

CREATURE STATS

Most of the information presented in a creature's stat block is self-explanatory, and matches the statistics of hero player characters. However, a few differences are worth noting.

(Playtest note: Right now, creatures are color coded, but this won't be the only way we indicate different features. Icons are coming too. What are presented in this packet are temporary playtest stat blocks until we get real layout.)

FOR THE DIRECTOR

The information in this *Bestiary* playtest packet is for the Director, and all references to "you" in the packet refer to the director. If you're a player who isn't planning on also running games, you should stop reading now so your foes' abilities remain a surprise.

LANGUAGES

If a creature knows at least one language, their stat block has a Languages entry that shows the languages they know. Creatures who don't know any languages don't have this entry.

KEYWORDS

Each creature has one or more 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 Villain Power abilities (see below).

ENCOUNTER VALUE

Each Director-controlled creature has an encounter value (abbreviated EV) that is used in building encounters. See [Encounter Building](#) for more information.

CREATURE FREE STRIKES

When a Director-controlled creature makes a free strike, they don't roll. Instead, their stat block features a Free Strike stat representing the amount of damage they deal with a melee free strike with a distance of reach 1 or the creature's signature action, whichever is higher. This is also the amount of damage they deal with a ranged free strike with a distance equal to 5 or the range of the creature's signature action, whichever is higher. Unless otherwise noted, a free strike in a trait is a weapon attack.

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 they have a bane on

attacks against a creature, they still can't make an opportunity attack against them.

SIGNATURE ACTION

Every creature has a signature action, which is the first action that appears in their stat block.

TRAITS

Many creatures have traits, which are features that don't require an action, maneuver, or triggered action to activate, such as the goblin monarch's Crafty trait.

VILLAIN POWER ABILITIES

Many creatures have abilities that require Villain Power (abbreviated VP) to activate. See [Villain Power](#) for more information.

END EFFECT

Certain creatures have the ability to take damage in order to end one EoE (end of encounter) effect currently affecting them. The damage the creature takes to end the effect can't be reduced in any way.

VILLAIN ACTIONS

The solo and boss 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 get 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. 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 boss, 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.

If you have more than two creatures with villain actions in an encounter (which should be a rare, if at all occurrence), only one villain action total may be used per round.

RESISTANCE ROLL ABILITIES

Some creature abilities say “[Characteristic Abbreviation] RR” instead of providing a dice equation. This means that instead of the creature rolling when the ability is used, the target of the ability must make a resistance roll with the indicated characteristic against the ability’s effects.

CREATURE ROLES

A creature’s role describes its 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. (*Playtest note: A lot more guidance for using roles in building encounters is coming.*)

AMBUSER

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.

BOSS

Boss creatures are powerful commanders who often serve as villains at the climax of adventures and campaigns. They have better Stamina and damage output than other creatures, and often aid those creatures—or can sacrifice lesser allies for their own benefit.

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 more advantageous for their allies. Controllers are often on the squishier side, so they need some 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 with conditions and other effects. They are generally squishy and rely on allies to help defend them.

MOUNT

Mounts are mobile creatures meant to be ridden in combat, and who make their riders even more dangerous. Mounts act at the same time as their riders.

SOLO

A solo creature is an action-oriented creature capable of taking on the player characters on their own, or with the backup of just a handful of underlings. (*Playtest note: There are no solo creatures in this packet.*)

SUPPORT

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

CREATURES WHO GRAB

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

MINIONS

Minions are weaker enemies who are made to die fast and to be threatening in large squads. Minion is a monster role that always has another role such as artillery or brute attached to it, so you know what the minion does well in addition to being a minion.

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 and 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. All members of a minion squad act together on the same initiative, and can make squad attacks (see [Squad Action](#)).

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, goblin snipers each have Stamina 5, so a squad of four snipers has a Stamina pool of 20. 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 and can’t regain 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 otherwise gets taken out of the fight. If a squad of goblin snipers has its Stamina pool reduced to 15, then the minion who took the damage that reduced the pool dies. When the Stamina pool hits 10, 5, and finally 0, another minion in the squad dies. 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.

DROPPING MULTIPLE MINIONS

If a single attack reduces a minion squad's Stamina pool by an amount of damage equal to the Stamina of multiple minions, multiple minions are taken out by the damage. Start with minions who took the damage first. If all those minions are eliminated and there is still more damage to account for, the minions nearest to the ones who were taken out suffer the same fate.

For instance, if one goblin sniper takes 12 damage from a fury's Brutal Slam ability, that sniper dies and another nearby sniper also gets taken out. Allow the player to narrate how their hero takes out additional minions killed by a single attack. Maybe each minion is within striking distance of the hero, who makes multiple brutal weapon attacks with a single action. Maybe the body of the original target is hurled into an unfortunate ally. Maybe additional minions affected by a single attack pass out from fright! Taking out multiple minions is a chance to play up the cinematic part of the game.

DAMAGING MULTIPLE MINIONS

Minion squads are particularly susceptible to damage-dealing area abilities and attacks that target multiple creatures, because the minion squad's Stamina pool takes damage each time an individual minion takes damage. If three goblin minions are hit with a conduit's Lightfall ability that deals 4 holy damage to each target in its area, the minion pool loses 12 Stamina!

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 goblin snipers loses a minion when they take a total of 5, 10, 15, and 20 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 things run smoothly.

DIFFERENT MINION STRENGTHS

Some minions are stronger than others. This lets you create squads of differing numbers of minions to keep the heroes on their toes as you build encounters that fit your needs. Some minions attack and die in droves, such as the lowly pitling demon with Stamina 4. Others might be able to absorb the damage of one or two signature actions before they drop, such as the radenwight ratagast with Stamina 12. Both are level 1 minions, but their EVs are different. Fewer ratagasts can and should be used in a battle as compared to pitlings, and the heroes will need to

use their best abilities to kill several of those more powerful minions at once.

ACTING TOGETHER

When minions act, each minion in the squad must use their action in concert. This is because minions have squad attacks that require participation from all minions, requiring all individual attacks to happen at the same time.

Like all creatures, an individual minion—or all the minions in a squad—can elect to take no action on a turn.

MINION ACTION ECONOMY

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

Minions can make opportunity attacks, but they typically don't have bespoke triggered actions, keeping them easy to run.

SQUAD ACTION

Each minion has a signature action that is an attack ability targeting one creature. When multiple minions in a squad use their signature action on a turn, make one roll for the whole squad. Each minion must target a different creature with their signature action. Many minion signature actions benefit from the squad being close together, so don't spread them out too far!

If a squad has minions who don't use their signature action, those minions can still contribute to the squad's effectiveness. Each such minion can use an action to increase the damage to one target of the signature action by an amount equal to the minion's free strike value, as long as that target is within distance of the minion as if the minion were using the action, and the minion has line of effect to the target.

If a minion squad gets a critical hit with their signature action, then all the minions who participated in using the action can use the action again.

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 an indicator (a colored magnet, ring, sticker, and so forth) to help you and your players 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 CAPTAIN

Any non-mount creature who speaks a language a squad of minions can understand can be attached to that squad as a captain. Captains aren't necessarily strategic leaders with brilliant strategies. 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 only have 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 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 a +1 bonus to speed. Additionally, the captain gains an edge on attacks against creatures who are adjacent to one or more of their minions.

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 round.

ENCOUNTER BUILDING

We're still working on these guidelines, and need to add information about how environment, party composition, and the like affect encounters. But for this playtest, the basics of encounter building are as follows.

STEP 1: CHOOSE ENCOUNTER DIFFICULTY

First, determine how difficult an encounter you want to create based on the following guidelines.

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 band of typical kobolds. There's no way it ends well for the kobolds. These encounters can be fun to occasionally throw into your game, but for many groups, the novelty disappears quickly, so that 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 heroes a lot of battles between respites, or for when you want the heroes to feel like superheroes while still overcoming a combat challenge that feels as though it's within their pay grade.

An easy encounter is 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 from melee-

focused characters. Although character death is uncommon in a standard encounter, it isn't impossible, especially if a player makes a poor tactical choice or just finds that the dice are against them.

A standard encounter is worth 1 Victory.

HARD ENCOUNTERS

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

A hard encounter is 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.

If the heroes overcome an extreme encounter, they should be awarded at least 2 Victories.

STEP 2: DETERMINE ENCOUNTER DIFFICULTY

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).

To calculate a group's ES, first determine each hero's encounter worth. This starts at a baseline of 12, then you add 3 for each level of the hero. For instance, a 3rd-level hero has an encounter worth of 21 (12 + 3 + 3 + 3). Then add the encounter worth of all heroes together, and that's your ES. For instance, a group of five 3rd-level heroes has an ES of 105.

FACTOR IN VICTORIES

Victories make heroes more powerful on their way to the next level. For each 3 Victories the heroes earn, increase the overall ES as if there were another hero in the party. For instance, if a party of 3rd-level heroes has 3 Victories, increase the ES by 21. If they have 6 Victories, increase the ES by 42. Be careful that the larger ES doesn't lead you to using more creatures than recommended in [Number of Creatures](#). It's usually better to use higher cost creatures in an encounter rather than add lots when increasing ES thanks to 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 worth of one, two, and three heroes that make sense for the adventure you're running. You can easily drop or swap these creatures into an encounter on the fly.

STEP 3: DETERMINE ENCOUNTER BUDGET

Once you know your ES and have chosen your encounter difficulty, you can determine your encounter budget as follows:

- **Trivial encounters** have a budget that is anything less than 75 percent of your ES.
- **Easy encounters** have a budget of between 75 and 90 percent of your ES.
- **Standard encounters** have a budget that is between 90 and 110 percent of your ES.
- **Hard encounters** have a budget of between 110 and 125 percent of your ES.
- **Extreme encounters** have a budget that is greater than 125 percent of your ES.

STEP 4: SPEND ENCOUNTER BUDGET

You spend your encounter budget to “buy” hostile creatures to take part in your encounter. Each hostile creature costs a number of budget points equal to its encounter value (EV). When choosing creatures, try to choose a variety of 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 within 2 of the heroes’ level. For instance, creatures of level 3 through 7 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.

This is really the only indicator that level serves in encounter building. Everything else relies on EV.

NUMBER OF CREATURES

Too many creatures or too many different stat blocks in an encounter can create a big cognitive load for you and turn exciting encounters into slogs.

In general, you don’t want more than five creatures per hero at a time in an encounter. If the encounter has more than two creatures per hero, at least half the creatures in that encounter should be minions.

When it comes to number of stat blocks, you generally 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. If you’re just starting out as a Director, keep the variety small until you’re confident in your ability to run a complex combat encounter.

STAR OF THE SHOW

Sometimes a combat encounter features a creature that you want to stick around for more than a round of combat and leave a lasting impression on the heroes. These 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 and leave a lasting impression in a combat encounter, make it a hard encounter and choose a boss or solo creature with an EV that is at least half the encounter budget to be the star of the show.

STEP 5: BUILD INITIATIVE GROUPS

Once you have your creatures 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, you can keep the following guideline in mind as you build initiative groups: The total EV of an initiative group should be between the encounter worth of one to two heroes (see [Step 2](#) above). This helps to ensure that each encounter group can hold its own against any character in the party without overwhelming that character.

It’s okay to have one group with a total EV less than that. 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 generally want about as many initiative groups as there are heroes plus or minus two. This gives you a healthy range to play with and makes your turns effective without being overwhelming for the heroes.

VILLAIN POWER

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. Villain Power (abbreviated VP) is a resource gained by the Director. You use it to let enemies in the game activate their most powerful abilities and throw surprises at the heroes during combat.

