomes a 5 × 1 line within 1, and it deals an extra 1d6 damage.

Hidden
The dart trap is hidden until triggered or detected.

Pillar

Level 2 Hazard Hexer
EV 3

This stone pillar can be toppled onto unsuspecting foes with the right amount of damage or a well-engineered trigger mechanism.

Stamina: 6 **Size:** One square that can't be moved through
Direction: The pillar topples in a preset direction.

Deactivate
The pillar's linked trigger must be deactivated.

Activate
The pillar is destroyed, or a pressure plate, switch, or other linked trigger is activated.

Effect: The **Toppling Pillar** ability.

Toppling Pillar 2d10 + 2
Area — Free triggered action
4 × 1 line within 1 — Each creature and object in the area

Trigger: The pillar is destroyed, or a pressure plate, switch, or other linked trigger is activated.

≤11 4 damage
12–16 6 damage; M < 1 restrained (save ends)
17+ 9 damage; M < 2 restrained (save ends)

Effect: The area is difficult terrain.

Upgrades

Metal Pillar (+1 EV) The pillar is made of metal, has 9 Stamina, and deals 1d6 extra damage.

Multiple Pillars (+3 EV per additional pillar) Multiple pillars can be used to represent a larger toppling object such as a wall. If triggered by destruction, all individual pillars need to be destroyed before the object falls.

Portcullis

Level 3 Trap Ambusher
EV 4

A portcullis is hidden in the ceiling of a passage or choke point, waiting to drop when activated.

Stamina: 9 per square **Size:** The area of the corridor to be blocked
Typical Space: 2 × 1-square area, up to a 4 × 2-square area

Deactivate
As a maneuver, a creature adjacent to a portcullis can make an **Agility test**.

≤11 The creature triggers the portcullis and is affected as if in its area.
12–16 The portcullis is deactivated but the creature is slowed (EoT).
17+ The portcullis is deactivated and doesn't trigger.

Activate
A pressure plate, switch, or other linked trigger is activated.

Effect: The **Heavy Gate** ability.

Heavy Gate 2d10 + 2
Area, Weapon — Free triggered action
Special — Each creature and object in the area

Trigger: A pressure plate, switch, or other linked trigger is activated.

Special: The area of this ability is the area directly beneath the portcullis when it falls.

≤11 3 damage; slide 1, ignoring stability
12–16 7 damage; A < 2 restrained (save ends)
17+ 10 damage; A < 3 restrained (save ends)

Effect: The portcullis blocks movement from one side of it to the other. A target slid by the portcullis ends up on one side of it or the other (choose randomly). The portcullis must be manually reset.

Hidden
The portcullis is hidden until triggered or detected.

Pressure Plate

Level 1 Trigger Support
EV 2

This mechanism acts as a trigger for another linked mechanism, and is skillfully hidden from view in the floor.

Stamina: — **Size:** Any area
Typical Space: One square, up to a 4 × 4-square area

Link: A pressure plate is linked to another mechanism that it activates when triggered.

Deactivate

As a maneuver, a creature adjacent to a pressure plate can make an **Agility test**.

- ≤11 The creature triggers the pressure plate.
- 12–16 The pressure plate is deactivated but the creature is slowed (EoT).
- 17+ The pressure plate is deactivated and doesn't trigger.

Activate

The pressure plate is calibrated to be triggered by creatures or objects of a particular size. The pressure plate triggers when a creature or object of the appropriate size enters its area.

Effect: The linked mechanism is activated. A pressure plate automatically resets and can be triggered repeatedly.

Upgrade

Tripwire (–1 EV) The pressure plate is a tripwire, which can trigger once and must be manually reset. A concealed tripwire can be discovered with an **easy Intuition test**.

Hidden

The pressure plate is hidden until triggered or detected.

Pulley

Level 1 Trigger Support
EV 1

A counterweighted pulley system can be used to quickly ascend to the top of a wall, scaffold, tower, or other structure.

Stamina: 1 **Size:** 1S

Deactivate

As a maneuver, a creature adjacent to a pulley can make an Agility test.

- ≤11 The creature triggers the pulley.
- 12–16 The pulley is deactivated but the creature is slowed (EoT).
- 17+ The pulley is deactivated and doesn't trigger.

Activate

A creature adjacent to the pulley uses a maneuver to release the pulley.

Effect: The triggering creature is lifted to the top of the structure the pulley is attached to. The pulley must be manually reset.

Climbable

A creature adjacent to the pulley can climb its ropes with an **easy Agility test** to ascend to the top of the structure it's attached to.

Upgrade

Looped Chain (+1 EV) Instead of a rope and pulley, the system uses a counterweighted looped chain. A looped chain automatically resets and can be triggered repeatedly.

Ram

Level 2 Trap Ambusher
EV 3

A heavy wooden ram drops down or swings into the fray, crushing all in its path.

Stamina: 3 per square **Size:** Any area; the area can't be moved through
Typical Space: 1 × 3-square area or a 2 × 2-square area
Direction: One side of the ram is defined as the front.

Deactivate

As a maneuver, a creature adjacent to a ram can make an **Agility test**.

≤11 The creature triggers the ram and is affected as if in its space.
12–16 The ram is deactivated but the creature is slowed (EoT).
17+ The ram is deactivated and doesn't trigger.

Activate

A pressure plate, switch, or other linked trigger is activated.

Effect: The **Ram** ability.

Ram 2d10 + 2

Area, Weapon — Free triggered action
Special — Each creature and object in the area

Trigger: A pressure plate, switch, or other linked trigger is activated.

Special: The area of this ability is the path the ram moves through from its starting position.

≤11 3 damage; slide 1, ignoring stability
12–16 6 damage; push 3
17+ 9 damage; push 5

Effect: A target slid by the ram ends up on one side of it or the other (choose randomly). The ram must be manually reset.

Upgrades

Stone (+1 EV) The ram is made of stone, has 6 Stamina per square, and deals an extra 1d3 damage.

Metal (+2 EV) The ram is made of metal, has 9 Stamina per square, and deals an extra 1d6 damage.

Repeating (+1 EV) The ram automatically resets at the start of each round.

Rapid Repeating (+3 EV) The ram automatically resets at the start of each turn.

Multiple Rams (+3 EV per additional ram) Multiple rams can be used to represent a larger mechanism, such as a stack of tumbling logs.

Hidden

The ram is hidden until triggered or detected.

Switch

Level 1 Trigger Support
EV 1

Set into any surface, this mechanism acts as a trigger for another linked mechanism.

Stamina: 3 **Size:** 1T

Link: A switch is linked to another mechanism that it activates when triggered.

Deactivate

As a maneuver, a creature adjacent to a switch can make an **Agility test**.

≤11 The creature triggers the switch.
12–16 The switch is deactivated but the creature is slowed (EoT).
17+ The switch is deactivated and doesn't trigger.

Activate

A creature adjacent to the switch uses a maneuver to trigger it.

Effect: The linked mechanism is activated. A switch automatically resets and can be triggered repeatedly.

Upgrade

Concealed (+1 EV) The switch is hidden.

Power Fixtures

Power fixtures are especially potent fortifications for solo creatures and smaller strike forces. The more of these terrain objects that occupy the field of battle, the worse things get for the attacking side.

Holy Idol

Level 5 Relic Support
EV 7

An empowering monument to a higher power enables a villain's machinations.

Stamina: 35 **Size:** 2

Deactivate

The holy idol must be completely destroyed.

Empowered Will

At the start of each round while the holy idol is intact, the Director gains a d6 that lasts until the end of the round. When a Director-controlled creature deals or takes damage, the Director can roll the d6 to increase the damage the creature deals or reduce the damage the creature takes by an amount equal to the roll (to a minimum of 2 damage). If multiple idols are in play, only one d6 can be applied to a single instance of damage.

Psionic Shard

Level 5 Fortification Defender
EV 7

A massive humming crystal makes the air around it feel thick.

Stamina: 40 **Size:** 2

Deactivate

The psionic shard must be completely destroyed.

Psionic Barrier

A psionic shard is attuned to one side in an encounter. While a psionic shard is intact, any damage dealt to each ally of the shard in the encounter is halved.

Psionic Pulse

— Free triggered action

Trigger: The shard is destroyed.

Effect: The shard releases a shockwave channeled through each creature affected by Psionic Barrier. Each ally in the encounter is dazed until the end of their next turn.

Tree of Might

Level 5 Hazard Hexer
EV 14

A gnarled tree has unearthed roots that writhe and curl.

Stamina: 60 **Size:** 3
Immunity: 5 to all damage except corruption or fire damage

Deactivate

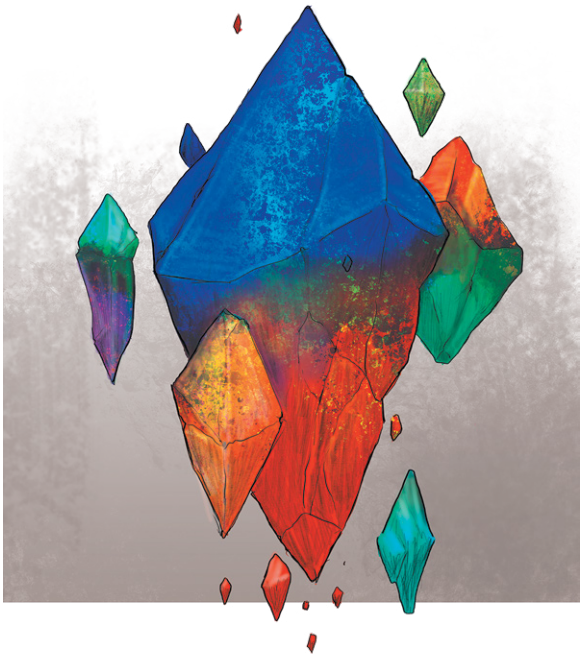
The tree of might must be completely destroyed.

Tree's Nourishment

At the start of each round while the tree of might is intact, each enemy touching the ground in the encounter area who has M < 0 takes 10 corruption damage, and the tree of might grows a fruit. The potency increases by 1 each subsequent round.

Mighty Fruit

Once per round, any creature adjacent to the tree of might can take a fruit from the tree and eat it (no action required). The creature gains 10 temporary Stamina and has their Might score increased by 1 (to a maximum of 6) until the end of the encounter.



Siege Engines

Siege engines are powerful weapons that require a team of creatures to operate and move. These weapons can scale in size from smaller field artillery to massive mechanisms that can destroy buildings.

Adjacent Creature Main Actions

Rather than siege engines taking actions on their own, a creature adjacent to the siege engine can use a main action to activate a siege engine ability noted as "Main action (Adjacent creature)." In addition to their primary attack, some siege engines require an adjacent creature main action to reload them once they are used, while others have adjacent creature main actions allowing them to be moved or allowing a creature to improve the engine's distance and accuracy.

Multiple minions in a squad can activate different aspects of a siege engine using adjacent creature main actions.

Arrow Launcher

Level 2 Siege Engine Artillery
EV 8

A small wooden cart uses alchemical rockets to launch up to a hundred arrows at a time across a wide area.

Stamina: 30 **Size:** 1L

Deactivate

As a maneuver, a creature adjacent to an arrow launcher can make an **Agility test**.

≤11 The creature accidentally activates the **Arrow Storm** ability.
12-16 The arrow launcher is deactivated but the creature is slowed (EoT).
17+ The arrow launcher is deactivated and can't be used.

Arrow Storm 2d10 + 2
Area, Ranged, Weapon — Main action (Adjacent creature)
5 cube within 20 — Each creature and object in the area

≤11 5 damage
12-16 8 damage
17+ 11 damage

Effect: This ability can't be used again until the arrow launcher is reloaded.

