

Tab 1

Daggerheart Adversaries

The following is a list of creatures for use in Daggerheart games, inspired by creatures from a variety of sources (including D&D, Pathfinder, the Cypher System, and Call of Cthulhu, as well as actual mythology). To be occasionally updated with new creatures and better rules.

ChangeLog

Reordering the abilities to fit the Passives/Actions/Reactions format of the actual book. Doh!

7/19: Altered the “Spread The Curse” feature for Werebeast.

7/22: Altered the “Secret Knowledge” trait for the Sphinx to require an Instinct Reaction Roll, and altered the Sidhe’s “Enticing Illusions.”

7/25: Gave the Black Dog a new trait: “Feed.”

7/27: Did a minor correction on the Afanc.

7/28: Did a massive update: new monsters! Lots of ‘em!

8/3: A few more corrections, thanks to people pointing out problems and mistakes.

8/11: A bunch of corrects, a bit of clean-up with some descriptions, and I renamed Fire-Faeries to Glow-Faeries, so you wouldn’t think they inflicted fire damage. They glow like lightning bugs!

8/23-8/25: Bunch of minor corrections.

9/1: A bunch more corrections. I swear I proofread this.

9/15: Changed Giant Anuran into a Bruiser and adjusted its thresholds accordingly.

1/22/26: put the Bugbear stats into Tier 2 where they belonged.

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Tier 1 Adversaries

Acid Vulture

Tier 1 Standard

A large, brightly-colored carrion bird that spits acid to ward off poachers.

Motives & Tactics: Steal food, eat, spit, fly away

Difficulty: 10 | **Thresholds:** 5/10 | **HP:** 3 | **Stress:** 3

ATK: +1 | **Bite:** Melee | 1d6+2 phy

Features

Flying - Passive: While flying, the Acid Vulture has a +2 bonus to their Difficulty.

Spit Acid - Action: Make an attack against all targets in front of the Acid Vulture, or below them if they are flying, within Very Close range. Targets the Acid Vulture succeeds against take **2d6** physical damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP and you gain a Fear wrong spot

Aloris

Tier 1 Standard

A tooth-filled maw surrounded by glowing red eyes; a dozen spindly limbs dangle from its small body.

Motives & Tactics: Fly, hunt, rend, protect pack, fight for territory

Difficulty: 12 | **Thresholds:** 7/11 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Bite:** Melee | 1d8+2 phy

Features

Levitation - Passive: The Aloris levitates several feet off the ground and attempts to *Restrain* it are made at disadvantage.

Pack Tactics - Passive: If the Aloris makes a successful standard attack and another Aloris is within Melee range of the target, deal **2d6+2** physical damage instead of their standard damage and you gain a Fear.

Hypnotic Gaze - Reaction: When the Aloris takes damage from an attack within Close range, **spend a Fear** to force the target to make an Instinct Reaction Roll. On a failure, the target is *Vulnerable* until they mark 2 Stress or the Aloris marks its last HP.

Amphiptere

Tier 1 Solo

A bat-winged snake with a venomous bite and a sharp, barbed tail.

Motives & Tactics: Hunt, fly, ambush, constrict, poison

Difficulty: 13 | **Thresholds:** 7/13 | **HP:** 7 | **Stress:** 3

ATK: +2 | **Bite and Tail:** Very Close | 1d6+1 phy

Experience: Keen Senses +2

Features

Flying - Passive: While flying, the Amphiptere has a +2 bonus to their Difficulty.

Constriction - Action: **Mark a Stress** to deal **3d6+12** physical damage to a creature the Amphiptere has *Restrained*.

Venomous Bite - Action: Make an attack against a target within Melee Range. On a success, **spend a Fear** to deal **1d12+2** physical damage and *Poison* them until their next rest. While *Poisoned*, the target is *Vulnerable* and if they fail a roll with Fear, they must mark a Stress and are knocked down until their next action.

Wrap - Action: Make an attack against a target within Very Close range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll (15), or is freed automatically if the Amphiptere takes Severe damage.

Angry Mob

Tier 1 Horde (4/HP)

A group of riotous peasants.

Motives & Tactics: March, show anger, flee

Difficulty: 10 | **Thresholds:** 5/8 | **HP:** 5 | **Stress:** 2

ATK: -2 | **Pitchforks and Torches:** Melee | 1d8+1 phy

Features

Get In The Way – Passive: The area within Very Close range of the Mob is difficult to navigate.

Horde (1d4) – Passive: When the Mob has marked half or more of their HP, their standard attack deals **1d4** physical damage instead.

Relentless (2) - Passive: The Mob can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Kick 'Em While They're Down – Action: **Spend a Fear** to make a *Restrained* target mark 1 HP.

Overwhelm – Action: Once per scene, make an attack against a target within Very Close range.

On a success, move the Mob into Melee range and the target is *Restrained* and *Vulnerable* until they break free with a successful Strength Roll (15).

Apprentice Mage

Tier 1 Ranged

An inexperienced spellcaster doing the best they can.

Motives & Tactics: Learn new spells, stay out of danger, prove worthiness

Difficulty: 10 | **Thresholds:** 4/7 | **HP:** 3 | **Stress:** 4

ATK: +1 | **Arcane Bolt:** Far | 1d8+3 mag

Experience: Magic Knowledge +2

Features

Distracting Cantrip - Action: **Mark a Stress** to perform a minor magical effect against a target within Close range and force them to make an Instinct Reaction Roll (12). On a failure, the target is *Distracted* and has disadvantage on their next action roll.

Protective Shield - Reaction: When the Apprentice takes damage, **mark a Stress** to gain resistance to it.

Barbed Pig-Toads

Tier 1 Horde (4/HP)

Small, foul-tempered beasts that look like a cross between a pig, a pug, and a horney toad.

Motives & Tactics: Find food, protect burrows, bite, overwhelm.

Difficulty: 10 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 2

ATK: -1 | **Bite:** Very Close | 1d8+1 phy

Features

Horde (1d4+1) - Passive: When the Pig-Toads have marked half or more of their HP, their standard attack deals **1d4+1** physical damage instead.

Toxic Bite - Passive: Targets who mark HP from the Swarm's attacks must make a Strength Reaction Roll (10) or must mark 2 Stress and are *Vulnerable* until their next rest, and they take a lockjaw token. If a target has 3 or more lockjaw tokens, then they can only choose one downtime move at their next rest.

Battle Smith

Tier 1 Bruiser

A powerfully built blacksmith

Motives & Tactics: Create armor, shove back, hammer, take apart.

Difficulty: 12 | **Thresholds:** 7/14 | **HP:** 7 | **Stress:** 3

ATK: +1 | **Hammer:** Melee | 1d8+2 phy

Features

Chink In the Armor - Passive: On a successful standard attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Overwhelming Force - Passive: Targets who mark HP from the Smith's standard attack are knocked back to Very Close range.

Ramp Up - Passive: You must **spend a Fear** to spotlight the Smith. While spotlighted, they can make their standard attack against all targets within range.

Fast Repair – Action: **Mark a Stress** to target a creature that is wearing armor within Very Close range. That creature can clear an Armor Slot.

Fires Of The Forge - Reaction: When the Smith takes damage, **mark a Stress** to gain resistance to it.

Black Ooze

Tier 1 Skulk

A slithering oil slick that can assume shapes.

Motives & Tactics: Camouflage, consume and multiply, mimic, learn

Difficulty: 11 | **Thresholds:** 6/12 | **HP:** 6 | **Stress:** 2

ATK: +1 | **Ooze Appendage:** Melee | 1d8+1 phy

Experience: Hide in Shadows +4

Features

Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Make Teeth - Action: The Ooze causes fanged maws to appear all over its body. Make an attack against a creature within Melee range. On a success, inflict **1d6+2** direct physical damage and the Ooze clears an HP.

Whirlwind - Action: The Ooze creates multiple blade- or claw-like appendages. **Spend a Fear** to make an attack against all targets within Very Close range. Targets the Ooze succeeds against take **2d6+2** direct physical damage.

Strange Mimicry - Reaction: **Mark a Stress** to assume the form of a featureless copy of a PC. The Ooze remains in this form until it chooses to drop it or take Major or greater damage. When the PC the Ooze has copied makes an action roll, **spend a Fear** to mimic the PC's movements and words. The PC must make an Instinct or Knowledge Reaction Roll (15) or must mark a Stress and lose a Hope.

Split - Reaction: When the Ooze has 4 or more HP marked, you can **spend a Fear** to split them into two Tiny Black Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Tiny Black Ooze

Tier 1 Skulk

A tarry lump of goo..

Motives & Tactics: Camouflage

Difficulty: 13 | **Thresholds:** 6/none | **HP:** 3 | **Stress:** 1

ATK: +2 | **Ooze Appendage:** Melee | 1d4+2 phy

Features

Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Blood Ooze

Tier 1 Skulk

A vampiric ooze the color of dried blood that arises from piles of corpses.

Motives & Tactics: Consume and multiply, creep up, envelop

Difficulty: 10 | **Thresholds:** 6/10 | **HP:** 5 | **Stress:** 2

ATK: +0 | **Ooze Appendage:** Melee | 1d6+3 mag

Features

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Envelop - Action: Make an attack against a target within Melee range. On a success, the Ooze *Envelops* them and the target must mark 2 Stress and becomes *Weakened* until the end of the scene. While *Weakened*, they have disadvantage on Strength, Agility, and Finesse action rolls. While *Enveloped*, the target must mark a Stress each time they make an action roll, and the Ooze clears an HP. When the Ooze takes Severe damage, all *Enveloped* targets are freed and the condition is cleared.

Animate - Reaction: When a creature marks their last HP while *Weakened* from the Ooze's Blood Drain, **spend a Fear** to cause the creature to arise as a Tier 1 Zombie and spotlight it. The Zombie is not under the Ooze's control.

Split - Reaction: When the Ooze has 3 or more HP marked, you can **spend a Fear** to split them into two Tiny Blood Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Tiny Blood Ooze

Tier 1 Skulk

A small red slime that looks like a mobile blood clot.

Motives & Tactics: Creep up, hide

Difficulty: 12 | **Thresholds:** 4/6 | **HP:** 3 | **Stress:** 1

ATK: -2 | **Ooze Appendage:** Melee | 1d6+1 phy

Features

Blood Drain - Passive: When the Ooze makes a successful attack, the target must make a Strength Reaction Roll (11) or become *Weakened* until the end of the scene. While *Weakened*, they have disadvantage on Strength, Agility, and Finesse action rolls.

Bodyguard

Tier 1 Support

A loyal guard who is willing to take a blow for their boss.

Motives & Tactics: Protect, look for danger, ward off enemies

Difficulty: 12 | **Thresholds:** 6/9 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Sword:** Melee | 1d8+2 phy

Experience: Spot Dangers +2

Features

Armored - Passive: When the Bodyguard takes physical damage, reduce it by 3.

How Dare You - Passive: The Bodyguard has advantage on the first attack they make against a target who intends to cause their employer harm.

Self-Sacrifice – Reaction: When the Bodyguard is within Close range of their employer who would take damage, you can **mark a Stress** to move into Melee range of them and take the damage instead. If the attacker is within Very Close range, the Bodyguard can then move to within Melee range of them and make a standard attack.

Bone Leaper

Tier 1 Bruiser

A single-legged creature that covers its mostly featureless body with bones and skulls, like a decorator crab.

Motives & Tactics: Leap, ambush, collect skulls, steal treasure.

Difficulty: 11 | **Thresholds:** 7/13 | **HP:** 9 | **Stress:** 4

ATK: +1 | **Claws:** Melee | 1d8+2 phy

Experience: Ambusher +2, Camouflage +3

Features

Attack From Hiding - Passive: If the Bone Leaper is *Hidden* when they make a successful standard attack against a target, they deal **1d8+6** physical damage instead of their standard damage.

Capricious Leap - Action: Before or after making a standard attack, you can **mark a Stress** to leap to a location within Close range.

Boneless One Servitor

Tier 1 Skulk

Slithering, cartilaginous beings with glowing red eyes whose only hard parts are teeth and claws.

Motives & Tactics: Hide, move through darkness, lure, ambush, capture, kill, shun light

Difficulty: 11 | **Thresholds:** 7/10 | **HP:** 3 | **Stress:** 3

ATK: +0 | **Bite and Claw:** Melee | 1d10+4 phy

Experience: Squeeze +3, Keen Senses +2

Features

Hold Them Down - Passive: Creatures *Restrained* by the Boneless One take double damage from attacks by other adversaries.

Rubber - Passive: The Boneless One has resistance to physical damage.

Mimicry - Passive: The Boneless One can mimic sounds they have heard, but not voices. A creature can make an Instinct or Knowledge Reaction Roll (13) to know that the Boneless's mimicry isn't real.

Wrap - Action: Make an attack against a target within Melee range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Boneless One takes Major or greater damage.

Carock

Tier 1 Bruiser

A pony-sized mustelid that combines elements of badger and wolverine; they can (slowly) dig through solid rock.

Motives & Tactics: Threaten, dig, climb, bite, trail

Difficulty: 11 | **Thresholds:** 4/8 | **HP:** 4 | **Stress:** 3

ATK: +0 | **Bite and Claw:** Melee | 1d4+6 phy

Experience: Keen Senses +2

Features

Ramp Up - Passive: You must **spend a Fear** to spotlight the Carock. While spotlighted, they can make their standard attack against all targets within range.

Rampaging Fury - Reaction: When the Carock marks 2 or more HP, they can rampage. Move the Carock to a point within Close range and deal **2d6+3** direct physical damage to all targets in their path.

Charlatan

Tier 1 Social

A skilled liar and fraud who has a bridge to sell.

Motives & Tactics: Profit, lie, steal, escape

Difficulty: 12 | **Thresholds:** 5/8 | **HP:** 3 | **Stress:** 4

ATK: -1 | **Dagger:** Melee | 1d4+4 phy

Experience: Manipulation +4, Disguise +2

Features

Glass Diamonds and Brass Gold - Passive: If the Charlatan is telling the PC something they want to hear, the PC has disadvantage on any attempt made to see through the Charlatan's lies.

Confusing Doubletalk - Passive: When a PC rolls a 14 or lower on a Presence or Knowledge Roll made against the Charlatan, they must mark a Stress.

It Was The Other Guy – Action: Spend a Fear to direct an opponent's attention to another target. If used on a PC, they must make a Presence Reaction Roll (15). On a failure, they must mark 2 Stress or focus their attention on the other target.

The Better Part Of Valor - Reaction: When the Charlatan takes any damage, mark a Stress to become *Hidden* until their next action or a PC succeeds on an Instinct Roll (14) to find them.

Coleolupus Pack

Tier 1 Horde (4/HP)

A magical hybrid of wild canid and beetle that is always hungry.

Motives & Tactics: Eat, climb, scavenge, strip to the bone, overwhelm.

Difficulty: 11 | **Thresholds:** 6/13 | **HP:** 7 | **Stress:** 3

ATK: +1 | **Mandibles:** Melee | 1d8+4 phy

Experience: Keen Senses +2, Tremor Sense +2

Features

Find The Weak Spots - Passive: When the Pack has more than half their HP, mark a Stress to deal direct damage.

Horde (1d4+2) - Passive: When the Pack have marked half or more of their HP, their standard attack deals 1d4+2 physical damage.

Toxic Bite - Reaction: When a target marks HP from the Pack's standard attack, spend a Fear to make the target *Vulnerable* until they clear an HP.

Creepy Doll

Tier 1 Solo

A children's toy that doesn't quite look right.

Motives & Tactics: Frighten, hide, possess

Difficulty: 13 | **Thresholds:** 10/20 | **HP:** 10 | **Stress:** 5

ATK: +0 | **Sharp Object:** Melee | 1d4+5 phy

Experience: Pretend +4, Stealth +2, Intimidate +2

Features

Mental Assault - Action: Spend a Fear to choose a target within Close range and force it to make an Instinct or Presence Reaction Roll. On a failure, the target takes **2d4+4** magic damage and loses a Hope, and the Creepy Doll clears either an HP or a Stress.

Transfer Life - Action: Mark 2 Stress to force a target who has taken magic damage from the Creepy Doll to make an Instinct Reaction Roll. On a failure, the Creepy Doll Possesses the target, and the target's mind enters the Creepy Doll. This lasts until they're forcibly switched back to their original bodies, requiring a suitable spell or a Spellcast (20) roll. While in the target's body, the Creepy Doll does not gain access to their memories, features, or abilities. Likewise, while in the Doll's body, the target can't use the Creepy Doll's Mental Assault or Transfer Life abilities.

Crocodilian

Tier 1 Bruiser

An alligator or crocodile, or similar large, water-dwelling reptile.

Motives & Tactics: Eat, ambush prey

Difficulty: 14 | **Thresholds:** 10/17 | **HP:** 6 | **Stress:** 2

ATK: +1 | **Vicious Bite:** Melee | 1d6+4 phy

Experience: Ambusher +4

Features

Smiling Jaws - Passive: A target who marks HP from the Crocodilian's standard attack must make a Strength Reaction Roll or be *Restrained*.

Death Roll - Action: The Crocodilian drags a *Restrained* creature underwater and spins around, causing the target to become *Vulnerable* and start drowning. The target takes **2d6+10** physical damage.

Crocotta

Tier 1 Skulk

A strange cross between an antelope, hyena, and badger, with rows of bone for teeth and the ability to mimic voices and animal sounds.

Motives & Tactics: Lure travelers, harass, track

Difficulty: 13 | **Thresholds:** 9/17 | **HP:** 4 | **Stress:** 3

ATK: +2 | **Bone-Jawed Bite:** Melee | 1d10+4 phy

Experience: Mimicry +3, Ambusher +2, Keen Senses +2

Features

Gnawing Jaws - Passive: Targets who mark HP from the Crocotta's attacks must also mark a Stress.

Mimicry - Passive: The Crocotta can mimic voices and sounds they have heard. A creature can make an Instinct or Knowledge Reaction Roll to know that the Crocotta's mimicry isn't real.

Crushing Kick - Action: **Mark a Stress** to make an attack against a target within Melee Range. On a success, deal **1d10+4** direct damage.

Darkwing Flock

Tier 1 Horde (3/HP)

Gargoyle-like winged simians who carry off livestock and lone travelers.

Motives & Tactics: Fly, harass, carry off prey, leave a mess, mimic sounds, shun light

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 7 | **Stress:** 3

ATK: +2 | **Bite and Claw:** Melee | 1d12+2 phy

Experience: Keen Senses +2

Features

Flying - Passive: While flying, the Darkwing have a +2 bonus to their Difficulty.

Horde (1d6+1) - Passive: When the Darkwings have marked half or more of their HP, their standard attack deals **1d6+1** damage instead.

Mimicry - Passive: The Darkwing can mimic sounds they have heard, but not voices. A creature can make an Instinct or Knowledge Reaction Roll to know that the Darkwing's mimicry isn't real.

Carry Off - Action: Spend a **Fear** to make an attack against a target within Far range. On a success, they deal **2d10+2** physical damage. Additionally, if the target is the size of a human or smaller, **mark 1 Stress** to temporarily *Restrain* them in the Darkwing's claws. If the target is *Restrained*, the Darkwings immediately lift into the air to Far range above the battlefield while holding them. While carrying the target, the Darkwings and target are both *Vulnerable*.

Dire Boar

Tier 1 Bruiser

A boar the size of a draft horse, whose tusks and aggression are both oversized.

Motives & Tactics: Eat, charge, gore, defend territory

Difficulty: 12 | **Thresholds:** 8/16 | **HP:** 7 | **Stress:** 2

ATK: +1 | **Tusks:** Melee | 1d6+2 phy

Experience: Keen Senses +2

Features

Rampaging Fury - Action: Spend a **Fear** to move the Boar into Melee range with a creature and make a standard attack. On a success, deal **2d4+4** physical damage and the target must mark a Stress.

Momentum - Reaction: When the Boar makes a successful attack against a PC, you gain a **Fear**.

Not Ready To Die - Reaction: Once per day, when the Boar would mark its last HP, **mark a Stress** instead.

Ferine Elf Archer

Tier 1 Ranged

A masked elf archer that darts from branch to branch, taking potshots as they go.

Motives & Tactics: Climb, help allies, protect territory

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 3 | **Stress:** 3

ATK: +2 | **Elf Bow:** Far | 1d8+3 phy

Experience: Keen Senses +3

Features

Climber - Passive: The Archer climbs just as easily as they run.

Tree Leaper - Passive: As long as the Archer is above the ground, they can move up to Far range as their normal movement.

Hobbling Shot - Action: Make an attack against a target within Far range. On a success, **mark a Stress** to deal **1d12+3** physical damage. If the target marks HP from this attack, they have disadvantage on Agility Rolls until they clear at least 1 HP.

Pin Down - Action: Spend a Fear to make an attack within Far range against a target who is within Very Close range of an ally. On a success, the target takes **1d6+8** physical damage and on their next action, can only move up to Very Close range as part of their movement.

Ferine Elf Beastrider

Tier 1 Skulk

A wild elven battler wearing an animal mask who is bonded to a great beast mount.

Motives & Tactics: Roam freely, protect territory, drive back intruders

Difficulty: 11 | **Thresholds:** 6/12 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Elf Blade:** Melee | 1d6+4 phy

Experience: Keen Senses +3, Animal Lore +2

Features

Beastrider - Passive: While the Ferine Elf is mounted on their Chosen Beast, they gain a +2 bonus to their Difficulty. When they take Severe damage, they're knocked from their mount and lose their benefit until they're next spotlighted. Use the advantages, features, and damage of one of the beastform options from the Druid class (choose from Great Predator, Great Winged Beast, Aquatic Predator, or Legendary Beast to represent this beast).

Pack Tactics - Passive: If the Ferine Elf makes a successful standard attack and another Ferine Elf or their Chosen Beast is within Melee range of the target, deal **1d8+2** physical damage instead of their standard damage and you gain a Fear.

Bite Back - Reaction: When the Ferine Elf is attacked by a target within Melee range, **spend a Fear** to make an attack. On a success, the Chosen Beast attacks, dealing **1d10+2** physical damage.

Ferine Elf Wild One

Tier 1 Bruiser

A masked and muscular elf, wearing the pelts and teeth of their prey.

Motives & Tactics: Battle, kill or be killed, intimidate, protect pack

Difficulty: 14 | **Thresholds:** 9/17 | **HP:** 6 | **Stress:** 4

ATK: +2 | **War Club:** Melee | 2d4+4 phy

Features

Ramp Up - Passive: You must **spend a Fear** to spotlight the Wild One. While spotlighted, they can make their standard attack against all 6 targets within range.

Knockback - Action: Make an attack against a target within Very Close range. On a success, **mark a Stress** to move into Melee range of the target, deal **3d4+2** physical damage, and knock the target down. The target is *Vulnerable* until their next action.

Momentum - Reaction: When the Wild One makes a successful attack against a PC, you gain a fear.

Ferine Elf Witch

Tier 1 Support

A skull-wearing elf wearing dozens of rune-marked tokens, each one containing a bound spirit.

Motives & Tactics: Protect pack, bind spirits

Difficulty: 12 | **Thresholds:** 7/13 | **HP:** 3 | **Stress:** 6

ATK: +1 | **Spirit-Flame:** Close | 1d8+6 mag

Experience: Nature Lore +2, Arcane Lore +2

Features

Blindness - Action: **Mark a Stress** to send a spirit to cover the eyes of a target within Far range.