EARNING VILLAIN POWER

At the start of each round of combat, you gain VP equal to the number of heroes in the battle. If a hero dies, they stop generating VP for you in this way. At the end of an encounter, all your villain power disappears.

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

SPENDING VILLAIN POWER

Non-minion monsters can spend VP the way heroes spend their heroic resources, activating and enhancing their abilities. Abilities that make use of Villain Power have that VP cost noted in a creature’s stat block.

Specific types of monsters sometimes have other ways they can spend VP, typically on features that affect an entire group of enemies or that affect the encounter environment. Such abilities can be found in the “[Creature]

Villain Power” section in a creature type’s overall write-up.

You won’t be able to spend your VP on every single option a given encounter has to offer. It’s totally up to you how you deploy VP. You can spend it on smaller, but still impactful, features each round. You can save it up and use it on some very dramatic abilities. You can spend it on the same feature that uses all your VP each round and then forget about it until the next. Do whatever is most fun for you and your players in a given encounter.

DEMONS

Demons spawn in the Abyssal Wasteland, where evil and chaos meet. These creatures of incarnate evil crave violence and suffering in the way most other creatures need food. A demon cares only for themself, and they torture and tear apart lesser demons 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 could have a human arm growing from their forehead.

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 water, but on souls. Souls fuel their anarchic powers, and while starved for souls, a demon can scarcely think. Whenever a demon kills a creature with 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.

DEMONIC HIERARCHY

Mortal scholars have classified demons into ten categories, and the higher a demon's category, the more powerful the fiend. 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. Though category 1 demons typically become category 2 demons after consuming a single soul, there's no known pattern to how more powerful demons evolve. Some category 2 demons evolve to category 3 after consuming just one soul, while others must devour thousands before earning a promotion. The evolution from one category to the next can be instant, 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.

(Playtest note: More demon descriptions are coming.)

CATEGORY 1 DEMONS

The weakest of demon kind, the following category 1 demons are included in this book:

- **Pitlings** resemble rodents or insects, but possess gleaming green eyes and terrible body odor, and disgorge a viscous, toxic phlegm.
- **Ensnarers** are the result of pitlings getting ahold of an unfortunate soul. The pitling is in the process of

digesting the soul of a creature, physically boring through its head, and flopping around like an appendage. The body is puppeteered and mid transformation into a demon, with mouths forming on the creature's hands and arms that shoot out long, barbed tongues as attacks.

- **Frenzied** are similar to ensnarers, but their transformation into a true demon is more advanced, resulting in a fast and viscous creature full of energy and hunger for more souls.

CATEGORY 2 DEMONS

The following category 2 demons are included in this book:

- Rumored to be the initial source of the teachings of all shadows through the College of Black Ash, **remasches** are demons whose physical form is 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.
- Possessed of glowing eyes and tendril-ringed maws, **ruinants** breathe with a sickening wheeze and have bodies covered in inflamed scars. A ruinant can inflict fresh wounds and burns on their victims in a pattern mirroring those on the demon's own body.
- **Torlases** are piecemeal abominations whose physical forms don't obey the normal laws of geometry. They control the battlefield by using living flesh and whipping allies and enemies alike into advantageous position.
- **Bendraks** appear as an amalgamation of flesh and shards of a broken mirror, able to shape their bodies to distract and confuse their foes. A bendrak can divert an enemy's attack to another enemy or hide themselves or allies behind dazzling reflections.
- **Mucerons** are the result of an ensnarer going through repeated demon evolutions to become a brutish creature, covered in several mouths that shoot out barbed tongues, pulling an enemy's attention along with pulling them physically.
- **Chorogaunts** are terrifying demon leaders. Each is an amalgamation of several demon bodies formed into a mobile, living musical instrument. Several heads are arranged into a chorus embedded in the demon's chest and its ribs are upturned into a fleshy pipe organ. Their attacks entrance and confuse enemies, making them more vulnerable to other demons.

DEMON LANGUAGES

Demons speak Proto-Ctholl.

DEMON VILLAIN POWER

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

Soulburn (3 VP) Every demon acting this turn deals additional damage equal to their level with their abilities and free strikes.

Abyssal Rift (5 VP) Two size 2 rifts to the Abyssal Wasteland appear at locations of your choosing. Each demon within 5 squares of a rift gains an edge on attacks.

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. Any non-demon creature who enters the 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 with 20 squares of a rift.

An abyssal rift is an immovable object that has Stamina 25, weapon immunity 5, and holy weakness 5. As a maneuver, a creature who has the Magic or Psionics skill can make a **hard Reason or Intuition test** while adjacent to a rift to destabilize it. On a success, the rift closes. On a failure with a consequence, the rift regains 5 Stamina. If no demons are within 20 squares of the rift, it closes.

Abyssal Evolution (7 VP) A demon minion of your choice turns into a non-minion demon of the same level.

DEMON ENSNARER		LEVEL 1 BRUTE MINION	
Demon, Planar		EV 6	
Stamina 10		Weakness Holy 3	
Speed 5		Size 1M/ Stability 0	
		Free Strike 2	
Might +1	Agility +0	Reason -1	Intuition -1 Presence -1
Barbed Tongues (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 3		Target One creature or object per minion	
♦	≤11	2 damage; pull 1	
★	12-16	4 damage; pull 2	
✱	17+	5 damage; pull 3; slowed (EoT)	
Soulsight			
Each creature within 2 squares of the ensnarer can't be hidden from them.			

DEMON FRENZIED		LEVEL 1 HARRIER MINION		
Demon, Planar		EV 4		
Stamina 8		Weakness Holy 3		
Speed 6		Size 1M/ Stability 0		
		Free Strike 1		
Might +0	Agility +1	Reason −1	Intuition −1	Presence −1
Rip and Tear (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Charge, Melee, Weapon				
Distance Reach 1		Target One creature or object per minion		
♦	≤11	2 damage		
★	12–16	3 damage		
✱	17+	4 damage		
Soulsight				
Each creature within 2 squares of the frenzied can't be hidden from them.				

DEMON PITLING		LEVEL 1 ARTILLERY MINION		
Demon, Planar		EV 2		
Stamina 4		Weakness Holy 3		
Speed 5 (fly)		Size 1T/ Stability 0		
		Free Strike 2		
Might -2	Agility +1	Reason -2	Intuition -2	Presence -2
Spit (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Ranged, Weapon				
Distance Ranged 10		Target One creature or object per minion		
♦	≤11	2 poison damage		
★	12-16	3 poison damage		
✱	17+	4 poison damage		
Horrid Stench				
Any enemy who has three or more pitlings within 2 squares of them can't regain Stamina.				
Soulsight				
Each creature within 2 squares of the pitling can't be hidden from them.				

DEMON RUINANT				LEVEL 1 HARRIER	
Demon, Planar				EV 10	
Stamina 20		Weakness Holy 3			
Speed 6		Size 1M/ Stability 0			
				Free Strike 2	
Might +0	Agility +1	Reason +0	Intuition +0	Presence +1	
Bloodletting Claws (Action) ♦ 2d10 + 1 ♦ Signature					
Keywords Attack, Melee, Weapon					
Distance Reach 1			Target Two creatures or objects		
♦	≤11	2 damage			
★	12–16	5 damage; bleeding (EoT)			
✱	17+	6 damage; bleeding (EoT)			
Salt Wounds (Maneuver) ♦ MGT RR ♦ 3 VP					
Keywords Magic, Ranged, Resistance					
Distance Ranged 10			Target Three creatures without full Stamina		
✱	≤11	6 corruption damage			
★	12–16	5 corruption damage			
♦	17+	2 corruption damage			
Lethe					
While winded, the ruinant has an edge on attacks, and attacks have an edge against them.					
Soulsight					
Each creature within 2 squares of the ruinant can't be hidden from them.					

DEMON TORLAS		LEVEL 1 CONTROLLER	
Demon, Planar		EV 9	
Stamina 15		Weakness Holy 3	
Speed 5		Size 1S/ Stability 0	
		Free Strike 2	
Might +0	Agility +1	Reason +0	Intuition +0 Presence +1
Cronenstorm (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Area, Magic, Ranged			
Distance 3 cube within 10		Target Each creature	
♦	≤11	Slide 1	
★	12–16	Slide 2	
✱	17+	Slide 3	
Effect 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 within the area takes 1 damage for each square moved.			
Grasping Tendons (Maneuver)			
Keywords Magic, Ranged			
Distance Ranged 10		Target Three creatures	
Effect The torlas pulls the target up to 2 squares.			
Lethe			
While winded, the torlas has an edge on attacks, and attacks have an edge against them.			
Soulsight			
Each creature within 2 squares of the torlas can’t be hidden from them.			

DEMON BENDRAK		LEVEL 2 HEXER	
Demon, Planar		EV 11	
Stamina 20		Weakness Holy 3	

Speed 5			Size 1S/ Stability 0	
			Free Strike 2	
Might +0	Agility +1	Reason +0	Intuition +0	Presence +1
Warp Perceptions (Action) ♦ PRS RR ♦ Signature				
Keywords Magic, Ranged, Resistance				
Distance Ranged 10			Target One creature	
★	≤11	7 psychic damage; weakened (PRS ends)		
★	12–16	5 psychic damage; weakened (EoT)		
♦	17+	3 psychic damage		
Effect If the target makes an attack while weakened this way, the bendrak can choose a second target for the attack within the distance of the attack, then evenly divides any damage from the attack between the two targets.				
Vanish (Maneuver) ♦ 1 VP				
Keywords Magic, Ranged				
Distance Ranged 10			Target Self or one ally	
Effect The target immediately becomes hidden, regardless of whether they have cover or concealment.				
Lethe				
While winded, the bendrak has an edge on attacks, and attacks have an edge against them.				
Soulsight				
Each creature within 2 squares of the bendrak can't be hidden from them.				

DEMON REMASCH		LEVEL 2 AMBUSER	
Demon, Planar		EV 13	
Stamina 25		Weakness Holy 3	
Speed 5 (teleport)		Size 1S/ Stability 0	
		Free Strike 3	
Might +0	Agility +1	Reason +0	Intuition +0 Presence +1
Abyssal Strike (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1		Target One creature or object	
♦ ≤11	4 damage; the remasch teleports 2 squares		
★ 12–16	7 damage; the remasch teleports 3 squares		
* 17+	10 damage; the remasch teleports 5 squares		
5 VP 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 (Maneuver) ♦ 5 VP			
Keywords Magic, Ranged			
Distance Ranged 10		Target Self	
Effect The resmach can teleport 2 squares then use Abyssal Strike.			
Lethe			
While winded, the remasch has an edge on attacks, and attacks have an edge against them.			
Soulsight			
Each creature within 2 squares of the remasch can't be hidden from them.			

DEMON MUCERON		LEVEL 3 BRUTE	
Demon, Planar		EV 18	
Stamina 45	Weakness Holy 3		
Speed 5	Size 1M/ Stability 0		
Free Strike 2			

Might +1	Agility +1	Reason +0	Intuition +0	Presence +1
Barbed Tongues (Action) ♦ 2d10 + 1 ♦ Signature Keywords Attack, Melee, Weapon Distance Reach 2 Target One creature ♦ ≤11 5 damage; taunted (EoT) ★ 12–16 8 damage; taunted (EoT) ✱ 17+ 11 damage; taunted (EoT)				
Tongue Pull (Maneuver) ♦ 2 VP Keywords Attack, Ranged, Weapon Distance Ranged 5 Target Three creatures Effect Each target is pulled 3 squares.				
Lethe While winded, the muceron has an edge on attacks, and attacks have an edge against them.				
Soulsight Each creature within 2 squares of the muceron can't be hidden from them.				