Reload
— Main action (Adjacent creature)

Effect: The arrow launcher is reloaded, allowing **Arrow Storm** to be used again. This action can be used only once per round.

Spot
— Main action (Adjacent creature)

Effect: The next use of **Arrow Storm** gains an edge and has a +10 bonus to ranged distance. This action can be used only once per round.

Move
— Main action (Adjacent creature)

Effect: The arrow launcher and the creature using this action move together up to 3 squares.

Upgrades

Flaming Arrows (+1 EV) Arrow Storm deals fire damage, and can ignite flammable objects in its area.

Screamers (+3 EV) The arrows make a high-pitched screaming noise as they are fired and descend onto their targets. The **Screamers** ability replaces **Arrow Storm**.

Screamers 2d10 + 2
Area, Ranged, Weapon — Main action (Adjacent creature)
5 cube within 20 — Each creature and object in the area

≤11 5 damage; R<0 dazed (save ends)
12-16 8 damage; R<1 dazed (save ends)
17+ 11 damage; R<2 frightened (save ends)

Effect: This ability can't be used again until the arrow launcher is reloaded.

Boiling Oil Cauldron

Level 3 Fortification Defender
EV 10

A large cauldron of boiling oil stands ready to be poured onto enemies.

Stamina: 50 **Size:** 1L

Deactivate
As a maneuver, a creature adjacent to a boiling oil cauldron can make an **Agility test**.

≤11 The creature accidentally activates the **Boiling Oil** ability.
12-16 The boiling oil cauldron is deactivated but the creature is slowed (EoT).
17+ The boiling oil cauldron is deactivated and can't be used.

Boiling Oil 2d10 + 2
Area, Weapon — Main action (Adjacent creature)
3 cube within 1 — Each creature and object in the area

≤11 5 fire damage; M < 1 burning (save ends)
12-16 9 fire damage; M < 2 burning (save ends)
17+ 12 fire damage; M < 3 burning (save ends)

Effect: If the boiling oil is poured down on targets from above, it has high ground and gains an edge on the power roll. A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round. This ability can't be used again until the boiling oil cauldron is reloaded.

Reload
— Main action (Adjacent creature)

Effect: The boiling oil cauldron is reloaded, allowing **Boiling Oil** to be used again. This action can be used only once per round.

Catapult

Level 3 Siege Engine Artillery
EV 10

This massive counterweighted engine hurls a heavy projectile for a devastating assault.

Stamina: 50 **Size:** 2

Deactivate
As a maneuver, a creature adjacent to a catapult can make an **Agility test**.

≤11 The creature accidentally activates the **Arcing Shot** ability.
12-16 The catapult is deactivated but the creature is slowed (EoT).
17+ The catapult is deactivated and can't be used.

Arcing Shot 2d10 + 2
Area, Ranged, Weapon — Main action (Adjacent creature)
3 cube within 20 — Each creature and object in the area

≤11 5 damage
12-16 9 damage; A < 0 push 1
17+ 12 damage; A < 1 push 2

Effect: Line of effect for this ability is an arc that can be traced over obstacles between the catapult and the target area. This ability can't be used again until the catapult is reloaded.

Reload
— Main action (Adjacent creature)

Effect: The catapult is reloaded, allowing **Arcing Shot** to be used again. This action can be used only once per round.

Spot
— Main action (Adjacent creature)

Effect: The next use of **Arcing Shot** gains an edge and has a +10 bonus to ranged distance. This action can be used only once per round.

Move
— Main action (Adjacent creature)

Effect: The catapult and the creature using this action move together up to 2 squares.

Upgrades

Air Assault (+2 EV) The side fielding the catapult has trained their forces to safely use the siege engine to launch them across the battlefield. As an adjacent creature main action, the catapult can be used to vertical push 10 any ally of size 1L or less. If the ally lands in an unoccupied space, they take no damage.

Flammable (+2 EV) Arcing Shot deals fire damage, and the area of that ability is on fire until the end of the encounter. Any creature who enters the area for the first time in a round or starts their turn there takes 2 fire damage.

Exploding Mill Wheel

Level 3 Siege Engine Artillery
EV 10

A massive wooden wheel is loaded with explosives and rolled toward enemy forces or fortifications, ready to explode.

Stamina: 25 **Size:** 2

Deactivate

As a maneuver, a creature adjacent to an exploding mill wheel that isn't rolling can make an **Agility test**.

≤11 The creature accidentally activates the **Roll the Wheel** ability.
12–16 The exploding mill wheel is deactivated but the creature is slowed (EoT).
17+ The exploding mill wheel is deactivated and can't be used.

Once the wheel is rolling, it can't be deactivated. However, it can be exploded early by destroying it or blocking its movement with a suitably large creature or object.

Roll the Wheel 2d10 + 2

Area — Main action (Adjacent creature)
Special — Each creature and object in the area

Effect: When this ability is used and at the start of every turn thereafter, the exploding mill wheel rolls, moving 2 squares in a straight line. Each creature and object of size 2 or smaller in the area defined by the wheel's movement is targeted by the following power roll. A target force moved this way is moved to either side of the wheel, as the Director determines.

≤11 5 damage; push 1
12–16 9 damage; push 2
17+ 12 damage; push 3

If the wheel enters the space of any creature or object of size 3 or larger, or if it is reduced to 0 Stamina, its movement stops and it explodes. Each creature and object in a 5 burst centered on the wheel is targeted by the following power roll.

≤11 5 damage; push 1; M<0 burning (save ends)
12–16 9 damage; push 2; M<1 burning (save ends)
17+ 12 damage; push 3; M<2 burning (save ends)

A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Upgrade

Piloted (+4 EV) The wheel has been fitted with a control mechanism and a pilot's seat for a creature of size 1M or smaller. As a move action, the pilot can turn the wheel in any direction while it is moving. As a main action, the pilot can leap out of the pilot's seat, landing in an adjacent space while the wheel continues moving in a straight line.

Without proper training, determining how to pilot the wheel requires a **Reason test**.

≤11 The wheel immediately explodes as if striking a size 3 or larger creature or object.
12–16 The creature fails to pilot the wheel.
17+ The creature can pilot the wheel.

On a natural 19 or 20, a creature can both pilot the wheel and can disarm its explosives as a maneuver.

Field Ballista

Level 2 Siege Engine Artillery
EV 8

A massive crossbow fires thick metal bolts with devastating effect.

Stamina: 40 **Size:** 2

Deactivate

As a maneuver, a creature adjacent to a field ballista can make an **Agility test**.

≤11 The creature accidentally activates the **Release Bolt** ability.
12–16 The field ballista is deactivated but the creature is slowed (EoT).
17+ The field ballista is deactivated and can't be used.

Release Bolt 2d10 + 2

Ranged, Strike, Weapon — Main action (Adjacent creature)
Ranged 20 — One creature or object

≤11 5 damage
12–16 8 damage; M<1 push 1
17+ 11 damage; M<2 push 2

Effect: This ability can't be used again until the field ballista is reloaded.

Reload

— — Main action (Adjacent creature)

Effect: The field ballista is reloaded, allowing **Release Bolt** to be used again. This action can be used only once per round.

Spot

— — Main action (Adjacent creature)

Effect: The next use of **Release Bolt** gains an edge and has a +10 bonus to ranged distance. This action can be used only once per round.

Move

— — Main action (Adjacent creature)

Effect: The field ballista and the creature using this action move together up to 3 squares.

Upgrades

Penetrating Bolt (+2 EV) The field ballista targets the nearest two additional creatures or objects in a straight line beyond the initial target.

Chain Bolt (+2EV) The field ballista's bolts are set with heavy chains that wrap around targets. The **Chain Bolt** ability replaces **Release Bolt**, and the field ballista gains the **Crank the Chain** ability.

Chain Bolt 2d10 + 2

Ranged, Strike, Weapon — Main action (Adjacent creature)
Ranged 20 — One creature or object

≤11 4 damage
12–16 7 damage; M<1 slowed (save ends)
17+ 10 damage; M<2 slowed (save ends)

Effect: This ability can't be used again until the field ballista is reloaded.

Crank the Chain 2d10 + 2

Ranged, Strike, Weapon — Main action (Adjacent creature)
Ranged 20 — One creature

Special: The target must be slowed by the field ballista.

≤11 Pull 1
12–16 Pull 3
17+ Pull 5

Effect: This forced movement triggers opportunity attacks.

Iron Dragon

Level 4 Siege Engine Artillery
EV 12

A massive metal device uses a bellows system and liquid fuel to shoot out gouts of flame.

Stamina: 60 **Size:** 2

Deactivate

As a maneuver, a creature adjacent to an iron dragon can make an **Agility test**.

- ≤11 The creature accidentally activates the **Gout of Flame** ability.
- 12–16 The iron dragon is deactivated but the creature is slowed (EoT).
- 17+ The iron dragon is deactivated and can't be used.

Gout of Flame 2d10 + 2

Area, Weapon — Main action (Adjacent creature)
8 × 2 line within 1 — Each creature and object in the area

- ≤11 6 damage; A<0 the target is burning (save ends)
- 12–16 10 damage; A<1 the target is burning (save ends)
- 17+ 13 damage; A<2 the target is burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round. This ability can't be used again until the iron dragon is reloaded.

Reload

— — Main action (Adjacent creature)

Effect: The iron dragon is reloaded, allowing **Gout of Flame** to be used again. This action can be used only once per round.

Spot

— — Main action (Adjacent creature)

Effect: The next use of **Gout of Flame** gains an edge and has a +10 bonus to ranged distance. This action can be used only once per round.

Move

— — Main action (Adjacent creature)

Effect: The iron dragon and the creature using this action move together up to 2 squares

Watchtower

Level 2 Fortification Defender
EV 8

A sturdy wooden tower accessed by interior ladders or stairs provides cover and high ground for attackers.

Stamina: 50 **Size:** 3

Deactivate

The watchtower must be completely destroyed.

High Ground and Cover

Creatures who have access to the watchtower's interior ladders or stairs have high ground and cover against creatures outside the watchtower.

Getting Inside

A creature outside and adjacent to the watchtower can gain access to the interior by climbing it as an **Agility test** or breaking into it with a **Might test**.

- ≤11 1d6 damage; the creature remains outside the watchtower
- 12–16 The creature remains outside the watchtower.
- 17+ The creature gains access to the watchtower.

Upgrades

Ballista Emplacement (+12 EV) The watchtower is equipped with a field ballista that can be used by creatures in the watchtower. The ballista can't be moved.

Boiling Oil Cauldron (+17 EV) The watchtower is equipped with a boiling oil cauldron that can be used by creatures in the watchtower.

Spyglass (+2 EV) Any creature in the watchtower can use the spyglass to search for hidden creatures around the tower, gaining an edge on the Intuition test and increasing the distance at which creatures can be spotted to 15 squares.

Stone Tower (+2 EV) The watchtower is reinforced with stone and has 75 Stamina.

Iron Tower (+4 EV) The watchtower is reinforced with stone and iron and has 100 Stamina.

Supernatural Objects

Infused with magic or psionics, these powerful and esoteric terrain objects can provide a strong environmental threat, or even be the centerpiece of an encounter.

Objects With Enemies?

Supernatural objects are unique in having effects that target or affect enemies and allies. Although supernatural objects don't (necessarily) have awareness or sapience, their presence in an encounter aligns them clearly with or against the heroes. Unless the Director determines otherwise, the heroes are usually the enemies of a supernatural object.

The Black Obelisk

Level 3 Relic Controller
EV 20

A foreboding obelisk shaped of dark stone harrows the minds and spirits of those around it.