The target is *Blinded* and all creatures are *Hidden* to them. This lasts until the end of the scene, the target marks 2 Stress, or the Witch takes Major or greater damage.

Healer - Action: Once per scene, the Witch can **mark 2 Stress** to clear one Stress or one HP of an ally within Very Close range.

Spirit Shield - Action: **Mark a Stress** to protect an ally within Close range with a mystical *Shield* until the Witch marks their last HP. While *Shielded*, the target has resistance to all damage. The Witch can only *Shield* one target in this way at a time.

Fire Demons

Tier 1 Horde (8/HP)

Malicious wheels of red flame that travel in large packs.

Motives & Tactics: Burn, destroy, wreak havoc

Difficulty: 10 | **Thresholds:** 6/10 | **HP:** 5 | **Stress:** 2

ATK: -1 | **Flaming Body:** Melee | 1d12+2 phy

Features

Gaseous - Passive: The Fire Demon has resistance to physical damage. **Mark a Stress** to move up Close range through solid objects. Anything flammable the Fire Demon moves through will catch on fire.

Horde (1d6+1) - Passive: When the Fire Demons have marked half or more of their HP, their standard attack deals **1d6+1** physical damage instead.

Levitation - Passive: The Fire Demon levitates several feet off the ground and can't be *Restrained*.

Water Vulnerability - Passive: If splashed with sufficient qualities of water, the Swarm must mark **1d4 HP**.

Mesmerizing Dance - Action: **Spend a Fear** to target a creature within Close range and force them to make an Instinct Reaction Roll. On a failure, the creature loses a Hope and is *Entranced* until they spend 2 Stress to clear this condition. The target remains *Entranced* even after taking damage. While *Entranced*, a target can't act and is *Vulnerable*.

Fire Falcon

Tier 1 Ranged

A flame-colored raptor that shoots fireballs from its eyes.

Motives & Tactics: Fly, drive off intruders, hunt, start fires

Difficulty: 9 | **Thresholds:** 4/9 | **HP:** 4 | **Stress:** 3

ATK: +0 | **Firebomb:** Far | 1d8+2 mag

Experience: Hunt from Above +2

Features

Flying - Passive: While flying, the Fire Falcon has a +2 bonus to their difficulty.

Fiery Aura - Action: **Spend a Fear** to burst into flames. Make an attack against all targets within Very Close range. Targets the Fire Falcon succeeds against take **1d6** magic damage.

Flaming Skeleton

Tier 1 Standard

A charred skeleton wreathed in magical flames.

Motives & Tactics: Burn, fight, steal skin

Difficulty: 11 | **Thresholds:** 6/12 | **HP:** 3 | **Stress:** 3

ATK: +1 | **Flaming Sword:** Melee | 1d8+2 phy

Features

Burning Shield - Passive: The Flaming Skeleton has resistance to magic damage.

Fiery Aura - Passive: When the Flaming Skeleton takes damage from an attack within Very Close range, the attacker takes **1d4+3** direct physical damage.

Burning Burst - Action: When the Flaming Skeleton causes a target to mark HP, **mark a Stress** to cause the target to be temporarily lit *On Fire*. When a creature acts while *On Fire*, they must take an extra **2d4** physical damage if they are still *On Fire* at the end of their action.

Burned To A Crisp - Reaction: When the Flaming Skeleton marks their last HP, they explode in a burst of flames. Make an attack against all targets within Very Close range. Targets the Flaming Skeleton succeeds against take **1d12+2** physical damage.

Giant Anuran

Tier 1 Bruiser?

A human-sized frog or toad with a toxin-covered skin.

Motives & Tactics: Use tongue, swallow, leap away

Difficulty: 11 | **Thresholds:** 7/14 | **HP:** 5 | **Stress:** 3

ATK: +1 | **Slap:** Melee | 1d6+2 phy

Features

Poisonous Skin - Passive: A creature that touches the Anuran with bare skin loses a Hope and suffers from hallucinations until they mark 2 Stress or take a long rest.

Great Leap - Action: **Mark a Stress** to leap into Melee range with a target within Close range.

The target must succeed on an Agility or Instinct Reaction Roll (15) or take **2d8** physical damage and be knocked down and *Vulnerable* until their next action.

Sticky Tongue - Action: Make an attack against a creature within Close range. On a success, the target takes no damage but is *Restrained* and is pulled back to within Melee range of the Anuran.

Swallow Whole - Action: **Mark a Stress** and make an attack against a target within Melee range.

On a success, the target takes **1d10** physical damage, and if they are the size of a halfling or goblin or smaller, is *Swallowed* by the Anuran, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength Roll, or if the Anuran takes Severe damage, the target is freed.

Giant Bolas Spider

Tier 1 Standard

Huge arachnids that produce thick lines of webbing they use to lasso their prey.

Motives & Tactics: Climb, ambush, feed, grapple

Difficulty: 11 | **Thresholds:** 7/14 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Claws:** Melee | 1d10+2 phy

Features

Bolas - Action: Make an attack against a target within Close range. On a success, the target takes no damage but is *Restrained*. The target can break free, clearing the condition, with a successful Strength roll or is freed automatically if the filament is cut with an edged weapon.

Reel In - Action: **Mark a Stress** to pull a target that is *Restrained* by the Spider into Melee Range of it, and then make a standard attack against them.

Giant Leech

Tier 1 Minion

Leeches no smaller than the length of a human's leg.

Motives & Tactics: Consume blood, swim, bite

Difficulty: 9 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: -3 | **Bite:** Melee | 1 phy

Experience: Stealth +3

Features

Minion (3) - Passive: The Giant Leech is defeated when they take any damage. For every 3 damage a PC deals to the Giant Leech, defeat an additional Minion within range the attack would succeed against.

Attach - Action: Make a standard attack against a target in Melee range. On a success, they deal 1 damage and *Attach* to the target and begins draining blood. While *Attached*, each time the target takes an action, they mark an HP. The leech can be removed with a successful Strength Roll.

Gibberbird

Tier 1 Horde (3/HP)

Wingless, human-sized corvid-like beings of eldritch origin that constantly, mindlessly chatter and sing.

Motives & Tactics: Mob, harry, rip and tear, eat everything, disorient, cause chaos and destruction, shun fire

Difficulty: 13 | **Thresholds:** 7/14 | **HP:** 6 | **Stress:** 3

ATK: +2 | **Blade or Claw:** Melee | 1d8+4 phy

Experience: Keen Senses +2

Features

Dire Cacophony - Passive: The Gibberbird constantly mumble, shriek, and sing to themselves.

When a PC rolls a failure with Fear while within Close range of the Horde, they lose a Hope.

Horde (1d4+2) - Passive: When the Gibberbird has marked half or more of their HP, their standard attack deals **1d4+3** physical damage instead.

Relentless (2) - Passive: The Gibberbird can be spotlighted two times per GM turn. Spend Fear to spotlight them as usual.

Implant - Action: Mark a Stress to choose a target within Melee range and bite it. The creature takes **1d6+2** damage and is forced to make an Agility Reaction Roll. On a failure, the Gibberbird *Implants* an egg, the target marks an HP, and starts an Implantation Countdown (5). The countdown ticks down when the target makes an action roll with Fear. When it triggers, an infant Gibberbird emerges and the target must make a death move. A Knowledge (18) roll can be made to remove the egg, clearing the condition.

Glow-Faeries

Tier 1 Horde (10/HP)

Simple-minded fae barely the size of a hand, each one glowing with a different color.

Motives & Tactics: Flitter about, eat pollen, tend plants, confuse

Difficulty: 9 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 2

ATK: -1 | **Sting:** Melee | 1d6+2 mag

Features

Flying - Passive: While flying, the Swarm has a +2 bonus to their Difficulty.

Horde (1d4) - Passive: When the Swarm has marked half or more of their HP, their standard attack deals **1d4** physical damage instead.

Dance of Confusion - Action: You must **spend a Fear** to spotlight the Glow-Faeries. While spotlighted, all creatures within Far range must make an Instinct Reaction Roll or be *Entranced* until they take damage or spend 2 Stress to clear this condition. While *Entranced*, a target can't act and is *Vulnerable*.

Grabber

Tier 1 Bruiser

Six-foot-long, mole/bloodworms who grab prey and drag it back to their burrow.

Motives & Tactics: Bite, drag, dig, steal kills, ambush

Difficulty: 11 | **Thresholds:** 7/12 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Bite:** Very Close | 1d8+2 phy

Experience: Tremor Sense +2

Features

Drag - Action: **Mark a Stress** to move the Grabber up to Close range and drag a *Restrained* target along with it.

Hook In - Action: Make a standard attack against a target within Very Close range. On a success, **spend a Fear** to pull them into Melee range, deal **1d6+1** physical damage, and *Restrain* them until the Grabber Worm takes Major or greater damage or the target breaks free with a successful Strength Roll (13).

Great Cat

Tier 1 Skulk

A lion, panther, or tiger, or similar ambush predator.

Motives & Tactics: Climb, hunt, prowl, ambush, sneak up

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 3

ATK: +2 | **Bite and Claw:** Melee | 1d6+2 phy

Experience: Keen Senses +3, Stealth +3

Features

Suffocating Neck Bite - Action: Make an attack against a creature within Melee range. On a success, **Mark a Stress** to *Restrain* them. While *Restrained*, the target is *Vulnerable* and can't breathe. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Cat takes Major or greater damage.

Greenspeaker Druid

Tier 1 Leader

A caretaker of nature, clade in leaves and old pelts.

Motives & Tactics: Protect natural space, hide, ambush

Difficulty: 12 | **Thresholds:** 8/14 | **HP:** 6 | **Stress:** 4

ATK: +2 | **Gnarled Staff:** Melee | 1d6+2 mag

Experience: Nature Lore +3, Camouflage +2

Features

Ritual Dagger – Action: Make an attack on a target within Melee range. On a success, inflict **1d8+2** physical damage and the target must mark a Stress.

Shapechange - Action: **Mark a Stress** to transform into one of up to three different animals.

While in this form, they gain the advantages, features, and damage of one of the beastform options from the Druid class (choose any Tier 1 option). While in this form, they can't use their Forest Helpers feature and they can't hold objects. The Greenspeaker stays in this form until they choose to drop it or they take Major or greater damage.

Blend In - Reaction: When the Greenspeaker makes a successful attack, you can **mark a Stress** to become *Hidden* until the Greenspeaker's next attack or a PC succeeds on an Instinct Roll (14) to find them.

Forest Helpers - Reaction: *Countdown (6)*. When the Greenspeaker is in the spotlight for the first time, activate the countdown. When it triggers, summon **1d4+2** Minor Treants or Tangle Brambles who appear at Close range.

Gremlin

Tier 1 Standard

Flightless, arachnoid kin to fairies who love to both build and break.

Motives & Tactics: Build things, take things apart, sabotage, climb, cling to surfaces, hide

Difficulty: 11 | **Thresholds:** 6/13 | **HP:** 3 | **Stress:** 4

ATK: +0 | **Bite and Claws:** Melee | 1d6+3 phy

Experience: Tinker +4, Stealth +2

Features

Sabotage - Action: **Mark a Stress** to target an object within Melee range and *Curse* it until a PC makes a Spellcast (15) roll, clearing the condition. If a creature uses a *Cursed* object to make an action roll, a roll with Hope is treated as a roll with Fear.

Guardian Spirit

Tier 1 Standard

A spirit summoned to guard a location or treasure.

Motives & Tactics: Protect, fulfill duty

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 6 | **Stress:** 3

ATK: +3 | **Ghostfire Blast:** Melee or Far | 1d12+2 mag

Experience: Intimidate +2

Features

Bound - Passive: The Guardian Spirit is *Bound* to a specific location and cannot travel further than Very Far from it.

Ghost - Passive: The Guardian Spirit has resistance to physical damage. **Mark a Stress** to move up to Close range through solid objects.

Ghostfire Burst - Action: Once per scene, make an attack against every target within Close range. **Mark a Stress** to deal **1d4+3** magic damage to each target the Guardian Spirit succeeded against.

Harpy

Tier 1 Ranged

Large vultures with human-like faces, known for their razor-sharp feathers and foul stench.

Motives & Tactics: Harass, steal food, spread filth

Difficulty: 13 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3

ATK: +3 | **Steel-Edged Feathers:** Far | 1d6+5 phy

Experience: Eagle-Eyed +2

Features

Flight - Passive: While flying, the Harpy gains a +3 bonus to their Difficulty.

Sickening Smell - Passive: A creature that makes a melee attack against the Harpy while within Very Close range of them must make an Instinct Reaction Roll or be nauseated and lose a Hope.

Carry Off - Action: **Spend a Fear** to spotlight two Harpies and make an attack against a target within Far range. On a success, they deal **2d4+6** physical damage. Additionally, if the target is the size of a human or smaller, **mark 1 Stress** from each Harpy to temporarily *Restrain* them in the Harpies' talons. The Harpies immediately lift into the air and move to Far range above the battlefield while holding the target. While carrying the target, the Harpies and target are both *Vulnerable*.

Deadly Dive - Action: **Mark a Stress** to attack a target within Far range. On a success, deal **2d10+2** physical damage and knock the target over, making them *Vulnerable* until their next act.

Wing-Slash - Action: Make an attack against a target in Melee range. On a success, deal **1d4+3** physical damage and the target is knocked down and *Vulnerable* until their next action.

Healer

Tier 1 Support

A pacifistic herbalist and healer.

Motives & Tactics: Heal anyone, offer succor, do no harm

Difficulty: 12 | **Thresholds:** 5/8 | **HP:** 3 | **Stress:** 5

ATK: +0 | **Caduceus Staff:** Melee | 1d4+2 phy

Experience: Medicine +2

Features

Healing Touch - Action: Twice per scene, **mark a Stress** to administer aid to a creature within Melee range. That creature can clear 1 HP or 1 Stress.

Rare Medicinal Herbs - Action: When a creature uses the Tend To Wounds or Clear Stress moves during a short rest and the Healer assists them, they may roll 1d6 + the creature's Tier instead of 1d4 + the creature's Tier. During a long rest, the healer may use the Tend to All Wounds move on a creature of their choice. The Healer can only assist one creature each rest, and doing so requires the creature to spend **a number of handfuls of gold equal to the number of Hit Points** to be cleared.

Hunting Spider Swarm

Tier 1 Horde (5/HP)

Spiders the size of a giant's fist that hunt in swarms.

Motives & Tactics: Harass, bite, encase in webbing

Difficulty: 11 | **Thresholds:** 7/12 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Bite:** Melee | 1d12+2 phy

Experience: Tremor Sense +2

Features

Horde (1d6+1) - Passive: When the Spiders have marked half or more of their HP, their standard attack deals **1d6+1** physical damage instead.

They're Everywhere - Passive: All targets within Melee range have disadvantage against targets other than the Swarm.

Venomous Bite - Action: Make an attack against a target within Melee Range. On a success, **spend a Fear** to deal **1d12+2** physical damage and *Poison* them until their next rest. While *Poisoned*, the target is *Vulnerable* and if they fail a roll with Fear, they are knocked down until their next action.

Webbing - Action: Countdown (5). **Mark a Stress** to choose a target that has been *Poisoned* by the swarm and *Restrain* them in spider silk. It ticks down when a PC rolls with Fear or the swarm is spotlighted. Each time it ticks down, the target can attempt a Strength Roll. On a success, they break the webbing, clear the *Restrained* condition, and the Countdown ends. When the Countdown is triggered, the target is completely *Encased* in silk and cannot escape on their own.

Imp

Tier 1 Support

A tiny shapechanging demon that often serves as a familiar to a spellcaster.

Motives & Tactics: Sting, serve master, subvert orders, encourage evil

Difficulty: 9 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 4

ATK: -1 | **Sting:** Melee | 1d4+1 phy

Experience: Infiltration +2, Manipulation +2

Features

Bound - Passive: If the Imp has a spellcaster master or ally, the Imp has a +2 bonus to their Difficulty.

Flying - Passive: While flying, the Imp gains a +2 bonus to their Difficulty.

Helpful - Action: Once per scene, the Imp can **mark 2 Stress** to clear one Stress or one HP of an ally within Very Close range.

Shapechange - Action: **Mark a Stress** to transform into one of up to three different animals no larger than a small goat. While in this form, they gain the advantages, features, and damage of one of the beastform options from the Druid class (choose from Agile Scout, Household Friend, Stalking Arachnid, Striking Serpent, or Winged Beast). They can't use their Fear is

Fuel reaction and they can't talk or hold objects. The Imp stays in this form until they choose to drop it or they take Major or greater damage.

Sting - Action: Make an attack against a target within Melee range. On a success, **spend a Fear** to temporarily *Poison* them. While *Poisoned*, they're *Asleep* until they take damage or they spend two Stress on their turn to clear the condition.

Thanks For The Assist - Action: Twice per scene, the Imp causes an ally within Close range to **mark 1 Stress**. The Imp can then clear one Stress or one HP.

Turn Invisible - Action: **Spend a Fear** to turn *Invisible*. While *Invisible*, the Imp is *Hidden*. The Imp becomes visible if they take an action or a PC attacks them and succeeds with Hope.

Lacernis

Tier 1 Standard

Colorful lizard-dogs that make for loyal companions.

Motives & Tactics: Hunt, run, sniff out, protect, obey

Difficulty: 10 | **Thresholds:** 6/11 | **HP:** 3 | **Stress:** 3

ATK: +1 | **Bite and Claw:** Melee | 1d4+2 phy

Experience: Keen Senses +3

Features

Hobbling Strike -Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, deal **2d4+4** direct damage and make them *Vulnerable* until they clear at least 1 HP.

Loyal Guardian - Reaction: When an ally marks HP, you can **mark a Stress** to move into Melee range of the attacker and make an attack with advantage against them. On a success, deal **1d4** physical damage.

Land Shark

Tier 1 Bruiser

A lumbering, land-walking hammerhead shark that is always hungry.

Motives & Tactics: Eat, dig, defend territory

Difficulty: 12 | **Thresholds:** 9/17 | **HP:** 9 | **Stress:** 3

ATK: +2 | **Terrible Bite:** Melee | 1d10+4 phy

Experience: Sense of Smell +3

Features

Rending Bite - Passive: When the Shark makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Momentum - Reaction: When the Shark makes a successful attack against a PC, you gain a Fear.

Worry Prey - Reaction: When the Shark makes a successful attack, **spend a Fear** to clamp down on the target. The target is *Restrained* until they break free with a successful Strength Roll (15). When a creature acts while *Restrained*, they must take an extra **2d6** physical damage if they are still *Restrained* at the end of their action.

Lieutenant

Tier 1 Support

An experienced soldier or guard.

Motives & Tactics: Help, assist others, assess scene

Difficulty: 13 | **Thresholds:** 7/12 | **HP:** 7 | **Stress:** 3

ATK: +3 | **Mace:** Melee | 1d10+3 phy

Experience: Local Knowledge +2

Features

We've Got Them Now! - Action: **Mark a Stress** to make an attack against a target within Very Close range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength roll (16).

Momentum - Reaction: When the Lieutenant makes a successful attack against a PC, you gain a Fear.

Rally The Troops - Reaction: Twice per scene, when a PC rolls a failure with Fear, the Lieutenant can cause an ally within Far range to clear a Stress or HP.

Living Topiary

Tier 1 Skulk

A large bush, sculpted into the form of an animal and given magical life.

Motives & Tactics: Protect garden, obey orders, repel despoilers

Difficulty: 12 | **Thresholds:** 6/11 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Branch Slam:** Melee | 1d6+3 phy

Features

Hedgewalker – Passive: If the Topiary is in an area with heavy foliage, you can **mark a Stress** to teleport to a location within Far range that is also within heavy bush, sculpted into the form of an animal and given magical life.

Just Another Plant - Passive: Before they make their first attack in a fight or after they become *Hidden*, the Topiary is indistinguishable from other trees until they next act or a PC succeeds on an Instinct Roll to identify them.

Leafy Body - Passive: The Topiary has resistance to physical damage.

Consume Plants - Reaction: Three times per scene, when the Topiary moves onto living plants, consume them to clear an HP or a Stress.

Magical Weakness - Reaction: When the Topiary takes magic damage, they also mark a Stress.

Lore Master

Tier 1 Social

A wise and knowledgeable sage.

Motives & Tactics: Dispense information, research, obtain knowledge

Difficulty: 11 | **Thresholds:** 5/8 | **HP:** 3 | **Stress:** 5

ATK: -1 | **Runic Staff:** Far | 1d10 mag

Experience: Specific Field of Knowledge +4, Other Knowledge +2

Features

Consult The Books - Passive: A PC who succeeds on a Presence or Knowledge Roll (13) can ask the Lore Master to provide the answer to one or more questions they have on a particular subject. The PC gains a +1 on the roll for each **handful of gold they spend** (at the GM's discretion, particularly rare information may require bags of gold instead). Actually obtaining the information may take the Lore Master several hours or days. Give the PC one token per handful (or bag) of gold spent. At any time, they can spend a token to gain a +1 bonus to a roll that is connected to the question the Lore Master answered.

Mimic

Tier 1 Standard

An amorphous creature that can assume the form of any inanimate object with near-perfect accuracy.

Motives & Tactics: Look like an object, ambush, stick to prey, shun bright light, survive.

Difficulty: 12 | **Thresholds:** 9/18 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Bite:** Melee | 1d10+4 phy

Experience: Camouflage +4, Tremor Sense +2

Features

My Prey - Passive: Creatures *Restrained* by the Mimic take double damage from attacks by them.

Shapechange - Action: **Mark a Stress** to transform into any object no larger than a large chest.

The Mimic can stay in this form until they choose to reveal themselves or take any damage.

Sticky Tentacle - Action: Make an attack against a target within Melee range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength roll or is freed automatically if the Mimic takes Severe damage. **Spend a Fear** to inflict disadvantage on this roll.

Minor Air Elemental

Tier 1 Solo

A human-sized cloud that roils and changes shape; its surface constantly ripples.

Motives & Tactics: Soar freely, fling things around, undo bindings and locks

Difficulty: 14 | **Thresholds:** 7/13 | **HP:** 7 | **Stress:** 3

ATK: +2 | **Wind Blast:** Far | 1d10+2 mag

Features

Airy Form - Passive: The Elemental has resistance to physical damage.

Flying - Passive: While flying, the Elemental has a +2 bonus to their Difficulty.

Invisible - Passive: The Elemental is *Invisible*, and while *Invisible*, they are *Hidden*. Place three tokens on this statblock. Each time they take an action or a PC attacks them and succeeds with Hope, remove a token. When the last token is removed, the Elemental becomes visible. **Spend a Fear** to make them *Invisible* again.

Relentless (3) - Passive. The Elemental can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Suffocate - Action: **Spend a Fear** to choose a target within Melee range and stuff a tendril of the Elemental's body down its throat. The target must make an Agility Reaction Roll. Targets who fail take **2d8** physical damage, can't breathe, and is *Restrained* and *Vulnerable* until they break free with a successful Strength check. Each time the target makes an action roll while *Restrained*, they must mark a Stress.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

Minor Ice Elemental

Tier 1 Ranged

A whirling collection of ice crystals and snowflakes in the shape of a snowman.