DEMON CHOROGAUNT				LEVEL 3 BOSS	
Demon, Planar				EV 36	
Stamina 90		Weakness Holy 3			
Speed 5		Size 1M/ Stability 2			
				Free Strike 4	
Might +2	Agility +2	Reason +2	Intuition +2	Presence +2	
Agonizing Harmony (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Area, Weapon					
Distance 5 burst				Target Each enemy	
♦	≤11	3 psychic damage			
★	12–16	5 psychic damage; slowed (EoT)			
✱	17+	7 psychic damage; slowed (INU ends)			
Effect An ally within 10 squares of the chorogaunt can shift up to their speed.					
Chaotic Entrancing Harmony (Maneuver)					
Keywords Area					
Distance 10 burst				Target Each enemy	
Effect Each target slides 3, ignoring their stability.					
I Thrive on Pain (Triggered Action) ♦ 3 VP					
Keywords Magic					
Distance Self				Target Self	
Trigger The chorogaunt is targeted by an attack.					
Effect Any damage from the attack is halved, and the chorogaunt gains an edge on all ability rolls until the end of their next turn.					
End Effect					
At the end of their turn, the chorogaunt can take 5 damage to end one EoE effect affecting them. This damage can't be reduced in any way.					
Lethe					
While winded, the chorogaunt has an edge on attacks, and attacks have an edge against them.					
Soulsight					
Each creature within 2 squares of the chorogaunt can't be hidden from them.					
Frightening Tones (Villain Action 1)					
Keywords Ranged					
Distance Ranged 10				Target Three enemies	
Effect Each target either takes 5 psychic damage or is frightened of the chorogaunt (EoT). Each target gets to choose which to do.					
Bully the Weak (Villain Action 2)					
Keywords Magic, Ranged					
Distance Ranged 10				Target One ally	
Effect The chorogaunt kills the target, and each other ally gains an edge on attacks until the end of the round. You gain VP equal to the number of heroes.					
Running Cacophony (Villain Action 3)					
Keywords Magic					
Distance Self				Target Self	
Effect The chorogaunt shifts up to their speed, makes an Agonizing Harmony attack, shifts up to their speed, and makes a second Agonizing Harmony attack.					

GOBLINS

As with all humanoid ancestries, different types of goblins and goblin cultures can be found across many lands, each with their own ideals. Known among themselves as rogabrin, meaning “more of us” in their language, goblins are one of the most numerous humanoids in the world. They can be found in every environment humans occupy and in places many other humanoids avoid, including deep cave systems.

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 bands 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.

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 beast’s back. During a raid, a spider arches their body to launch warriors off their back and into the fray.

WARG

Some goblins form a special bond with wargs—canine creatures that many goblin communities raise as mounts, guardians, and companions.

GOBLIN LANGUAGES

Most goblins speak Caelian and Szetch.

GOBLIN VILLAIN POWER

At the start of any goblin’s turn, you can spend VP to activate one of the following features.

Goblin Mode (3 VP) Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

Tiny Stabs (5 VP) Each enemy in the encounter takes 1 damage for each goblin who is adjacent to them.

Swamp Stink (7 VP) The encounter map becomes 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 become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might resistance roll**.

◆ ≤11 5 poison; weakened until mist disappears

★ 12–16 Weakened until mist disappears

* 17+ No effect

GOBLIN RUNNER		LEVEL 1 HARRIER MINION		
Goblin, Humanoid		EV 4		
Stamina 8		Size 1S/ Stability 0		
Speed 6 (climb)		Free Strike 2		
Might −2	Agility +1	Reason +0	Intuition +0	Presence −1
Club (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Charge, Melee, Weapon				
Distance Reach 1		Target One creature or object per minion		
♦	≤11	2 damage		
★	12–16	3 damage		
✱	17+	4 damage		
Crafty				
The runner doesn't provoke opportunity attacks by moving.				

GOBLIN SNIPER		LEVEL 1 ARTILLERY MINION		
Goblin, Humanoid		EV 4		
Stamina 5		Size 1S/ Stability 0		
Speed 5 (climb)		Free Strike 2		
Might -2	Agility +1	Reason +0	Intuition +0	Presence -1
Bow (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Ranged, Weapon				
Distance Ranged 10		Target One creature or object per minion		
♦	≤11	2 damage		
★	12-16	4 damage		
✱	17+	5 damage		
Effect If the sniper doesn't use a maneuver or a move action this turn, the ability deals an extra 2 damage.				
Crafty				
The sniper doesn't provoke opportunity attacks by moving.				

GOBLIN SPINECLEAVER		LEVEL 1 BRUTE MINION		
Goblin, Humanoid		EV 6		
Stamina 10		Size 1S/ Stability 0		
Speed 5 (climb)		Free Strike 2		
Might +1	Agility +0	Reason +0	Intuition +0	Presence -1
Axe (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Melee, Weapon				
Distance Reach 1		Target One creature or object per minion		
♦	≤11	2 damage; push 1		
★	12-16	4 damage; push 3		
✱	17+	5 damage; push 4		
Crafty				
The spinecleaver doesn't provoke opportunity attacks by moving.				

SKITTERLING		LEVEL 1 HEXER MINION	
Animal, Goblin		EV 3	
Stamina 5		Size 1T/ Stability 0	
Speed 5 (fly)		Free Strike 2	
Might -5	Agility +1	Reason -4	Intuition +0 Presence -2
Claws (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1		Target One creature or object per minion	
♦ ≤11	2 poison damage		
★ 12-16	3 poison damage; slowed (EoT)		
✱ 17+	4 poison damage; slowed (EoT)		

GOBLIN ASSASSIN		LEVEL 1 AMBUSER	
Goblin, Humanoid		EV 11	
Stamina 20		Size 1S/ Stability 0	
Speed 6 (climb)		Free Strike 3	
Might -2	Agility +1	Reason +0	Intuition +0 Presence -2
Sword (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1		Target One creature or object	
♦	≤11	3 damage	
★	12-16	5 damage	
✱	17+	7 damage	
Effect If the assassin has an edge or a double edge on the power roll for this ability, the ability deals an additional 2 damage.			
Shadow Chains (Action) ♦ AGL RR ♦ 3 VP			
Keywords Magic, Ranged, Resistance			
Distance Ranged 10		Target Three creatures	
✱	≤11	7 corruption damage; restrained (AGL ends)	
★	12-16	5 corruption damage; restrained (EoT)	
♦	17+	3 corruption damage	
Crafty			
The assassin doesn't provoke opportunity attacks by moving.			
Hide While Observed			
The assassin can take the Hide maneuver even while observed, though they still must have cover or concealment.			

GOBLIN CURSESPITTER				LEVEL 1 HEXER	
Goblin, Humanoid				EV 9	
Stamina 15				Size 1S/ Stability 0	
Speed 5 (climb)				Free Strike 2	
Might -2	Agility +1	Reason +0	Intuition +1	Presence +0	
Eye of Surlach (Action) ◆ INU RR ◆ Signature					
Keywords Magic, Ranged, Resistance				Target One creature	
Distance Ranged 10					
✱ ≤11	6 corruption damage; weakened (INU ends)				
★ 12-16	5 corruption damage; weakened (EoT)				
◆ 17+	2 corruption damage				
Dizzying Hex (Maneuver) ◆ INU RR ◆ 1 VP					
Keywords Magic, Ranged, Resistance				Target One creature	
Distance Ranged 10					
✱ ≤11	Prone and can't stand (INU ends)				
★ 12-16	Prone and can't stand (EoT)				
◆ 17+	No effect				
Crafty					
The cursespitter doesn't provoke opportunity attacks by moving.					

GOBLIN STINKER		LEVEL 1 CONTROLLER		
Goblin, Humanoid		EV 9		
Stamina 15		Size 1S/ Stability 0		
Speed 5 (climb)		Free Strike 2		
Might -2	Agility +1	Reason +0	Intuition +0	Presence +1
Toxic Winds (Action) ◆ 2d10 + 1 ◆ Signature				
Keywords Area, Magic, Ranged		Target Each enemy		
Distance 3 cube within 10				
◆ ≤11	1 poison damage; slide 1			
★ 12-16	2 poison damage; slide 2			
✱ 17+	3 poison damage; slide 3			
1 VP Increase the slide for one target by 2 squares.				
Swamp Gas (Maneuver)				
Keywords Area, Magic, Ranged		Target Special		
Distance 3 cube within 10				
Effect The area is filled with a green haze until the start of the stinker's next turn or until the stinker is reduced to Stamina 0. The area is difficult terrain for non-goblin creatures, and each such creature who moves within the area takes 2 poison damage for each square moved. The haze can't be dispersed by wind.				
Crafty				
The stinker doesn't provoke opportunity attacks by moving.				

GOBLIN UNDERBOSS		LEVEL 1 SUPPORT	
Goblin, Humanoid		EV 10	
Stamina 20		Size 1S/ Stability 0	
Speed 5 (climb)		Free Strike 2	
Might -1	Agility +1	Reason +0	Intuition +0 Presence +1
Sword (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Melee, Weapon		Target One creature or object	
Distance Reach 1			
♦ ≤11	2 damage		
★ 12-16	5 damage		
* 17+	6 damage		
Effect One ally of the underboss adjacent to the target can make a free strike against them.			
Get Reckless! (Maneuver)			
Keywords Ranged		Target Each ally	
Distance Ranged 10			
Effect Until the start of the underboss's next turn, each target gains an edge on attacks, and attacks against them gain an edge.			
3 VP Attacks against targets of this maneuver don't gain an edge.			
Crafty			
The underboss doesn't provoke opportunity attacks by moving.			

GOBLIN WARRIOR			LEVEL 1 HARRIER	
Goblin, Humanoid			EV 10	
Stamina 20			Size 1S/ Stability 0	
Speed 6 (climb)			Free Strike 2	
Might -2	Agility +1	Reason +0	Intuition +0	Presence -1
Spear (Action) ◆ 2d10 + 1 ◆ Signature				
Keywords Attack, Charge, Melee, Weapon				
Distance Reach 1			Target One creature or object	
◆	≤11	2 damage		
★	12-16	5 damage		
✱	17+	6 damage		
Bury the Point (Action) ◆ 2d10 + 1 ◆ 2 VP				
Keywords Attack, Melee, Weapon				
Distance Reach 1			Target One creature	
◆	≤11	3 damage		
★	12-16	7 damage; bleeding (EoT)		
✱	17+	8 damage; bleeding (MGT ends)		
Crafty				
The warrior doesn't provoke opportunity attacks by moving.				