Stamina: 100 **Size:** 2

Deactivate
As a maneuver, a creature adjacent to the black obelisk can make a **Reason test**.

- ≤11 The creature accidentally activates the **Your Fears Become Manifest** ability, which gains an edge.
- 12-16 The creature must make another test to deactivate the obelisk. If they obtain this outcome a second time, they accidentally activate **Your Fears Become Manifest**.
- 17+ The obelisk is deactivated until the end of the encounter.

Activate
A new round starts.
Effect: The **Your Fears Become Manifest** ability.

Your Fears Become Manifest 2d10 + 2
Area, Magic — Free triggered action
Burst 10 — Each enemy in the area

Trigger: A new round starts.
- ≤11 P<1 slowed (EoT)
- 12-16 P<2 slowed and weakened (EoT)
- 17+ P<3 frightened, slowed, and weakened (EoT)

Effect: The target is pushed 2 squares.

The Chronal Hypercube

Level 3 Relic Controller
EV 20

This unnatural object twists space around it in a reflection of its own unnatural form.

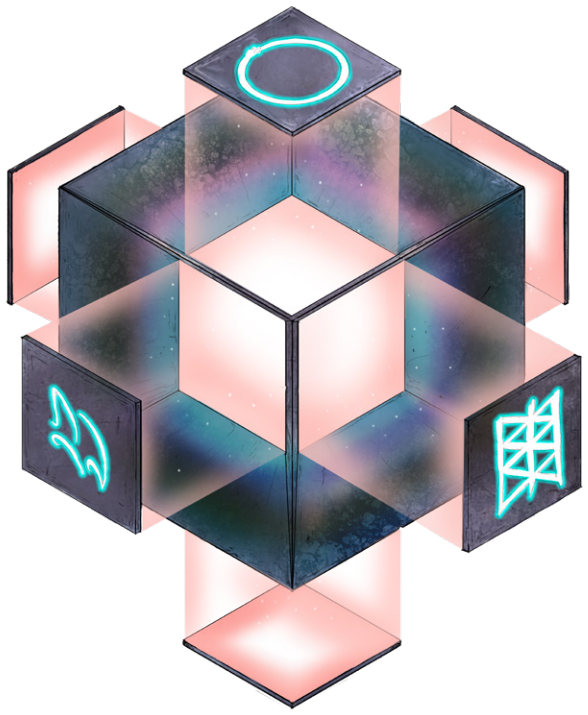
Stamina: 80 **Size:** 1M

Deactivate
A creature who has the Psionics skill can deactivate and take control of the chronal hypercube by making a **Reason test** while within 10 squares of the hypercube.

- ≤11 The creature takes 1d6 psychic damage.
- 12-16 The creature fails to deactivate the hypercube.
- 17+ The hypercube teleports adjacent to the creature at the start of the next round and becomes an ally to the creature and their allies.

Dimensional Flicker
At the start of each round while the hypercube is present, roll a d10. On a 7 or higher, the hypercube teleports to a square of one ally's choice within 10 squares and is hidden. While the hypercube is hidden, Psionics is the only skill that can be applied to a test made to find it.

Chronal Superhighway
Any ally within 10 squares of the hypercube can teleport when they move. An ally who teleports gains an edge on the next power roll they make.



The Throne of A'An

Level 4 Relic Controller
EV 24

The throne of A'An, sun god of the Antical Protectorate in what is now Vanigar, retains some of her power from the age before she was slain to end the Age of Suns—and plunge the region into eternal winter.

Stamina: 140 **Size:** 2

Deactivate

The throne of A'An can be deactivated only by the current hierophant of A'An (see **Sitting on the Throne**), who must succeed on a **Presence test** that takes a bane to do so.

≤11 The hierophant triggers the **Nova** ability.
12–16 The hierophant fails to deactivate the throne.
17+ The throne is deactivated until the end of the encounter.

Light of the Northern Sun

In the Age of Suns, there was no darkness and no night. Even among the many suns of that time, the light of A'An was the brightest. The throne of A'An manifests the sun powers of that god, even when no one is seated in it. The following effects always occur within 10 squares of the throne:

- The throne sheds bright light that negates all darkness and concealment, and which prevents creatures from being hidden.
- Any creature with cold immunity has fire weakness 10.
- Any creature who uses an ability that deals cold damage takes 11 fire damage.

Sitting on the Throne

Only a creature attuned to the throne can sit on it. A creature adjacent to the throne can use a main action to attune to it by succeeding on a **Presence test**.

≤11 The creature takes 11 fire damage.
12–16 The creature fails to attune to the throne.
17+ The creature attunes to the throne and can sit on it.

A creature seated on the throne becomes the hierophant of A'An and gains the following benefits:

- The hierophant and each of their allies within 10 squares of the throne have fire immunity 10.
- The hierophant and each of their allies within 10 squares of the throne can choose to have their abilities deal fire damage instead of their usual damage.
- The hierophant has a +5 bonus to stability, and any strike made against them takes a bane unless the attacker is also attuned to the throne.
- The hierophant can use the **Primordial Flare** and **Solar Accretion** abilities.

Primordial Flare 2d10 + 2

Magic, Ranged, Strike — Maneuver
Ranged 20 — One creature or object

≤11 6 fire damage
12–16 11 fire damage
17+ 14 fire damage

Effect: The target has fire weakness 10 until the start of the hierophant's next turn.

Solar Accretion

Magic, Ranged — Free triggered action
Ranged 10 — One creature

Trigger: A target within distance is made winded or is reduced to 0 Stamina by fire damage.

Effect: If the hierophant is a hero, they gain 3 of their Heroic Resource. If the hierophant is a Director-controlled creature, the Director gains 3 Malice.

Nova

Area, Magic — Free triggered action
10 burst — Each creature and object in the area

Trigger: The throne is destroyed or the hierophant obtains a tier 1 outcome on the test to deactivate it.

Effect: Each target takes 14 fire damage and the Hierophant gains the Incubator of A'An complication (see the sidebar). If there is no hierophant, one creature within 10 squares of the throne chosen by the Director gains this complication.

Incubator of A'An

A shard of the formerly dead sun god A'An incubates within your body, guiding you so that A'An can be restored to her true glory by earning one hundred disciples.

(This complication should be introduced to a campaign only with caution, and with the understanding that all the players are happy to have the party's agency affected by one of the characters roleplaying a forgotten god.)

Benefit: You have all the abilities of the Sun domain as if you were a conduit of your level. Additionally, you gain fire immunity 5. If you succeed in resurrecting A'An, you will become a saint of A'An.

Drawback: You have cold weakness 5. Whenever you finish a respite and you have not recruited a new disciple of A'An since your last respite, make a **Presence test**.

≤11 A'An possesses your body until your next respite. You now must roleplay A'An trapped in your form, prioritizing earning new disciples.
12–16 You lose a Recovery.
17+ You suffer no effect

RETAINERS

A retainer is a type of NPC follower who fights alongside the heroes. Retainer creatures can gain levels just as heroes do, so their battlefield contributions remain relevant as the heroes grow in status and power. A lowly level 1 goblin guide can advance up to level 10 if they adventure with a heroic party for long enough!

The stat blocks in this chapter have the Retainer type next to their level and role. For example, a goblin guide is a level 1 harrier retainer. Some retainers, such as the human warrior or the time raider mind healer, are members of playable ancestries. Others, such as the minotaur gorer, are more monstrous in nature. Additionally, the rules in this chapter allow for the creation of new retainers using nearly any monster as a base creature.

A retainer is a follower of a specific hero. This hero is called the retainer's mentor, and their player controls that retainer in battle. Each player can control only one retainer at a time. If a hero ever acquires more than one retainer, all but one of those are considered to be working at the party's stronghold or performing some function at the periphery of any battle, not contributing meaningfully to its outcome.

Sidekicks, Not Stars

Retainers are useful allies, but the heroes are always the stars of the show! Retainers are simply there to pitch in and make the heroes look good.

Retainers are simpler to run than heroes. They have fewer abilities and fewer resources to manage. Usually, a retainer makes one power roll per turn and then gets out of the way. But while a retainer's turn is quick, it can be tactically interesting! Besides dealing damage, a retainer's abilities often benefit their mentor or allow the mentor to do interesting things.

Because a retainer acts on their mentor's turn, they allow the heroes' side of an encounter to have two characters act in sequence without having to use any special abilities, providing a significant tactical advantage.

Gaining Retainers

In many cases, heroes gain retainers as they acquire character features. For instance, a hero might gain a retainer from a title, a complication, or some other element of the game. When a player earns Renown, they might be able to choose a retainer as a new follower.

At other times, the events of the story can dictate that a retainer joins the party. When the heroes rescue a prisoner or befriend a former rival, you might decide that the NPC joins the party, becoming a retainer of one of the characters.

Any hero gaining a retainer is always at your discretion. If something in the rules grants a specific retainer, you can always substitute another retainer who works better for your campaign.

Retainers Leaving the Party

A retainer doesn't need to always travel with the heroes. When they're not called on to adventure, they can remain behind at the party's stronghold or otherwise live their own life. Even when they're not present, they're still considered to be a retainer and a member of the party.

However, there might be cases when a retainer leaves the party permanently. Retainers aren't invulnerable, so they can be killed in battle. But they can leave under less extreme circumstances as well. If the events of an adventure set a retainer against their mentor, or if the retainer's story naturally comes to an end, you and the players can decide it's time for the retainer to ride off into the sunset. The characters might meet their former adventuring buddy again as a friendly NPC, though—or perhaps as a foe!

Retainers in Combat

When using retainers in combat, a number of special rules should be kept in mind.

Another Hero: A retainer counts as an additional hero of their current level for the purpose of encounter building (see Step-by-Step Encounter Building).

Part of a Mentor's Turn: A retainer takes their turn as part of their mentor's turn. For the purpose of effects that end at the end of the retainer's turn, or any other rules elements that depend on the start or end of a creature's turn, the start and end of the mentor's turn is also the start and end of the retainer's turn.

Hero Can't Act: If a hero can't act on their turn (because they are unconscious, for example), their player can still control the hero's retainer.

Retainer Action Economy: On their turn, a retainer can take a move action, a maneuver, and a main action, just like a hero.

Recoveries: A retainer has 6 Recoveries.

Death: A retainer can become dying at 0 Stamina and die at negative half their Stamina, just like a hero.

Surges: Whenever a retainer gains surges, those surges are gained by their mentor, with the mentor and retainer sharing surges. The retainer spends surges the same way a hero can, but the extra damage granted to them by spending a surge is equal to their mentor's highest characteristic score.

Retainer Advancement

A retainer doesn't earn Victories or gain XP. Instead, they usually have the same level as their mentor. When a character acquires a retainer, the retainer starts out at that mentor character's level. Thereafter, each time a mentor gains a level, all their retainers attain the same level, whether they are actively adventuring with the hero or not.

If a character somehow acquires a retainer with a level higher than their own, the retainer doesn't lose levels, but they don't gain any new levels until their mentor's level exceeds their own.

Advancement Features

A retainer creature's stat block includes characteristics, a level, a role, one or more abilities including a signature ability, and other standard monster features. This stat block represents the retainer's statistics at their lowest level. The retainer's statistics improve as they gain levels, as shown on the Retainer Advancement table.

The number of levels a retainer can gain depends on their starting level. For instance, a devil defector starts at level 5, and so can gain only 5 levels before reaching level 10. If the level noted in a retainer's stat block is higher than 1, they don't gain advancement benefits for any levels up to and including their starting level. As a higher-level creature, similar bonuses are already baked into their statistics.