Motives & Tactics: Flutter about, freeze

Difficulty: 13 | **Thresholds:** 8/14 | **HP:** 5 | **Stress:** 5

ATK: +2 | **Ice Shard:** Far | 1d10 + 3 phy

Features

Black Ice - Action: **Mark a Stress** to choose a point within Far range. The ground within Very Close range of that point ices over. All creatures within this area must make an Agility Reaction Roll. Targets who fail are knocked down and *Vulnerable* until their next action. The ice lasts until the scene ends, and a creature who moves through the area during this time must also make an Agility Reaction Roll or be knocked down and *Vulnerable* until their next action.

Frostbite - Reaction: When a target takes damage from the Elemental's standard attack, **spend a Fear** to make them mark a Stress. If they can't mark a Stress, they lose a Hope instead.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

Monkey Troop

Tier 1 Horde (5/HP)

A pack of small but angry monkeys.

Motives & Tactics: Protect territory, repel invaders, climb, steal trinkets

Difficulty: 10 | **Thresholds:** 6/10 | **HP:** 6 | **Stress:** 3

ATK: -1 | **Thrown Rocks and Sticks:** Close | 1d8+3 phy

Experience: Throw +2

Features

Horde (1d4+1) - Passive: When the Monkeys have marked half or more of their HP, their standard attack deals **1d4+2** physical damage instead.

Everywhere - Passive: All targets within Melee range have disadvantage on attacks against targets other than the Swarm.

Murkling

Tier 1 Minion

Small, many-armed creatures that live in dark places.

Motives & Tactics: Steal, cause mischief, build traps, climb, cling, dig, shun light

Difficulty: 12 | **Thresholds:** none | **HP:** 1 | **Stress:** 1

ATK: +0 | **Bite and Kick:** Melee | 1 phy

Experience: Keen Senses +3

Features

Minion (3) - Passive: The Murkling is defeated when they take any damage. For every 3 damage a PC deals to the Murkling, defeat an additional Minion within range the attack would succeed against.

Booby Trap - Action: **Spend 2 Fear** to reveal a snare, pit, or net trap set anywhere on the battlefield next to least two Murklings. All targets within Very Close range of the trap must succeed on an Agility Reaction Roll (13) or be trapped. A target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Finesse or Strength Roll (13).

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Murklings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage.

Passwall - Action: **Spend a Fear** to move up Close range through solid objects.

Scary Ambiance - Action: The Murkling can create an audible or visual illusion within Far range that lasts until the Murkling takes any damage or chooses to dispel it. Once per scene, **spend a Fear** to force each creature within Close range to make an Instinct or Knowledge check. A PC that fails loses a Hope. If the illusion is visual, it can be no larger than a Human and it holds up to scrutiny until an observer is within Melee range.

Noble Steed

Tier 1 Support

A trained mount, such as a horse, camel, or riding elk, that is loyal to their rider.

Motives & Tactics: Be ridden, protect rider, run

Difficulty: 12 | **Thresholds:** 4/7 | **HP:** 3 | **Stress:** 2

ATK: +1 | **Kick or Headbutt:** Melee | 1d4+4 phy

Experience: Keen Senses +2

Features

Run Like The Wind - Passive: The Steed can move anywhere within Far range without having to make a roll.

Kick and Buck - Action: **Mark a Stress** to make an attack against a creature that is behind the Steed within Melee range or is riding them. On a success, deal **2d4+4** physical damage and the target is knocked down and is *Vulnerable* until their next action

Pardal

Tier 1 Standard

A large, magical lynx whose technicolor markings flow like fire.

Motives & Tactics: Run, pounce, hunt

Difficulty: 10 | **Thresholds:** 6/11 | **HP:** 3 | **Stress:** 3

ATK: +0 | **Bite and Claws:** Melee | 1d4+3 phy

Experience: Keen Senses +3

Features

Enchanting Markings - Action: **Spend a Fear** to have the Pardal's colors have a hypnotic effect on creatures within Close range. Targets must succeed on an Instinct Reaction Roll or become *Entranced* until they mark 2 Stress. Other Pardals within Close range of the target can **mark a Stress** to each add a +1 bonus to the Difficulty of the reaction roll. While *Entranced*, a target can't act and is *Vulnerable*.

Fiery Run - Action: **Mark a Stress** for the Pardal to move to a point within Far range and deal **2d4** direct magical damage to all targets in their path.

Peryton

Tier 1 Bruiser

A fanged stag with dark teal wings that devours hearts.

Motives & Tactics: Hunt prey, harry, consume, gore, eat hearts, fight

Difficulty: 13 | **Thresholds:** 9/18 | **HP:** 8 | **Stress:** 3

ATK: +2 | **Antlers:** Melee | 1d10+4 phy

Experience: Keen Senses +3, Track +3

Features

Flight - Passive: While flying, the Peryton gains a +2 bonus to their Difficulty.

Deadly Dive - Action: **Mark a Stress** to attack a target within Far range. On a success, deal direct damage and knock the target over, making the *Vulnerable* until they next act.

Iron Bite - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, the target takes **2d6+10** physical damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP and you gain a Fear.

Peskies

Tier 1 Horde (4/HP)

A group of small, prank-playing faeries who have chosen the party as their next target.

Motives & Tactics: Play pranks, fly away, harass, embarrass, annoy, avoid harm

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 5 | **Stress:** 4

ATK: -2 | **Thorn Daggers:** Melee | 1d8+2 phy

Experience: Stealth +2

Features

Horde (1d6) - Passive: When the Peskies have marked half or more of their HP, their standard attack deals **1d4+1** physical damage instead.

Prank – Action: Mark a Stress to perform one of the following pranks:

- **Animation:** Target an object within Close range and cause it to sprout legs or wings. The object will then run around the area within Very Far range of its owner. In order to catch the item, a PC must make an Agility or Instinct Roll (15); they must then spend a Hope to cause it to become inanimate again.
- **Illusion:** Create a temporary illusion within Close range that is no larger than the Peskie and which lasts until the Peskie takes any damage or chooses to dispel it. The illusion holds up to scrutiny until an observer is within Melee range and makes a Knowledge Roll.
- **Minor Curse:** Choose a target within Close range and *Curse* them. The next roll they make with Hope is made with Fear instead.
- **Minor Transmutation:** Choose a target within Close range and force them to make an Instinct Reaction Roll. On a failure, transmute one of their body parts to become an animal body part (such as turning a human's head into a donkey's head). This causes no mechanical changes in the target. The transmutation lasts until the target takes a long rest or makes a Spellcast (15) roll to dispel it.

Piranhakeets

Tier 1 Horde ((5/HP)

A flock of varicolored, bloodthirsty saw-beaked birds.

Motives & Tactics: Harass, strip flesh from bone

Difficulty: 10 | **Thresholds:** 5/8 | **HP:** 5 | **Stress:** 3

ATK: -1 | **Bites:** Melee | 1d12+1 phy

Features

Flying - Passive: While flying, the Piranhakeets have a +2 bonus to their Difficulty.

Terrifying - Passive: When the Piranhakeets make a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Horde (1d6) - Passive: When the Piranhakeets have marked half or more of their HP, their standard attack deals **1d6** physical damage instead.

The Smell Of Blood - Reaction: When a creature within Close range of the Piranhakeets marks HP from another creature's attack, you can **mark a Stress** to immediately spotlight the Piranhakeets, moving them into Melee range of the target and making a standard attack

Plako

Tier 1 Standard

A human-sized armored fish with sharp barbs, strong fins, and rudimentary lungs.

Motives & Tactics: Eat, circle, swim, bite and slash

Difficulty: 11 | **Thresholds:** 6/10 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Nipping Bite and Razor Fins:** Melee | 1d8+2 phy

Features

Slow Land Walk - Passive: The Plako can only move within Very Close range as their normal movement on land.

Swallow Whole - Action: **Mark a Stress** and make an attack against a target within Very Close range. On a success, the target takes **3d10+15** physical damage, and if they are the size of a halfling or goblin or smaller, is *Swallowed* by the Plako, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength Roll, or if the Plako takes Severe damage, the target is freed.

Covered in Barbs - Reaction: When the Plako takes damage from an attack within Melee range, deal **1d4** physical damage to the attacker.

Pterippus

Tier 1 Standard

Flying horses with beaks and colorful, feathered wings, ears, and tails.

Motives & Tactics: Fly fast, protect herd

Difficulty: 10 | **Thresholds:** 7/12 | **HP:** 5 | **Stress:** 3

ATK: +0 | **Beak and Hooves:** Melee | 1d8+3 phy

Experience: Keen Senses +2

Features

Flying - Passive: While flying, the Pterippus has a +3 bonus to their Difficulty.

Free Movement - Passive: The Pterippus can move anywhere within Far range without having to make a roll.

Kick and Buck - Action: **Mark a Stress** to make an attack against a creature that is behind the Pterippus within Melee range or is riding them. On a success, deal **2d4+4** physical damage and the target is knocked down and is *Vulnerable* until their next action

Rasne

Tier 1 Minion

Tiny fey people who look like anthropomorphic plants.

Motives & Tactics: Hide, care for plants, be curious

Difficulty: 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: -2 | **Spit Seed:** Close | 2 phy

Features

Minion (3) - Passive: The Rasne is defeated when they take any damage. For every 3 damage a PC deals to the Rasne, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Rasnes within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

Luck Charm - Reaction: Spend a Hope to alter the roll of a PC within Close range so that it rolls with Fear or rolls with Hope, as the Rasne wishes. The Rasne may choose to give a PC a good luck charm, which can be consumed to alter a roll made with Fear so that it rolls with Hope instead.

Tickle - Action: Make an attack against a target within Melee range. On a success, the Rasne tickles or pinches the target, who takes no damage but must mark a Stress.

Rot-Sower Druid

Tier 1 Leader

A corrupted druid who spreads decay instead of supporting life.

Motives & Tactics: Cause rot, command,

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 6 | **Stress:** 3

ATK: +2 | **Reaping Sickle:** Melee | 1d6+4 mag

Experience: Unnatural Knowledge +2

Features

Befouled Blade - Passive: When the Rot-Sower succeeds on a standard attack, spend a Fear to Poison the target until their next rest or they succeed on a Knowledge Roll (17). While Poisoned, the target must spend a Stress whenever they roll with Fear. If they can't spend a Stress, they must mark an HP.

Summon Rot-Spawn - Action: Once per scene, mark a Stress to summon either Giant Mosquitoes, a Swarm of Rats, or a Zombie Pack.

Spread Death - Action: When an ally of the Rot-Sower is defeated, mark a Stress to cause them to explode. Make an attack with advantage against all targets within Very Close range of the ally. Targets the ally succeeds against take **1d8+4** magic damage.

Momentum - Reaction: When the Rot-Sower makes a successful attack against a PC, you gain a Fear.

Salamander

Tier 1 Standard

A wolf-sized red and orange amphibian who can control flames.

Motives & Tactics: Swim, hide, burn things, extinguish flames

Difficulty: 9 | **Thresholds:** 4/7 | **HP:** 4 | **Stress:** 2

ATK: +0 | **Fiery Bite:** Melee | 1d6+3 mag

Features

Flame-Retardant - Passive: The Salamander has resistance to magic damage and isn't harmed by nonmagical fire.

Toxic Skin - Passive: When a creature takes damage from the Salamander, they must also mark a Stress.

Extinguish - Action: The Salamander can extinguish any fire within Close range.

Fiery Aura - Action: Spend a Fear to burst into flames. Make an attack against all targets within Very Close range. Targets the Salamander succeeds against take **2d6** magic damage.

Rockbeast

Tier 1 Standard

Doglike elemental beasts with jaws that can crunch through solid rock.

Motives & Tactics: Obey orders, eat rock

Difficulty: 11 | **Thresholds:** 8/16 | **HP:** 4 | **Stress:** 3

ATK: +0 | **Bite:** Melee | 1d6+1 phy

Features

Adamantine Jaws - Passive: When the Rockbeast succeeds on a standard attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.)

Rocky Hide - Passive: The Rockbeast has resistance to physical damage.

Explosive Shrapnel - Reaction: When the Rockbeast marks their last HP, the magic powering them ruptures in an explosion of force. Make an attack with advantage against all targets within Very Close range. Targets the Rockbeast succeeds against take **1d4+2** physical damage.

Secret-Seeker

Tier 1 Standard

A gaunt, bestial humanoid whose head is covered in eyes,

Motives & Tactics: Learn forbidden knowledge, scavenge, rip and tear

Difficulty: 11 | **Thresholds:** 7/12 | **HP:** 6 | **Stress:** 4

ATK: +1 | **Claws:** Melee | 1d6+1 phy

Experience: Hidden Knowledge +3, Stealth +2

Features

True Sight - Passive: Creatures cannot be *Hidden* to a Secret-Seeker, and they can see through illusions. Spend a Fear to see through a wall.

Sickening Gaze - Action: Make an attack against a creature within Close range. On a success, spend a Fear to deal **2d4+5** magic damage and the target must mark a Stress.

Weird Insight - Action: **Mark a Stress** to choose a target within Close range and force them to make an Instinct Reaction Roll. On a failure, the target loses a Hope and the Secret-Seeker learns one of the target's secrets.

I Know All Your Secrets - Reaction: If the Secret-Seeker can use a PC's secret against them in some manner, clear an HP and gain a Fear.

Strimoa

Tier 1 Standard

An oversized, spiky-feathered blood-red ratite with a deafening scream.

Motives & Tactics: Harry, run, lay traps, feed, surround prey

Difficulty: 11 | **Thresholds:** 6/12 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Bite/Kick:** Melee | 1d8+2 phy

Experience: Sprinter +2

Features

Pack Tactics - Passive: If the Strimoa makes a successful standard attack and another Strimoa is within Melee range of the target, deal 1d8+5 physical damage instead of their standard damage and you gain a Fear.

Deafening Shriek - Action: **Spend a Fear** to spotlight four Strimoas at once. They then shriek. All creatures within Close range must mark 1 Stress and make a Strength Reaction Roll or be temporarily *Deafened* until their next rest.

Tantarlit

Tier 1 Leader

Anthropomorphic, bat-winged mosquitoes who ambush passers-by to drink their blood.

Motives & Tactics: Ambush, harass, lay traps, steal blood

Difficulty: 13 | **Thresholds:** 7/12 | **HP:** 7 | **Stress:** 3

ATK: +1 | **Claws:** Melee | 1d12+2 phy

Experience: Camouflage +2

Features

Flying - Passive: While flying, the Tantarlit has a +2 bonus to their Difficulty.

Birth Children - Action: Once per scene, summon **1d4+1** Giant Mosquitoes, who appear at Very Close range.

Draining Bite - Reaction: Make an attack against a target within Melee range. On a success, deal **1d4+1** physical damage. A target who marks HP from this attack loses a Hope and must mark a Stress. The Tantarlit then clears a HP.

Tatzelwurm

Tier 1 Standard

Wingless dragon-kin, somewhat longer than a horse, and possessing only two limbs.

Motives & Tactics: Ambush, hiding, trap, consume, bite

Difficulty: 11 | **Thresholds:** 7/12 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Bite:** Melee | 1d8+1 phy

Experience: Stealth +2

Features

Ambush - Action: While *Hidden*, **mark a Stress** to leap into Melee range with a target within Very Close range. The target must succeed on an Agility or Instinct Reaction Roll (13) or take **1d10+4** physical damage.

Venomous Bite - Reaction: When the Tatzelwyrm's standard attack causes a target to mark HP, **spend a Fear** to cause the target to be *Poisoned* until their next rest. While *Poisoned*, the target has disadvantage on Strength action rolls.

Terror Bird

Tier 1 Bruiser

A flightless bird that stands as tall as a giant, with a viciously hooked beak.

Motives & Tactics: Hunt, hit-and-run, charge

Difficulty: 13 | **Thresholds:** 7/14 | **HP:** 6 | **Stress:** 4

ATK: +1 | **Beak:** Melee | 1d12+3 phy

Features

Sudden Charge - Action: **Mark a Stress** to have the Terror Bird move into Melee range of a target from within Close range and make a standard attack. On a success, deal direct damage.

Toxic Ooze

Tier 1 Skulk

A pulsating ooze made out of noxious chemicals.

Motives & Tactics: Consume and multiply, creep around, corrupt

Difficulty: 9 | **Thresholds:** 5/11 | **HP:** 5 | **Stress:** 2

ATK: +1 | **Ooze Appendage:** Melee | 1d6+2 mag

Experience: Camouflage +1

Features

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Toxic Fumes - Passive: A creature that is within Very Close range to the ooze must make an Instinct Reaction Roll. On a failure, they are *Nauseated* until they roll with Hope. While *Nauseated*, they make Strength, Agility, and Finesse rolls at disadvantage.

Toxic Spit - Action: Make an attack against a creature within Close range. On a success, deal **1d6+2** magic damage, and a blob of the gunk *Adheres* to the target. When the target acts while this gunk is *Adhered*, they must take an extra **1d8** magic damage if it is still *Adhered* at the end of their action.

Split - Reaction: When the Ooze has 3 or more HP marked, you can **spend a Fear** to split them into two Tiny Toxic Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Tiny Toxic Ooze

Tier 1 Skulk

A small puddle of vomitous, mobile gunk.

Motives & Tactics: Camouflage, creep up

Difficulty: 10 | **Thresholds:** 4/None | **HP:** 2 | **Stress:** 1

ATK: +0 | **Ooze Appendage:** Melee | 1d4+1 phy

Features

Toxic Fumes - Passive: A creature that is within Very Close range to the ooze must make an Instinct Reaction Roll. On a failure, they are *Nauseated* until they roll with Hope. While *Nauseated*, they make Strength, Agility, and Finesse rolls at disadvantage.

Tree Octopus

Tier 1 Standard

A hairy, tree-dwelling octopus with a wide, toothy maw on its mantle.

Motives & Tactics: brachiate, ambush, protect territory, grapple

Difficulty: 9 | **Thresholds:** 4/9 | **HP:** 4 | **Stress:** 2

ATK: -1 | **Tentacle:** Very Close | 1d4+1 phy

Experience: Keen Senses +2

Features

Relentless (3) - Passive: The Tree Octopus can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Bite - Action: **Mark a Stress** to make an attack against a target that is within Melee range and *Restrained* by the Tree Octopus. On a success, deal **2d4+4** physical damage.

Grab and Drag - Action: Make an attack roll against a target within Very Close range. On a success, **mark a Fear** to drag them to Melee range. The target is *Restrained* until they break free with a successful Strength roll or the Tree Octopus takes Major or greater damage.

Venomous Snake

Tier 1 Minion

A member of any species of venomous snake.

Motives & Tactics:

Difficulty: 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +1 | **Bite:** Melee | 1 phy

Experience: Tremor Sense +2

Features

Minion (3) - Passive: The Snake is defeated when they take any damage. For every 3 damage a PC deals to the Snake, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend 2 Fear to choose a target and spotlight all Venomous Snakes within Very Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage. They also inject venom; choose one of the Venomous Bite options.

Venomous Bite - Reaction: When the Snake succeeds on an attack against a target, **spend a Fear** to inject one of the following venoms into the target, causing the target to be *Poisoned* until the venom is treated, requiring a Knowledge Roll (16) or magical treatment; each species of Snake only injects one kind of venom.

1. **Cytotoxic:** While *Poisoned*, the target suffers from *Necrosis*. Each time the target fails a roll with Fear, they mark a Stress. Additionally, whenever the target takes damage, they lose a Hope.
2. **Hemotoxic:** While *Poisoned*, the target is *Sick And Bleeding* and has disadvantage on Strength, Agility, and Finesse rolls. Additionally, each time the target fails a roll with fear, they mark a Stress.
3. **Neurotoxic:** While *Poisoned*, the target has *Blurred Vision* and all things are *Hidden* to them. They also can't speak. Additionally, each time the target rolls with Fear, they mark an HP.

Whipweed

Tier 1 Standard

A mobile plant with long stalks attached to a multilegged bulb.

Motives & Tactics: Absorb blood, shun sunlight, slash

Difficulty: 10 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 3

ATK: +0 | **Stalk-Whip:** Very Close | 1d4+1 phy

Experience: Camouflage +2

Features

Ramp Up - Passive: You must **spend a Fear** to spotlight the Whipweed. While Spotlighted, they can make their standard attack against all targets within range.

Slow-Moving - Passive: The Whipweed can only move up to Very Close range as their normal movement.

Tripvine - Action: Mark a Stress to whip a stalk around a creature within Very Close range.

They must succeed on an Agility Reaction Roll or be knocked over, making them *Vulnerable* until they next act.

White Ooze

Tier 1 Skulk

A white ooze so cold that snowflakes form in the air around it.

Motives & Tactics: Consume and multiply, freeze things, envelop.

Difficulty: 11 | **Thresholds:** 6/11 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Ooze Appendage:** Melee | 1d6+5 mag

Experience: Camouflage +3

Features

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Snowdrift - Passive: The Ooze can only move within Very Close range as their normal movement. They cause any object they touch to ice over.

Frostbite - Action: Make an attack against a target within Very Close range. On a success, the target takes **1d6+2** magic damage and is temporarily *Chilled* until they make a successful Strength Roll (15). While *Chilled*, they must mark a Stress whenever they make an Agility or Fitness action roll.

Frozen Aura - Reaction: When a creature within Melee range deals damage to the Ooze, the creature takes **1d6** direct magic damage.

Split - Reaction: When the Ooze has 3 or more HP marked, you can **spend a Fear** to split them into two Tiny White Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Tiny White Ooze

Tier 1 Skulk

A moving snowball that freezes what it touches.

Motives & Tactics:

Difficulty: 12 | **Thresholds:** 4/none | **HP:** 2 | **Stress:** 1

ATK: -1 | **Ooze Appendage:** Melee | 1d4+3 mag

Features

Chilled To The Bone - Passive: When the Ooze makes a successful attack, the target has disadvantage on the next action roll they make.

Wight

Tier 1 Leader

A withered undead corpse that leeches the life out of others.

Motives & Tactics: Steal life, spread death, shun light,

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 8 | **Stress:** 5

ATK: +2 | **Longsword:** Melee | 1d8+1 phy

Experience: History +2

Features

Aura of Death - Passive: When a PC who is within Very Close range of the Wight fails with Fear, the PC loses a Hope.

Bones and Sinew - Passive: The Wight has resistance to physical damage.

Animate - Action: **Mark a Stress** to turn a corpse within Very Close range into either a Zombie or Skeleton, which is immediately spotlighted.

Draining Touch - Action: Make a standard attack against a creature within Melee range. On a success, **spend a Fear** to make the target mark 1 HP and lose 1d4 Hope, and the Wight clears as many HP as the amount of Hope the target lost.

Weaponmaster - Action: **Mark a Stress** to make a standard attack against two targets within Melee range.

Momentum - Reaction: When the Wight makes a successful attack against a PC, you gain a Fear.

Wild Bovid

Tier 1 Standard

An aurochs, bison, buffalo, or particularly large antelope, wild goat, or wild sheep

Motives & Tactics: Graze, repel predators, stay alert

Difficulty: 11 | **Thresholds:** 4/7 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Horned Headbutt:** Melee | 1d8+3 phy

Features

Toss - Action: When the Herd Animal succeeds on a standard attack, **mark a Stress** to throw the target back to Very Close range. The target is *Vulnerable* until their next action.

Stampede - Action: When any Herd Animal on the battlefield marks 2 or more HP, **spend 2 Fear** to spotlight them and all Herd Animals within Close range of them. Move all Herd Animals to a point within Far range and deal **1d10+4** direct physical damage to all targets in their paths. Those targets must make an Agility Reaction Roll (14) or must also mark a Stress and be knocked down and *Vulnerable* until their next action.