GOBLIN MONARCH		LEVEL 1 BOSS	
Goblin, Humanoid		EV 24	
Stamina 50			
Speed 6 (climb)		Size 1S/ Stability 1 Free Strike 3	
Might +2	Agility +1	Reason -4	Intuition +0 Presence -3
Handaxe (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Attack, Melee, Ranged, Weapon			
Distance Reach 1 or Ranged 5 Target Two creatures or objects			
♦ ≤11 3 damage			
★ 12-16 5 damage			
✱ 17+ 7 damage			
Effect An ally within 10 squares of the monarch can make a free strike.			
Get in Here (Maneuver) ♦ 1 VP			
Keywords Ranged			
Distance Ranged 20 Target Special			
Effect Two goblin runners appear in unoccupied spaces.			
Meat Shield (Triggered Action)			
Keywords Melee			
Distance Reach 1 Target One ally			
Trigger A creature targets the monarch with an attack.			
Effect The ally becomes the target of the triggering attack instead.			
End Effect			
At the end of their turn, the monarch can take 5 damage to end one EoE effect affecting them. This damage can't be reduced in any way.			
Crafty			
The monarch doesn't provoke opportunity attacks by moving.			
What Are You Waiting For? (Villain Action 1)			
Keywords Area			
Distance 10 burst Target Each ally			
Effect Each target can move up to their speed or make a free strike.			
Focus Fire (Villain Action 2)			
Keywords Ranged			
Distance Ranged 10 Target One enemy			
Effect Each ally within 10 squares of the enemy can move up to their speed toward the enemy.			
Kill! (Villain Action 3)			
Keywords Area			
Distance 10 burst Target Each ally			
Effect Each target can make a free strike that deals an extra 1 damage.			

WAR SPIDER		LEVEL 1 MOUNT	
Animal, Goblin		EV 28	
Stamina 60			
Speed 7 (climb)		Size 3/ Stability 2 Free Strike 4	
Might +2	Agility +1	Reason -4	Intuition +0 Presence -3
Bite (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1 Target One creature or object			
♦ ≤11 4 poison damage			
★ 12-16 7 poison damage; weakened (EoT)			
✱ 17+ 10 poison damage; weakened (MGT ends)			
Leg Blade (Action) ♦ 2d10 + 2			
Keywords Attack, Melee, Weapon			
Distance Reach 1 Target Two creatures or objects			
♦ ≤11 4 damage			
★ 12-16 7 damage			
✱ 17+ 10 damage			
Trample (Action) ♦ 5 VP			
Keywords —			
Distance Self Target Self			
Effect The spider shifts up to their speed and makes a Leg Blade attack against each creature who comes within their reach during the move. The spider makes one power roll against all targets.			
Web (Maneuver) ♦ AGL RR ♦ 2 VP			
Keywords Area, Resistance			
Distance 3 cube within 1 Target Each creature			
✱ ≤11 Restrained (AGL ends)			
★ 12-16 Restrained (EoT)			
♦ 17+ No effect			
Ride Launcher			
An ally who leaps off the back of the spider can jump up to 6 squares without a test, and takes no damage if they fall during the jump. After the jump, the first melee attack an ally makes on the same turn gains an edge.			
Wide Back			
Two of the spider's size 1 allies can occupy the same space while riding the spider.			

WARG		LEVEL 1 MOUNT	
Animal, Goblin		EV 10	
Stamina 20			
Speed 7		Size 1L/ Stability 1	
		Free Strike 2	
Might +1	Agility +1	Reason −1	Intuition +0 Presence −1
Bite (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Charge, Melee, Weapon			
Distance Reach 1		Target One creature or object	
♦	≤11	2 damage	
★	12–16	5 damage	
✱	17+	6 damage	
Sprint (Maneuver) ♦ 1 VP			
Keywords —			
Distance Self		Target Self	
Effect The warg moves up to their speed.			
Mounted Charger			
If a warg used as a mount charges, their rider gains an edge on melee attacks until the end of their turn.			
Shared Crafty			
If the warg’s rider has the Crafty trait, the warg also has the Crafty trait.			

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 lifespan, 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 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 by the sword. Others turn to theft, often driven to desperation by rapacious neighbors. Travelers in human lands are likely to encounter robbers and barons—both 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 dark desires 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. 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 training explains their renowned knack for seizing the moment—knowing when to risk it 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 a chest full of 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 other species are not. As such, they have an uncanny knack for detecting when nearby creatures, objects, and phenomena are created by magic and psionics. This same sense allows them to resist supernatural abilities and effects.

HUMAN TRAITS

Most humans have the following trait.

Supernatural Insight A human has Magic immunity 2 and Psionic immunity 2. As a maneuver, a human can detect supernatural creatures within 5 squares of them.

HUMAN LANGUAGES

Most humans speak Caelian and one Vaslorian human language.

HUMAN VILLAIN POWER

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

Alchemical Device (3 VP) A non-minion human acting this turn can use a maneuver to throw an alchemical device.

Alchemical Device (Maneuver) ♦ **INU RR**

Keywords Area, Magic, Ranged, Resistance

Distance 3 cube within 10

Target Each creature in the cube

★ ≤11 5 corruption damage; restrained (EoT)

★ 12–16 3 corruption damage; slowed (EoT)

♦ 17+ 1 corruption damage

Exploit Opening (5 VP) Each human making an attack this turn has an edge on ability rolls, or a double edge on abilities that target enemies affected by a condition.

Staying Power (7 VP) Each non-minion human in the encounter regains Stamina equal to 5 times their level.

HUMAN ARCHER		LEVEL 1 ARTILLERY MINION	
Human, Humanoid		EV 6	
Stamina 8		Immunity Magic 2, Psionic 2	
Speed 5		Size 1M/ Stability 0	
		Free Strike 2	
Might +0	Agility +1	Reason +0	Intuition +0 Presence +0
Crossbow (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Ranged, Weapon			
Distance Ranged 10		Target One creature or object per minion	
♦	≤11	2 damage	
★	12–16	5 damage	
★	17+	6 damage	

HUMAN DEATH ACOLYTE			LEVEL 1 HEXER MINION	
Human, Humanoid			EV 5	
Stamina 8		Immunity Magic 2, Psionic 2		
Speed 5		Size 1M/ Stability 0		
Free Strike 2				
Might +0	Agility +1	Reason +0	Intuition +0	Presence +1
Necrotic Bolt (Action) ◆ 2d10 + 1 ◆ Signature				
Keywords Attack, Magic, Ranged				
Distance Ranged 10		Target One creature or object per minion		
◆ ≤11	2 corruption damage			
★ 12–16	4 corruption damage			
✱ 17+	5 corruption damage			
Effect A creature within 5 squares of the death acolyte regains 1 Stamina.				

HUMAN GUARD				LEVEL 1 BRUTE MINION	
Human, Humanoid				EV 6	
Stamina 12		Immunity Magic 2, Psionic 2			
Speed 5		Size 1M/ Stability 0			
Free Strike 2					
Might +1	Agility +0	Reason +0	Intuition +0	Presence +0	
Halberd (Action) ♦ 2d10 + 1 ♦ Signature					
Keywords Attack, Melee, Weapon					
Distance Reach 2		Target One creature or object per minion			
◆ ≤11	2 damage				
★ 12–16	5 damage				
✱ 17+	6 damage				

HUMAN RAIDER		LEVEL 1 HARRIER MINION		
Human, Humanoid		EV 6		
Stamina 10		Immunity Magic 2, Psionic 2		
Speed 7		Size 1M/ Stability 0		
		Free Strike 2		
Might +0	Agility +1	Reason +0	Intuition +0	Presence +0
Handaxe (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Charge, Melee, Ranged, Weapon				
Distance Reach 1 or Ranged 5				
Target One creature or object per minion				
◆ ≤11	2 damage			
★ 12–16	4 damage			
✱ 17+	5 damage			
Effect If this ability is used as part of the Charge action, the raider can make a ranged free strike with a distance of 5 before using the ability.				

HUMAN APPRENTICE MAGE			LEVEL 2 CONTROLLER MINION	
Human, Humanoid			EV 6	
Stamina 10		Immunity Magic 2, Psionic 2		
Speed 5		Size 1M/ Stability 0		
Free Strike 2				
Might +0	Agility +1	Reason +0	Intuition +0	Presence +1
Lightning Strike (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Magic, Ranged				
Distance Ranged 10		Target One creature or object per minion		
♦ ≤11	2 lightning damage			
★ 12–16	4 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 slowed (EoT).				

HUMAN BRAWLER		LEVEL 1 BRUTE	
Human, Humanoid		EV 16	
Stamina 40		Immunity Magic 2, Psionic 2	
Speed 5		Size 1M/ Stability 0	
		Free Strike 4	
Might +1	Agility +0	Reason +0	Intuition +0 Presence +0
Haymaker (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1		Target One creature or object	
♦	≤11	4 damage	
★	12–16	7 damage; grabbed	
✱	17+	10 damage; grabbed	
Effect The target takes a bane on attempts to escape the grab, and the brawler gains an edge on attacks against the grabbed target.			
Throw (Maneuver) ♦ 1 VP			
Keywords Melee			
Distance Reach 1		Target One creature grabbed by the brawler	
Effect The brawler pushes the creature they have grabbed 5 squares. This breaks the grab.			
Shoot the Hostage			
The brawler takes half damage from attacks if they have an enemy grabbed. They then apply the remaining damage to the grabbed enemy.			

HUMAN SCOUNDREL			LEVEL 1 AMBUSER	
Human, Humanoid			EV 14	
Stamina 30		Immunity Magic 2, Psionic 2		
Speed 5		Size 1M/ Stability 0		
			Free Strike 4	
Might +0	Agility +1	Reason +0	Intuition +0	Presence +0
Rapier & Dagger (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Melee, Weapon				
Distance Reach 1			Target One creature or object	
♦	≤11	4 damage		
★	12–16	7 damage		
✱	17+	10 damage		
Effect If the scoundrel has an edge or a double edge on the power roll for this ability, the ability deals an extra 4 damage.				
Dagger Storm (Action) ♦ 5 VP				
The scoundrel makes a Rapier & Dagger attack against three creatures or objects, and can shift 2 squares before or after each attack.				

HUMAN TRICKSHOT				LEVEL 1 ARTILLERY	
Human, Humanoid				EV 12	
Stamina 20		Immunity Magic 2, Psionic 2			
Speed 5		Size 1M/ Stability 0			
				Free Strike 4	
Might +0	Agility +1	Reason +0	Intuition +0	Presence +0	
Crossbow (Action) ♦ 2d10 + 1 ♦ Signature					
Keywords Attack, Ranged, Weapon					
Distance Ranged 15			Target One creature or object		
♦	≤11	4 damage			
★	12–16	7 damage			
✱	17+	10 damage			
Effect The trickshot doesn't take a bane when using this ability in melee or against a target with cover or concealment.					
3 VP The trickshot can target two creatures or objects with this ability.					

HUMAN DEATH CULTIST			LEVEL 2 SUPPORT	
Human, Humanoid			EV 16	
Stamina 40		Immunity Magic 2, Psionic 2		
Speed 5		Size 1M/ Stability 0		
			Free Strike 4	
Might +0	Agility +1	Reason +0	Intuition +0	Presence +1
Death Scythe (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Magic, Melee, Ranged, Weapon				
Distance Reach 1 or Ranged 10		Target One creature or object		
♦	≤11	4 corruption damage		
★	12–16	7 corruption damage; weakened (EoT)		
✱	17+	10 corruption damage; weakened (INU ends)		
2 VP The death cultist regains Stamina equal to half the damage dealt by this ability.				
Rise, My Minions (Maneuver) ♦ 1 VP per minion				
Keywords Area				
Distance 5 burst		Target One or more dead minions		
Special Each target must have died during this encounter				
Effect Each target returns to life with their full Stamina, but they die at the end of the encounter or if the death cultist is killed. If the target dies a second time, they can be brought back to life by this ability again.				