Retainer advancement benefits are broken out as follows:

Characteristic Increase: At level 2, a retainer increases one of their characteristic scores by 1 (to a maximum of 2). At level 5, they increase each of their characteristic scores by 1 (to a maximum of 3), and at level 8, they increase one characteristic score by 1 (to a maximum of 4). For each single-characteristic increase, the player of the retainer's mentor chooses which characteristic to use.

Free Strike Damage Bonus: The retainer gains a +2 damage bonus to free strikes at level 3, at level 6, and at level 9.

Advancement Abilities: A retainer gains new abilities at levels 4, 7, and 10 (unless the retainer's starting level is that level or higher). Each retainer stat block is accompanied by retainer advancement abilities specific to that retainer. Whenever a retainer would gain a new advancement ability, instead of choosing their retainer ability, the player of their mentor can instead choose a role advancement ability that matches their role and level. (Advancement abilities for each type of creature role are detailed in the next section.)

Stamina Bonus: At each level, a retainer gains a +9 bonus to Stamina.

Signature Ability Damage Increase: A retainer's signature ability is unique in that it grows stronger as the retainer advances in level. Only the retainer's signature ability improves this way! The table features two columns for a retainer's signature ability damage bonus—one for a tier 1 power roll outcome and one for a tier 2 or tier 3 outcome. A retainer's signature ability gains a +1 damage bonus every second level for a tier 1 outcome, and every level for a tier 2 or tier 3 outcome.

Advancement Example

A 4th-level hero convinces a goblin guide, a level 1 harrier retainer, to join the party. The goblin guide immediately jumps to level 4. For level 2, the guide increases their Agility by 1. For level 3, the guide gains a +2 damage bonus to their free strikes. For level 4, the guide chooses between the level 4 retainer advancement ability Weaving Knives or the level 4 harrier advancement ability Tackle (see below).

Additionally, for jumping from level 1 to level 4, the guide gains a +27 bonus to Stamina, giving them Stamina 48. Their signature ability gains a +2 damage bonus on a tier 1 outcome (for a total of 5 damage), and a +3 bonus on a tier 2 outcome (8 damage) or a tier 3 outcome (10 damage).

Encounter Abilities

Some retainer abilities have the Encounter keyword. Once a retainer uses an encounter ability, they can't use that ability again until their mentor earns a Victory.

Custom Retainers

This book includes more than a dozen retainer stat blocks with advancement information. But most creature stat blocks can be turned into retainers, provided a creature isn't a minion, a leader, or a solo. You have the final say over whether a player can choose a specific creature as a custom retainer.

To turn a creature into a custom retainer, start with the creature's stat block. Instead of the Stamina noted in the stat block, a custom retainer has 21 Stamina at level 1. Then use the Retainer Advancement table as a guide to adjusting the creature's statistics as they increase in level, including starting at higher than level 1.

If the creature's signature ability affects an area or targets more than one creature or object, the ability now only affects one target within distance. A custom retainer has no retainer advancement abilities, so they must take the role advancement ability specific to their level and role. Custom retainers can't use any abilities or effects that require Malice.

Advancement Example

A 4th-level hero trains a striped condor griffon, a level 2 elite brute, gaining that noble creature as a retainer. The griffon starts as a level 2 retainer. They have Stamina 30 (21 for level 1 and a +9 bonus for being level 2). Because they started at level 2, they don't gain any level 2 benefits or advancement features from the Retainer Advancement table.

At level 3, the griffon gains a +2 damage bonus to their free strikes, a +9 bonus to Stamina (giving them Stamina 39), and a +1 damage bonus to their signature ability for a tier 2 or tier 3 outcome. At level 4, the griffon gains the level 4 brute ability Big Windup (see Big Windup), another + 9 bonus to Stamina (for Stamina 48), and a +1 damage bonus to their signature ability for all tier outcomes. This gives them a total damage bonus to their signature ability of +1 for tier 1 outcomes and +2 for tier 2 and tier 3 outcomes.

Role Advancement Abilities

When a retainer reaches level 4, 7, or 10, they can gain one of the following abilities based on their role, rather than gaining the retainer advancement ability presented alongside their stat block. A retainer qualifies only for the role advancement ability that matches their role and level.

If a role advancement ability has the Magic or Psionic keyword, a retainer can swap the Magic keyword for Psionic or vice versa. They can also lose the keyword if they can achieve the ability's effects through gadgetry, martial prowess, or other nonsupernatural means.

Retainer Advancement

Level	Advancement Feature	Stamina Bonus	Signature Ability Damage Bonus (Tier 1)	Signature Ability Damage Bonus (Tier 2 & 3)
2	Increase one characteristic score by 1	+9	+1	+1
3	+2 damage bonus to free strikes	+9	—	+1
4	Level 4 retainer advancement ability or level 4 role advancement ability	+9	+1	+1
5	Increase each characteristic score by 1	+9	—	+1
6	+2 damage bonus to free strikes	+9	+1	+1
7	Level 7 retainer advancement ability or level 7 role advancement ability	+9	—	+1
8	Increase one characteristic score by 1	+9	+1	+1
9	+2 damage bonus to free strikes	+9	—	+1
10	Level 10 retainer advancement ability or level 10 role advancement ability	+9	+1	+1

Ambusher Abilities

Level 4 Role Advancement Ability

Go for the Jugular 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 5 damage; M < WEAK bleeding (save ends)
12-16 9 damage; M < AVERAGE bleeding (save ends)
17+ 12 damage; M < STRONG bleeding (save ends)

Effect: If the target is grabbed or the retainer had an edge on the power roll, the retainer gains 2 surges.

Level 7 Role Advancement Ability

Hamstring Slice 2d10 + highest characteristic — **Encounter**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature

≤11 7 damage; M < WEAK slowed (EoT)
12-16 10 damage; M < AVERAGE slowed (save ends)
17+ 15 damage; M < STRONG slowed and the target can't used triggered actions (save ends)

Effect: The retainer and their mentor can each move up to their speed.

Level 10 Role Advancement Ability

Hold 'Em Down 2d10 + highest characteristic — **Encounter**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature

≤11 11 damage; a size 1 or smaller target who has M < WEAK is grabbed
12-16 16 damage; a size 1 or smaller target who has M < AVERAGE is grabbed
17+ 21 damage; a size 1 or smaller target who has M < STRONG is grabbed

Effect: The retainer gains 2 surges when any creature makes a strike against a target grabbed this way.

Artillery Abilities

Level 4 Role Advancement Ability

Supporting Volley
Ranged, Weapon — Triggered action
Ranged 5 — The triggering creature

Trigger: The retainer's mentor makes a strike against a creature within distance.

Effect: The retainer makes a ranged free strike against the target.

Level 7 Role Advancement Ability

Line 'Em Up 2d10 + highest characteristic — **Encounter**
Area, Weapon — Main action
10 × 1 line within 1 — Each enemy in the area

≤11 7 damage; M<WEAK prone
12-16 11 damage; M<AVERAGE prone
17+ 16 damage; M<STRONG prone

Level 10 Role Advancement Ability

Ricochet Shot 2d10 + highest characteristic — **Encounter**
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature or object

≤11 9 damage
12-16 14 damage
17+ 19 damage

Effect: The retainer can target a second creature or object within 5 squares of the original target and that has line of effect to the original target. The retainer doesn't need line of effect to the second target but must be aware of their location.

Brute Abilities

Level 4 Role Advancement Ability

Big Windup
— — Maneuver
Self — Self

Effect: Until the start of the retainer's next turn, strikes made against the retainer gain an edge. At the start of the retainer's next turn, they gain 2 surges, and any ability they use before the end of their turn that force moves a creature can move that creature 2 additional squares.

Level 7 Role Advancement Ability

Overhand Swat 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 8 damage
12-16 13 damage; push 2
17+ 16 damage; push 3; M<STRONG prone

Effect: If the target ends any forced movement from this ability in a square adjacent to the retainer's mentor, the mentor can make a melee free strike against them.

Level 10 Role Advancement Ability

Dizzying Sweep 2d10 + highest characteristic — **Encounter**
Area, Weapon — Main action
1 burst — Each creature in the area

≤11 10 damage; push 1
12-16 14 damage; push 2
17+ 20 damage; push 4

Effect: The retainer is dazed until the end of their next turn.

Controller Abilities

Level 4 Role Advancement Ability

Elemental Blast 2d10 + highest characteristic — **Encounter**
Area, Magic, Ranged — Main action
3 cube within 10 — Each creature in the area

≤11 4 damage; push 2
12-16 6 damage; push 3
17+ 10 damage; push 5

Effect: When the retainer uses this ability, they can choose for it to deal one of the following damage types: acid, cold, fire, lightning, poison, or sonic.

Level 7 Role Advancement Ability

Oil Slick 2d10 + highest characteristic — **Encounter**
Area, Ranged, Weapon — Main action
3 cube within 10 — Each enemy in the area

≤11 5 poison damage; M<WEAK prone
12-16 8 poison damage; M<AVERAGE prone
17+ 11 poison damage; M<STRONG prone

Effect: The area is difficult terrain for enemies. Any enemy has fire weakness 5 while in the area, and any enemy who ends their turn in the area and has no movement remaining falls prone.

Level 10 Role Advancement Ability

Shattering Shards 2d10 + highest characteristic — **Encounter**
Ranged, Strike, Weapon — Main action
Ranged 10 — One Object
Special: The target must be size 1M or smaller.

≤11 7 damage
12-16 11 damage
17+ 16 damage

Effect: The area within 2 squares of the target is difficult terrain, and each enemy in the area takes the same damage the object took.

Defender Abilities

Level 4 Role Advancement Ability

Watch Out!
Melee — **Encounter**
Melee 1 — Triggered action
The retainer's mentor

Trigger: The target takes damage from a strike.

Effect: The retainer pushes the target or the attacking creature up to 2 squares. If that moves the mentor out of distance of the strike, the strike has no effect.

Level 7 Role Advancement Ability

It's Me You Want! 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — Two creatures

≤11 7 damage; taunted (EoT)
12-16 11 damage; taunted (save ends)
17+ 16 damage; taunted (save ends)

Level 10 Role Advancement Ability

Last Stand 2d10 + highest characteristic — **Encounter**
Melee, Weapon — Main action
Melee 1 — One enemy

≤11 8 damage
12-16 13 damage
17+ 17 damage

Effect: The retainer and their mentor each gain 10 temporary Stamina. Additionally, each winded ally within 2 squares of the retainer can spend a Recovery.

Harrier Abilities

Level 4 Role Advancement Ability

Tackle 2d10 + highest characteristic — **Encounter**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One enemy

≤11 5 damage; push 1
12-16 9 damage; push 2
17+ 12 damage; push 4

Level 7 Role Advancement Ability

Meet You There 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 7 damage
12-16 10 damage
17+ 15 damage

Effect: Before or after the strike, the retainer and their mentor can each shift up to their speed.

Level 10 Role Advancement Ability

Nab and Stab 2d10 + highest characteristic — **Encounter**
Area, Weapon — Main action
1 burst — Each creature in the area

≤11 11 damage; one target who has M<WEAK is grabbed
12-16 16 damage; one target who has M<AVERAGE is grabbed
17+ 21 damage; one target who has M<STRONG is grabbed

Effect: The retainer shifts up to 2 squares, and can move a creature grabbed using this ability with them.

Hexer Abilities

Level 4 Role Advancement Ability

Backfire Curse 2d10 + highest characteristic — **Encounter**
Magic, Ranged, Strike — Main action
Ranged 10 — One enemy

≤11 2 corruption damage; the target is cursed (EoT)
12-16 5 corruption damage; the target is cursed (EoT)
17+ 7 corruption damage; the target is cursed (EoT)

Effect: While the target is cursed this way, whenever they make a strike that targets only one creature, the retainer can use a free triggered action to choose a second target for the strike within its distance.