Kick and Buck - Action: **Mark a Stress** to make an attack against a creature that is behind the Steed within Melee range or is riding them. On a success, deal **2d4+4** physical damage and the target is knocked down and is *Vulnerable* until their next action

Wildflower

Tier 1 Skulk

An eyeless plant-monster that resembles a predatory mammal; the thorns in their tail drip with venom.

Motives & Tactics: Climb, ambush, drag away prey,

Difficulty: 10 | **Thresholds:** 5/8 | **HP:** 3 | **Stress:** 3

ATK: +1 | **Thorn Claws:** Melee | 1d6+4 phy

Experience: Tremor Sense +3

Features

Double-Strike - Action: **Mark a Stress** to make a standard attack against two targets within Melee range.

Thorn-Covered Tail - Action: Make an attack against a target in Very Close range. On a success, **spend a Fear** to deal **2d4** physical damage and the target is *Poisoned* until they spend 2 Stress or make a Knowledge (14) roll. While *Poisoned*, they are tormented by frightening hallucinations. On a success, the target takes half damage. When a creature acts while *Poisoned*, they must mark a Stress if they are still *Poisoned* at the end of their action.

Will o' Wisp

Tier 1 Skulk

A malicious ball of glowing light that lures the unwary to their doom.

Motives & Tactics: Lure into danger, be illusive

Difficulty: 14 | **Thresholds:** 5/10 | **HP:** 3 | **Stress:** 3

ATK: +1 | **Electric Shock:** Very Close | 1d6+2 mag

Features

Ethereal - Passive: The Will o' Wisp has resistance to physical damage. **Mark a Stress** to move up to Close range through solid objects.

Levitation - Passive: The Will o' Wisp levitates several feet off the ground and can't be *Restrained*.

Drain Life - Action: **Spend a Fear** and choose a target within Very Close range and force them to make a Presence Reaction Roll. On a failure, the creature must mark a Stress and lose a Hope, and the Will o' Wisp clears one HP or one Stress.

Turn Invisible - Action: **Spend a Fear** to turn *Invisible*. While *Invisible*, the Will o' Wisp is *Hidden*. The Will o' Wisp becomes visible if they take an action or a PC attacks them and succeeds with Hope.

Tier 2 Adversaries

Black Dog

Tier 2 Solo

An oversized, ghostly dog with a cursed howl that heralds storms and doom.

Motives & Tactics: Haunt cursed places, punish, herd spirits, howl, bite, shun light

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 7 | **Stress:** 4

ATK: +2 | **Bite:** Melee | 1d6+4 phy

Experience: Keen Senses +3, Nocturnal Hunter +2

Features

Of Two Worlds - Passive: The Dog has resistance to physical damage. **Mark a Stress** to move up to Close range through solid objects.

Shadow Blend - Passive: When in heavily shadowed or dark areas, the Dog is *Hidden*.

Terrifying - Passive: When the Dog makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Baleful Howl - Action: **Mark a Stress** to make all targets within Far range lose a Hope. If a target is not able to lose a Hope, they must instead mark 2 Stress, and you gain a Fear.

Feed - Action: **Spend a Fear** to have the Black Dog gulp down a recently-killed corpse. It then clears all Hit Points and Stress.

Worry Prey - Reaction: When a target who marks HP from the Dog's standard attack, **spend a Fear** to force them to make an Instinct Reaction Roll (15) or mark a Stress and be knocked over, making them *Vulnerable* until they next act.

Bleederbites

Tier 2 Horde (4/HP)

A swarm of tiny creatures, like insectoid Compsognathuses, that seek out wounded prey to swarm.

Motives & Tactics: Swarm, bite off chunks, harry, dart

Difficulty: 12 | **Thresholds:** 8/16 | **HP:** 5 | **Stress:** 2

ATK: +0 | **Bite:** Melee | 2d6+4 phy

Experience: Track +2

Features

Horde (1d4) - Passive: When the Swarm has marked half or more of their HP, their standard attack deals **1d6+2** physical damage instead.

Wounding Bite - Reaction: When the swarm succeeds on an attack, the target is *Bleeding*; give them three bleeding tokens. **Spend a Fear** to remove a token to cause the target to mark an HP. If the target clears an HP, end the condition and remove all tokens without causing the target to mark any HP.

Bogey

Tier 2 Skulk

A gaunt, sadistic near-humanoid who lives to terrify others

Motives & Tactics: Terrify, torment, haunt,

Difficulty: 14 | **Thresholds:** 7/16 | **HP:** 3 | **Stress:** 5

ATK: +1 | **Claws:** Melee | 2d4+4 phy

Experience: Manipulate +4, Stealth +4

Features

Feed On Terror - Passive: If the Bogey succeeds on a standard attack against a target that is *Restrained* by the Bogey's Greatest Fears trait, the target loses a Hope and the Bogey clears an HP or a Stress. If the target can't lose a Hope, they must mark an HP.

Invisible - Passive: The Bogey is *Invisible*, and while *Invisible*, they are *Hidden*. Place three tokens on this statblock. Each time they take an action or a PC attacks them and succeeds with Hope, remove a token. When the last token is removed, the Bogey becomes visible.

Spend a Fear to make them *Invisible* again.

Greatest Fears - Action: While *Hidden*, **mark X Stress** to trap targets within Close range in a powerful illusion of their worst fears, where X equals the number of targets to be affected. Creatures within range must make an Instinct Reaction Roll or become trapped. While trapped, the target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Instinct Roll. The target also breaks free if they mark any HP or if the Bogey becomes visible.

Read Mind - Action: **Spend a Fear** to choose a target within Far range. On a success, the Bogey can peer into the target's mind and read its surface thoughts.

Bounty Hunter

Tier 2 Solo

A tenacious tracker and manhunter.

Motives & Tactics: Follow quarry, capture or kill, get paid

Difficulty: 14 | **Thresholds:** 10/16 | **HP:** 10 | **Stress:** 4

ATK: +3 | **Blade or Bow:** Melee or Far | 2d6+2 phy

Experience: Track +2, Intimidate +2

Features

Relentless (2) - Passive: The Bounty Hunter can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Captured! - Action: **Mark a Stress** to make an attack against a target within Very Close range. Optionally, once per scene, make an attack against a target within Far range (using a weapon such as bolos or a lasso). On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength roll (18).

Steely Glare - Action: **Mark a Stress** to glare at a PC within Close range and cause them to lose a Hope.

Momentum - Reaction: When the Bounty Hunter makes a successful attack against a PC, you gain a Fear.

Brute

Tier 2 Minion

A tough but dumb thug

Motives & Tactics: Threaten, look tough, follow orders, show them who's boss, get paid

Difficulty: 14 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +2 | **Meaty Fist or Blunt Object:** Melee | 5 phy

Experience: Intimidate +2

Features

Minion (5) - Passive: The Brute is defeated when they take any damage. For every 5 damage a PC deals to the Brute, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Brutes within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

Sucker Punch – Reaction: When the Brute succeeds on an attack against a PC, spend a Fear to force the target to succeed on an Agility Reaction Roll or be knocked over, making them *Vulnerable* until they next act.

Brute Squad

Tier 2 Horde (2/HP)

A pack of very big, very strong, not-so-bright thugs

Motives & Tactics: Obey orders, punch people, eat and drink

Difficulty: 14 | **Thresholds:** 12/18 | **HP:** 6 | **Stress:** 3

ATK: +0 | **Meaty Fists And Blunt Objects:** Melee | 2d10+3 phy

Experience: Intimidate +3

Features

Horde (1d10+1) – Passive: When the Squad has marked half or more of their HP, their standard attack deals **1d10+1** physical damage instead.

Relentless (2) - Passive: The Squad can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Toss - Action: Make an attack against a target within Very Close range. On a success, **mark a Stress** to move into Melee range of the target, deal **4d8** physical damage, and throw the target back to Close range.

Bugbear

Tier 2 Solo

Hairy humanoids with massive claws that lurk in shadows and terrify people

Motives & Tactics: Terrify, eat organs, sneak, rip apart, steal, escape, shun light

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 8 | **Stress:** 4

ATK: +3 | **Claws:** Melee | 1d6+1 phy

Experience: Camouflage +4, Manipulate +2

Features

Hide In Shadows - Action: Become *Hidden* until after the Bugbear's next attack. Attacks made while *Hidden* from this feature have disadvantage.

Mimicry - Passive: The Bugbear can mimic sounds they have heard, but not voices. A creature can make an Instinct or Knowledge Reaction Roll to know that the Bugbear's mimicry isn't real.

Terrifying - Passive: When the Bigbear makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Unnerving Whispers - Action: While *Hidden*, **spend a Fear** to choose a target within Close range and whisper horrors directly into their ear. The target must make a Knowledge Reaction Roll. On a failure, they lose 1d4 Hope. On a success, they lose 1 Hope.

Venomous Bite - Action: Make an attack against a target within Melee range. On a success, **spend a Fear** to deal **2d4+6** physical damage and *Poison* them until their next long rest or they succeed on a Knowledge roll (16). While *Poisoned*, the target has disadvantage on Strength, Agility, and Finesse action rolls, and whenever they roll with Fear, they must mark a Stress.

Coward - Reaction: When the Bugbear has marked 6 or more of their HP, you can **spend a Fear** to have them slip away into the shadows and escape. Action rolls made to locate them are made at disadvantage.

Carnivorous Tree

Tier 2 Bruiser

Any of a wide variety of mobile, carnivorous trees; their glowing eyes and gaping maws only show at the last minute

Motives & Tactics: Hide in plain sight, swing branches, choke, eat

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 7 | **Stress:** 4

ATK: +2 | **Branch:** Very Close | 1d10+4 phy

Features

Just a Tree - Passive: Before they make their first attack in a fight or after they become *Hidden*, the Tree is indistinguishable from other trees until they next act or a PC succeeds on an Instinct Roll to identify them.

Slow-Moving - Passive: The Tree can only move within Very Close range as their normal movement.

Big Bite - Action: **Mark a Stress** to make an attack against a target within Very Close range. If the target is *Restrained* by the Tree, the Tree has advantage on this attack. On a success, the target takes **2d6+2** direct physical damage and loses a Hope.

Hanging Tree - Action: **Spend a Fear** to attack a target within Very Close range. On a success, the target takes no damage but is *Restrained*, *Vulnerable*, and hoisted up into the air. **Spend an additional Fear** to wrap a branch around the target's throat, causing the target to begin to choke. The target can end all conditions with a successful Finesse or Strength Roll.

Cerebrute

Tier 2 Solo

A telepathic, levitating, tentacled and toothy-mawed brain-like entity that gains knowledge by eating other creature's brains.

Motives & Tactics: Defend colony, ambush, paralyze enemies, philosophize, ponder reality

Difficulty: 15 | **Thresholds:** 13/19 | **HP:** 6 | **Stress:** 5

ATK: +2 | **Neural Strike:** Very Close | 2d6+5 mag

Experience: Magical Knowledge +2, Philosophy +2

Features

Doorway - Passive: Before or after making a standard attack, you can **mark a Stress** to teleport to a location within Far range. A creature that is *Paralyzed* by the Cerebrute teleports with them.

Levitation - Passive: The Cerebrute levitates several feet off the ground and attempts to *Restrain* it at disadvantage.

Read Thoughts - Action: **Mark a Stress** to read the vague surface thoughts of a target within Far Range.

Remove Brain - Action: **Spend a Fear** to spotlight two Cerebrutes within Melee range of a *Paralyzed* target and begin an Extraction Countdown (4). This countdown ticks down when one of the two Cerebrutes is attacked. When it triggers, the target must make a death move. If either of the Cerebrutes is defeated, the countdown ends.

Tentacular Embrace - Action: Make an attack against a target within Melee range. On a success, **spend a Fear** to make the target *Paralyzed* until they mark 2 Stress or the Cerebrute marks their last HP. While *Paralyzed*, the target can't act and is *Restrained* and *Vulnerable*.

Toothy Bite - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, deal **2d10+2** direct damage.

Stunning Blow - Reaction: When the Cerebrute makes a successful standard attack, **mark a Stress** to give the target disadvantage on their next action roll.

Crawling Haunter

Tier 2 Bruiser

Hairless, big-toothed beasts, smarter than they look, who prey on the young.

Motives & Tactics: Kill or be killed, play with prey, prowl, rip apart

Difficulty: 15 | **Thresholds:** 10/20 | **HP:** 6 | **Stress:** 4

ATK: +3 | **Claws:** Melee | 2d8+4 phy

Experience: Stealth +4

Features

Magical Reflection - Passive: When the Haunter takes magical damage, deal an amount of damage to the attacker equal to half the damage they dealt.

Pack Tactics - Passive: If the Haunter makes a successful standard attack and another Haunter is within Melee range of the target, deal **2d8+8** physical damage instead of their standard damage and you gain a Fear.

Devouring Bite - Action: Make a standard bite against a target within Melee range. On a success, **spend a Fear** to cause the target to lose a Hope and is *Weakened*.

Fearsome - Reaction: When a creature within Close range rolls with Hope, **mark a Stress** to make the roll be with Fear instead.

Darkness Elemental

Tier 2 Skulk

A featureless splotch of animate darkness and silence that trails smoky wisps of gloom.

Motives & Tactics: Haunt, move through cracks, shun light and noise

Difficulty: 11 | **Thresholds:** 10/20 | **HP:** 4 | **Stress:** 3

ATK: +2 | **Shadow Tendrils:** Very Close | 2d6+2 mag

Experience: Camouflage +3

Features

Indistinct Form - Passive: The Elemental has resistance to all damage. They can move through even the thinnest of cracks.

Create Darkness - Action: **Mark a Stress** to create a patch of silent darkness within Close range, which lasts until the end of the scene or the Elemental marks their last HP. When a creature other than the Elemental enters the area, everything is *Hidden* and *Silenced* to them. While *Silenced*, the creature can't hear or make noise and can't cast spells. While the Elemental is in this area, they gain a +2 bonus to their attacks.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

Demon Dancers

Tier 2 Minion

Corpse-like yet graceful demons with filthy costumes, wearing changing masks to hide their featureless faces.

Motives & Tactics: Dance, cause confusion and fear, overwhelm, surround

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +1 | **Scratch And Bash:** Melee | 3 phy

Features

Minion (5) - Passive: The Dancer is defeated when they take any damage. For every 5 damage a PC deals to the Dancer, defeat an additional Minion within range the attack would succeed against.

Nimble Leap - Passive: Before or after making a standard attack, the Dancer can leap to a location within Very Close range.

Whirling Dance - Passive: As long as the Dancer is not *Restrained* or *Vulnerable*, attacks made against them are made at disadvantage.

Discordant Music – Action: Spend 2 Fear to force a target within Close range to make an Instinct Reaction Roll. On a failure, strange music only they can hear begins to play, and the target is *Cursed* and you gain a Fear. While *Cursed*, the target has disadvantage on Instinct, Presence, and Knowledge rolls until they spend 2 Hope and succeed on a Spellcast (18) roll.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Dancers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 3 physical damage each. Combine this damage.

Demon of Battle

Tier 2 Standard

Lesser demon that resemble vile-hued gargoyles, spawned entirely for fighting.

Motives & Tactics: Engage in war, kill or be killed, take no prisoners, gang up

Difficulty: 15 | **Thresholds:** 10/20 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Saw-Toothed Blades:** Melee | 2d10+2 phy

Experience: Soldier +4

Features

Flying - Passive: While flying, the Demon have a +2 bonus to their Difficulty.

Heavily Armored - Passive: When the Demon takes physical damage, reduce it by 3.

Momentum - Reaction: When the Demon makes a successful attack against a PC, you gain a Fear.

Relentless (2) - Passive: The Demon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Bloody Reprisal - Reaction: When the Demon marks 2 or more HP from an attack within Melee range, you can make a standard attack against the attacker. On a success, the Demon deals **3d6+10** physical damage instead of their standard damage.

Demon of Pain

Tier 2 Support

A horned, coelopterid horror whose four limbs hold instruments of torture.

Motives & Tactics: Torture, interrogate, fly away

Difficulty: 15 | **Thresholds:** 15/22 | **HP:** 6 | **Stress:** 4

ATK: +2 | **Disturbing Instrument:** Melee | 3d8 phy

Experience: Interrogation +4, Manipulation +3

Features

Flying - Passive: While flying, the Demon has a +2 bonus to their Difficulty.

Relentless (2) - Passive: The Demon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Bind - Action: choose a target within Close range and force them to make an Agility or Instinct Reaction Roll. On a failure, **spend 2 Fear** to bind them in magical shackles. The target is *Restrained* and *Vulnerable* until they break free with a successful Strength, Knowledge, or Spellcast Roll (20).

Scourge - Action: Make an attack against a target within Close range. On a success, **spend a Fear** to pull them into Melee range and deal **3d4+5** physical damage.

Hopeless Situation - Reaction: When a target that is *Restrained* by the Demon marks HP from an attack by the Demon, they also lose a Hope.

Sadism - Reaction: If the Demon causes a PC to mark HP from a standard attack, gain a Fear and the Demon has advantage on its next attack roll against that PC.

Demon-Horse

Tier 2 Support

Otherworldly steeds with horns, sharp teeth, and clawed hooves, and with armor bolted directly into their thick hides.

Motives & Tactics: Serve, kill or be killed, bite, tear flesh, kick

Difficulty: 12 | **Thresholds:** 11/18 | **HP:** 4 | **Stress:** 5

ATK: +2 | **Flaming Hooves:** Melee | 2d6+2 mag

Experience: Keen Senses +3

Features

Terrifying - Passive: When both the Demon-Horse and their rider make a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Great Gallop - Action: **Spend a Fear** to spotlight both the Demon-Horse and their rider. Move them in a line to a point within Far range and make two attacks, one for the Demon-Horse and one for the Rider, against each creature in their path. Attacks they succeed against while spotlighted in this way deal half damage.

Invisibility - Action: Once per scene, **spend a Fear** to become *Invisible*. While *Invisible*, the Demon-Horse and their rider are *Hidden*. Place three tokens on this statblock. Each time they take an action or a PC attacks them and succeeds with Hope, remove a token. When the last token is removed, the Demon-Horse becomes visible.

Bleeding Bite - Reaction: Make an attack against a target within Melee range. On a success, deal **1d8+4** physical damage, and the target is *Bleeding*. Give them three bleeding tokens.

Spend a Fear to remove a token to cause the target to mark an HP. If the target clears an HP, end the condition and remove all tokens without causing the target to mark any HP.

Devil-Bird

Tier 2 Standard

A one-eyed, one-legged bird-like creature with an unnerving gaze..

Motives & Tactics: Carry off, terrify, stalk victim

Difficulty: 13 | **Thresholds:** 8/19 | **HP:** 5 | **Stress:** 4

ATK: +2 | **Claws:** Melee | 2d4+6 phy

Experience: Keen Vision +3

Features

Flying - Passive: While flying, the Devil-Bird has a +2 bonus to their Difficulty.

Carry Off - Action: Spend a Fear to make an attack against a target within Far range. On a success, they deal **2d10+2** physical damage. Additionally, if the target is the size of a human or smaller, mark 1 Stress to temporarily *Restrain* them in the Devil-Bird's claws. If the target is *Restrained*, the Devil-Bird immediately lifts into the air to Far range above the battlefield while holding them.

Deadly Drop - Action: While flying, the Devil-Bird can drop a *Restrained* target they are holding. When dropped, the target is no longer *Restrained* but starts falling. If their fall isn't prevented during the PCs' next action, the target takes **2d20** physical damage when they land.

Nightmare Gaze - Action: Mark 2 Fear gaze into the eyes of a target within Close range. The target must succeed on an Instinct Reaction Roll. On a failure, they lose a Hope and are *Cursed* until they mark 2 Stress and succeed on a Spellcast Roll (15). You then gain a Fear and the Devil-Bird clears an HP and has advantage on standard attacks made against that target. While *Cursed*, each time they use a downtime move they must spend a Hope, and they only clear half as much stress when using a downtime move.

Doppelganger

Tier 2 Skulk

A gray, nearly featureless humanoid who changes their shape in order to take over other creatures' lives.

Motives & Tactics: Duplicate, infiltrate, read minds, take possessions and societal roles

Difficulty: 12 | **Thresholds:** 8/16 | **HP:** 7 | **Stress:** 8

ATK: +1 | **Weapon:** Range | phy

Experience: Manipulation +3, Infiltration +3

Features

You Know Me - Passive: The Doppelganger has advantage on rolls made to pretend to be the person whose form they have assumed and to convince others they are who they say they are.

Assume Form - Action: Mark a Stress to assume the form of any humanoid the Doppelganger has touched skin-to-skin. Doppelgangers may remain in a form as long as they wish.

Read Mind - Action: Spend a Fear to choose a target within Far range. On a success, the Doppelganger can peer into the target's mind and read its surface thoughts.

Momentum - Reaction: When the Doppelganger makes a successful attack against a PC, you gain a Fear.

Dream-Thief

Tier 2 Skulk

A squid-like creature that uses its tentacles to devour dreams.

Motives & Tactics: Track, consume dreams, stay moist, shun light

Difficulty: 14 | **Thresholds:** 7/19 | **HP:** 3 | **Stress:** 5

ATK: +2 | **Tentacle Slap:** Very Close | 2d6+3 phy

Features

Levitation - Passive: The Dream-Thief levitates several feet off the ground and attempts to restrain it are made at disadvantage.

Steal Dream - Action: Make an attack against a creature within Melee range that is unconscious or asleep. On a success, **mark 2 Stress** to steal the target's dream and render the target *Dreamless* until they take a long rest and spend 2 Hope. When the target awakens, they must mark a Stress, and until they complete their next long rest, each time they use a downtime move they must spend a Hope, and they only clear half as much stress when using a downtime move.

Dust Devil

Tier 2 Standard

An elemental being of sand, dust, and wind that resembles a humanoid tornado.

Motives & Tactics: Blow air, spread sand, choke

Difficulty: 13 | **Thresholds:** 10/18 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Earthen Fists:** Melee | 2d8+1 phy

Experience: Tremor Sense +2

Features

Particulate Form - Passive: The Dust Devil has resistance to physical damage. **Mark a Stress** to move up Close range through small cracks and minuscule holes.

Earthwalk - Passive: The Dust Devil can move through earth (but not stone) as easily as air. While within earth, they are *Hidden* and immune to all damage.

Asphyxiate- Action: Make an attack against a target within Very Close range. On a success, **mark a Stress** to fill the target's airways with dust and dirt. The target is *Choking* and *Vulnerable*. While *Choking*, they must spend a Hope to make an action roll. Mark a stress to remove this effect.

Sandstorm - Action: **Spend a Fear** to fill the area within Close range with swirling sand. The area is obscured to everyone but the Dust Devil, and any creature in the area other than the Dust Devil is *Blinded* while in the area, and while *Blinded*, all creatures are *Hidden* to them.

Eye-Thing

Tier 2 Skulk

A creature that consists of little more than a large eyeball with spindly clawed limbs.

Motives & Tactics: See things, take notes, gamble

Difficulty: 13 | **Thresholds:** 7/17 | **HP:** 4 | **Stress:** 4

ATK: +2 | **Eye-Blast:** Close | 2d4+4 mag

Experience: Excellent Eyesight +4.

Features

Relentless (2) – Passive: The Eye-Thing can be spotlighted up to two times per GM turn.

Spend Fear as usual to spotlight them.