HUMAN KNAVE		LEVEL 2 DEFENDER	
Human, Humanoid		EV 18	
Stamina 50	Immunity Magic 2, Psionic 2		
Speed 5	Size 1M/ Stability 0		
Free Strike 4			
Might +1	Agility +0	Reason +0	Intuition +0 Presence +0
Morningstar & Javelin (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Ranged, Weapon			
Distance Reach 1 or Ranged 5		Target One creature or object	
♦ ≤11	4 damage; taunted (EoT)		
★ 12–16	7 damage; taunted (EoT)		
✱ 17+	10 damage; taunted (EoT)		
Effect If an adjacent target taunted by this ability harms a creature other than the knave, the knave can make a free strike against the taunted creature as a free triggered action.			
Overwhelm			
A creature who starts their turn adjacent to the knave can't shift.			

HUMAN STORM MAGE		LEVEL 3 CONTROLLER		
Human, Humanoid		EV 17		
Stamina 40		Immunity Magic 2, Psionic 2		
Speed 5		Size 1M/ Stability 0		
		Free Strike 5		
Might +0	Agility +0	Reason +2	Intuition +0	Presence +0
Lightning Bolt (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Attack, Magic, Ranged				
Distance Ranged 10		Target One creature or object		
♦	≤11	5 lightning damage		
★	12–16	8 lightning damage		
✱	17+	11 lightning damage		
5 VP The ability takes the Area keyword and becomes a 10 × 1 line that targets each creature in the area.				
Gust of Wind (Maneuver) ♦ MGT RR ♦ 3 VP				
Keywords Area, Magic, Resistance				
Distance 5 cube within 1		Target Each creature and object		
✱	≤11	Slide 5; slowed (MGT ends)		
★	12–16	Slide 3; slowed (EoT)		
♦	17+	Slide 1		
Effect The gust of wind disperses gas or vapor and extinguishes any flames, including persistent effects.				
Arcane Shield				
Whenever the mage takes damage from an enemy adjacent to them, the damage is reduced by 3 (minimum 0), and the enemy takes 3 thunder damage and is pushed 2 squares.				

HUMAN BLACKGUARD				LEVEL 1 BOSS	
Human, Humanoid				EV 38	
Stamina 80		Immunity Magic 2, Psionic 2			
Speed 5		Size 1M/ Stability 2			
				Free Strike 4	
Might +2	Agility +2	Reason +2	Intuition +0	Presence +2	
Zweihander (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Attack, Melee, Weapon					
Distance Reach 1			Target Each adjacent enemy		
♦	≤11	4 damage			
★	12–16	7 damage; slowed (EoT)			
✱	17+	10 damage; slowed (MGT ends)			
Effect An ally within 10 squares of the blackguard can make a free strike.					
1 VP The ally can use their signature action instead.					
You! (Maneuver)					
Keywords Ranged					
Distance Ranged 10			Target 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 attacks against any target marked by the blackguard, and such attacks deal an extra 2 damage.					
End Effect					
At the end of their turn, the blackguard can take 5 damage to end one EoE effect affecting them. This damage can't be reduced in any way.					
Parry! (Triggered Action)					
Keywords Melee, Weapon					
Distance Reach 1			Target Self or one ally		
Trigger A creature targets the blackguard or an ally adjacent to the blackguard with an attack.					
Effect The triggering attack's damage is halved.					
Advance! (Villain Action 1)					
Keywords Weapon					
Distance Self			Target Self		
Effect The blackguard shifts up to their speed. During or after this movement, they can make two Zweihander attacks.					
Back! (Villain Action 2)					
Keywords Area, Magic					
Distance 5 burst			Target Each enemy		
Effect The blackguard slides each target 5 squares.					
I Can Throw My Blade and So Should You! (Villain Action 3)					
Keywords Area, Magic, Ranged, Weapon					
Distance 3 cube within 5			Target Each enemy in the cube		
Effect The blackguard makes a Zweihander attack against each enemy in the area, making one power roll against all targets. Additionally, each ally within 5 squares of the area can make a free strike against any enemy in the area.					

HUMAN BANDIT CHIEF				LEVEL 3 BOSS
Human, Humanoid				EV 54
Stamina 120		Immunity Magic 2, Psionic 2		
Speed 5		Size 1M/ Stability 2		
				Free Strike 5
Might +2	Agility +2	Reason +2	Intuition +2	Presence +2
Whip & Magic Longsword (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Attack, Magic, Melee, Weapon				
Distance Reach 1		Target Two enemies or objects		
♦	≤11	5 damage; pull 1		
★	12–16	9 damage; pull 2		
✱	17+	12 damage; pull 3		
Effect A target who is adjacent to the bandit chief after the attack is resolved takes 9 corruption damage.				
2 VP This ability targets three enemies or objects.				
Kneel, Peasant! (Maneuver)				
Keywords Attack, Melee, Weapon				
Distance Reach 1		Target One enemy or object		
♦	≤11	Push 1		
★	12–16	Push 2; prone		
✱	17+	Push 3; prone		
2 VP This ability targets each enemy adjacent to the bandit chief.				
Bloodstones (Triggered Action)				
Keywords Magic				
Distance Self		Target Self		
Trigger The bandit chief makes a power roll for an attack.				
Effect The bandit chief takes 4 corruption damage and increases the result of the power roll by one tier.				
End Effect				
At the end of their turn, the bandit chief can take 5 damage to end one EoE effect affecting them. This damage can't be reduced in any way.				
Shoot! (Villain Action 1)				
Keywords Area				
Distance 10 burst		Target Each ally		
Effect Each target can make a ranged free strike.				
Form Up! (Villain Action 2)				
Keywords Area				
Distance 10 burst		Target Each ally		
Effect Each target shifts up to their speed. Until the end of the encounter, any enemy takes a bane on attacks against the bandit chief or any of the bandit chief's allies if they are adjacent to that target.				
Lead From the Front (Villain Action 3)				
Keywords Attack, Weapon				
Distance Self		Target Self		
Effect The bandit chief shifts twice their speed. During or after this movement, they can attack up to four targets with Whip & Magic Longsword. Any ally of the bandit chief adjacent to a target can make a free strike against that target.				

GIANT HAWK		LEVEL 1 MOUNT	
Animal		EV 13	
Stamina 20		Size 2/ Stability 0	
Speed 7 (flying)		Free Strike 3	
Might +1	Agility +1	Reason −3	Intuition +1 Presence −2
Talons (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1		Target One creature or object	
♦	≤11	3 damage	
★	12–16	5 damage	
✱	17+	7 damage	
Effect The target is grabbed by the giant hawk.			
Dive (Maneuver)			
The hawk moves up to their speed.			
Mounted Platform			
Any creature riding the hawk can make a free strike during or after the hawk's movement.			

SIEGE HAWK		LEVEL 1 MOUNT	
Animal		EV 28	
Stamina 60		Size 3/ Stability 0	
Speed 7 (flying)		Free Strike 4	
Might +1	Agility +1	Reason -3	Intuition +1 Presence -2
Talons (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1		Target Two creatures or objects	
♦	≤11	4 damage	
★	12-16	7 damage	
✱	17+	10 damage	
Effect The target is grabbed by the siege hawk. The siege hawk can have two targets grabbed at a time.			
Bombs Away! (Action) ♦ AGL RR ♦ 7 VP			
Keywords Area, Magic, Ranged, Resistance			
Distance 5 cube within 10		Target Each creature and object	
✱	≤11	7 fire damage; restrained (EoT)	
★	12-16	6 fire damage; slowed (EoT)	
♦	17+	3 fire damage	
Special The siege hawk must be flying to use this ability.			
Dive (Maneuver)			
The hawk moves up to their speed.			
Mounted Platform			
Any creature riding the hawk can make a free strike during or after the hawk's movement.			

RADENWIGHTS

Small, agile, and hardy, radenwights have the appearance of humanoid rodents. They're often referred to as "ratfolk," a name they don't particularly mind but also don't embrace. Should anyone ask, many radenwights speak of being a ratfolk when they're alone, but always a radenwight when part of a group. Radenwight groups proudly call themselves a "meddle," and have a knack for appearing where others hoped they wouldn't or whenever they are least expected. Radenwight meddles can be found in the wilderness as easily as in any city, so long as there's suitable work and excitement to keep the members of the meddle occupied.

If radenwights' enemies expect them to scurry away like rats, they will be painfully surprised to see the combined arrows, bodies, and blades of a meddle thrown against them all at once. Whatever radenwights do, they do it fearlessly, with deeply cherished values of bravery and fair play shining through in even the most rakish and roguish of them. Radenwights aren't above banditry if it will 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 only gets you 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, and 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 who enraptured an evil dragon while her meddle lined up a suitably sized boulder to be dropped from the cliff above.

RADENWIGHT LANGUAGES

Most radenwights speak Caelian and Szetch.

RADENWIGHT VILLAIN POWER

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

Trouser Cut (3 VP) A non-minion radenwight can use the following ability.

Trouser Cut (Action) ♦ 2d10 +2

Keywords Attack, Melee, Weapon

Distance Reach 1

Target One creature

♦ ≤11 **5 damage; push 3**

★ 12–16 **10 damage; push 3; taunted (EoT)**

✱ 17+ **12 damage; push 3; taunted (REA ends)**

Effect If a target is wearing clothing covering the lower half of their body, they must use a maneuver to pull that clothing up before they can move.

Rat Race (5 VP) Each radenwight shifts up to their speed.

Wherever a radenwight ends this movement adjacent to at least one other radenwight, they can make a melee free strike against.

Wall of Rats (7 VP) A 10 wall of living rats scurrying atop one another in a coordinated manner appears in unoccupied spaces anywhere on the encounter map and lasts until the end of the encounter. 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 must then make an **Intuition resistance roll**.

✱ ≤11 **10 sonic damage**

★ 12–16 **5 sonic damage**

♦ 17+ **No effect**

RADENWIGHT MISCHIEVER			LEVEL 1 AMBUSER MINION	
Humanoid, Radenwight			EV 7	
Stamina 10				
Speed 7 (climb)			Size 1S / Stability 0	
Free Strike 2				
Might -1	Agility +1	Reason +0	Intuition +1	Presence +0
Dagger Dance (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Melee, Weapon				
Distance Reach 1 or Ranged 5			Target One creature per minion	
♦	≤11	2 damage		
★	12-16	5 damage		
✱	17+	6 damage		
Effect If the mischiever is hidden when they use this ability, they can target two creatures.				
Ready Rodent (Triggered Action)				
Keywords Melee, Weapon				
Distance Reach 1			Target One creature	
Trigger An ally deals damage to the target.				
Effect The mischiever makes a free strike against the target.				

RADENWIGHT RATAGAST			LEVEL 1 DEFENDER MINION	
Humanoid, Radenwight			EV 7	
Stamina 12				
Speed 6 (climb)			Size 1S / Stability 0	
Free Strike 2				
Might -1	Agility +1	Reason +0	Intuition +0	Presence +1
Stinky Glissando (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Magic, Melee				
Distance Reach 1		Target One creature or object per minion		
♦	≤11	2 poison damage		
★	12-16	4 poison damage; taunted (EoT)		
✱	17+	5 poison damage; taunted (EoT)		
Ready Rodent (Triggered Action)				
Keywords Melee, Weapon				
Distance Reach 1		Target 1 creature		
Trigger An ally deals damage to the target.				
Effect The ratagast makes a free strike against the target.				

RADENWIGHT SWIFTPAW		LEVEL 1 HARRIER MINION		
Humanoid, Radenwight		EV 6		
Stamina 10				
Speed 7 (climb)		Size 1S / Stability 0		
Free Strike 2				
Might +0	Agility +1	Reason +1	Intuition +0	Presence -1
Rapier Flunge (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Melee, Weapon				
Distance Reach 1		Target One creature or object per minion		
♦ ≤11	2 damage; slide 1; the swiftpaw can shift 1 square			
★ 12-16	4 damage; slide 2; the swiftpaw can shift 2 squares			
✱ 17+	5 damage; slide 3; the swiftpaw can shift 3 squares			
Ready Rodent (Triggered Action)				
Keywords Melee, Weapon				
Distance Reach 1		Target One creature		
Trigger An ally deals damage to the target.				
Effect The swiftpaw makes a free strike against the target.				