Level 7 Role Advancement Ability

Take Root 2d10 + highest characteristic — **Encounter**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature

≤11 5 damage; M<WEAK slowed (save ends)
12-16 9 damage; M<AVERAGE slowed (save ends)
17+ 12 damage; M<STRONG slowed (save ends)

Effect: While the target is slowed this way, if they end their turn without moving on that turn, they are no longer slowed and are restrained (save ends).

Level 10 Role Advancement Ability

Mazed 2d10 + highest characteristic — **Encounter**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature

≤11 7 damage; if the target has M<WEAK they are mazed (save ends)
12-16 11 damage; if the target has M<AVERAGE they are mazed (save ends)
17+ 16 damage; if the target has M<STRONG they are mazed (save ends)

Effect: While mazed, the target is dazed. Additionally, at the end of each of the mazed target's turns, the retainer can cause the target to move up to their speed in a straight line in a direction of the retainer's choice. This is not forced movement, and the movement ends if it would cause the target to enter difficult or damaging terrain.

Mount Abilities

Level 4 Role Advancement Ability

Cavalry Charge 2d10 + highest characteristic — **Encounter**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One enemy

≤11 6 damage
12-16 8 damage
17+ 11 damage

Effect: If this ability is used as part of the Charge main action, the mount's rider can use a free triggered action to make a melee free strike against the same target.

Level 7 Role Advancement Ability

Giddyup! — **Encounter**
— — Move action
Range 5 — Self

Effect: The mount shifts twice their speed. They can jump as part of this movement.

Level 10 Role Advancement Ability

Rearing Trample 2d10 + highest characteristic — **Encounter**
Area, Weapon — Main action
1 burst — Each enemy in the area

≤11 10 damage; M<WEAK prone
12-16 15 damage; M<AVERAGE prone
17+ 21 damage; M<STRONG prone

Effect: A target knocked prone this way or who is already prone takes an extra 5 damage.

Support Abilities

Level 4 Role Advancement Ability

Battlefield Medic
Melee — Manuever
Melee 1 — Self or one ally

Effect: The target spends a Recovery, and ability rolls against the target take a bane until the start of the retainer's next turn.

Level 7 Role Advancement Ability

Focus Fire 2d10 + highest characteristic — **Encounter**
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature

≤11 9 damage
12-16 13 damage
17+ 18 damage

Effect: One ally within distance gains 2 surges.

Level 10 Role Advancement Ability

Back from the Dead — **Encounter**
Melee — Main action
Melee 1 — One ally

Effect: If the target is at or below 0 Stamina, or if they have died due to Stamina loss since the end of the retainer's last turn, the target is alive with 1 Stamina and can spend a Recovery.

Angulotl Hopper

Level 1 Harrier Retainer

Angulotl, Humanoid

1S	6	21	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Poison 2
Movement: Climb, swim

Weakness: —

Might +1 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence 0

Leapfrog 2d10 + highest characteristic — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 3 damage
12–16 5 damage
17+ 7 damage

Effect: Before or after making this strike, the hopper jumps up to 2 squares, or up to 4 squares if they jump over their mentor's space.

Toxiferous
Whenever an adjacent enemy grabs the hopper or uses a melee ability against them, that enemy takes 3 poison damage.

Level 4 Retainer Advancement Ability

Leaping Attack 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 5 damage; M<WEAK, prone
12–16 9 damage; M<AVERAGE, prone
17+ 12 damage; M<STRONG, prone

Effect: The hopper can jump up to their speed in a straight line before the strike without provoking opportunity attacks. If they jump 2 or more squares this way, they gain 1 surge.

Level 7 Retainer Advancement Ability

Three-Poison Dart 2d10 + highest characteristic — **Encounter**
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature

≤11 5 poison damage; M<WEAK, weakened (save ends)
12–16 9 poison damage; M<AVERAGE, slowed and weakened (save ends)
17+ 12 poison damage; M<STRONG, dazed, slowed, and weakened (save ends)

Level 10 Retainer Advancement Ability

Trip of the Tongue — **Encounter**
Melee — Triggered action
Melee 5 — One creature or object

Trigger: A creature moves within distance

Effect: If the target has M<AVERAGE, heir movement ends, they are knocked prone, and one ally within distance gains 2 surges.

Bugbear Commando

Level 2 Ambusher Retainer

Bugbear, Fey, Goblin, Humanoid

1L	5	30	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Bear Hug 2d10 + highest characteristic — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 5 damage
12-16 6 damage
17+ 11 damage

Effect: If the commando started their turn with concealment from the target or hidden from them, they gain 1 surge that can be used immediately.

Throw
Melee, Strike — Maneuver
Melee 1 — One creature or object

Special: The target must be grabbed by the commando.

Effect: The target is vertical pushed up to 5 squares. An ally doesn't take damage from being force moved this way.

Catcher
Melee — Free triggered action
Melee 1 — The triggering creature or object

Trigger: A size 1 creature or object is force moved within distance, or a size 1 ally willingly moves within distance.

Effect: The target is grabbed by the commando.

Level 4 Retainer Advancement Ability

Face Grab 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 6 damage; M < WEAK grabbed
12-16 9 damage; M < AVERAGE grabbed
17+ 13 damage; M < STRONG grabbed

Effect: While the target is grabbed this way, they can't communicate and all creatures and objects have concealment from them.

Level 7 Retainer Advancement Ability

Shadow Drag 2d10 + highest characteristic — **Encounter**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature or object

≤11 Pull 8
12-16 Pull 10
17+ Pull 12

Effect: The target takes 1 damage for each square they are pulled.

Level 10 Retainer Advancement Ability

Neck Snap 2d10 + highest characteristic — **Encounter**
Melee — Main action
Melee 1 — One creature grabbed by the commando

≤11 12 damage
12-16 18 damage
17+ 24 damage

Effect: The target takes 15 damage, they are no longer grabbed, and they fall prone.

Devil Defector

Level 5 Hexer Retainer

Devil, Infernal

1M	6	57	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 5
Movement: Fly

Weakness: —

Might +3 **A**gility +2 **R**eason +3 **I**ntuition +1 **P**resence +2

Black Flame 2d10 + highest characteristic — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature or object

≤11 6 corruption or fire damage
12–16 10 corruption or fire damage
17+ 13 corruption or fire damage

Tempting Offer — **Encounter**
Ranged, Strike — Free triggered action
Ranged 10 — The triggering creature

Trigger: A sapient enemy is reduced to 0 Stamina.

Effect: The defector makes an offer to keep the target alive. If the target accepts, they are reduced to 1 Stamina instead. On the target's next turn, the defector controls their move action and the target must use a signature ability against a creature of the defector's choice or immediately die. To have the target turn down the offer, the Director must spend 3 Malice.

True Name
If a creature within 10 squares speaks the defector's true name, the defector loses their damage immunities and their Tempting Offer triggered action until the end of the encounter.

Level 7 Retainer Advancement Ability

Flames of Revenge 2d10 + highest characteristic — **Encounter**
Area, Magic, Ranged — Main action
3 cube within 10 — Each enemy in the area

≤11 6 corruption damage
12–16 10 corruption damage
17+ 14 corruption damage

Effect: If the defector's mentor is in the area, the mentor burns with flame until the end of the defector's next turn. While this fire burns, the mentor has fire immunity 10, and any creature who targets the mentor with a strike takes 10 fire damage.

Level 10 Retainer Advancement Ability

Hell On Earth — **Encounter**
Area, Magic, Ranged — Main action
5 cube within 10 — Special

Effect: The area burns with infernal fire until the end of the devil's next turn. Any enemy of the defector who ends their turn in the area takes 10 fire damage, and if they have **P<AVERAGE** they are frightened (save ends).

The Nameless

Level 6 Defender Retainer

Draconian, Dragon, Humanoid

1M	5	66	4	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 6
Movement: Fly

Weakness: —

Might +3 **A**gility +2 **R**eason +1 **I**ntuition +1 **P**resence +2

Baneful Blade 2d10 + highest characteristic — **Signature Ability**
Charge, Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 6 damage
12–16 11 damage
17+ 14 damage; push 2

I'm Not a Steed, You're Equipment — **Encounter**
Melee — Main action
Melee 1 — The Nameless's mentor

Effect: The Nameless's mentor enters the Nameless's space and rides on their back. The Nameless or the mentor can move the mentor to an adjacent space as a free maneuver. While in the Nameless's space, the mentor moves with them and can't use their move action, and ability rolls against the mentor take a bane.

Wing Block
Ranged strikes against the Nameless take a bane.

Level 7 Retainer Advancement Ability

Looming Wings 2d10 + highest characteristic — **Encounter**
Area, Weapon — Main action
1 burst — Each enemy in the area

≤11 5 corruption damage; **I<WEAK** weakened (save ends)
12–16 9 corruption damage; **I<AVERAGE** weakened (save ends)
17+ 12 corruption damage; **I<STRONG** weakened (save ends)

Effect: If the Nameless's mentor is in the area, ability rolls against the mentor have a double bane until the start of their next turn.

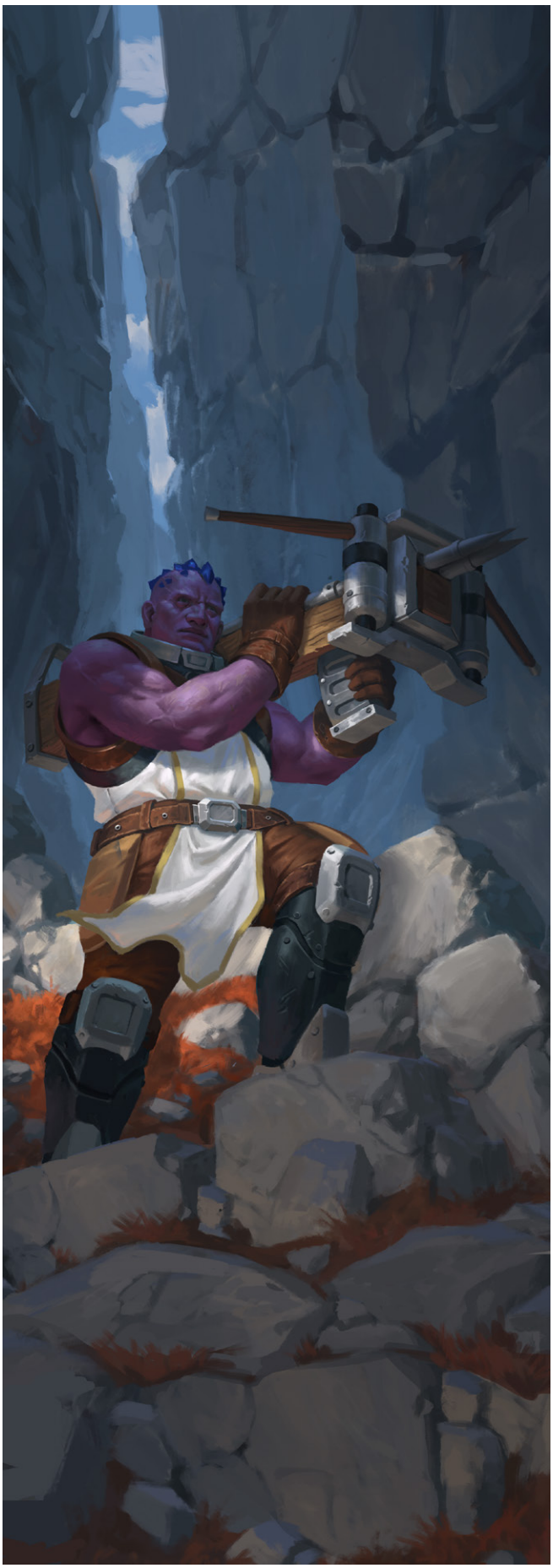
Level 10 Retainer Advancement Ability

Spew Death 2d10 + highest characteristic — **Encounter**
Area, Magic — Main action
5 burst — Each enemy in the area

Special: The Nameless must be winded to use this ability.