See There – Passive: Before or after making a standard attack, you can **mark a Stress** to teleport to a location within Far range.

True Sight - Passive: Creatures cannot be *Hidden* to an Eye-Thing, and they can see through illusions. **Spend a Fear** to see through a wall.

Dangerous Stare - Action: **Mark a Stress** to temporarily *Curse* a target within Close range until the end of the scene or the target rolls a critical success. Choose one of the following effects:

- **Confusing Curse:** While *Cursed*, the target must mark a Stress to make an action roll.
- **Slothful Curse:** While *Cursed*, the target can only move up to Very Close range as their normal movement.
- **Uselessness Curse:** While *Cursed*, the target can't spend Hope to use features against any adversaries.

Faceless Lurker

Tier 2 Minion

Scabrous semi-humanoids whose eyeless heads are nothing more than a huge mouth.

Motives & Tactics: Rip and tear, eat flesh, hunger, shun light

Difficulty: 14 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +1 | **Bite:** Melee | 3 phy

Experience: Stealth +2, Detect +2

Features

Minion (5) - Passive: The Lurker is defeated when they take any damage. For every 5 damage a PC deals to the Lurker, defeat an additional Minion within range the attack would succeed against.

Tearing Bite - Passive: The Lurker's attacks deal direct damage.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Lurkers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 3 physical damage each. Combine this damage.

Leaping Ambush – Action: While *Hidden*, **spend a Fear** to leap into Melee range with a target while within Very Close range. The target must succeed on an Agility or Instinct Reaction

Roll (16) or take **3** physical damage and be knocked down and *Vulnerable* until their next action.

Feyhound

Tier 2 Horde (2/HP)

Short, fox-faced fey that hunt in never-tiring packs.

Motives & Tactics: Hunt, harass, bite and tear, obey,

Difficulty: 14 | **Thresholds:** 10/16 | **HP:** 6 | **Stress:** 4

ATK: +2 | **Bite and Claw:** Melee | 2d8+1 phy

Experience: Keen Senses +3, Tracking +3

Features

Horde (1d6+1) - Passive: When the Feyhounds have marked half or more of their HP, their standard attack deals 1d8+1 damage instead.

Frightening Howl - Action: **Mark a Stress** to make all targets within Very Close range lose a Hope and force them to make an Instinct Reaction Roll (15). On a failure, the creature also has disadvantage on the next roll they make during this scene.

Hobbling Strike - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, deal **3d4+10** direct physical damage and make them *Vulnerable* until they clear at least 1 HP.

Shapechange - Action: **Mark a Stress** to turn into one of up to two canid forms. These forms are obviously otherworldly. While in animal form, they gain the advantages, features, and damage of one of the Feyhound form options from the Druid class (choose from Pack Predator or Great Predator). The Feyhound can stay in this form until they choose to drop it or they take Major or greater damage.

Unending Hunt - Reaction: Twice per scene, when a PC rolls a failure with Fear, clear a Stress.

Flesh Ooze

Tier 2 Skulk

A huge mound of mobile, boneless flesh.

Motives & Tactics: Consume and multiply, creep up, envelop

Difficulty: 10 | **Thresholds:** 8/16 | **HP:** 7 | **Stress:** 2

ATK: +2 | **Fleshy Appendage:** Very Close | 2d6+4 phy

Features

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Stench - Passive: A creature that is within Close range must make an Instinct Reaction Roll or be temporarily *Nauseated*. While *Nauseated*, they can only move up to Very Close range, and if they fail a roll with Fear, they become violently ill and must mark a Stress.

Envelop - Action: Make a standard attack against a target within Melee range. On a success, the Ooze envelops them and the target must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the Ooze takes Severe damage, the target is freed.

Disease - Reaction: When the Ooze envelopes a creature, **spend a Fear** to make them temporarily *Diseased*. While *Diseased*, they clear half as many HP or Stress when using a downtime move, and when they fail a roll with Fear, they must mark a Stress. The disease can be cured with a Knowledge Roll (14).

Formych Worker

Tier 2 Minion

Telepathic, hive-minded ant-people who exist to work for the colony.

Motives & Tactics: Work, obey orders, repair damaged things

Difficulty: 11 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +0 | **Bite and Claw:** Melee | 2 phy

Experience: Keen Smell +3

Features

Minion (3) - Passive: The Formych Worker is defeated when they take any damage. For every 3 damage a PC deals to the Formych Worker, defeat an additional Minion within range the attack would succeed against.

Sturdy Build - Passive: The Formych Worker has resistance to magical damage.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Formych Workers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

Mend - Action: **Spend a Fear** to spotlight four Formych Works who are in Very Close range of a target. They then either clear one HP or one Armor Slot that the target had marked.

Formych Warrior

Tier 2 Horde (5/HP)

Telepathic, hive-minded ant-people who exist to defend the colony.

Motives & Tactics: Defend, trap, track, obey orders, kill or be killed

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 6 | **Stress:** 3

ATK: +3 | **Bite and Blade:** Melee | 2d8+5 phy

Experience: Keen Smell +3, Track +3

Features

Thick Carapace - Passive: When the Formych takes physical damage, reduce it by 3.

Horde (2d6+1) - Passive: When the Formychs have marked half or more of their HP, their standard attack deals **2d6+1** physical damage instead.

Paralyzing Stinger - Action: Make an attack against a target within Very Close range. On a success, **spend a Fear** to deal **2d4+3** physical damage and *Paralyze* the target until they

mark 2 Stress or until their next rest. While *Paralyzed*, the target can't act and is *Restrained* and *Vulnerable*.

Formych Potentate

Tier 2 Leader

The elite of a Formych colony; they are fully free-willed, not drones.

Motives & Tactics: Command, serve the queen, intimidate, sacrifice warriors

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 8 | **Stress:** 5

ATK: +2 | **Bite and Blade:** Melee | 2d8+3 phy

Experience: Keen Smell +3

Features

Never Alone - Passive: When the Potentate is spotlighted, you can also spotlight a creature it has *Controlled*.

Attend, Warriors - Action: When you spotlight the Potentate, **mark a Stress** to also spotlight 1d4 allies within Close range.

Paralyzing Stinger - Action: Make an attack against a target within Very Close range. On a success, **spend a Fear** to deal **2d4+3** physical damage and *Paralyze* the target until they mark 2 Stress or until their next rest. While *Paralyzed*, the target can't act and is *Restrained* and *Vulnerable*.

Pheromonal Controlled - Action: **Mark a Stress** to choose a target within Very Close range and force it to make an Instinct Reaction Roll (16). On a failure, the creature is temporarily *Controlled* by the Myrmarch. While *Controlled*, the target is *Vulnerable* and will obey any orders given by the Myrmarch, as long as those orders do not go against the target's moral code or would cause it obvious harm.

Momentum - Reaction: When the Myrmarch makes a successful attack against a PC, you gain a Fear.

Formych Queen

Tier 2 Leader

The ruler of the colony, larger than two draft horses.

Motives & Tactics: Protect the colony, perfect the colony, judge others,

Difficulty: 16 | **Thresholds:** 16/28 | **HP:** 10 | **Stress:** 6

ATK: +1 | **Venomous Spittle:** Close | 2d4+3 phy

Experience: Diplomatic Leader +3

Features

Dizzying Pheromones - Passive: **Spend a Fear** to exude pheromones within Close Range.

Non-Formychs in the area must make an Instinct Reaction Roll. On a failure, they are temporarily *Dizzy* for as long as they remain in the area. While *Dizzy*, they can't use reactions and must make an Agility roll (16) whenever they move any distance.

Hub Of The Hive - Passive: The Queen can see through the eyes and of any Formych Myrmarch, although she is *Blind* to her own location while doing so. She can also communicate telepathically with any Formych she has begat, regardless of their distance.

Sessile - Passive: The Queen can only move up to Melee range. As part of her normal movement.

Always Protected - Action: **Mark a Stress** to summon six Formych Warriors, who appear at Close range to protect the Queen. Immediately spotlight them. They have advantage on their first attack roll.

Scent of Success - Action: **Mark a Stress** to grant advantage to an ally within Very Far range.

Venom - Reaction: When the Queen succeeds on a standard attack and the target marks at least 1 HP, **spend a Fear** to cause the target to be *Poisoned* until their next rest. While *Poisoned*, if the target rolls with Fear, they must mark a Stress.

Ghoul

Tier 2 Skulk

Abominable humanoids who eat sentient beings and who seek out ancient knowledge.

Motives & Tactics: Devour corpses, change forms, burrow, steal, uncover knowledge, seek out forgotten gods

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Ragged Claws:** Melee | 2d4+4 phy

Experience: History +3, Keen Senses +2

Features

Shapechange - Action: **Mark a Stress** to transform into one of up to two different carrion-eating animals, such as a hyena or vulture, or into the form of a humanoid it has recently eaten. While in this form, they gain the advantages, features, and damage of one of the beastform options from the Druid class (choose either Pack Predator or Winged Beast). They can't use their Fear is Fuel reaction, they can't talk or hold objects, and they get a bonus to damage rolls equal to the total of the beastform's Strength and Evasion bonuses. The Ghoul stays in this form until they choose to drop it or they take Major or greater damage.

Gnaw - Action: Mark 2 stress to bite a target in Melee range dealing 2d12+4 direct physical damage.

Lick Blood - Reaction: If the Ghoul succeeds on a standard attack and inflicts Major or Severe damage, **spend a Fear** to clear an HP.

Fear is Fuel - Reaction: Twice per scene, when a PC rolls a failure with Fear, clear a Stress.

Ghoul Cultist

Tier 2 Leader

A powerful ghoul who has obtained forbidden knowledge and power and stands head and shoulders over its kin

Motives & Tactics: Uncover secrets, worship ancient deities, command lessers

Difficulty: 15 | **Thresholds:** 13/23 | **HP:** 8 | **Stress:** 5

ATK: +3 | **Twisted Rod:** Far | 2d8+4 mag

Experience: Magical Knowledge +3, History +3, Keen Senses +3

Features

Paralyzing Bite - Action: Make an attack against a target within Melee range. On a success, **spend 1 Fear** to deal **1d6+3** physical damage and *Paralyze* the target until they mark 2 Stress or until their next rest. While *Paralyzed*, the target can't act and is *Restrained* and *Vulnerable*.

Speak Hidden Truths - Action: **Spend 1 Fear** to choose a target within Close range. The Ghoul's words are carried to their ears. The target must make a Knowledge Resistance Roll or must mark a Stress and become temporarily *Vulnerable*.

Shapechange - Action: **Mark a Stress** to transform into one of up to two different carrion-eating animals, such as a hyena or vulture, or into the form of a humanoid it has recently eaten. While in this form, they gain the advantages, features, and damage of one of the beastform options from the Druid class (choose either Pack Predator or Winged Beast). They can't use their Paralyzing Bite or Speak *Hidden Truths* actions, they can't talk or hold objects, and they get a bonus to damage rolls equal to the total of the beastform's Strength and Evasion bonuses. The Ghoul stays in this form until they choose to drop it or they take Major or greater damage.

Invisibility - Action: Once per scene, **spend a Fear** to become *Invisible*. While *Invisible*, the Ghoul is *Hidden*. Place two tokens on this statblock. Each time they take an action or a PC attacks them and succeeds with Hope, remove a token. When the last token is removed, the Ghoul becomes visible.

Summon Things From Beyond - Action: Once per day, **mark a Stress** to summon a Demonic Hound Pack, which appears at Close Range and is immediately spotlighted.

Momentum - Reaction: When the Ghoul makes a successful attack against a PC, you gain a Fear.

Ghost

Tier 2 Standard

The spirit of a person who died with deep emotions, doomed to relive their life and death.

Motives & Tactics: Reveal history, frighten, throw things

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 4 | **Stress:** 5

ATK: +1 | **Chilling Touch:** Close | 2d6+1 mag

Experience: Throw +2

Features

Bound - Passive: The Ghost cannot leave the area to which they are bound.

Ghost - Passive: The Ghost has resistance to physical damage. **Mark a Stress** to move up Close range through solid objects.

Invisible - Passive: The Ghost is *Invisible*, and while *Invisible*, they are *Hidden*. Place three tokens on this statblock. Each time they take an action or a PC attacks them and succeeds with Hope, remove a token. When the last token is removed, the Ghost becomes visible. **Spend a Fear** to make them *Invisible* again.

Phantom Shift - Action: **Mark a Stress** to trap all targets within Close range in a powerful illusion of events important to the Ghost's life and death. Targets can move about freely within the illusion and interact with illusory creatures and objects, but can only break free with a successful Instinct or Presence Roll (15). On each failed roll, the target marks a Stress and loses a Hope.

Telekinetic Throw - Action: **Mark a Stress** to pick up objects and throw them at all targets in front of the Ghost within Far range. Make an attack against these targets. Targets the Ghost succeeds against take **1d10+6** physical damage. If they succeed against more than one target, you gain a Fear.

Can't Kill What's Already Dead - Reaction: When the Ghost is defeated, you can spotlight them and roll a d6. On a result of 5-6, if there are other adversaries on the battlefield, the Ghost reforms with no marked HP.

Immersive Terrors - Reaction: *Countdown (Loop 1d6)*. When the Ghost is in the spotlight for the first time, activate the countdown. When it triggers, all targets caught in the Ghost's Phantom Shift must mark 1d4 Stress as they relive the Ghost's life.

Giant Constrictor Snake

Tier 2 Bruiser

A 60-foot-long serpent with a lethargy-causing bite.

Motives & Tactics: Lurk, ambush

Difficulty: 16 | **Thresholds:** 11/26 | **HP:** 9 | **Stress:** 5

ATK: +4 | **Bite:** Close | 2d8+7 phy

Experience: Camouflage +2, Keen Senses +2

Features

Constriction - Action: Make an attack against a creature within Very Close range. On a success, the target takes no damage, but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Snake takes Severe damage.

Venomous Bite - Reaction: When the Snake makes a successful standard attack, **mark a Stress** to *Poison* the target until they roll with Hope. While *Poisoned*, they can only move to Very Close range for their normal movement.

Giant Spider

Tier 2 Skulk

A surprisingly intelligent spider with a body the size of a pony's.

Motives & Tactics: Wait, spin webs, bite, consume prey, breed, defend territory

Difficulty: 13 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3

ATK: +3 | **Bite:** Melee | 2d6+3 phy

Experience: Tremor Sense +3

Features

All Webbed Up - Action: *Countdown (5).* **Mark a Stress** to choose a target that has been *Poisoned* by the Spider and *Restrain* them in spider silk. It ticks down when a PC rolls with *Fear* or the Spider is spotlighted. Each time it ticks down, the target can attempt a Strength Roll. On a success, they break the webbing, clear the *Restrained* condition, and the Countdown ends. When the Countdown is triggered, the target is completely *Encased* in silk and cannot escape on their own. The webbing can be cut through.

Shoot Webbing - Action: Make an attack against a target within Very Close range. On a success, **spend a Fear** to pull them into Melee range, deal **2d6+3** physical damage, and *Restrain* them with webbing. The target can break free, clearing the *Restrained* condition, with a successful Strength Roll or when the webbing is cut through.

Venomous Bite - Reaction: After succeeding on a standard attack, **spend a Fear** to *Poison* the target until they mark 2 Stress or until their next rest. While *Poisoned*, the target is *Vulnerable* and if they fail a roll with *Fear*, they fall down until their next action.

Hallowed Light

Tier 2 Minion

A minor divine servitor, resembling an intricate knot of glowing light.

Motives & Tactics: Aid others, fly, obey orders, smite evil

Difficulty: 14 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +2 | **Beam of Light:** Close | 5 mag

Experience: Divine Knowledge +1

Features

Divine Flight - Passive: While flying, the Light can move up to move up to Far range instead of Close range before taking an action.

Levitation - Passive: The Light levitates several feet off the ground and can't be *Restrained*.

Minion (6) - Passive: The Light is defeated when they take any damage. For every 6 damage a PC deals to the Light, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Lights within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

Hallowed Shield

Tier 2 Support

Celestial beings that resemble a golden shield with wings and an eye.

Motives & Tactics: Protect, keep order, sacrifice self

Difficulty: 15 | **Thresholds:** 9/15 | **HP:** 3 | **Stress:** 5

ATK: +1 | **Wing-Blades:** Melee or Far | 2d8+6 phy

Features

Levitation - Passive: The Hallowed Shield levitates several feet off the ground and attempts to restrain it are made at disadvantage.

Blinding Flash - Action: **Mark a Fear** to flash brilliant light from the Hallowed Shield's eye towards all targets in front of them. All targets must make an Instinct Reaction Roll or be *Blinded* until they next take an action. While *Blinded*, everything is *Hidden* to them.

Heal - Action: Choose a target within Very Close range and **mark a Stress** to have them clear 1 HP or 1 Stress.

Regeneration - Action: If the Hallowed Shield takes damage, **spend 2 Fear** to clear 2 HP. range of them and take the damage instead.

Shield Wall - Action: **Mark a Fear** to choose a target and spotlight any number of Hallowed Shields within Close range of them. If the target attempts to move past the Shields, they must first succeed on an Agility Roll. If more than two Shields have been spotlighted, the Difficulty increases by the number of Shields above two.

Reinforce - Reaction: When the Soldier is within Very Close range of a creature the Hallowed Shield is protecting who would take damage, you can **mark a Stress** to move into Melee

Hallowed Warden

Tier 2 Standard

An animal-headed divine being with metal-colored fur; tasked to protect and guard the innocent.

Motives & Tactics: Guard, obey orders, smite, sniff out foes

Difficulty: 12 | **Thresholds:** 12/22 | **HP:** 6 | **Stress:** 4

ATK: +2 | **Silver Greatsword:** Melee | 2d10+6 phy

Experience: Keen Senses +3

Features

Fastest - Passive: The Warden can move up to Far range instead of Close range before taking an action.

Relentless (2) - Passive: The Warden can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Shapechange - Action: **Mark a Stress** to turn into a single type of animal. The Warden may choose if the animal appears mundane or otherworldly. While in animal form, they gain the advantages, features, and damage of one of the Warden form options from the Druid class (choose from Household Friend, Winged Beast, Pack Predator, or Great Predator). While in animal form, they can't make a standard attack. The Warden can stay in this form until they choose to drop it or they take Major or greater damage.

Whirlwind - Action: Spend a Fear to whirl, making an attack against all targets within Very Close range. Targets the Warden succeed against take **2d6+3** physical damage.

Hexahedros

Tier 2 Standard

Metallic cube-shaped people from another realm, with jagged limbs emerging from each surface.

Motives & Tactics: Explore, gather materials, perform experiments, build, slash.

Difficulty: 14 | **Thresholds:** 10/18 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Blade-Arm:** Melee | 2d8+2 phy

Experience: Tremor Sense +3

Features

All Metal - Passive: The Hexahedros has resistance to physical damage.

Floating Bounce - Passive: Before or after making a standard attack, the Hexahedros can leap to a location within Close range.

Uncannily Sharp - Passive: The Hexahedros' standard attacks deal direct damage.

Hive Mind - Action: Mark a Stress to communicate with any other Hexahedros across any distance.

Lightning Whip - Action: Make an attack against a target within Very Close range. On a success, deal **2d4+6** magic damage. A target who marks 2 or more HP must also also mark 2 Stress or are *Electrified* until they roll with Hope. While *Electrified*, they make action rolls with disadvantage.

Lightning Shield - Reaction: Once per scene, when the Hexahedros takes damage from an attack within Close range, mark a Stress to deal **2d6** magic damage to the attacker and surround the Hexahedros with a magical barrier. Creatures who attack the Hexahedros while they are protected by the shield have disadvantage on their attack rolls. The shield collapses the next time an adversary is spotlighted.

Honeytrap Flower

Tier 2 Standard

A carnivorous flower that causes delusions in those who come near.

Motives & Tactics:

Difficulty: 14 | **Thresholds:** 12/18 | **HP:** 5 | **Stress:** 3

ATK: +1 | **Thorny Vine Whip:** Very Close | 2d6+3 phy

Experience: Tremor Sense +2

Features

Come Hither - Action: Spend a Fear to release a cloud of hallucination-causing pollen and an enticingly sweet scene in front of the Flower within Close range. All targets in this area must make an Instinct or Knowledge Reaction Roll or must mark a Stress and see the Flower as something they truly desire.

Feeding Bite – Action: Make an attack against a target within Melee range. On a success, deal **3d6** physical damage. A target who marks HP from this attack must mark a stress, and the Flower then clears an HP.

Horde Demon

Tier 2 Horde (2/HP)

A mass of minor demons, each one different from the rest.

Motives & Tactics: Create chaos, clobber, rip apart, make a mess, devour

Difficulty: 14 | **Thresholds:** 11/22 | **HP:** 6 | **Stress:** 3

ATK: +2 | **Bites and Claws:** Melee | 2d8+3 phy or mag

Features

Horde (2d4+1) - Passive: When the Horde has marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.

It's Ours! - Passive: Creatures restrained by the Horde take double damage from attacks the Horde make against them.

Overwhelming - Passive: When the Horde marks 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.

Too Much To Stop - Passive: The Horde's attacks deal direct damage. Each time the Horde is spotlighted, choose whether they deal physical or magical damage.

Grasping Arms - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, deal **2d8+3** physical damage and the target is *Restrained* until they break free with a successful Strength Roll.

Varied Abilities - Reaction: When the Horde succeeds on making a standard attack, **spend a Fear** to inflict magical damage instead of physical and cause the target to lose a Hope.

Inquisitor

Tier 2 Social

A professional torturer, wearing a hood to hide their face.

Motives & Tactics: Get answers, refuse compromise, cause pain

Difficulty: 12 | **Thresholds:** 10/15 | **HP:** 3 | **Stress:** 5

ATK: +3 | **Implement:** Melee | 1d4+3 phy

Experience: Intimidation +3

Features

Ear For Truth - Action: **Spend a Fear** to force a target within Very Close range to make an Instinct Reaction Roll. On a failure, then for the rest of the scene, the Inquisitor knows if the target is telling the truth or lying.

You Can Spare Yourself The Pain – Action: **Spend a Fear** to offer a *Restrained* target that has been injured by the Inquisitor a dangerous bargain or a demand for answers in exchange for freedom. If used on a PC, they must make a Presence Reaction Roll (18). On a failure, they must mark 2 Stress and lose 2 Hope or take the deal.

To The Pain - Reaction: When the Inquisitor succeeds on an attack against a target who is *Restrained*, if the target marks any HP, they also lose a Hope.

Killer Ape

Tier 2 Bruiser

A particularly vicious and cunning tailed ape with sharp, oversized teeth; many have four arms instead of two.

Motives & Tactics: Rip and tear, feast on flesh, climb, scare

Difficulty: 14 | **Thresholds:** 10/25 | **HP:** 8 | **Stress:** 5

ATK: +4 | **Bite and Punch:** Melee | 2d6+4 phy

Features

Ramp Up - Passive: You must **spend a Fear** to spotlight the Ape. While spotlighted, they can make their standard attack against all targets within range.

Back-Breaker - Action: **Mark a Stress** to slam a *Restrained* target into the ground and inflict **3d4+6** direct physical damage.

Grab On - Action: Make an attack against a target within Melee range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Ape takes Major or greater damage.

Killerphant

Tier 2 Bruiser

Spike-backed elephant-like beasts with many pairs of curved tusks.