RADENWIGHT REDEYE		LEVEL 1 ARTILLERY MINION		
Humanoid, Radenwight		EV 6		
Stamina 8				
Speed 5 (climb)		Size 1S / Stability 0		
Free Strike 2				
Might +1	Agility +1	Reason -1	Intuition +0	Presence +0
Eyes-On-Me Shot (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Ranged, Weapon				
Distance Ranged 10		Target One creature or object per minion		
♦	≤11	2 damage		
★	12–16	5 damage		
✱	17+	6 damage		
Effect An ally of the redeye within 2 squares of the target can shift up to 2 squares.				
Ready Rodent (Triggered Action)				
Keywords Melee, Weapon				
Distance Reach 1		Target One creature		
Trigger An ally deals damage to the target.				
Effect The redeye makes a free strike against the target.				

RADENWIGHT BRUXER		LEVEL 1 BRUTE	
Humanoid, Radenwight		EV 16	
Stamina 40			
Speed 5 (climb)		Size 1M / Stability 2 Free Strike 5	
Might +1	Agility +1	Reason -1	Intuition +0 Presence +0
Lockjaw (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 1		Target One creature or object	
♦ ≤11	5 damage		
★ 12-16	9 damage; grabbed		
✱ 17+	12 damage; grabbed		
Effect While the target is grabbed, they take 2 damage at the start of each of the bruxer's turns.			
Flurry of Bites (Action) ♦ 2d10 + 1 ♦ 3 VP			
Keywords Area, Weapon			
Distance 1 burst		Target Each enemy	
♦ ≤11	4 damage		
★ 12-16	8 damage		
✱ 17+	10 damage; bleeding (EoT)		
Ready Rodent (Triggered Action)			
Keywords Melee, Weapon			
Distance Reach 1		Target One creature	
Trigger An ally deals damage to the target.			
Effect The bruxer makes a free strike against the target.			

RADENWIGHT PIPER		LEVEL 1 SUPPORT	
Humanoid, Radenwight		EV 13	
Stamina 30			
Speed 5 (climb)		Size 1S / Stability 0	
Free Strike 2			
Might +0	Agility +0	Reason +0	Intuition +1 Presence +1
Piercing Trill (Action) ◆ 2d10 + 1 ◆ Signature			
Keywords Attack, Magic, Melee, Ranged			
Distance Reach 1 or Ranged 10		Target One creature or object	
◆ ≤11	3 sonic damage; push 1		
★ 12–16	5 sonic damage; push 3		
✱ 17+	7 sonic damage; push 4		
Effect The piper or an ally within distance regains Stamina equal to half the damage dealt.			
Vivace Vivace! (Maneuver) ◆ 3 VP			
Keywords Area, Magic			
Distance 5 burst		Target Each ally	
Effect Each target who has used their Ready Rodent ability since their last turn regains the use of their triggered action.			
Ready Rodent (Triggered Action)			
Keywords Melee, Weapon			
Distance Reach 1		Target One creature	
Trigger An ally deals damage to the target.			
Effect The piper makes a free strike against the target.			

RADENWIGHT RATCROBAT			LEVEL 1 HARRIER	
Humanoid, Radenwight			EV 13	
Stamina 30				
Speed 7 (climb)			Size 1S / Stability 0	
			Free Strike 5	
Might -1	Agility +1	Reason +0	Intuition +0	Presence +1
En Garde! (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Melee, Weapon				
Distance Reach 1			Target Two creatures or objects	
♦ ≤11 2 damage				
★ 12-16 5 damage				
✱ 17+ 6 damage				
Effect The ratcrobat can shift up to 2 squares after attacking the first target, then can shift 1 square after attacking the second target.				
Over Here, Thanks (Maneuver)				
Keywords Melee				
Distance Reach 1			Target One enemy	
Effect Slide 1; the ratcrobat can then shift into the square the target left.				
Ready Rodent (Triggered Action)				
Keywords Melee, Weapon				
Distance Reach 1			Target 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 attacks against larger creatures.				

RADENWIGHT MAESTRO				LEVEL 1 BOSS	
Humanoid, Radenwight				EV 38	
Stamina 80					
Speed 5 (climb)				Size 1S / Stability 1	
				Free Strike 5	
Might −2	Agility +2	Reason +0	Intuition +0	Presence +2	
Cacophony (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Area, Magic					
Distance 5 burst				Target Each enemy	
♦	≤11	3 sonic damage; slide 1; the maestro can shift 1 square			
★	12–16	5 sonic damage; slide 3; the maestro can shift 3 squares			
✱	17+	7 sonic damage; slide 5; the maestro can shift 5 squares			
Effect Each of the maestro’s allies can use Ready Rodent as a free triggered action once before the end of the round.					
Tempo Change (Maneuver) ♦ PRS RR					
Keywords Magic, Ranged, Resistance					
Distance Ranged 10				Target Two enemies	
✱	≤11	Slowed (MGT ends)			
★	12–16	Slowed (EoT)			
♦	17+	No effect			
5 VP Each ally of the maestro within distance has their speed increased by 2 until the end of their next turn.					
Ranged Ready Rodent (Triggered Action)					
Keywords Magic, Ranged					
Distance Ranged 10				Target One creature	
Trigger An ally deals damage to the target.					
Effect The maestro makes a free strike against the target.					
End Effect					
At the end of their turn, the maestro can take 5 damage to end one EoE effect affecting them. This damage can’t be reduced in any way.					
Overture (Villain Action 1)					
Keywords Area					
Distance 10 burst				Target Each ally	
Effect Each target shifts up to their speed or takes the Defend action.					
Solo Act (Villain Action 2)					
Keywords Ranged					
Distance Ranged 15				Target One creature	
Effect Until the end of their next turn, the target’s Stamina can’t be reduced below 1, their speed is doubled, and their next power roll is automatically a tier 3 result.					
Rondo of Rat (Villain Action 3)					
Keywords Area					
Distance 10 burst				Target Each dead ally	
Effect Each target stands, makes a free strike, then collapses again. Allies of the targets can use Ready Rodent as a free triggered action once in conjunction with these free strikes.					

TIME RAIDERS

The kuran'zoi (coor-AN-zoy), also called time raiders, are humanoids who make the astral realm of the Sea of Stars their home. Many kuran'zoi make their living as guides for travelers from other planes, while others survive on the Sea of Stars through piracy against interplanar vessels.

VETERANS OF THE PSYCHIC WARS

Thousands of years ago, the synlirii—a powerful species of evil psionic aberrations—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 realm, 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 imprecise. Rather, when kuran'zoi raid a world of the timescape that relies on sorcery instead of kuran'zoi technology—including Orden—it seems to those worlds' people as though the time raiders have come 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.

TIME RAIDER VILLAIN POWER

At the start of any time raider's turn, you can spend VP to activate one of the following features.

Gravity Well (3 VP) A time raider acting this turn can activate a gravity well on a square they move through while using a move action. The gravity well lasts until the end of the encounter or until a creature who can reach the well uses a maneuver to disable it. Each square within 4 squares of the gravity well is difficult terrain for non-time raiders, and any non-time raider who ends their turn in such a square is pulled 4 squares toward the well.

Recall Module (5 VP) Until the end of the round, whenever a time raider ends their turn with movement remaining, they can teleport back to the space where they started their turn (or closest unoccupied space of their choice), and make a free strike as a free triggered action.

Psi-Cage (7 VP) All time raiders in the encounter create a psionic field over the encounter map, which lasts until the time raider with the highest Stamina maximum drops to Stamina 0 or chooses to end the field. While the field is up, each non-time raider on the map must make a **Reason resistance** roll against this psionic effect at the start of each round.

- ✱ ≤11 8 psychic damage; slowed (EoT)
- ★ 12–16 5 psychic damage; slowed (EoT)
- ◆ 17+ No effect

TIME RAIDER ARCHON		LEVEL 3 HARRIER MINION		
Humanoid, Time Raider		EV 8		
Stamina 15		Immunity Psychic 3		
Speed 7		Size 1M / Stability 0		
		Free Strike 2		
Might +2	Agility +2	Reason +2	Intuition +1	Presence -1
Brutal Flail (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Attack, Melee, Psionic, Weapon				
Distance Reach 1		Target One creature or object per minion		
♦	≤11	2 damage		
★	12-16	4 damage		
✱	17+	5 damage; dazed (EoT)		
Foresight				
The archon doesn't take a bane on attacks against concealed creatures.				

TIME RAIDER MYRIAD				LEVEL 3 BRUTE MINION	
Humanoid, Time Raider				EV 10	
Stamina 20		Immunity Psychic 3			
Speed 5		Size 1M / Stability 0			
Free Strike 2					
Might +2	Agility +1	Reason +2	Intuition +1	Presence +1	
Fifth Fist (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Attack, Melee, Psionic, Weapon					
Distance Reach 2		Target One creature or object per minion			
♦	≤11	2 damage; slide 1			
★	12-16	5 damage; slide 2			
✱	17+	6 damage; slide 3; prone			
Foresight					
The myriad doesn't take a bane on attacks against concealed creatures.					

TIME RAIDER ARMIGER		LEVEL 3 DEFENDER	
Humanoid, Time Raider		EV 21	
Stamina 60		Immunity Psychic 5	
Speed 5		Size 1M / Stability 0	
		Free Strike 5	
Might +0	Agility +2	Reason +2	Intuition +2 Presence +0
Serrated Saber (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Attack, Melee, Psionic, Weapon			
Distance Reach 1		Target One creature or object	
♦	≤11	5 damage	
★	12–16	8 damage; weakened (EoT)	
✱	17+	11 damage; weakened (REA ends)	
Effect The target takes a bane on the next attack they make before the start of the armiger's next turn.			
Shared Sickness (Triggered Action) ♦ REA RR			
Keywords Psionic, Ranged, Resistance			
Distance Ranged 20		Target Triggering creature	
Trigger A creature deals damage to any ally of the armiger to whom the armiger has line of effect.			
✱	≤11	11 poison damage	
★	12–16	8 poison damage	
♦	17+	5 poison damage	
Foresight			
The armiger doesn't take a bane on attacks against concealed creatures.			
Kuran'zoi Heraldry			
While any time raider starts their turn with line of effect to the armiger, that time raider can end one condition affecting them.			

TIME RAIDER CANNONFALL				LEVEL 3 ARTILLERY	
Humanoid, Time Raider				EV 18	
Stamina 40		Immunity Psychic 4			
Speed 5		Size 1L / Stability 3			
		Free Strike 5			
Might +0	Agility +2	Reason +2	Intuition +2	Presence +0	
Sunderbuss (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Area, Psionic, Ranged, Weapon					
Distance 3 cube within 10				Target Each enemy	
♦	≤11	4 sonic damage			
★	12–16	8 sonic damage; slowed (EoT)			
✱	17+	10 sonic damage; slowed (EoT); prone			
Effect A layer of ground or floor beneath the area that is 1 square deep is destroyed.					
Buss Buffer (Triggered Action)					
Keywords Area, Psionic					
Distance 5 burst				Target Each ally	
Trigger A creature damages the cannonfall with a ranged ability.					
Effect The damage is reduced by half for the cannonfall and each target also affected by the triggering ability.					
Foresight					
The cannonfall doesn't take a bane on attacks against concealed creatures.					