≤11 11 corruption damage
12–16 16 corruption damage
17+ 21 corruption damage

Effect: Any living minions reduced to 0 Stamina by this ability regain all their Stamina and become corporeal undead under the Nameless's control until the end of the Nameless's next turn, after which they are destroyed.



Dwarf Mortar

Level 1 Hexer Retainer

Dwarf, Humanoid

1M	5	21	3	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility 0 | **R**eason 0 | **I**ntuition +1 | **P**resence 0

Armor-Piercing Shell 2d10 + highest characteristic — **Signature Ability**
Ranged, Strike, Weapon — Main action
Ranged 15 — One creature or object

≤11 3 damage
12-16 5 damage
17+ 7 damage

Effect: This ability ignores cover and bypasses temporary Stamina.

Voice Rune
The mortar can use a magical rune inscribed on their skin to talk to their mentor over any distance as long as both are in the same world.

Level 4 Retainer Advancement Ability

Signal Shell 2d10 + highest characteristic — **Encounter**
Area, Ranged, Weapon — Main action
Special; see below — Each enemy in the area

Effect: The mortar fires a shell straight upward, which hovers 3 squares up in the air and sheds light below it in a 3 cube. Enemies illuminated by this light can't hide or turn invisible and can't benefit from concealment or cover. At the start of the mortar's next turn, the shell explodes to deal damage to enemies in the area.

≤11 5 fire damage
12-16 8 fire damage
17+ 11 fire damage

Level 7 Retainer Advancement Ability

Screaming Shell 2d10 + highest characteristic — **Encounter**
Area, Weapon — Main action
10 × 1 line within 1 — Each enemy in the area

≤11 6 damage; **P<WEAK** frightened
12-16 9 damage; **P<AVERAGE** frightened
17+ 13 damage; **P<STRONG** frightened

Effect: Until the start of the mortar's next turn, strikes made against the mortar or any ally adjacent to them take a bane.

Level 10 Retainer Advancement Ability

Pacifier Shell 2d10 + highest characteristic — **Encounter**
Area, Ranged, Weapon — Main action
3 cube within 15 — Each enemy in the area

≤11 8 damage; **I<WEAK** dazed (save ends
12-16 12 damage; **I<AVERAGE** dazed (save ends)
17+ 16 damage; **I<STRONG** dazed (save ends) and prone

High Elf Weatherwise

Level 1 Controller Retainer

Fey, High Elf, Humanoid

1M	5	21	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might -1 **A**gility +1 **R**eason +2 **I**ntuition 0 **P**resence +1

Summer's Bolt 2d10 + highest characteristic — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature or object

≤11 3 fire damage
12-16 5 fire damage
17+ 7 fire damage

Effect: If the weatherwise targets their mentor, the mentor ignores the damage and instead gains temporary Stamina equal to the damage dealt.

Otherworldly Grace
At the start of each of their turns, the weatherwise can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

Level 4 Retainer Advancement Ability

Winter's Breath 2d10 + highest characteristic — **Encounter**
Area, Magic — Main action
3 cube within 1 — Each enemy in the area

≤11 3 cold damage; push 2
12-16 5 cold damage; push 3
17+ 8 cold damage; push 5

Effect: The weatherwise can teleport up to 5 squares before or after using this ability.

Level 7 Retainer Advancement Ability

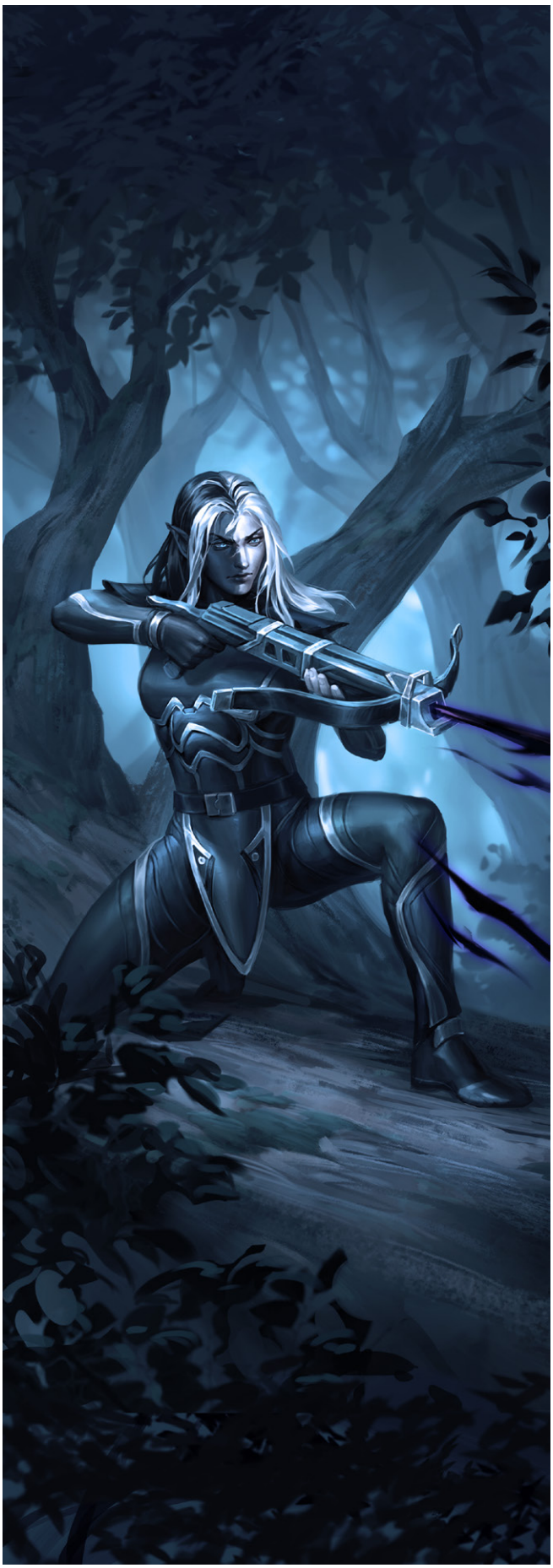
Spring's Rebirth — **Encounter**
Area, Magic — Main action
3 burst — Each ally in the area

Effect: Each target can spend a Recovery, and can choose one effect on them that can be ended by a saving throw. That effect instead ends at the end of their turn.

Level 10 Retainer Advancement Ability

Autumn's Decay 2d10 + highest characteristic — **Encounter**
Area, Magic — Main action
3 cube within 1 — Each enemy in the area

≤11 6 corruption damage; P<WEAK prone and can't stand (save ends)
12-16 10 corruption damage; P<AVERAGE prone and can't stand (save ends)
17+ 14 corruption damage; P<STRONG prone and can't stand (save ends)



Shadow Elf Shade

Level 4 Ambusher Retainer

Fey, Humanoid, Shadow Elf

1M	5	48	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might +1 **A**gility +3 **R**eason 0 **I**ntuition +2 **P**resence +1

Gloom Dagger 2d10 + highest characteristic — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 3 — One creature or object

≤11 6 damage
12–16 10 damage
17+ 13 damage

Effect: Whenever the shade starts their turn with concealment from the target, they gain 1 surge.

Duskfall — **Encounter**
Area, Magic — Maneuver
3 cube within 1 — Special

Effect: Until the end of the next turn, the area is filled with darkness. The shade's mentor ignores concealment created by this darkness.

Of the Umbra
The shade ignores concealment created by darkness. While the shade is in direct sunlight, they have damage weakness 3. While the shade has concealment, they have damage immunity 3.

Level 7 Retainer Advancement Ability

Slow-Poison Needle 2d10 + highest characteristic — **Encounter**
Ranged, Strike, Weapon — Main action
Ranged 5 — One creature

≤11 8 poison damage; weakened (save ends)
12–16 12 poison damage; weakened (save ends)
17+ 16 poison damage; weakened (save ends)

Effect: The slow-poison needle is initially painless, with the damage and effect delayed until the start of the target's next turn. If the shade is hidden, using this ability doesn't cause them to be revealed.

Level 10 Retainer Advancement Ability

Shadow Dagger 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 12 poison damage; the target has shadowed vision (save ends)
12–16 17 poison damage; the target has shadowed vision (save ends)
17+ 23 poison damage; the target has shadowed vision (save ends)

Effect: While a creature has shadowed vision, all creatures have concealment from them.

Wode Elf Arrowswift

Level 1 Artillery Retainer

Fey, Humanoid, Wode Elf

1M	7	21	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might 0 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Longshot 2d10 + highest characteristic
Ranged, Strike, Weapon
Ranged 15
Signature Ability
Main action
One creature or object

≤11 4 damage
12-16 7 damage
17+ 10 damage

Effect: The arrowswift can take a bane on this ability to gain a +5 bonus to ranged distance.

Masking Glamor
Abilities targeting the arrowswift that would take a bane from cover or concealment have a double bane instead.

Level 4 Retainer Advancement Ability

Snipe 2d10 + highest characteristic
Ranged, Strike, Weapon
Ranged 15
Encounter
Main action
One creature

≤11 7 damage
12-16 11 damage
17+ 16 damage

Effect: If the arrowswift is hidden when they use this ability, they gain 2 surges that can be used immediately.

Level 7 Retainer Advancement Ability

Magic Arrows
—
Self
Encounter
Maneuver
Self

Effect: Until the end of the encounter, whenever the arrowswift makes a ranged strike, the strike gains an edge and the arrowswift gains 1 surge that must be used immediately. While the arrowswift's mentor is adjacent to them, the mentor also gains this benefit.

Level 10 Retainer Advancement Ability

Double Shot 2d10 + highest characteristic
Ranged, Strike, Weapon
Ranged 15
Encounter
Main action
Two creatures or objects

≤11 12 damage
12-16 17 damage
17+ 23 damage

Gnoll Gnasher

Level 2 Harrier Retainer

Abyssal, Gnoll

1M	7	30	1	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +1 | **A**gility +2 | **R**eason 0 | **I**ntuition 0 | **P**resence +1

Gnash 2d10 + highest characteristic — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 4 damage
12-16 7 damage
17+ 10 damage; **M<STRONG** bleeding (save ends)

Death Frenzy
Whenever a non-minion ally within 7 squares of the gnasher is reduced to 0 Stamina, the gnasher moves up to their speed and can make a melee free strike.

Level 4 Retainer Advancement Ability

Frenzied Bite — **Encounter**
— Triggered action
Self — Self

Trigger An enemy within 5 squares is reduced to 0 Stamina.

Effect: The gnasher moves up to their speed and can use their signature ability.

Level 7 Retainer Advancement Ability

Flurry of Fangs 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — Three creatures or objects

≤11 7 damage
12-16 11 damage
17+ 16 damage

Level 10 Retainer Advancement Ability

Horrific Feast — **Encounter**
— Main action
Self — Self

Trigger The gnasher reduces a creature to 0 Stamina.

Effect: The gnasher consumes part of the target's body. The gnasher can spend a Recovery, and each enemy within 5 squares of the gnasher who has **I<AVERAGE** is frightened (save ends).