Motives & Tactics: Graze and browse, intimidate, chase predators, destroy barriers, gore

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 8 | **Stress:** 3

ATK: +3 | **Tusk:** Very Close | 2d4+4 phy

Experience: Keen Senses +3

Features

Ramp Up - Passive: You must **spend a Fear** to spotlight the Killerphant. While Spotlighted, they can make their standard attack against all targets within range.

Stomp - Action: Stomp the ground, knocking all targets within Melee range back to Close range. Each target knocked back this way must mark a Stress.

Rampaging Fury - Reaction: When the Killerphant marks 2 or more HP, they can rampage. Move the Killerphant to a point within Close range and deal **2d6+5** direct physical damage to all targets in their path.

Rip and Tear - Reaction: When the Killerphant makes a successful standard attack, you can **mark a Stress** to temporarily *Restrain* the target and force them to mark 2 Stress.

Momentum - Reaction: When the Killerphant makes a successful attack against a PC, you gain a Fear.

Lamia

Tier 2 Leader

Demonic beings that look like attractive humanoids with the lower body of a serpent.

Motives & Tactics: Beguile, lure stragglers, devour sentients, exalt forgotten gods, begat monstrous young

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 8 | **Stress:** 6

ATK: +1 | **Curved Dagger:** Melee | 2d8+1 phy

Experience: Manipulate +2, Keen Senses +2

Features

Live in Excess - Passive: If an attacker spends a bag of gold (or sacrifices a bit of jewelry or loot worth as much), the Lamia becomes *Distracted* until the next roll with Fear. While *Distracted*, the Lamia has disadvantage on all rolls.

Call Forth Young - Action: Once per scene, **Spend a Fear** to summon a Failed Experiment or similar Tier 1 or Tier 2 monstrous adversary under the Lamia's control. The adversary appears at Close range and is immediately spotlighted.

Enchanter - Action: **Spend a Fear** to touch a target within Very Close range. The target must succeed on an Instinct Reaction Roll or become *Entranced* until they spend 2 Hope. While *Entranced*, the target is *Vulnerable* and will take anything the Lamia does in the best possible light.

Enticing Illusions - Action: **Mark a Stress** to create a temporary visual illusion within Far range that is no larger than a room that lasts until the Lamia takes any damage or chooses to dispel it. It holds up to scrutiny until an observer is within Melee range.

Shapechange - Action: **Mark a Stress** to transform into a humanoid. While in this form, the Lamia can't use their Call Forth Young action. The Lamia can stay in this form until they choose to drop it or take any damage.

They're On My Side Now - Reaction: When the Lamia successfully *Entrances* a target, you can **mark a Stress** to cause all other PCs within Close range to lose a Hope.

Mageslayer

Tier 2 Bruiser

A warrior who aims to stop spellcasters from causing harm.

Motives & Tactics: Track, destroy magic, make no compromises

Difficulty: 16 | **Thresholds:** 15/28 | **HP:** 9 | **Stress:** 5

ATK: +4 | **Runed Greatsword:** Melee | 2d10+2 mag

Experience: Track +2, Arcane Lore +2

Features

Protected - Passive: The Mageslayer has resistance to magic damage.

Target Caster - Passive: **Spend a Fear** to target a PC with the Spellcast trait within Very Close range and mark them as a *Nemesis* until the end of the scene. Attacks made by the Mageslayer against a *Nemesis* deal direct damage. The Mageslayer can only maintain one *Nemesis* at a time.

Momentum - Reaction: When the Mageslayer makes a successful attack against a PC, you gain a Fear.

Shut Them Down - Reaction: When the Mageslayer makes a successful attack against a PC target with the Spellcast trait, **mark 2 Stress** to force the target to spend 2 Hope or you may choose a Spell or Codex domain card and return it to their Vault.

Midden Beast

Tier 2 Bruiser

Bloated, tentacular monsters that lurk in trash piles and dung heaps.

Motives & Tactics: Defend territory, spread filth, slam, crush.

Difficulty: 16 | **Thresholds:** 15/26 | **HP:** 10 | **Stress:** 3

ATK: +1 | **Tentacles:** Very Close | 2d10+2 phy

Experience: Tremor Sense +2

Features

Relentless (2) - Passive: The Midden Beast can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Filthy Bite - Action: **Mark a Stress** to make an attack against a target within Melee. On a success, **spend a Fear** to deal **2d6+4** physical damage and *Poison* them until their next long rest. While *Poisoned*, the target has disadvantage on Strength, Agility, and Finesse action rolls.

Tentacle Grab - Action: Make a standard attack. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Midden Beast takes Major or greater damage.

Slam - Reaction: **Spend a Fear** after *Restraining* a target to slam them into the ground. The target must make a Strength Reaction Roll. On a failure, they take **1d8+4** physical damage and must **mark 2 Stress**. On a success, they **mark 1 Stress**.

Reanimated

Tier 2 Solo

A stitched-together collection of body parts, given new life by science and magic.

Motives & Tactics: Rip and tear, grapple, seek answers

Difficulty: 15 | **Thresholds:** 12/26 | **HP:** 8 | **Stress:** 4

ATK: +2 | **Punch:** Melee | 2d8+2 phy

Experience: Keen Senses +3

Features

Rend and Crush - Passive: If a target damaged by the Reanimated doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

Unstoppable - Passive: The Reanimated has resistance to all damage. If the Reanimated takes magic damage, they either clear a Stress or you gain a Fear.

Wishbone - Passive: If a creature that is *Restrained* by the Reanimated is still *Restrained* at the end of their action, **mark a Stress** to cause them to take an additional **1d10+2** physical damage.

Enraged Howl - Action: **Mark a Stress** to make all targets within Very Close range lose a Hope. If a target is not able to lose a Hope, they must instead mark 2 Stress.

Grab On - Action: Make an attack against a target within Melee range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Reanimated takes Major or greater damage.

Berserk Rampage - Reaction: *Countdown (Loop 1d6)*. When the Reanimated takes damage for the first time, activate the countdown. It ticks down when a PC takes a violent action. When it triggers, move the Reanimated in a straight line to a point within Far range and make an attack with advantage against all targets in their path. Targets the Reanimated succeeds against take **2d8+2** physical damage. A PC that takes damage from this attack has advantage on their next attack against the Reanimated.

Pachyderm

Tier 2 Bruiser

An elephant, hippopotamus, or rhinoceros, or similar large, thick-skinned herbivore.

Motives & Tactics: Graze, protect herd, charge, chase away intruders

Difficulty: 14 | **Thresholds:** 14/26 | **HP:** 7 | **Stress:** 4

ATK: +1 | **Powerful Headbutt or Bite:** Melee | 2d10+6 phy

Features

Thick-Skinned - Passive: When the Pachyderm takes physical damage, reduce it by 3.

Trample - Action: **Mark a Stress** to make an attack against all targets in the Elephant's path when they move. Targets the Pachyderm succeeds against take **2d6** physical damage.

Toss - Action: When the Pachyderm succeeds on a standard attack, **mark a Stress** to throw the target back to Close range. The target is *Vulnerable* until their next action.

Overtake - Action: **Spend 2 Fear** to attack a vehicle the PCs are in and start an Overtake Countdown (6) This countdown ticks down whenever the Pachyderm is spotlighted. When triggered, the vehicle breaks open and falls over. While this countdown is active, the Pachyderm can't take any other actions.

Phantasmist

Tier 2 Standard

A caster who specializes in magic that fools the senses and mind.

Motives & Tactics:

Difficulty: 14 | **Thresholds:** 8/17 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Psychic Blasts:** Far | 2d4+4

Experience: Arcane Lore +2 Manipulation +3

Features

It Came From Over There – Passive: The Phantasmist can make their standard attack appear to have originated from one of their

Enchanter - Action: Spend a Fear to touch a target within Close range. The target must succeed on an Instinct Reaction Roll or become *Entranced* until they spend 2 Hope. While *Entranced*, the target is *Vulnerable* and will take anything the Phantasmist does in the best possible light.

Phantasmal Horror - Action: Mark a Stress to trap a target within Far range in a powerful illusion. While trapped, the target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Instinct Roll.

Realistic Illusions - Action: Mark a Stress to create a temporary visual illusion at a point within Far range, that fills an area within Very Close range. The illusion lasts until the Phantasmist takes Major or greater damage or chooses to dispel it. It holds up to scrutiny until an observer is within Melee range and makes a Knowledge Roll.

Doubles - Reaction: When the Phantasmist would take damage from an attack, spend a Fear to have the attack damage an illusory double instead.

Pit Fighter

Tier 2 Solo

A seasoned arena fighter who knows how to work the crowd.

Motives & Tactics: Win, get paid, punch, look good

Difficulty: 16 | **Thresholds:** 14/26 | **HP:** 9 | **Stress:** 4

ATK: +2 | **Brutal Fists or Blood-Stained Sword:** Melee | 2d10+5 phy

Experience: Intimidation +2

Features

Relentless (2) - Passive: The Pit Fighter can be spotlighted up to twice per GM turn. Spend Fear as usual to spotlight them.

Head-Ringing Blow - Action: Twice per scene, spend a Stress to make an attack against a target within Melee range. On a success, the target takes direct damage and is *Vulnerable* until their next turn.

Showboat - Action: Once per scene, spend a Fear to mug to the crowd and clear 1 HP and 1 Stress. All PCs within Far range must make an Instinct check or lose a Hope.

Block - Reaction: When the Pit Fighter takes physical damage from a target within Very Close range, spend a Stress to gain resistance to that damage.

Momentum - Reaction: When the Pit Fighter makes a successful attack against a PC, you gain a Fear.

Rager

Tier 2 Bruiser

A heavily-built fighter, bristling with weapons and caught in a berserk rage.

Motives & Tactics: Move around, wreck and destroy, howl

Difficulty: 14 | **Thresholds:** 15/28 | **HP:** 10 | **Stress:** 4

ATK: +4 | **Greataxe:** Melee | 2d12+3 phy

Features

Ramp Up - Passive: You must **spend a Fear** to spotlight the Rager. While spotlighted, they can make their standard attack against all targets within range.

This One In Particular - Passive: When the Rager causes a target to take Major or greater damage, **spend a Fear** to gain advantage on their next attack against the same target.

War Cry - Passive: When the Rager makes a successful attack, all PCs within Close range lose a Hope and you gain a Fear.

Spread The Hurt - Action: When the Rager marks 2 or more HP, they whirl around, making an attack against all targets within Very Close range. Targets the Rager succeed against take direct damage

Momentum - Reaction: When the Rager makes a successful attack against a PC, you gain a Fear.

Serpoped

Tier 2 Standard

A long, furry serpent with a saber-toothed feline head and barbed tail.

Motives & Tactics: Hunt, protect pride, warn off, bite, sting

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 6 | **Stress:** 4

ATK: +2 | **Bite:** Melee | 2d4+4 phy

Experience: Keen Senses +2

Features

Relentless (2) - Passive: The Serpoped can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Venomous Stinger - Action: Make an attack against a target within Close range. On a success, **spend a Fear** to deal **1d4+6** physical damage and *Poison* them until their next rest. While *Poisoned*, they are lethargic and can only move to Very Close range as part of their normal movement.

Wrap - Action: Make an attack against a target within Very Close range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free with a successful Strength Roll or is freed automatically if the Serpoped takes Major or greater damage.

Constriction - Action: **mark a Stress** to deal **3d6+8** physical damage to a creature the Serpoped has *restrained*.

Shadow Demon

Tier 2 Skulk

A lesser demon made of chilling darkness, summoned as a supernatural assassin or spy.

Motives & Tactics: Spread darkness, extinguish light, hide, kill

Difficulty: 12 | **Thresholds:** 10/20 | **HP:** 3 | **Stress:** 3

ATK: +2 | **Shadow Blade:** Melee | 2d8+6 mag

Experience: Manipulate +2, Infiltrate +2

Features

Relentless (2) - Passive: The Demon can be spotlighted two times per GM turn. Spend Fear to spotlight them as usual.

One with the Shadows - Passive: As long as the Demon isn't in bright light, they are *Hidden*. Attacks made while *Hidden* from this feature have advantage.

Shadowform - Passive: The Demon has resistance to physical damage. **Mark a Stress** to move up Close range through small cracks and minuscule holes.

Extinguish - Action: Once per scene, **spend a Fear** to extinguish all nonmagical lights up to Close range.

Aim for the Heart - Action: **Spend 2 Fear** and make a standard attack. On a success, the attack deals direct damage and the target is *Frozen*. When a creature acts while *Frozen*, they must take an extra 2d6 magic damage if they are still *Frozen* at the end of their action.

Burning Coldfire - Action: Make an attack at a target within Far range and throw a ball of cold flames. On a success, deal **2d6+3** magic damage.

Shadowy Form - Reaction: The Demon's form is blurry and indistinct. When the Demon takes damage from an attack, **spend a Fear** to reduce the damage by one threshold.

Shambler

Tier 2 Standard

A mobile pile of decaying plant matter that is awakened by misused magic

Motives & Tactics: Hunger for meat, pummel, engulf, patrol

Difficulty: 12 | **Thresholds:** 9/18 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Tendril:** Melee | 1d6+4 phy

Experience: Camouflage +2

Features

Absorption - Passive: If the Shambler takes magical damage, they clear a Stress and you gain a Fear.

Homogenous Interior - Passive: The Shambler has resistance to physical damage.

Engulf - Action: Make a standard attack against a target in Melee range. On a success, the Shambler *Engulfs* them and the target must mark 1 HP. While *Engulfed*, the target is *Restrained* and *Vulnerable* and can only take actions to break free or that target the Shambler. Each time the target makes an action or the Shambler is spotlighted, the target must mark 1 HP. The target can break free, clearing all conditions, with a successful Strength roll or is freed automatically if the Shambler takes Severe damage.

Rampaging Fury - Reaction: When the Shambler marks 2 or more HP, they can rampage. Move the Shambler Mound to a point within Close range and deal **2d8+4** direct physical damage to all targets in their path.

Storm Beast

Tier 2 Standard

A thundercloud in wolf-like shape.

Motives & Tactics: Herald storms, pursue targets, play in rain

Difficulty: 13 | **Thresholds:** 10/18 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Bite:** Very Close | 2d4+4 mag

Features

Cloud Form - Passive: The Storm Beast has resistance to physical damage.

Flying - Passive: While flying, the Storm Beast gains a +3 bonus to their Difficulty.

Pack Tactics - Passive: If the Storm Beast makes a successful standard attack and another Storm Beast is within Melee range of the target, deal **3d6+5** physical damage instead of their standard damage and you gain a Fear.

Storm Breath - Action: *Countdown (Loop 1d6).* When the Storm Beast takes damage for the first time, activate the countdown. When it triggers, the Storm Beast releases thunder and lightning in front of them up to Close range. Targets must make an Agility Reaction Roll. Targets who fail take **2d6+3** magic damage and are *Deafened* until they roll a success with Hope. Targets who succeed must mark 2 Stress or take half damage.

Summoner

Tier 2 Leader

A mage who lets the creatures they conjure do the fighting for them.

Motives & Tactics: Stay back, sacrifice summons, don't get hurt

Difficulty: 15 | **Thresholds:** 10/16 | **HP:** 5 | **Stress:** 4

ATK: +2 | **Bone Wand:** Melee | 2d10+3 mag

Experience: Arcane Lore +2, Monster Lore +3

Features

Battle Summoning - Action: When you choose this action, **spend one or more Fear** to place a token on their stat block and describe the Summoner beginning their ritual. When you spotlight the Summoner and they have a token on their stat block, clear the token and choose one of the following adversaries: Battle Box, Chaos Skull, Minor Chaos Elemental, Demonic Hound Pack, Minor Fire Elemental, Minor Demon, Spectral Guardian, or similar otherworldly Tier 1 or 2 creature. You summon a number of creatures equal to the number of Fear spent. The creatures appear within Close range and are immediately spotlighted. They disappear at the end of the scene.

De-Summon Away - Action: When the Summoner has marked 2 or more Hit Points, **mark a Stress** to teleport to a location within Far range.

Swordclaw

Tier 2 Bruiser

An uneasy mix of mantis and theropod, with luminescent eyes and howls that can be heard for miles.

Motives & Tactics: Eat anything, harry prey, hunt in packs, ambush, grab

Difficulty: 16 | **Thresholds:** 16/28 | **HP:** 10 | **Stress:** 3

ATK: +4 | **Claws:** Melee | 2d8+6 phy
Experience: Keen Senses +3, Track +3

Features

Armor-Piercing Claws - Passive: When the Swordclaw makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Pack Tactics - Passive: If the Swordclaw makes a successful standard attack and another Swordclaw is within Melee range of the target, deal **3d8** physical damage instead of their standard damage and you gain a Fear.

Spined Shrieker

Tier 2 Standard

Spine-covered ape-bulls with a cry that can be heard for miles; they are sometimes used as steeds, especially by demons.

Motives & Tactics: Howl, scavenge, harry, surround, protect pack, bring chaos

Difficulty: 13 | **Thresholds:** 9/18 | **HP:** 7 | **Stress:** 3

ATK: +2 | **Bite:** Melee | 2d6+2 phy

Experience: Keen Senses +2

Features

Pact Tactics - Passive: If the Howler makes a successful standard attack and another Howler is within Melee range of the target, deal **2d8+4** physical damage instead of their standard damage, and you gain a Fear.

Mind-Rending Howl - Action: *Countdown (Loop 1d6).* When the Howler is spotlighted for the first time, activate the countdown. When it triggers, the Howler howls. All targets in front of them up to Far range must succeed on an Instinct Reaction Roll. Those who fail must **mark a Stress** and **lose a Hope**.

Spined - Action: **Mark a Stress** to make an attack against a creature in Melee range. On a success, **mark a Stress** to deal **3d4+3** physical damage and have *Quills Get Embedded* in the target until they take a few minutes to remove the quills. While the target has *Embedded Quills*, they make Agility and Strength action rolls at disadvantage. If such a roll is a failure with Fear, they also **mark a Stress**.

Stalker Demon

Tier 2 Solo

A skull-faced demon that is an unerring hunter and tracker.

Motives & Tactics: Hunt, follow, never stop, reposition

Difficulty: 16 | **Thresholds:** 12/22 | **HP:** 10 | **Stress:** 5

ATK: +3 | **Demonic Bow:** Melee | 2d6+6 mag

Experience: Bounty Hunter +4

Features

Turn Invisible - Action: Spend a **Fear** to turn *Invisible*. While *Invisible*, the Demon is *Hidden*. The Demon becomes visible if they take an action or a PC attacks them and succeeds with Hope.

Magic Arrows - Reaction: When the Demon makes a successful standard attack, **spend a Fear** to inflict one of the following effects of your choice:

- 1. Burn:** The bolt burns with black flames and the target is temporarily *On Fire*. When the target acts while *On Fire*, they must take an additional **2d4** magic damage if they are still *On Fire* at the end of their action.
- 2. Entangled:** The bolt bursts into sticky webbing. The target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Strength or Finesse Roll (18).
- 3. Flash:** The bolt bursts into brilliant light and the target is temporarily *Blinded*. While *Blinded*, everything is *Hidden* to them.
- 4. Tracked:** The bolt implants a *Tracker* into the target, which remains until it is removed with a Knowledge or Finesse Roll. As long as the target is *Tracked*, the Demon will know where they are.

Never Taken Alive - Reaction: When the Demon marks their last HP, they explode. Make an attack with advantage against all targets within Very Close range. Targets the Demon succeeds against take **2d4+1** magic damage.

Stone Ooze

Tier 2 Skulk

A mobile pile of amorphous rock, as large as a boulder.

Motives & Tactics: Camouflage, burrow, creep up, envelop, petrify, multiply

Difficulty: 14 | **Thresholds:** 15/26 | **HP:** 4 | **Stress:** 2

ATK: +2 | **Ooze Appendage:** Very Close | **2d4+3** phy

Experience: Tremor Sense +3

Features

Earth Glide - Passive: The Ooze can move through stone and earth as easily they move on the ground. While within stone or earth, they are *Hidden* and immune to all damage.

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Stony - Passive: When the Ooze takes physical damage, reduce it by **1d10**.

Envelop - Action: Make an attack against a target within Melee range. On a success, the Ooze *Envelops* them and the target must mark 2 Stress. While *Enveloped*, the target must mark an additional Stress every time they make an action roll. When the Ooze takes Severe damage, all *Enveloped* targets are freed and the condition is cleared.

Petrify - Reaction: When a creature is *Enveloped* by the Ooze, you can **spend a Fear** to force the attacker to make an Instinct Reaction Roll. On a failure, they begin to turn to stone, marking a HP and starting a Petrification Countdown (4). This countdown ticks down when

the *Enveloped* creature makes an action roll. When it triggers, the target must make a death move. If the Ooze is defeated, all petrification countdowns end.

Split - Reaction: When the Ooze has 4 or more HP marked, you can **spend a Fear** to split them into two Green Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Tiny Stone Ooze

Tier 2 Skulk

A small stone ooze that looks like a moving pile of mud and pebbles.

Motives & Tactics:

Difficulty: 12 | **Thresholds:** 6/11 | **HP:** 3 | **Stress:** 1

ATK: +0 | **Ooze Appendage:** Melee | 1d6+2 phy

Experience: Tremor Sense +2

Features

Earth Glide - Passive: The Ooze can move through stone and earth as easily as air. While within stone or earth, they are *Hidden* and immune to all damage.

Stiffen - Reaction: When the Ooze succeeds at a standard attack, **spend a Fear** to cause the target to become *Stiff* until the scene ends. While *Stiff*, the target can only move to Very Close range as part of their normal movement.

Trapper

Tier 2 Bruiser

A very large, land-dwelling ray that changes its coloration and texture to hide from its prey.

Motives & Tactics: Camouflage, ambush, crush, fly slowly

Difficulty: 13 | **Thresholds:** 10/20 | **HP:** 9 | **Stress:** 3

ATK: +2 | **Wing-Slap:** Very Close | 2d6+4 phy

Experience: Camouflage +4

Features

Slow-Moving - Passive: The Trapper can only move up to Very Close range as their normal movement.

Stony Hide - Passive: When the Trapper takes physical damage, reduce it by 3.

Envelop - Action: Mark a Stress and make a standard attack against all creatures within Very Close range. Targets the Trapper succeeds against are enveloped by the Trapper, is *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength (15) Roll, or if the Trapper takes Severe damage, the target is freed.

Troll

Tier 2 Bruiser

Long-limbed, giant-sized humanoids that are constantly hungry for fresh meat.

Motives & Tactics: Devour, rip limbs, pummel, rend

Difficulty: 16 | **Thresholds:** 15/28 | **HP:** 7 | **Stress:** 4

ATK: +2 | **Claws:** Very Close | 2d10+2 phy

Experience: Keen Senses +2, Camouflage +3

Features

Ramp Up - Passive: You must **spend a Fear** to spotlight the Troll. While spotlighted, they can make their standard attack against all targets within range.

Rending Talons - Passive: If a target damaged by the Troll doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

Regeneration - Action: If the Troll takes physical damage, **spend 2 Fear** to clear 2 HP. If the Troll is reduced to 0 HP by magical damage, **mark 2 Stress** to clear 2 HP.

Momentum - Reaction: When the Troll makes a successful attack against a PC, you gain a Fear.

Unicorn

Tier 2 Standard

A delicate but fierce, spiral-horned equine that protects places of natural and divine wonder.