TIME RAIDER HELIX		LEVEL 3 CONTROLLER	
Humanoid, Time Raider		EV 17	
Stamina 40		Immunity Psychic 4	
Speed 5 (fly)		Size 1M / Stability 0	

Free Strike 5				
Might +0	Agility +2	Reason +2	Intuition +2	Presence +2
Blaster Volley (Action) ♦ 2d10 + 2 ♦ Signature Keywords Attack, Ranged, Psionic, Weapon Distance Ranged 10 Target Three creatures ♦ ≤11 4 corruption damage; push 2 ★ 12–16 7 corruption damage; push 4 ✱ 17+ 10 corruption damage; push 6; prone				
Kinetic Lane (Maneuver) Keywords Area, Psionic, Ranged Distance 4 × 2 line within 10 Target Special Effect Until the start of the helix's next turn, the area becomes a psionically charged treadmill that pushes creatures and objects at high speed in one direction of the helix's choice. Any creature that moves into the area or starts their turn there is immediately slide 3 squares toward the square at the end of the area in the appropriate direction, starting with creatures closest to the helix. Any non-time raider standing in the area when it first appears takes 3 damage before they are moved. 5 VP The helix creates a second kinetic lane.				
Foresight The helix doesn't take a bane on attacks against concealed creatures.				

TIME RAIDER HIJACK				LEVEL 3 AMBUSER	
Humanoid, Time Raider				EV 20	
Stamina 50		Immunity Psychic 5			
Speed 6		Size 1M / Stability 0			
		Free Strike 5			
Might +0	Agility +2	Reason +2	Intuition +2	Presence +1	
Golden Sickles (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Attack, Melee, Psionic, Weapon					
Distance Reach 1			Target One creature		
♦ ≤11 5 damage					
★ 12–16 9 damage; bleeding (EoT)					
✱ 17+ 12 damage; bleeding (REA ends)					
Effect If the target is bleeding from this ability, the hijack is hidden from the target until that bleeding ends.					
Psi-Sickle (Maneuver)					
Keywords Psionic, Ranged, Weapon					
Distance Ranged 5			Target One creature or object		
Effect The hijack psychically latches their sickle onto the target and closes the distance between them. If the target has a weight of 4 or higher, the hijack moves adjacent to the target. Otherwise, the target is pulled 4 squares toward the hijack.					
Foresight					
The hijack doesn't take a bane on attacks against concealed creatures.					

TIME RAIDER MIND PUNK				LEVEL 3 HEXER	
Humanoid, Time Raider				EV 17	
Stamina 40		Immunity Psychic 4			
Speed 5		Size 2 / Stability 2			
		Free Strike 5			
Might +2	Agility +0	Reason +2	Intuition +2	Presence +1	
Repelling Psihander (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Attack, Melee, Psionic, Weapon					
Distance Reach 1 Target Two creatures adjacent to each other					
♦ ≤11 4 damage					
★ 12–16 6 damage					
✱ 17+ 9 damage; dazed (EoT)					
Effect A target who ends their next turn adjacent to the other target falls prone.					
Mindpunk (Action) ♦ REA RR					
Keywords Area, Psionic, Resistance					
Distance 2 Burst				Target All enemies	
✱ ≤11 7 psychic damage; push 2; prone and can't stand (EoT)					
★ 12–16 5 psychic damage; push 1					
♦ 17+ 2 psychic damage					
3 VP The size of the burst increases by 1.					
Foresight					
The mind punk doesn't take a bane on attacks against concealed creatures.					

TIME RAIDER NEMESIS				LEVEL 3 HARRIER	
Humanoid, Time Raider				EV 19	
Stamina 50		Immunity Psychic 5			
Speed 7		Size 1M / Stability 0			
				Free Strike 5	
Might +1	Agility +2	Reason +2	Intuition +1	Presence +0	
Golden Scythe (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Attack, Melee, Psionic, Weapon					
Distance Reach 2			Target One creature or object		
♦ ≤11 5 damage					
★ 12–16 8 damage; pull 1					
✱ 17+ 11 damage; pull 2; restrained (EoT)					
Effect This ability can affect creatures on parallel planes of existence and pull them onto the nemesis's plane.					
Kinetic Crush (Action) ♦ MGT RR ♦ 2 VP					
Keywords Psionic, Ranged, Resistance					
Distance Ranged 10			Target One creature		
✱ ≤11 11 psychic damage; restrained (MGT ends)					
★ 12–16 8 psychic damage; slowed (EoT)					
♦ 17+ 5 psychic damage					
Foresight					
The nemesis doesn't take a bane on attacks against concealed creatures.					

TIME RAIDER VERTEX				LEVEL 3 SUPPORT	
Humanoid, Time Raider				EV 19	
Stamina 50		Immunity Psychic 5			
Speed 5 (fly)		Size 2/ Stability 3			
		Free Strike 5			
Might +1	Agility +1	Reason +2	Intuition +1	Presence +0	
Psionic Slam (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Attack, Melee, Psionic					
Distance Reach 2				Target One creature	
♦	≤11	3 damage; 2 psychic damage			
★	12–16	5 damage; 3 psychic damage			
✱	17+	7 damage; 4 psychic damage			
Effect Any ability used against the target gains an edge until the start of the vertex's next turn.					
Split Space (Action) ♦ 5 VP					
Keywords Area, Psionic, Ranged					
Distance 2 cube within 10				Target Special	
Effect A portal fills the area, leading to a location the vertex has seen (in person or otherwise) on any plane of existence. Each creature who touches the portal is instantly teleported to the nearest unoccupied square at the chosen location. The portal lasts until the vertex dies, uses this ability again, dismisses the portal (no action required), or is transported by the portal.					
Invigorated March (Maneuver)					
Keywords Area, Psionic					
Distance 4 burst				Target Each ally	
Effect Each target can shift half their speed.					
Foresight					
The vertex doesn't take a bane on attacks against concealed creatures.					

TIME RAIDER TYRANNIS				LEVEL 3 BOSS	
Humanoid, Time Raider				EV 54	
Stamina 120		Immunity Psychic 7			
Speed 10 (fly, teleport)		Size 2 / Stability 0			
				Free Strike 5	
Might +0	Agility +3	Reason +3	Intuition +1	Presence +0	
Gatling Blaster (Action) ♦ 2d10 + 3 ♦ Signature					
Keywords Attack, Melee, Ranged, Psionic, Weapon					
Distance Reach 2 or Ranged 10 Target Three creatures or objects					
♦	≤11	5 corruption damage			
★	12–16	9 corruption damage			
✱	17+	12 corruption damage			
Effect Each target’s speed is reduced by 2 (EoT).					
Air Raid! (Maneuver) ♦ 3 VP					
Keywords Psionic, Ranged					
Distance Ranged 10			Target Three time raiders		
Effect Each target is psionically lifted into the air and can fly up to their speed. If a target doesn’t land in an unoccupied space, they fall.					
Precog Reflexes (Triggered Action)					
Keywords Psionic, Ranged					
Distance Ranged 10			Target One creature		
Trigger The target attacks the tyrannis.					
Effect The power roll for the attack takes a bane and the tyrannis makes a free strike against the target.					
End Effect					
At the end of their turn, the tyrannis can take 5 damage to end one EoE effect affecting them. This damage can’t be reduced in any way.					
Foresight					
The tyrannis doesn’t take a bane on attacks against concealed creatures.					
We Will Won! (Villain Action 1)					
Keywords Psionic, Ranged					
Distance Ranged 10			Target Three allies		
Effect Each target gains 15 temporary Stamina and has their speed doubled until the end of their turn.					
Stick To The Plan! (Villain Action 2)					
Keywords Area					
Distance 10 burst			Target Each ally		
Effect Each target can end one effect or condition affecting them or can move up to their speed.					
Armageddon (Villain Action 3)					
Keywords Area					
Distance 5 burst			Target Special		
Effect The tyrannis fires a sensor mine into each unoccupied square in the burst and a gravity well into one of their own squares. Whenever an enemy moves into a square with a sensor mine in it, the mine explodes, dealing 3 damage to the enemy.					

CONTENT WARNING: BRAINWASHING AND BODY HORROR
War dogs are explicitly evil soldiers built from the body parts of various humans. They are created brainwashed and indoctrinated to carry out the vile orders of Ajax, a tyrant who wants to rule the world. Check in with your players before running war dogs to make sure that they're okay with battling these brainwashed soldiers with an appearance akin to Frankenstein's monster if he were built to be a shock troop. If anyone is uncomfortable, modify the appearance and lore of the war dogs as you see fit.

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 material for those Body Banks.

WAR DOG LANGUAGES

Most war dogs speak Caelian and one Vaslorian human language.

WAR DOG VILLAIN POWER

At the start of any war dog's turn, you can spend VP to activate one of the following features.

Reconstitute (3 VP) 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 (5 VP) A war dog acting this turn can use the following maneuver.

Fire for Effect (Maneuver) ♦ **AGL RR** ♦ 12 VP
Keywords Area, Magic, Ranged, Resistance
Distance 5 cube within 10 **Target** Each creature
✱ ≤11 7 fire damage; slowed (MGT ends)
★ 12–16 6 fire damage; slowed (EoT)
♦ 17+ 3 fire damage

Fodder Run (7 VP) Each war dog minion in the battle can shift up their speed, make a free strike, and then die.

WAR DOG COMMANDO

LEVEL 1 AMBUSER MINION

Humanoid, War DogEV 5

Stamina 8

Speed 5

Size 1M/ Stability 0

Free Strike 2

Might +0

Agility +1

Reason +0

Intuition +0

Presence +0

Daggers (Action) ♦ 2d10 + 1 ♦ Signature

Keywords Attack, Melee, Ranged, Weapon

Distance Reach 1 or Ranged 5

Target One creature per minion

✱ ≤11 2 damage

★ 12–16 4 damage

✱ 17+ 5 damage

Effect The commando can use the Hide maneuver, even if observed.

Loyalty Collar

When the commando dies, they explode, dealing 1d6 damage to each adjacent enemy.

WAR DOG CONSCRIPT

LEVEL 1 HARRIER MINION

Humanoid, War DogEV 4

Stamina 8

Speed 7

Size 1M/ Stability 0

Free Strike 2

Might +1

Agility +0

Reason +0

Intuition +0

Presence +0

Blade (Action) ♦ 2d10 + 1 ♦ Signature

Keywords Attack, Charge, Melee, Ranged, Weapon

Distance Reach 1 or Ranged 5

Target One creature per minion

✱ ≤11 2 damage

★ 12–16 3 damage

✱ 17+ 4 damage

Effect If this ability is used as part of the Charge action, the conscript gains an edge on the power roll.

Loyalty Collar

When the conscript dies, they explode, dealing 1d6 damage to each adjacent enemy.

WAR DOG SHARPSHOOTER

LEVEL 1 ARTILLERY MINION

Humanoid, War DogEV 4

Stamina 8

Speed 7

Size 1M/ Stability 0

Free Strike 2

Might +0

Agility +1

Reason +0

Intuition +0

Presence +0

Bolt Launcher (Action) ♦ 2d10 + 1 ♦ Signature

Keywords Attack, Ranged, Weapon

Distance Ranged 5

Target One creature or object per minion

✱ ≤11 2 damage

★ 12–16 3 damage

✱ 17+ 4 damage

Effect This ability ignore cover and concealment.

Loyalty Collar

When the sharpshooter dies, they explode, dealing 1d6 damage to each adjacent enemy.