Goblin Guide

Level 1 Harrier Retainer

Goblin, Humanoid

1S	5	21	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might –1 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +1

Stabbity Stab 2d10 + highest characteristic — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 3 damage
12-16 5 damage
17+ 7 damage

Effect: The target can't make opportunity attacks until the end of the guide's turn.

Crafty
The guide doesn't provoke opportunity attacks by moving.

Level 4 Retainer Advancement Ability

Weaving Knives 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 5 damage
12-16 9 damage
17+ 12 damage

Effect: The guide shifts up to their speed before and after the strike.

Level 7 Retainer Advancement Ability

Sneak and Stab 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 8 damage
12-16 12 damage; the guide and their mentor can each move up to their speed
17+ 16 damage; the guide and their mentor can each move up to their speed, then attempt to hide

Effect: If the guide is hidden from the target, this ability has a double edge.

Level 10 Retainer Advancement Ability

Poison Blade 2d10 + highest characteristic — **Encounter**
— — Main action
Special — Special

Effect: The guide applies poison to their weapon. The next time the guide obtains a tier 2 or tier 3 outcome on a weapon strike, the strike deals an extra 10 poison damage, and if the target has **M < AVERAGE**, they are weakened (save ends). If the guide is adjacent to their mentor when they use Poison Blade, they apply poison to the mentor's weapon in the same way.

Hobgoblin Flameslinger

Level 4 Controller Retainer

Goblin, Hobgoblin, Humanoid, Infernal

1M	5	48	0	5
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Fire 4 **Weakness:** —
Movement: —

Might +1 **A**gility 0 **R**eason +2 **I**ntuition +1 **P**resence +3

Fire Curse 2d10 + highest characteristic **Signature Ability**
Magic, Ranged, Strike Main action
Ranged 10 One creature or object

≤11 5 fire damage
12-16 9 fire damage
17+ 12 fire damage; **A <STRONG** the target is burning (save ends)

Effect: A burning creature takes 1d6 fire damage at the start of each of their turns. A burning object takes 1d6 fire damage at the end of each round.

Fuel for the Fire
Magic, Ranged Main action
Ranged 10 One creature

Effect: Until the end of the flameslinger's next turn, the target has fire weakness equal to the flameslinger's level. If the target is the flameslinger's mentor, they instead have fire immunity equal to the flameslinger's level.

Infernal Ichor
When the flameslinger is reduced to 0 Stamina, they spray burning blood. Each creature adjacent to the flameslinger takes 3 fire damage.

Level 7 Retainer Advancement Ability

Unholy Attraction 2d10 + highest characteristic **Encounter**
Area, Magic, Ranged Main action
3 cube within 10 Each enemy in the area

≤11 8 damage; pull 1
12-16 12 damage; pull 2
17+ 16 damage, pull 4

Effect: A target who is pulled adjacent to the flameslinger and who has **P <AVERAGE** is knocked prone.

Level 10 Retainer Advancement Ability

Fire Spiral 2d10 + highest characteristic **Encounter**
Area, Magic Main action
3 Burst Each enemy in the area

≤11 8 damage; push 2
12-16 12 damage; push 3
17+ 16 damage; push 5

Effect: If the flameslinger's mentor is within 10 squares of the flameslinger, the mentor can be the source of the burst instead of the flameslinger.

Human Warrior

Level 1 Defender Retainer

Human, Humanoid

1M	5	21	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility 0 **R**eason 0 **I**ntuition 0 **P**resence +1

Chop 2d10 + highest characteristic
Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 3 damage
12-16 5 damage
17+ 7 damage

Effect: If the warrior is adjacent to their mentor, this ability gains an edge.

Supernatural Insight
The warrior ignores concealment if it's granted by a supernatural effect.

Level 4 Retainer Advancement Ability

'Scuse Me, Boss
Melee
Melee 1
Encounter
Triggered action
The warrior's mentor

Trigger: The warrior's mentor is targeted by a strike while within distance.

Effect: The warrior and the mentor switch places. The warrior is the strike's new target and the strike has a double bane.

Level 7 Retainer Advancement Ability

Defensive Fighting 2d10 + highest characteristic
Melee, Strike, Weapon
Melee 1
Encounter
Main action
One creature

≤11 7 damage
12-16 11 damage
17+ 16 damage

Effect: Until the start of the warrior's next turn, ability rolls against the warrior or any ally adjacent to the warrior have a double bane.

Level 10 Retainer Advancement Ability

Whirlwind of Steel 2d10 + highest characteristic
Area, Charge, Weapon
Burst 1
Encounter
Main action
Each enemy in the area

≤11 12 damage
12-16 18 damage
17+ 24 damage

Kobold Shieldbearer

Level 1 Defender Retainer

Humanoid, Kobold

1S	5	21	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility +1 | **R**eason 0 | **I**ntuition 0 | **P**resence 0

Gladius 2d10 + highest characteristic
Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object

≤11 3 damage
12–16 5 damage
17+ 7 damage; taunted (EoT)

Shield, Boss?
While the shieldbearer is adjacent to their mentor, both have a +1 bonus to stability, have cover, and grant cover to allies.

Level 4 Retainer Advancement Ability

Shield Block
Ranged
Ranged 5

Encounter
Triggered action
The shieldbearer's mentor

Trigger: The mentor takes damage from a strike while within distance.

Effect: The shieldbearer blocks the strike (if adjacent to the mentor) or throws their shield into the mentor's space. The triggering strike's damage is halved and the potency of any potency effects is reduced by 1. If the shieldbearer threw their shield, it bounces back to their hand.

Level 7 Retainer Advancement Ability

Living Backpack
Melee
Melee 1

Main action
The shieldbearer's mentor

Effect: The shieldbearer straps their shield on their back and climbs onto their mentor's back, entering the mentor's space. While the shieldbearer is on their mentor's back, each of them gains 10 temporary Stamina and can use Shield Block as a triggered action targeting an ally instead of the shieldbearer's mentor. Additionally, the shieldbearer moves with the mentor, and they can't use main actions, maneuvers, or move actions except to end this effect as a maneuver. The effect also ends if the shieldbearer is force moved away from their mentor or knocked prone. If the shieldbearer is still in their mentor's space when the effect ends, they move into an adjacent unoccupied space of their choice.

Level 10 Retainer Advancement Ability

Let's Go Sledding 2d10 + highest characteristic
Charge, Melee, Strike, Weapon
Melee 1

Encounter
Main action
Three enemies

≤11 6 damage; M<WEAK prone
12–16 10 damage; M<AVERAGE prone
17+ 14 damage; M<STRONG prone

Effect: If this ability is used as part of the Charge main action, the shieldbearer gains 2 surges that can be used immediately.

Minotaur Gorer

Level 3 Brute Retainer

Accursed, Humanoid, Minotaur

2	6	39	2	6
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility +1 | **R**eason 0 | **I**ntuition +1 | **P**resence 0

Gore 2d10 + highest characteristic
Charge, Melee, Strike, Weapon
Melee 1
Signature Ability
Main action
One creature or object

≤11 5 damage
12-16 9 damage
17+ 12 damage; m<s prone

Retaliatory Strike
Ranged
Ranged 6
Triggered action
The triggering creature

Trigger: A creature within distance deals damage to the gorer.

Effect: The gorer uses the Charge main action and Gore against the target.

Minotaur Sense
The gorer can't obtain less than a tier 2 outcome when making tests to navigate, search, or seek.

Level 4 Retainer Advancement Ability

Horn Toss
Melee
Melee 1
Free triggered action
The triggering creature

Trigger: The gorer damages a creature within distance using Gore.

Effect: The target is pushed up to 3 squares. If the target has stability 0, they are also knocked prone.

Level 7 Retainer Advancement Ability

Triumphant Bay
Encounter
—
Maneuver
Self
Self

Effect: The gorer gains 3 surges, and until the start of the gorer's next turn, strikes made against them and their mentor take a bane.

Level 10 Retainer Advancement Ability

Horn Rake 2d10 + highest characteristic
Encounter
Area, Weapon
1 burst
Main action
Each enemy in the area

1 11 damage; M<WEAK bleeding (save ends)
2 16 damage; M<AVERAGE bleeding (save ends)
3 21 damage; M<STRONG prone and can't stand (save ends).

Orc Charger

Level 1 Harrier Retainer

Humanoid, Orc

1M	8	21	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 | **A**gility +2 | **R**eason 0 | **I**ntuition 0 | **P**resence 0

Notched Axe 2d10 + highest characteristic — **Signature Ability**
Charge, Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature or object

≤11 3 damage
12-16 5 damage
17+ 7 damage

Relentless
If the charger is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the charger is reduced to 1 Stamina instead.

Level 4 Retainer Advancement Ability

Blood Oath — **Encounter**
Self — Maneuver
Self — Self

Effect: Until the start of the charger's next turn, the charger and their mentor each have temporary Stamina equal to their Recovery value and a +2 bonus to speed, and they each gain an edge on reactive tests.

Level 7 Retainer Advancement Ability

Mow 'Em Down — **Encounter**
— — Main action
Self; See below — Self

Effect: The charger moves in a straight line up to their speed. During this move, they ignore enemy free strikes, and they can make a melee free strike against any creature they move adjacent to.

Level 10 Retainer Advancement Ability

Vein Burst 2d10 + highest characteristic — **Encounter**
Area, Psionic — Main action
2 burst — Each enemy in the area

≤11 12 psychic damage
12-16 18 psychic damage
17+ 24 psychic damage

Effect: The charger takes psychic damage equal to the number of enemies affected. This damage can't be reducetd in any way.

Radenwight Sidekick

Level 1 Support Retainer

Humanoid, Radenwight

1S	5	21	0	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might 0 **A**gility +2 **R**eason 0 **I**ntuition +1 **P**resence 0

Dagger's Bite 2d10 + highest characteristic — **Signature Ability**
Melee, Ranged, Strike, Weapon — Main action
Melee 1 or ranged 5 — One creature or object

≤11 3 damage
12–16 5 damage
17+ 7 damage

Ready Rodent
Melee, Weapon — Triggered action
Melee 1 — One creature

Trigger: An ally deals damage to the target.

Effect: The sidekick makes a free strike against the target.

Level 4 Retainer Advancement Ability

Boost
— — Maneuver
Self — Self

Effect: If the sidekick's mentor moves adjacent to the sidekick at any point during the mentor's turn, the mentor gains a +1 bonus to speed and can automatically climb at full speed while moving until the end of their turn.