Motives & Tactics: Protect territory, heal and bless, hide, flee, charge

Difficulty: 14 | **Thresholds:** 11/22 | **HP:** 5 | **Stress:** 5

ATK: +2 | **Hooves:** Melee | 2d6+3 phy

Experience: Keen Senses +4

Features

Inherently Magical - Passive: The Unicorn has resistance to magical damage.

Charging Strike - Action: **Mark a Stress** to move up to Far range and make an attack against a target. On a success, deal **3d10+4** physical damage, and the target must mark a Stress and is knocked down and *Vulnerable* until their next action.

Healing Touch - Action: **Mark one or more Stress** to choose a target within Close range, or the Unicorn themselves, and clear one HP per Stress marked. Optionally, **mark a Stress** to touch a diseased or poisoned inanimate object or substance to cleanse it.

Kick and Buck - Action: **Mark a Stress** to make an attack against a creature that is behind the Unicorn within Melee range. On a success, deal **2d8+4** physical damage and the target is knocked down and is *Vulnerable* until their next action.

War-Bard

Tier 2 Support

A musician whose music brings morale to the troops and unnerves the enemy.

Motives & Tactics:

Difficulty: 14 | **Thresholds:** 8/16 | **HP:** 3 | **Stress:** 6

ATK: +1 | **Sword or Bow:** Melee or Far | 2d4+2 phy

Experience: Inspirational Speaking +3

Features

Heart-Stopping Music - Action: **Mark a Stress** to make all targets within Close range lose a

Hope. If a target is not able to lose a Hope, they must instead mark 2 Stress.

Stir The Blood - Action: **Mark a Stress** to spotlight **1d4+1** allies. If their next attack is successful, they inflict +5 damage.

Hold Fast - Reaction: When an ally of the War-Bard is forced to make a reaction roll, you can **mark a Stress** to give them a +2 bonus to the roll.

Werebeast

Tier 2 Skulk

A being that shifts between a particular type of animal, animal-humanoid hybrid, and their true humanoid form.

Motives & Tactics: Ambush, attack, hide amongst others, spread the curse.

Difficulty: 14 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5

ATK: +2 | **Punch:** Melee | 2d4+4 phy

Experience: Keen Senses +4

Features

Nigh Unstoppable - Passive: The Werebeast has resistance to physical damage. If they mark HP from physical damage, they may **spend a Fear** to mark one fewer HP. However, when the Werebeast takes magic damage, they become *Vulnerable* until the next roll with Fear.

Spread The Curse - Passive: Make an attack against a creature in Melee range. On a success, **spend a Fear** to *Curse* the target with therianthropy. A PC may make an Instinct Reaction Roll to resist. If they fail, they gain a new Experience at +2: "Bestial Instincts" and become a Werebeast. They change automatically under a full moon but can't change voluntarily. In order to gain that ability, the Werebeast must spend four advancements when they increase in levels.

Terrifying Transformation - Passive: A PC who sees the Werebeast use Shapechange loses a Hope.

Shapechange - Action: **Mark a Stress** to transform into one specific Animal form, or into a Hybrid version of that animal and their normal form. When in Animal form, they gain the advantages, features, and damage of one of the beastform options from the Druid class (choose one predatory beastform of Tier 3 or lower). They can't talk or hold objects and they get bonus to their Difficulty and to damage rolls equal to the total of the beastform's Strength and Evasion. When in Hybrid form, they are capable of limited speech and can hold objects

clumsily. The werebeast stays in this form until they choose to drop it or they mark their last HP.

During the nights of the full moon, the Werebeast automatically transforms into the Animal form and remains in that form until the following dawn or they mark their last HP. They can resist the change by marking 3 Stress and spending 3 Fear.

Momentum - Reaction: When the Werebeast makes a successful attack against a PC, you gain a Fear.

Zombie Wall

Tier 2 Standard

Consisting of faces, arms, and other body parts pressed by the foulest magics into the form of a wall, this is a truly horrifying obstacle.

Motives & Tactics: Block passage, claw, pummel, hate, absorb new meat

Difficulty: 15 | **Thresholds:** 12/20 | **HP:** 6 | **Stress:** 4

ATK: +3 | **Grasping Arms:** Melee | 2d4+6 phy

Experience: Tremorsense +3

Features

Block – Passive: The Zombie Wall can't move, and it's impossible to get past or over it without defeating it first.

Ramp Up – Passive: You must **spend a Fear** to spotlight the Zombie Wall. While spotlighted, they can make their standard attack against all targets within range.

Zombie Wallform - Passive: Before they make their first attack in a fight, the Zombie Wall is indistinguishable from any other normal wall in the area until they next act or a PC succeeds on an Instinct Roll to identify them.

Resistant – Passive: The Zombie Wall has resistance to all damage.

Terrifying - Passive: When the Zombie Wall makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Absorb - Reaction: Make an attack against a creature within Melee range. On a success, the target takes **2d8** damage and is *Restrained*. Start an Absorption Countdown (6). It ticks down when a PC rolls with Fear. When it triggers, the target must make a death move, and if the target dies, they are absorbed into the Zombie Wall and the Zombie Wall clears all HP and Stress. If the Zombie Wall is defeated, all absorption countdowns end.

Tier 3 Adversaries

Afanc

Tier 3 Solo

A lake-dwelling creature like a mammalian Mosasaur; its nightly song lures sailors to their doom.

Motives & Tactics: Hunt, lure travelers,

Difficulty: 20 | **Thresholds:** 24/40 | **HP:** 10 | **Stress:** 6

ATK: +3 | **Bite:** Very Close | 4d10 physical

Experience: Entrancing Singer +3

Features

Dinner Time - Passive: Make a standard attack with advantage against a swimming target that is *Vulnerable*. On a success, the attack deals direct damage.

Gentle Song - Action: **Mark a Stress** to cause all who can hear the Afanc within Far range to become *Vulnerable* until their next roll with Hope.

Whirlpool - Action: *Countdown (5)*. When the Afanc takes damage for the first time, activate the countdown. When it triggers, the creature's thrashing tail and fins cause a whirlpool to form. Swimmers within Close range must make a Strength Reaction Roll. Targets who fail take **3d10+8** physical damage and become *Vulnerable*. Targets who succeed take half damage. Watercraft in the area take damage, are pulled into the whirlpool, or both, and creatures on board must mark 2 Stress or fall overboard. Additionally, the area becomes difficult to move through until the end of the scene.

Tail Splash - Reaction: When the Afanc makes a successful standard attack, you can **mark a Stress** to knock the target back to Close range.

Boneless One Progenitor

Tier 3 Leader

A large, four-armed Boneless One who transforms humanoids into more of their kind.

Motives & Tactics: Rule, sacrifice servitors, create new Boneless Ones.

Difficulty: 16 | **Thresholds:** 22/34 | **HP:** 9 | **Stress:** 6

ATK: +0 | **Claws:** Very Close | 3d6+3 phy

Features

Bloated - Passive: The Progenitor can only move up to Very Close range as their normal movement.

Hub Of The Hive - Passive: The Progenitor can communicate telepathically with any Boneless they have created, regardless of their distance.

Mimicry - Passive: The Progenitor can mimic sounds they have heard, but not voices. A creature can make an Instinct or Knowledge Reaction Roll to know that the Progenitor's mimicry isn't real.

Relentless (2) - Passive: The Progenitor can be spotlighted up to two times per GM turn.

Spend Fear as usual to spotlight them.

Rubber - Passive: The Progenitor has resistance to physical damage.

Call For Reinforcements - Action: **Mark a Stress** to summon 1d4+3 Boneless, who appear at Close range to protect the Progenitor. Immediately spotlight them.

Paralyzing Stinger - Action: Make an attack against a target within Very Close range. On a success, **mark a Stress** to deal **2d4+3** physical damage and *Paralyze* the target until they mark 2 Stress or until their next rest. While *Paralyzed*, the target can't act and is *Restrained* and *Vulnerable*.

Transform - Reaction: When a creature is *Paralyzed* from the Progenitor's Stinger, **spend 2 Fear** to force the attacker to make a Strength Reaction Roll. On a failure, they begin to transform into a Boneless Servitor, marking an HP and starting a Transformation Countdown (2d4). When it triggers, the target must make a death move, but will turn into an NPC Boneless One instead of dying.

Chimera

Tier 3 Solo

Winged, multiheaded mutants created when Chaos melds several creatures into one.

Motives & Tactics: Stalk prey, fly, destroy things, defend territory, behave erratically

Difficulty: 17 | **Thresholds:** 22/34 | **HP:** 10 | **Stress:** 7

ATK: +7 | **Bite and Claw:** Very Close | 3d10+6 phy

Experience: Ambusher +3, Keen Senses +3

Features

Relentless (3) - Passive: The Chimera can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Rend and Crush - Passive: If a target damaged by the Chimera doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

Charging Slam - Action: **Mark a Stress** to charge through a group at Close range and make an attack against all targets in the Chimera's path. Targets the Chimera succeeds against takes **3d10+6** physical damage and are knocked back to Very Far range. If the target is knocked into a solid object or another creature, they take an extra **1d6** direct physical damage.

Demented Howl - Action: (*Countdown 5*). When the Chimera takes damage from the first time, activate the countdown. When it triggers, the Chimera howls. All targets within Far range must make a Presence Reaction Roll (17). Targets who fail lose a Hope and you gain a Fear for each one. Targets who succeed must **mark a Stress**.

Foul Breath - Action: **Spend a Fear** to make an attack against all targets in front of the chimera within Close range. Targets the Chimera succeeds against take **4d6+4** magic damage and are *Poisoned* until their next rest or they clear an HP. While *Poisoned*, they are *Vulnerable*, and must mark a Stress each time they roll with Fear.

Momentum - Reaction: When the Chimera makes a successful attack against a PC, you gain a Fear.

Crime Boss

Tier 3 Leader

The head of a crime guild or gang, who has ultimate power but a tenuous grip on their position.

Motives & Tactics: Profit, destroy rivals, sacrifice lackeys

Difficulty: 18 | **Thresholds:** 22/40 | **HP:** 10 | **Stress:** 5

ATK: +7 | **Shortsword:** Melee | 3d8+8 phy

Experience: Criminal Instincts +3, Intimidation +4

Features

Relentless (2) – Passive: The Crime Boss can be spotlighted up to two times per GM turn.

Spend Fear as usual to spotlight them.

Secretly Armored – Passive: When the Crime Boss takes physical damage, reduce it by 3.

Bring Me Their Heads – Action: When one or more PCs are within Far range of the Crime Boss, **spend 1 Fear per PC** to *Mark* them and demand they be captured or killed. Each adversary within Close range of the Crime Boss has advantage on their first roll to track the *Marked* PCs, the first attack roll made against a *Marked* PC, and if that attack roll succeeds, it deals direct damage. You gain **1d4** Fear.

Loyal Guards – Action: Once per scene, **mark a Stress** to summon **1d4+1** Tier 1 adversaries, who appear at Close range to enforce the Crime Boss's will.

Scary Face - Action: **Spend a Fear** to target any number of creatures within Very Close range and force them to make an Instinct Reaction Roll. On a failure, they lose a Hope and you gain a Fear.

With Me - Action: When you spotlight the Crime Boss, **mark a Stress** to also spotlight two allies within Close range.

Demon of Chains

Tier 3 Leader

A humanoid draped in and pierced by barbed, gore-streaked chains; underneath them, its mutilated features are disturbingly human.

Motives & Tactics: Cause terror, capture, torture, create disturbing art

Difficulty: 14 | **Thresholds:** 15/27 | **HP:** 5 | **Stress:** 4

ATK: +1 | **Spiked Chain:** Very Close | 2d6+3 phy

Experience: Manipulation +2

Features

Relentless (2) - Passive: The Demon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Unnerving Stance - Passive: When the Demon makes two successful attacks on one PC, all PCs within Far range must lose a Hope and gain a Fear.

Control Chains - Action: **Mark a Stress** to animate **1d6+1** chains that are in Close range to them. These chains are treated as Minions with an ATK of +1 and that inflict **3d4** physical damage.

Infernal Chains - Action: Spend a **Fear** to conjure otherworldly chains and wrap them around a target within Far range. That creature must succeed on an Agility Reaction Roll or become *Restrained* and *Vulnerable*. A target can break free, ending both conditions, with a successful Strength or Instinct roll. While *Restrained*, each time the target takes a turn, it **marks 1 HP**.

Demon of Disease

Tier 3 Ranged

A half-rotted hyena-goat-vulture hybrid with tattered wings who spreads sickness.

Motives & Tactics: Spread contagion, create zombies, focus fire, reposition

Difficulty: 16 | **Thresholds:** 18/25 | **HP:** 5 | **Stress:** 4

ATK: +4 | **Longbow:** Melee | 2d8+6 phy

Experience: Keen Senses +3

Features

Diseased Arrows - Passive: When the Demon succeeds on a standard attack, **spend a Fear** to infect the target with a *Disease*. While *Diseased*, the target has disadvantage on Strength, Agility, and Finesse rolls, and clear half as much Stress and HP during downtime and from abilities. Each time the target takes a rest, they can make a Strength Reaction Roll (16). On a success, they clear the condition.

Flying - Passive: While flying, the Demon has a +2 bonus to their Difficulty.

Relentless (2) - Passive: The Demon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Zombie - Passive: If a creature dies while *Diseased*, **spend a Fear** to cause it to rise as a Zombie of their tier.

Barbed Tail - Action: **Mark a Stress** to make an attack against all targets within Melee range. Targets the Demon succeeds against take **2d10+2** physical damage. When a target uses armor to reduce damage from this attack, they must mark 2 Armor Slots.

Howl - Action: **Mark a Stress** to make all targets within Close range lose 1d4 Hope. If a target is not able to lose a Hope, they must instead mark 3 Stress.

Momentum - Reaction: When the Demon makes a successful attack against a PC, you gain a Fear.

Rotting Presence - Reaction: When a creature marks an HP while within Very Close range to the Demon, **spend 2 Fear** to make them mark 2 HP instead.

Demon of Misery

Tier 3 Skulk

Foul and boiling sickly-colored that swirl in the shape of a humanoid face.

Motives & Tactics: Cause anguish, burn and poison, protect partner

Difficulty: 17 | **Thresholds:** 20/32 | **HP:** 5 | **Stress:** 4

ATK: +4 | **Burning Blows:** Melee | 2d8+4 mag

Experience: Intimidation +2, Manipulation +3

Features

Gaseous - Passive: If the Demon is subjected to strong winds, their Terrible Aura doesn't work until they are next spotlighted.

Levitation - Passive: The Demon levitates several feet off the ground and can't be Restrained.

Sheer Hopelessness - Passive: When a PC rolls with Fear while within Far range of the Demon, they lose a Hope and you gain a Fear.

Terrible Aura - Passive: When a creature makes a successful attack against the Demon from within Very Close range, they must mark a Stress and begin to *Smolder And Choke* until their next rest or they clear a Stress. While *Smoldering And Choking*, they are *Vulnerable* and have disadvantage on attack rolls.

Vaporous Form - Passive: The Demon has resistance to all damage. **Mark a Stress** to move up to Close range through solid objects.

Enervating Touch - Action: Make an attack against a target within Very Close range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*, and must mark an HP and lose a Hope. The target can break free, clearing both conditions, with a successful Strength or Instinct roll. However, each time the target fails this roll, they must mark an additional HP and lose another Hope.

Demon of Mockery

Tier 3 Solo

A strangely-dressed, ever-changing demon with a too-wide toothy grin.

Motives & Tactics: Insult and taunt, demoralize, cause chaos, mimic voices.

Difficulty: 17 | **Thresholds:** 16/28 | **HP:** 9 | **Stress:** 7

ATK: +3 | **Barbed Tail:** Very Close | 3d6 phy

Experience: Manipulation +3

Features

Mimicry - Passive: The Demon can mimic voices and sounds they have heard. A creature can make an Instinct or Knowledge Reaction Roll (20) to know that the Demon's mimicry isn't real.

Slayin' Them - Passive: When a creature within Far range of the Demon marks their last Stress or HP, the Demon clears an HP and a Stress.

Chink In The Armor - Action: **Mark a Stress** to choose a target within Close range and force them to make an Instinct Reaction Roll. On a failure, the target loses a Hope and the Demon learns one of the target's secrets.

Remember This? - Action: **Mark a Stress** to trap one or more targets within Close range in a powerful illusion of events that are designed to humiliate them. Targets can move about freely within the illusion and interact with illusory creatures and objects, but can only break free with a successful Instinct or Presence Roll. Targets whose secrets are known to the Demon have disadvantage on this roll. Targets who fail must mark a Stress and lose a Hope.

Vicious Mockery - Action: **Mark a Stress** to say something mocking and force a target within Close range to make a Presence Reaction Roll. On a failure, the creature takes **3d8+3** magic damage, must mark 1d4 Stress, and is *Vulnerable* until their next action, and you gain a Fear. On a success, they take half damage and must mark a Stress.

Demon of Murder

Tier 3 Skulk

A cloaked, corpse-pale entity, bearing forever-seeping wounds.

Motives & Tactics: Assassinate, demoralize, spread fear

Difficulty: 16 | **Thresholds:** 14/24 | **HP:** 8 | **Stress:** 4

ATK: +7 | **Spectral Dagger:** Close | 3d6+3 mag

Experience: Manipulation +3, Track +2

Features

Aura of Doom - Passive: When a PC marks HP from an attack by the Demon, they lose a Hope.

Deadly Blows - Passive: The Demon's attacks deal direct damage.

Flying - Passive: While flying, the Demon has a +2 bonus to their Difficulty.

Indistinct - Passive: **Mark a Stress** to make the Demon's form shadowy and indistinct. A creature targeting them with an attack rolls at disadvantage. If the attacker succeeds with Hope, the effect ends.

Dread Champion

Tier 3 Leader

A warrior dedicated to a malicious god, either New or Forgotten.

Motives & Tactics: Show dominance, spread

Difficulty: 17 | **Thresholds:** 20/38 | **HP:** 9 | **Stress:** 5

ATK: +7 | **Morningstar:** Melee | 2d8+4 phy

Experience: Intimidation +3

Features

Heavily Armored - Passive: When the Dread Champion takes physical damage, reduce it by 3

Terrifying - Passive: When the Dread Champion makes a successful attack, all PCs within Close range lose a Hope and you gain a Fear.

Unleash The Troops - Action: **Mark a Stress** to spotlight **1d4+1** allies. Attacks they make while spotlighted in this way deal half damage.

Trample The Weak - Reaction: When a creature within Close range of the Dread Champion marks HP from another creature's attack, you can **mark a Stress** to immediately spotlight the Dread Champion, moving them into Melee range of the target and making a standard attack

Smite - Reaction: When the Dread Champion succeeds on a standard attack, **spend a Fear** to inflict **3d10** direct magic damage.

Rampage - Reaction: *Countdown (Loop 1d6)*. When the Dread Champion takes damage for the first time, activate the countdown. When it triggers, move the Hunter in a straight line to a point within Far range and make an attack against all targets in their path. Targets the Hunter succeeds against take **2d8** physical damage.

Dream-Haunter

Tier 3 Skulk

An ever-changing shadow, featureless save for its evil grin, that haunts dreams

Motives & Tactics: Hide in shadows, create nightmares, feed on hope

Difficulty: 14 | **Thresholds:** 14/27 | **HP:** 5 | **Stress:** 7

Experience: Stealth +3

Features

Ghost - Passive: The Dream-Haunter has resistance to physical damage. **Mark a Stress** to move up Close range through solid objects.

Slumber - Action: **Spend a Fear** to choose a target within Very Close range. The creature must succeed on an Instinct Reaction Roll or fall *Asleep* until they take damage or **spend a Hope** on their turn to clear this condition.

Devour Dream - Action: **Spend a Fear** to choose a target within Melee range that is *Asleep*. The creature's sleep is filled with nightmares drawn from their darkest thoughts and fears. If the Dream-Haunter can remain by the target's side until the dream is over, the target loses 2 Hope and is *Vulnerable* until they can sleep without interference from the Dream-Haunter. If the target isn't able to lose a Hope, they must instead **mark 4 Stress**.

Duelist

Tier 3 Solo

A professional sword-fighter who fights for glory, honor, and fame (and money).

Motives & Tactics: Fight, study opponent

Difficulty: 18 | **Thresholds:** 18/30 | **HP:** 10 | **Stress:** 6

ATK: +7 | **Rapier:** Melee | 3d8+9 phy

Experience: Witty Repartee +2

Features

Relentless (3) - Passive: The Duelist can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Size Up - Action: **Spend a Fear** to study an opponent within Close range. On their next attack against that opponent, the Duelist has advantage on their roll.

Feint - Action: **Mark a Stress** to make a standard attack against a target within Melee range with advantage. On a success, deal direct damage.

Parry - Reaction: When the Duelist is hit by an attack made from within Melee range that would inflict physical damage, **mark 2 Stress** to force the attacker to reroll their Fear die.

Disarm - Reaction: If a PC attacks the Duelist from within Melee range and fails with Fear, **spend a Fear** to disarm them and cause them to be *Vulnerable* until they equip a weapon.

Momentum - Reaction: When the Duelist makes a successful attack against a PC, you gain a fear.

Riposte - Reaction: When a creature attacks the Duelist while within Melee range and misses, **spend a Fear** to make a standard attack against that target.

Firebrand

Tier 3 Leader

A proud rebel against a tyrannical force.

Motives & Tactics: Destroy the oppressors, gather the people, make sacrifices

Difficulty: 17 | **Thresholds:** 18/38 | **HP:** 8 | **Stress:** 6

ATK: +6 | **Longsword:** Melee | 3d8+2 phy

Experience: Inspire +3

Features

Explosives – Action: **Mark a Stress** to reveal an explosive trap set anywhere on the battlefield by the Firebrand. Make an attack with advantage against all targets within Very Close range. Targets the explosion succeeds against take **2d8+8** magic damage and are knocked back to Far range, and the area is set *On Fire*.

Inspiring Actions - Action: **Mark a Stress** to move into Melee range of an ally and make a standard attack against a target within Very Close range. On a success, deal **3d8+4** physical damage and the ally can clear a Stress.

Rally For The Cause – Action: Once per scene, **spend a Fear** to spotlight all allies within Far range. Attacks they make while spotlighted in this way deal half damage.

Vox Populi - Action: **Spend 2 Fear** to spotlight the Firebrand and up to **2d4** allies within Far range.

Momentum - Reaction: when the Firebrand makes a successful attack against a PC, you gain a Fear

Flowertrap Plant

Tier 3 Bruiser

A Venus fly trap plant that is as large as a small tree, but far more mobile.

Motives & Tactics: Hide in plain sight, pummel, swallow whole

Difficulty: 17 | **Thresholds:** 19/30 | **HP:** 10 | **Stress:** 4

ATK: +5 | **Branch Slap:** Very Close | **3d6+5** phy

Experience: Camouflage +3, Tremor Sense +2

Features

Relentless (2) - Passive: The Flowertrap can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Slow-Moving - Passive: The Flowertrap can only move up to Very Close range as their normal movement.

Branch Slam - Action: **Spend a Fear** to slam a target that the Flowertrap has *Restrained* into the ground. The target takes **3d10+4** physical damage and is no longer *Restrained*, but is knocked down and *Vulnerable* until their next action.

Grab On - Action: Make a standard attack against a target. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Flowertrap takes Major or greater damage.