WAR DOG TETHERITE			LEVEL 1 BRUTE MINION		
Humanoid, War Dog			EV 6		
Stamina 8			Size 1M/ Stability 0		
Speed 5			Free Strike 2		
Might +1	Agility +0	Reason +0	Intuition +0	Presence +0	
Daggers (Action) ♦ 2d10 + 1 ♦ Signature					
Keywords Attack, Melee, Weapon					
Distance Reach 2		Target One creature or object per minion			
♦ ≤11	2 damage				
★ 12–16	4 damage				
✱ 17+	5 damage				
Tether					
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 dies, they explode, dealing 1d6 damage to each adjacent enemy.					

WAR DOG COGNIVITE		LEVEL 1 DEFENDER	
Humanoid, War Dog		EV 11	
Stamina 25		Size 1M/ Stability 0	
Speed 5 (fly)		Free Strike 2	
Might +0	Agility +1	Reason +0	Intuition +0 Presence +1
Synlirii Grafts (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Area, Psionic			
Distance 1 burst		Target Each enemy	
♦ ≤11	2 psychic damage; vertical slide 1		
★ 12–16	4 psychic damage; vertical slide 2		
✱ 17+	5 psychic damage; vertical slide 3		
Posthumous Promotion (Maneuver)			
Keywords Magic, Ranged			
Distance Ranged 10		Target One war dog with a loyalty collar	
Effect The target’s loyalty collar detonates, killing them instantly.			
The Voice (Maneuver) ♦ 1 VP			
Keywords Psionic, Ranged			
Distance Ranged 10		Target Each enemy	
Effect The cognivite chooses an ally within 10 squares, then chooses whether each target is taunted by the ally (EoT) or has a double bane on attacks against the ally (EoT). The same choice must be made for all targets.			
Loyalty Collar			
When the cognivite dies, they explode, dealing 1d6 damage to each adjacent enemy.			

WAR DOG CRUCIBITE		LEVEL 1 ARTILLERY	
Humanoid, War Dog		EV 10	
Stamina 15		Immunity Psychic 3	
Speed 5		Size 1M/ Stability 0	
		Free Strike 2	
Might +0	Agility +1	Reason +0	Intuition +0 Presence +0
Flamebelcher (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Area, Weapon			
Distance 5 × 1 line		Target Each creature and object	
♦ ≤11		2 fire damage	
★ 12–16		5 fire damage	
✱ 17+		6 fire damage	
Effect The area is covered in sticky fire until the start of the crucibite's next turn. Whenever a creature enters the area for the first time in a round or starts their turn there, they take 2 fire damage.			
2 VP The area increases to a 10 × 1 line, and if any ally of the crucibite is in the area when it is created, the crucibite gains an edge on the power roll.			
Posthumous Promotion (Maneuver)			
Keywords Magic, Ranged			
Distance Ranged 10		Target One war dog with a loyalty collar	
Effect The target's loyalty collar detonates, killing them instantly.			
Loyalty Collar			
When the crucibite dies, they explode, dealing 1d6 damage to each adjacent enemy.			

WAR DOG EVISCERITE		LEVEL 1 HARRIER	
Humanoid, War Dog		EV 10	
Stamina 20			
Speed 7		Size 1M/ Stability 0 Free Strike 3	
Might +1	Agility +1	Reason +0	Intuition +0 Presence +0
Chainsaw Whip (Action) ♦ 2d10 + 1 ♦ Signature			
Keywords Attack, Melee, Weapon			
Distance Reach 3		Target One creature or object	
♦	≤11	3 damage	
★	12–16	5 damage; pull 1	
✱	17+	7 damage; pull 2	
Effect The eviscerite can grab a target pulled adjacent to them by this ability.			
Posthumous Promotion (Maneuver)			
Keywords Magic, Ranged			
Distance Ranged 10		Target One war dog with a loyalty collar	
Effect The target's loyalty collar detonates, killing them instantly.			
Loyalty Collar			
When the eviscerite dies, they explode, dealing 1d6 damage to each adjacent enemy.			

WAR DOG PORTALITE			LEVEL 1 AMBUSER	
Humanoid, War Dog			EV 11	
Stamina 20				
Speed 5 (teleport)			Size 1M/ Stability 0 Free Strike 3	
Might +0	Agility +1	Reason +0	Intuition +0	Presence +0
Corrupted Ash Daggers (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Melee, Ranged, Weapon				
Distance Reach 1 or Ranged 5			Target One creature or object	
♦	≤11	3 damage; slide 1		
★	12–16	5 damage; slide 2		
✱	17+	7 damage; slide 3		
Effect The power roll gains an edge if any of the portalite’s allies are adjacent to the target.				
1 VP The portalite teleports the target up to 3 squares before sliding them.				
Posthumous Promotion (Maneuver)				
Keywords Magic, Ranged				
Distance Ranged 10			Target One war dog with a loyalty collar	
Effect The target’s loyalty collar detonates, killing them instantly.				
Corrupted Ash Teleport (Maneuver) ♦ 1 VP				
Keywords Magic				
Distance Self			Target Self	
Effect The portalite teleports up to 5 squares and gains an edge on attacks this turn.				
Loyalty Collar				
When the portalite dies, they explode, dealing 1d6 damage to each adjacent enemy.				

WAR DOG AMALGAMITE				LEVEL 2 BRUTE	
Humanoid, War Dog				EV 15	
Stamina 35					
Speed 5				Size 1M/ Stability 0	
				Free Strike 4	
Might +2	Agility +0	Reason +0	Intuition +0	Presence +0	
Several Arms (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Attack, Melee, Weapon					
Distance Reach 2			Target One creature or object		
♦	≤11	4 damage			
★	12–16	7 damage; grabbed			
✱	17+	10 damage; grabbed			
Special The amalgamite can grab up to four creatures.					
5 VP The amalgamite deals 4 damage to each creature they have grabbed, and regains Stamina equal to the damage dealt.					
Posthumous Promotion (Maneuver)					
Keywords Magic, Ranged					
Distance Ranged 10		Target One war dog with a loyalty collar			
Effect The target's loyalty collar detonates, killing them instantly.					
Loyalty Collar					
When the amalgamite dies, they explode, dealing 1d6 damage to each adjacent enemy.					

WAR DOG PHOSPHORITE		LEVEL 2 HEXER	
Humanoid, War Dog		EV 10	
Stamina 20		Immunity Acid 3	
Speed 5		Size 1M/ Stability 0	
		Free Strike 2	
Might +0	Agility +1	Reason +0	Intuition +0 Presence +0
Caustic Detonator (Action) ♦ MGT RR ♦ Signature			
Keywords Magic, Ranged, Resistance			
Distance Ranged 10		Target 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 resistance roll.			
✱	≤11	7 acid damage; bleeding (MGT ends)	
★	12–16	5 acid damage; bleeding (EoT)	
♦	17+	3 acid damage	
Special An adjacent creature can attempt an easy Agility test to remove the detonator as a maneuver. A failure does nothing, a success disarms and destroys the detonator, and a success with a reward allows the disarming creature to throw the detonator onto another target within 5 squares.			
Posthumous Promotion (Maneuver)			
Keywords Magic, Ranged			
Distance Ranged 10		Target One war dog with a loyalty collar	
Effect The target's loyalty collar detonates, killing them instantly.			
Loyalty Collar			
When the phosphorite dies, they explode, dealing 1d6 damage to each adjacent enemy.			

WAR DOG SUBCOMMANDER			LEVEL 2 SUPPORT	
Humanoid, War Dog			EV 12	
Stamina 25				
Speed 5			Size 1M/ Stability 0 Free Strike 3	
Might +1	Agility +0	Reason +0	Intuition +0	Presence +0
Command Saber (Action) ♦ 2d10 + 1 ♦ Signature				
Keywords Attack, Melee, Weapon				
Distance Reach 1			Target One creature or object	
♦ ≤11 3 damage				
★ 12–16 5 damage				
✱ 17+ 7 damage				
Effect One ally of the subcommander within 5 squares of them can make a free strike against the target.				
Posthumous Promotion (Maneuver)				
Keywords Magic, Ranged				
Distance Ranged 10			Target One war dog with a loyalty collar	
Effect The target's loyalty collar detonates, killing them instantly.				
The Iron Saint Does Not Recognize Retreat				
Each ally within 5 squares of the subcommander adds 3 to their stability.				
Loyalty Collar				
When the subcommander dies, they explode, dealing 1d6 damage to each adjacent enemy.				

WAR DOG PESTILITE			LEVEL 3 CONTROLLER	
Humanoid, War Dog			EV 13	
Stamina 25		Immunity Poison 3		
Speed 5		Size 1M/ Stability 0		
		Free Strike 2		
Might +0	Agility +1	Reason +0	Intuition +0	Presence +1
Plaguecaster (Action) ◆ INU RR ◆ Signature				
Keywords Area, Magic, Ranged, Resistance				
Distance 3 cube within 10			Target Each creature	
✱	≤11	8 poison damage; frightened (INU ends)		
★	12–16	5 poison damage; frightened (EoT)		
◆	17+	2 poison damage		
Effect The area is covered in 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 (Maneuver)				
Keywords Magic, Ranged				
Distance Ranged 10		Target One war dog with a loyalty collar		
Effect The target's loyalty collar detonates, killing them instantly.				
Loyalty Collar				
When the pestilite dies, they explode, dealing 1d6 damage to each adjacent enemy.				

WAR DOG GROUND COMMANDER				LEVEL 3 BOSS	
Humanoid, War Dog				EV 36	
Stamina 90					
Speed 5		Size 1M/ Stability 2			
				Free Strike 5	
Might +2	Agility +2	Reason +2	Intuition +2	Presence +2	
Conditioning Spear (Action) ◆ 2d10 + 2 ◆ Signature					
Keywords Attack, Melee, Ranged, Weapon					
Distance Reach 1 or Ranged 5			Target Two creatures or objects		
◆	≤11	5 damage; pull 1			
★	12–16	8 damage; pull 2			
✱	17+	11 damage; pull 3			
Effect One ally within 10 squares of the commander can make a free strike.					
1 VP A target who is adjacent to the ground commander after this ability is resolved is grabbed (INU 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 (Maneuver)					
Keywords Area, Magic					
Distance 10 burst			Target Each war dog with a loyalty collar		
Effect The target's loyalty collar detonates, killing them instantly.					
Final Orders (Triggered Action)					
Keywords Magic, Ranged					
Distance Ranged 10			Target One ally		
Trigger The target has a condition imposed on them, is force moved, or is killed.					
Effect The target can move up to their speed and make a free strike before the triggering effect happens.					
End Effect					
At the end of their turn, the ground commander can take 5 damage to end one EoE effect affecting them. This damage can't be reduced in any way.					
Loyalty Collar					
When the ground commander dies, they explode, dealing 2d6 damage to each adjacent enemy.					
Combined Arms (Villain Action 1)					
Keywords Area					
Distance 10 burst			Target Each ally		
Effect Each target can make a ranged free strike, then immediately use the Charge action.					
Make an Example of Them (Villain Action 2)					
Keywords Magic, Ranged					
Distance Ranged 10			Target One enemy		
Effect Each ally within 5 squares of the target can move up to their speed and make a free strike against the target. The target is then frightened of the ground commander (INU ends).					
Claim Them for the Body Banks (Villain Action 3)					
Keywords Area, Magic					
Distance 10 burst			Target Each ally		
Effect Each target can shift up to 2 squares and use the Grab maneuver. For the rest of the encounter, any enemy takes a bane on the Escape Grab maneuver.					