Level 7 Retainer Advancement Ability

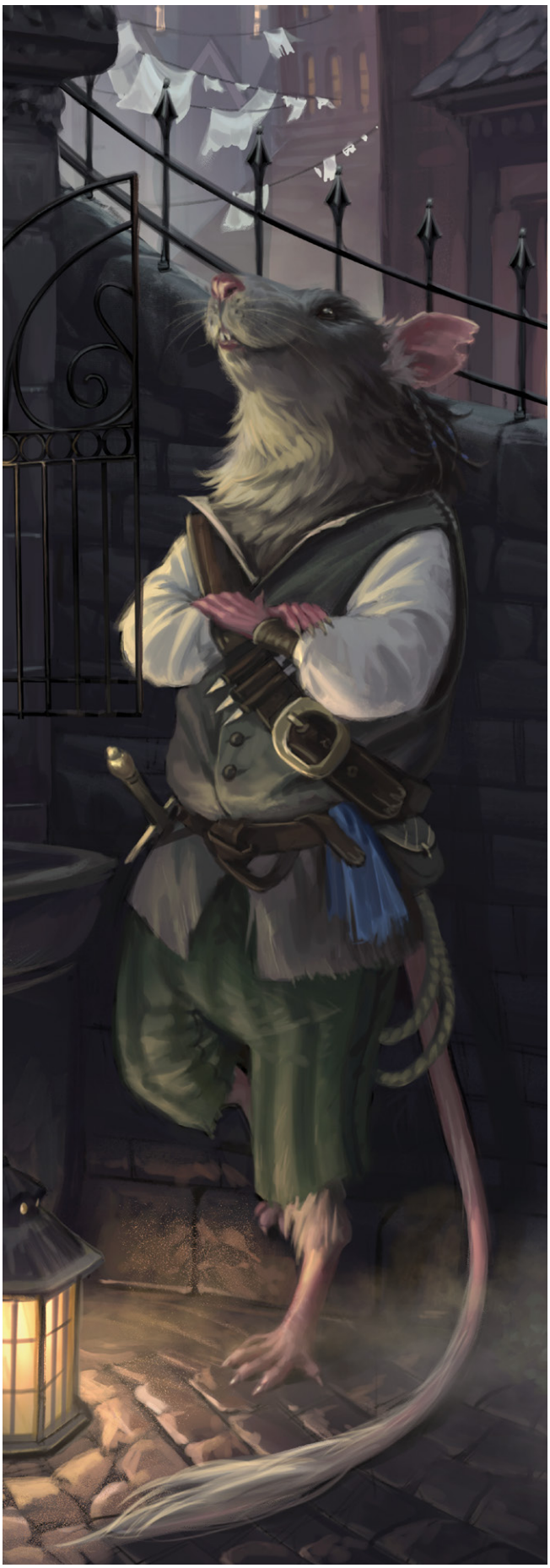
Bug Bag 2d10 + highest characteristic — **Encounter**
Area, Ranged — Main action
3 cube within 3 — Each creature in the area

≤11 6 poison damage; **M<WEAK** weakened (save ends)
12–16 9 poison damage; **M<AVERAGE** weakened (save ends)
17+ 13 poison damage; **M<STRONG** weakened (save ends)

Level 10 Retainer Advancement Ability

Triumphant Squeak 2d10 + highest characteristic — **Encounter**
Ranged — Maneuver
Ranged 10 — Self and each ally

Effect: Each target can spend a Recovery, and ends the dazed, frightened, and weakened conditions on themself.



Time Raider Mind Healer

Level 3 Support Retainer

Humanoid, Time Raider

1M	5	39	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Psychic 5 **Weakness:** —
Movement: —

Might 0 **A**gility +2 **R**eason +2 **I**ntuition +2 **P**resence 0

Laser Lancet 2d10 + highest characteristic **Signature Ability**
Ranged, Strike, Weapon Main action
Ranged 3 One creature or object

≤11 5 fire damage
12-16 8 fire damage
17+ 11 fire damage

Effect: If the mind healer targets an ally, the ability deals no damage. Additionally, the target can end one effect on them that can be ended by a saving throw or that ends at the end of their turn.

Foresight
The mind healer doesn't take a bane on strikes against creatures with concealment.

Level 4 Retainer Advancement Ability

Stim Charge **Encounter**
Ranged Main action
Ranged 3 One creature

Effect: The target can spend 1 Recovery, and has their speed doubled until the end of their next turn.

Level 7 Retainer Advancement Ability

Mind Whelm 2d10 + highest characteristic **Encounter**
Psionic, Ranged, Strike Main action
Ranged 3 One creature

≤11 8 psychic damage; R<WEAK frightened (save ends)
12-16 13 psychic damage; R<AVERAGE frightened (save ends)
17+ 17 psychic damage; R<STRONG frightened (save ends)

Level 10 Retainer Advancement Ability

Psychic Short Circuit 2d10 + highest characteristic **Encounter**
Area, Psionic Main action
2 burst Each enemy in the area

≤11 11 psychic damage
12-16 16 psychic damage
17+ 21 psychic damage

Effect: If the mind healer is dazed, frightened, or taunted, they can end one of those conditions and impose the same condition on one enemy in the area. Additionally, they can do the same for their mentor if the mentor is in the area and is dazed, frightened, or taunted.

Troll Mercenary

Level 5 Brute Retainer

Giant, Troll

Size	Speed	Stamina	Stability	Free Strike
2	6	57	4	6

Immunity: —
Movement: —

Weakness: Acid 5, fire 5

Might +3 **Agility** +1 **Reason** –1 **Intuition** 0 **Presence** +1

Big Bite 2d10 + highest characteristic
Charge, Melee, Strike, Weapon
Melee 1

Signature Ability
Main action
One creature or object

≤11 6 damage
12–16 11 damage
17+ 14 damage

Effect: The mercenary regains Stamina equal to half the damage dealt.

Troll Roar
Area
3 burst

Encounter
Maneuver
Each enemy in the area

≤11 **P<WEAK** frightened (save ends)
12–16 **P<AVERAGE** frightened (save ends)
17+ **P<STRONG** frightened (save ends), push 3, prone

Relentless Hunger
The mercenary dies only if they are reduced to 0 Stamina by acid or fire damage, if they end their turn with 0 Stamina, or if they take acid or fire damage while at 0 Stamina.

Level 7 Retainer Advancement Ability

Hangry Frenzy
Melee
Melee 1

Encounter
Main action
Three creatures

Effect: The mercenary must be winded to use this ability. The mercenary uses Big Bite against each target.

Level 10 Retainer Advancement Ability

Fire Bad
—
Self

Encounter
Triggered action
Self

Trigger: An ability deals acid or fire damage to the mercenary.

Effect: The mercenary moves up to their speed. If this movement takes them beyond the distance of the triggering ability, the ability has no effect on them.

Undead Servitor

Level 1 Brute Retainer

Undead, Soulless

1M	5	21	0	3
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Movement: —
Weakness: —

Might +2 **A**gility –1 **R**eason –3 **I**ntuition –1 **P**resence 0

Lurching Swipe 2d10 + highest characteristic **Signature Ability**
Melee, Strike, Weapon
Main action
Melee 1
One creature or object

≤11 4 damage
12–16 7 damage
17+ 10 damage

Arise
The first time in an encounter that the servitor is reduced to 0 Stamina by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain half their Stamina maximum and fall prone.

Level 4 Retainer Advancement Ability

Grab and Bite 2d10 + highest characteristic **Encounter**
Melee, Strike, Weapon
Main action
Melee 1
One creature

≤11 7 damage; **M<WEAK** grabbed
12–16 11 damage; **M<AVERAGE** grabbed
17+ 16 damage; **M<STRONG** grabbed

Level 7 Retainer Advancement Ability

Death to Death 2d10 + highest characteristic **Encounter**
Magic, Ranged, Strike
Maneuver
Ranged 10
One creature

≤11 8 corruption damage; **P<WEAK** weakened (save ends)
12–16 13 corruption damage; **P<AVERAGE** weakened (save ends)
17+ 17 corruption damage; **P<STRONG** weakened (save ends)

Effect: Before making the strike, the servitor can teleport up to 10 squares to a space containing a dead creature, then burst out of the creature's body.

Level 10 Retainer Advancement Ability

Death Miasma 2d10 + highest characteristic **Encounter**
Area, Magic
Free triggered action
2 burst
Each enemy in the area

Trigger: The servitor is reduced to 0 Stamina.

Effect: The servitor explodes.
≤11 6 corruption damage
12–16 10 corruption damage
17+ 14 corruption damage

Unquiet Spirit

Level 1 Hexer Retainer

Undead, Soulless

1M	5	21	1	2
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: Corruption 3, poison 3 **Weakness:** —
Movement: Fly, hover

Might –4 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Chill of Death 2d10 + highest characteristic — **Signature Ability**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature or object

≤11 3 cold damage
12-16 5 cold damage
17+ 7 cold damage; **P<STRONG** slowed (EoT)

Spirit Meld
— — Main action
Self — Self

Effect: While adjacent to their mentor, the unquiet spirit enters the mentor's space. A spirit who enters their mentor's space this way moves with the mentor, can't be sensed, and can't affect or be affected by other creatures or objects. They can't take main actions, maneuvers, or move actions, except to use this ability to leave their mentor's space and appear in an adjacent space.

Corruptive Phasing
The unquiet spirit can move through creatures and objects at their usual speed, but can't end their turn inside a creature or object. The first time in a round that the spirit moves through a creature other than their mentor, that creature takes 2 corruption damage.

Level 4 Retainer Advancement Ability

Enervating Curse 2d10 + highest characteristic — **Encounter**
Magic, Ranged, Strike — Main action
Ranged 10 — One creature

≤11 6 corruption damage; the target has 1 level of drain
12-16 10 corruption damage; the target has 2 levels of drain
17+ 14 corruption damage; the target has 3 levels of drain

Effect: The next creature to make a strike against the target gains 1 surge for each level of drain, which must be used on that strike.

Level 7 Retainer Advancement Ability

Ectoplasm 2d10 + highest characteristic — **Encounter**
Area, Magic — Main action
3 cube within 1 — Each enemy in the area

≤11 **A<WEAK** slowed and weakened (save ends)
12-16 **A<AVERAGE** slowed and weakened (save ends)
17+ **A<STRONG** slowed and weakened (save ends)

Level 10 Retainer Advancement Ability

Death Phase — **Encounter**
Magic, Ranged, Strike — Main action
Ranged 5 — One creature

Effect: If the target has **P<STRONG**, they are phased until the end of their next turn. A phased target gains the unquiet spirit's Corruptive Phasing trait and can fly. They are visible but can't affect or be affected by other creatures or objects. A willing creature not subject to the ability's potency can choose to automatically be affected.

Vampire Rebel

Level 4 Harrier Retainer

Undead, Vampire

1M	5	48	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —
Weakness: —
Movement: Climb

Might +2 **A**gility +3 **R**eason 0 **I**ntuition 0 **P**resence +3

Flashing Fangs 2d10 + highest characteristic — **Signature Ability**
Melee, Strike, Weapon — Main action
Melee 1 — One creature or object

≤11 5 damage
12-16 5 damage, 3 corruption damage
17+ 5 damage, 6 corruption damage; m<s bleeding (save ends)

Effect: The vampire rebel gains temporary Stamina equal to any corruption damage dealt.

Bat Form — **Encounter**
— — Move Action
Self — Self

Effect: The vampire rebel changes their form into a bat. In bat form, their size is 1T and they can fly. The vampire rebel then shifts up to their speed, then regains their true form. If they can't fit in their current space when they return to their true form, they take 10 damage and are pushed to the nearest unoccupied space.

Agonizing Bloodthirst

The vampire rebel has speed 10 while any creature within 10 squares of them is bleeding. If the vampire rebel is able to deal damage to a bleeding creature on their turn and does not do so, they take 5 corruption damage at the end of their turn.

Level 7 Retainer Advancement Ability

Blood Surge 2d10 + highest characteristic — **Encounter**
Melee, Strike, Weapon — Main action
Melee 1 — One creature

≤11 7 damage; m<w bleeding (save ends)
12-16 11 damage; m<v bleeding (save ends)
17+ 16 damage; m<s bleeding (save ends)

Effect: Before the strike, the vampire rebel shifts up to their speed. If the vampire rebel has temporary Stamina, they can expend it, dealing an extra 2 corruption damage for each point of temporary Stamina expended this way.

Level 10 Retainer Advancement Ability

Exsanguination 2d10 + highest characteristic — **Encounter**
Area, Magic — Main action
3 cube within 1 — Each enemy in the area

≤11 7 corruption damage; M<WEAK bleeding (save ends)
12-16 11 corruption damage; M<AVERAGE bleeding (save ends)
17+ 16 corruption damage; M<STRONG bleeding (save ends)

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