Swallow Whole - Action: **Mark a Stress** and make an attack against a target within Very Close range. On a success, the target takes **2d10+8** physical damage, is *Swallowed* by the Flowertrap, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength Roll, or if the Flowertrap takes Severe damage, the target is freed.

Deadly Defense - Reaction: When the Flowertrap has marked 6 or more of their HP, **spend a Fear** to emit a sickening orange-ish fog in front of the Flowertrap within Close range. All targets in this area must make an Agility Reaction Roll or take **4d6+3** physical damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP and you gain a Fear. Additionally, the fog hangs in the air until the end of the scene. The area is heavily obscured. All creatures other than the Flowertrap who move through the area take **1d10** physical damage.

Golem

Tier 3 Bruiser

A powerful construct sculpted from clay and stone and infused with divine magic.

Motives & Tactics: Obey orders, perform duties, destroy target.

Difficulty: 18 | **Thresholds:** 24/50 | **HP:** 10 | **Stress:** 5

ATK: +7 | **Great Fists:** Melee | 3d10+6 phy

Features

Divine Power - Passive: The Golem's attacks deal direct damage.

Rend and Crush - Passive: If a target damaged by the Golem doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

Momentum - Reaction: When the Golem makes a successful attack against a PC, you gain a fear.

Slow - Passive: When you spotlight the Golem and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Golem and they have a token on their stat block, clear the token and they can act.

Unstoppable - Passive: The Golem has resistance to all damage. If the golem takes magic damage, you can choose one of the following: the Golem clears a Stress; if the Golem doesn't have a token on their stat block, put one there; gain a Fear.

Double Strike - Action: **Mark a Stress** to make a standard attack against two PCs within Melee range.

Trample - Action: **Mark a Stress** to make an attack against all targets in the Construct's path when they move. Targets the Golem succeeds against take **3d4+1** damage.

Greater Air Elemental

Tier 3 Standard

A living tornado, taller than a house; glowing spots deep within its body indicate its eyes

Motives & Tactics: Alter the weather, cause chaos

Difficulty: 18 | **Thresholds:** 17/30 | **HP:** 5 | **Stress:** 5

ATK: +5 | **Wind Blast:** Far | 3d6+2 phy

Features

Airy Form - Passive: The Elemental has resistance to physical damage.

Flying - Passive: While flying, the Elemental has a +3 bonus to their Difficulty.

Invisible - Passive: The Elemental is *Invisible*, and while *Invisible*, they are *Hidden*. Place three tokens on this statblock. Each time they take an action or a PC attacks them and succeeds with Hope, remove a token. When the last token is removed, the Elemental becomes visible. **Spend a Fear** to make them *Invisible* again.

Reflect Missiles - Passive: If the Elemental is attacked by a physical weapon from Close or farther range, roll a number of d6s equal to its current Stress, plus one. If any of these dice show a result of 5 or 6, the missile is reflected and targets another creature within Very Close range of the Elemental instead.

Carry Away - Action: **Spend 3 Stress** to choose a target in Very Close range. The target must make a Strength Reaction Roll. On a failure, both the creature and the Elemental move up to Far distance.

Whirlwind - Action: **Spend a Fear** to throw a line of blasting air at any number of targets in a line up to Far range. All targets must succeed on a Strength Reaction Roll or take **3d12+2** physical damage and be knocked over, making them *Vulnerable* until their next act.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

Greater Ice Elemental

Tier 3 Standard

A hulking mass of snow and ice that trails flurries behind it.

Motives & Tactics: Make frozen, slow things down, bash,

Difficulty: 17 | **Thresholds:** 20/33 | **HP:** 8 | **Stress:** 3

ATK: +6 | **Frozen Fist:** Very Close | 3d8+3 phy

Experience: Throw +2

Features

Chilling Fog - Action: (*Countdown Loop 1d4*): When the Elemental takes damage for the first time, activate the countdown. When it triggers, the Elemental breathes a thick, freezing fog on all targets in front of them up to Far range. Each target marks 1d4 Stress, and is temporarily *Chilled* until they make a successful Strength Roll (20). While *Chilled*, they must mark a Stress whenever they make an Agility or Finesse action roll.

Icy Boulder - Action: **Mark a Stress** to fire heavy shards of ice at all targets in front of the Elemental within Far range. Make an attack against these targets. Targets the Elemental succeeds against take **3d10+1** physical damage. If they succeed against more than one target, you gain a Fear.

Flash-Freeze - Reaction: When the Elemental takes damage from an attack within Very Close range, you can **spend a Fear** to force the attacker to make an Agility Reaction Roll. On a failure, they begin to turn to ice, marking an HP and starting a Frozen Countdown (4). The countdown ticks down when the Elemental is attacked. When it triggers, the target must make a death move. If the Elemental is defeated, all frozen countdowns end.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

Green Creeper

Tier 3 Standard

A bloated, mobile, thorn-covered plant that grows out of the corpse of another creature.

Motives & Tactics: Implant, grab, eat

Difficulty: 15 | **Thresholds:** 16/28 | **HP:** 6 | **Stress:** 5

ATK: +2 | **Thorn-Tooth Bite:** Very Close | 3d8+2 phy

Experience: Camouflage +3

Features

Homogenous - Passive: The Green Creeper is resistant to physical damage.

Grab and Drag - Action: Make an attack against a target within Far range. On a success, **spend a Fear** to pull them into Very Close range, deal **3d6+2** physical damage, and *Restrain* them until the Defender takes Severe damage.

Implant - Action: Mark 2 Stress to choose a target that is *Restrained* by the Green Creeper and bite it. The creature takes **1d6+2** damage and is forced to make an Agility Reaction Roll. On a failure, the Green Creeper *Implants* a seed, the target marks an HP, and starts an *Implantation Countdown* (2d6). The countdown ticks down when the target takes a long rest. Each time it ticks down, the target must mark an HP. When it triggers, a new Green Creeper emerges and the target must make a death move. A Knowledge (20) roll can be made to remove the seed, clearing the condition; however, the target must mark an HP when the seed is removed.

Hag

Tier 3 Leader

Unnatural beings that look like wretched, weathered humanoids; they use strange magics and make enticing deals

Motives & Tactics: Gain favors, make deals, scheme, obtain and use magic, lure unwary, disdain others, devour

Difficulty: 17 | **Thresholds:** 22/36 | **HP:** 8 | **Stress:** 7

ATK: +6 | **Crooked Claws:** Melee | 3d6+8 phy

Experience: Magical Knowledge +3

Features

Mimicry - Passive: The Hag can mimic voices and sounds they have heard. A creature can make an Instinct or Knowledge Reaction Roll to know that the Hag's mimicry isn't real.

Do My Bidding - Action: Twice per scene, summon a cave ogre, minor demon, sylvan soldier, tangle bramble swarm, or similar Tier 1 adversary. The creature is allied with the Hag, appears at Close range, and is immediately spotlighted.

Evil Eye - Action: Choose a target within Far range and temporarily *Curse* them. While the target is *Cursed*, you can **mark a Stress** when that target rolls with Hope to make the roll be with Fear instead.

Spirit Minions - Action: Make an attack roll against a target within Close range to send spirits flying towards them. On a success, **spend a Fear** to deal 3d4+4 magic damage and *Haunt* them until their next rest or they succeed on a Knowledge roll (17). While *Haunted*, if the target rolls a failure with Fear, they lose a Hope.

Shapechange - Action: **Mark a Stress** to transform into a humanoid. While in this form, they can't attack with their claws or use their Evil Eye and Do My Bidding actions. The Hag can stay in this form until they choose to drop it or they take Major or greater damage.

Terrify - Action: **Spend a Fear** to choose a target within Far range. That creature must make an Instinct Reaction Roll or **mark 1d4 Stress** and, if the Hag chooses, run one range away from them. The Hag can also **spend a Fear** to make the target temporarily *Vulnerable*.

Momentum - Reaction: When the Hag makes a successful attack against a PC, you gain a Fear.

Herald of the Fallen

Tier 3 Leader

A high-ranking cultist with a close connection to their patron.

Motives & Tactics: Fallen Lore +3, Rituals +3

Difficulty: 17 | **Thresholds:** 18/40 | **HP:** 10 | **Stress:** 6

ATK: +6 | **Twisted Staff:** Far | 3d10+1 mag

Experience: Fallen Lore +4, Rituals +3

Features

Relentless (2) Passive: The Herald can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

The Hand Of Our Patron - Passive: Allies of the Herald within Close range of them cannot be made *Vulnerable*.

Avatar – Action: Once per scene, **spend 2 Fear** to transform into a shape similar to that of their patron. They immediately clear a HP and a Stress, gain resistance to all damage. While flying, they gain a +2 bonus to their difficulty. The Herald can stay in this form until they choose to drop it or they take Major or greater damage.

Doomsday - Action: Countdown (2d6). Activate when the Herald first marks Severe damage, and it counts down whenever they or an ally take damage. When it triggers, the environment begins shaking and burning with magical energy and structures and other objects begin to collapse. Each target within Close range of the Herald must make an Agility Roll. Targets who fail take **1d10+6** direct physical damage and are *Restrained* by the rubble until they break free with a successful Strength Roll. Targets who succeed take half damage. If the Herald is defeated the countdown ends.

Loyal Guards – Action: Once per scene, **mark a Stress** to summon **2d4** Tier 2 adversaries, who appear at Close range to enforce Herald's will.

Pronounce Omen – Action: **Spend a Hope** and force a target within Far range to make an Instinct Reaction Roll or be temporarily *Curse* them. While the target is *Cursed*, they have disadvantage on all rolls, unless they spend a Hope first. They remain *Cursed* until the Herald marks their last HP or they succeed on a Spellcast Roll (20)

Momentum - Reaction: When the Herald makes a successful attack against a PC, you gain a Fear.

Summoning - Reaction: Once per scene, when the Herald marks 2 or more HP, you can **mark a Stress** to summon a Minor Demon who appears at Close range and is immediately spotlighted.

Huge Toxic Ooze

Tier 3 Skulk

A violently churning ooze that reeks of chemicals.

Motives & Tactics: Consume and multiply, creep around, corrupt

Difficulty: 14 | **Thresholds:** 15/31 | **HP:** 8 | **Stress:** 4

ATK: +4 | **Ooze Appendage:** Melee | 3d6+5 mag

Features

Boiling Skin – Passive: When a PC takes standard damage from the Ooze, they also mark **1d4 Stress**.

Toxic Fumes - Passive: A creature that is within Very Close range to the ooze must make an Instinct Reaction Roll. On a failure, they are *Nauseated* until they roll with Hope. While *Nauseated*, they make Strength, Agility, and Finesse rolls at disadvantage.

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Toxic Spit - Action: Make an attack against a creature within Far range. On a success, deal **1d6+2** magic damage, and a blob of the gunk *Adheres* to the target. When the target acts while this gunk is *Adhered*, they must take an extra **1d8** magic damage if it is still *Adhered* at the end of their action.

Split - Reaction: When the Ooze has 3 or more HP marked, you can **spend a Fear** to split them into two Toxic Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Huge White Ooze

Tier 3 Skulk

A boulder-sized mound of mobile ice.

Motives & Tactics: Consume and multiply, freeze things, envelop.

Difficulty: 11 | **Thresholds:** 6/11 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Ooze Appendage:** Melee | 1d6+5 mag

Experience: Camouflage +3

Features

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Envelop - Action: Make an attack against a target within Melee range. On a success, the Ooze *Envelops* them and the target must mark 2 Stress. While *Enveloped*, the target must mark an additional Stress every time they make an action roll. Start a Flash-Freeze Countdown (4). This countdown ticks down when the Ooze is attacked. When it triggers, the target must make a death move, but will be *Frozen Solid* instead of dying. When the Ooze takes Severe damage, all *Enveloped* targets are freed, the condition is cleared, and the countdown is ended.

Frostbite - Action: Make an attack against a target within Very Close range. On a success, the target takes **1d6+2** magic damage and is temporarily *Chilled* until they make a successful Strength Roll (15). While *Chilled*, they must mark a Stress whenever they make an Agility or Fitness action roll.

Frozen Aura - Reaction: When a creature within Melee range deals damage to the Ooze, the creature takes **2d6** direct magic damage.

Split - Reaction: When the Ooze has 3 or more HP marked, you can **spend a Fear** to split them into two White Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Manticore

Tier 3 Solo

A very large red lion with a simian face and dragon wings; they love little more than to devour humanoid flesh.

Motives & Tactics: Stalk, harry, fly, defend territory, fire tail spikes, gather treasure, monologue

Difficulty: 17 | **Thresholds:** 22/34 | **HP:** 10 | **Stress:** 7

ATK: +7 | **Bite and Claws:** Very Close | 3d8+3 phy

Experience: Keen Senses +2, Local Knowledge, Track +2

Features

Relentless (2) - Passive: The Manticore can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Rows Of Teeth - Passive: If a target damaged by the Manticore's standard attack doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

Tail Spike - Action: Make an attack against a target within Far range. On a success, **mark a Stress** to deal **3d12+3** direct damage. If the target marks HP from this attack, they have disadvantage on Agility Rolls until they clear at least 1 HP.

Trumpeting Call - Action: **Mark a Stress** to let out a powerful yet musical roar towards all targets in front of it within Close range. Those targets must **mark 1 Hope**.

Naga

Tier 3 Solo

Giant serpents with human-like heads that act as guardians of places and things sacred to the Gods and Divinities.

Motives & Tactics: Protect, obey, seek vengeance, discourage trespassers, swallow whole

Difficulty: 16 | **Thresholds:** 21/32 | **HP:** 9 | **Stress:** 7

ATK: +3 | **Bite:** Melee | 2d8+4 phy

Experience: History +3, Religion +4

Features

Relentless (2) - Passive: The Naga can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Constriction - Action: Make an attack against a creature within Very Close range. On a success, the target takes no damage, but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Naga takes Severe damage.

Hypnotic Gaze - Action: Look into the eyes of a creature with Close range and **spend a Fear** to force the target to make an Instinct Reaction Roll or become *Hypnotized* until they **mark 2 Stress**. While *Entranced*, the target can't act and is *Vulnerable*.

Swallow Whole - Action: **Mark a Stress** and make an attack against a target within Very Close range. On a success, the target takes **2d10+8** physical damage, is *Swallowed* by the Naga, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they

make an action roll. If the target succeeds on a Strength Roll, or if the Naga takes Severe damage, the target is freed.

Venomous Spit - Action: Make an attack against a target within Close range. On a success, **spend a Fear** to deal **3d4+3** physical damage, cause the target to **mark a Stress**, and *Blind* them until their next rest or they clear 1 HP. While *Blinded*, all creatures are *Hidden* to them.

Momentum - Reaction: When the Naga makes a successful attack against a PC, you gain a Fear.

Omniscis

Tier 3 Leader

A hideous amalgam of humanoid and any of a dozen types of aquatic life; they mind-control land-dwellers into being their servitors.

Motives & Tactics: Control, scheme, gather resources, swim, sacrifice slaves

Difficulty: 17 | **Thresholds:** 17/25 | **HP:** 8 | **Stress:** 5

ATK: +3 | **Claws:** Melee | 2d8+5 phy

Features

Relentless (2) - Passive: The Omniscis can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Constriction - Action: **mark a Stress** to deal **3d8+12** physical damage to a creature the Omniscis has *restrained*.

Domination - Action: **Spend a Fear** to affect a target within Far range. The target must succeed on an Instinct Reaction Roll or become *Entranced* until they mark 2 Stress. While *Entranced*, the target can't act except to follow the Omniscis's orders, and is *Vulnerable*, but is capable of breathing under water.

Tail Attack - Action: Make an attack against a target within Melee range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free with a successful Strength Roll or is freed automatically if the Omniscis takes Major or greater damage.

Demand Obedience - Action: **Spend a Fear** to order an *Entranced* target to make an attack.

Ophidemon

Tier 3 Solo

A serpentine, saw-scaled demon with three snaky bodies connected to its many-eyed head.

Motives & Tactics: cause infighting, stay invisible,

Difficulty: 17 | **Thresholds:** 22/38 | **HP:** 10 | **Stress:** 6

ATK: +7 | **Tail Slap:** Close | 3d8+8 phy

Experience: Arcane Lore +4

Features

Anti-Magic - Passive: The Ophidemon has resistance to magic damage.

Relentless (3) - Passive: The Ophidemon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Constriction - Action: mark a Stress to deal **2d8+4** physical damage to a creature the Ophidemon has restrained.

Disjunctive Bite - Action: Make an attack against a target within Close range. On a success, **spend a Fear** to deal **3d12** physical damage and *Poison* them until their next long rest or they succeed on a Knowledge Roll (20). While *Poisoned*, when the target rolls with Fear, they must mark a Stress. Additionally, if the target is a PC, they must spend 2 Hope or you may choose one of their domain cards and return it to their Vault.

Invisibility - Action: Once per scene, **spend a Fear** to become *Invisible*. While *Invisible*, the Ophidemon is *Hidden*. Place three tokens on this statblock. Each time they take an action or a PC attacks them and succeeds with Hope, remove a token. When the last token is removed, the Ophidemon becomes visible.

Wrap - Action: **Spend a Fear** to make an attack against up to three targets within Close range. Targets the Ophidemon succeeds against takes **1d10** physical damage and are *Restrained* and *Vulnerable*. A target can break free with a successful Strength Roll or is freed automatically if the Ophidemon takes Severe damage.

Redirect Magic - Reaction: When a PC with a Spellcast trait attempts to cast a spell, **spend a Fear** to make an attack against them. On a success, the spell affects a creature of the Ophidemon's choice and the target marks **1d4** Stress and loses a Hope.

Oracle

Tier 3 Social

A shroud-covered figure whose clouded eyes are focused elsewhere in time and space.

Motives & Tactics: See the future, arrange situations

Difficulty: 15 | **Thresholds:** 15/26 | **HP:** 5 | **Stress:** 3

ATK: +1 | **Sacrificial Knife:** Melee | 2d12+4 mag

Experience: Divination +4

Features

True Sight - Passive: Creatures cannot be *Hidden* to an Oracle, and they can see through illusions. **Spend a Fear** to see through a wall.

Weal Or Woe - Action: Once per day, a PC can request the Oracle perform an act of divination and determine whether an upcoming event or situation will be fortunate or unfortunate. The PC may **spend one or more bags of gold and an equal number of Hope** (maximum of 3) when making this request. Give the PC one token per bag of gold and Hope spent. At any time, they can spend a token to turn a failure they rolled into a success, or a roll they made with Fear into a roll with Hope, as long as the roll is connected to the original question in some way. A PC can only ask about a specific event or situation once; any subsequent questioning will not give the PC any additional tokens.

Secret Knowledge - Reaction: When the Oracle sees a mortal creature for the first time, **mark a Stress** to force the target to make an Instinct Reaction Roll. On a failure, they lose a Hope and Oracle knows one of their secrets.

Quake-Maker

Tier 3 Bruiser

A two-legged sauropod that blends into trees and can create violent earthquakes.

Motives & Tactics: Eat, hide, stomp, howl, pummel

Difficulty: 18 | **Thresholds:** 25/40 | **HP:** 10 | **Stress:** 4

ATK: +4 | **Bite:** Close | 3d20 phy

Experience: Camouflage +2

Features

Earthquake - Action: *Countdown (2d4).* When the Quake-Maker is first spotlighted, begin the Countdown. It ticks down each time the Quake-Maker is attacked. When it triggers, the Quake-Maker stomps its feet and bellows, causing an earthquake. All targets within Far range must make a Strength Reaction Roll. Targets who fail take **3d8+6** physical damage and are *Restrained* by the rubble until they break free with a successful Strength Roll. They are also *Deafened* by the terrible noise until the end of the scene. Targets who succeed take half damage and aren't *Deafened*. If the Quake-Maker is defeated while this countdown is active, trigger the countdown immediately as the destruction caused by their death throes.

Tail Slap - Action: Make an attack against all creatures to the rear of the Quake-Maker that are within Close range. Targets the Quake-Maker succeeds against take **2d12+6** physical damage and are knocked back to Far range. Each target knocked back this way must mark a Stress.

Momentum - Reaction: When the Quake-Maker makes a successful attack against a PC, you gain a Fear.

Rampaging Fury - Reaction: When the Quake-Maker marks 3 or more HP, they can rampage. Move the Quake-Maker to a point within Close range and deal **3d10** direct physical damage to all targets in their path.

Rapacious Mud

Tier 3 Solo

A living bog with delusions of grandeur that greedily sucks their enemies into their body.

Motives & Tactics: Lord over others, entice, demand, drown

Difficulty: 18 | **Thresholds:** 22/38 | **HP:** 10 | **Stress:** 6

ATK: +5 | **Muddy Appendage:** Close | 3d8+8 phy

Experience: Manipulate +3, Tremor Sense +2

Features

Homogenous Body - Passive: The Rapacious Mud has resistance to physical damage.

Insinuating Touch – Passive: If a creature comes within Very Close range of the Rapacious Mud, **Spend a Fear** to force them to make an Instinct Reaction Roll or become *Lethargic* until they spend 2 Hope. While *Lethargic*, the target must mark a Stress before they can take an action, is *Restrained* and *Vulnerable*, and is pulled into the Rapacious Mud's body and begins drowning. If the target breaks the *Entranced* condition, they can begin to attempt to break free, ending both conditions, with a successful Strength or Instinct Roll.

Muddy Ground – Passive: The ground around the Rapacious Mud out to Close range is muddy terrain that is difficult to navigate.

Relentless (2) – Passive: The Rapacious Mud can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Slow - Passive: When you spotlight the Rapacious Mud and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Rapacious Mud and they have a token on their stat block, clear the token and they can act.

Constriction - Action: mark a Stress to deal **2d6+4** physical damage to a creature the Rapacious Mud has *Restrained*.

Wrap - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the Rapacious Mud succeeds against takes no damage but are *Restrained* and *Vulnerable*. A target can break free with a successful Strength Roll or is freed automatically if the Rapacious Mud takes Severe damage.

Bud Off – Reaction: When the Rapacious Mud marks an HP, mark a Stress to create two Mudlings, who appear within Very Close range and are immediately spotlighted.

Momentum - Reaction: When the Rapacious Mud makes a successful attack against a PC, you gain a Fear.

Mudling

Tier 3 Minion

A vaguely humanoid mix of earth and water.

Motives & Tactics: Dig, swim, strangle, demand respect

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +2 | **Muddy Appendage:** Very Close | 7 phy

Features

Earthstrider - Passive: The Mudling can move through earth (but not solid rock) as easily as air. While within

Mud In The Eyes - Action: Make an attack against a target within Far range. On a success, the target is temporarily *Blinded*. While *Blinded*, all creatures are *Hidden* to it.

Minion (8) – Passive: The Mudling is defeated when they take any damage. For every 8 damage a PC deals to the Mudling, defeat an additional Minion within range the attack would succeed against.

Group Attack – Action: Spend a Fear to choose a target and spotlight all Mudlings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 7 damage each. Combine this damage.

Ruin Elemental

Tier 3 Bruiser

A serpentine whirlwind of dust, ash, debris, and glowing embers that revels in destruction.

Motives & Tactics: Spread destruction, wreck, pummel

Difficulty: 16 | **Thresholds:** 20/38 | **HP:** 9 | **Stress:** 4

ATK: +6 | **Ruinous Blast:** Close | 2d8+7 mag

Features

Fiery Reaction - Passive: When the Elemental takes Major or greater magical damage, all creatures within Close range are hit by burning embers and flying debris, taking **3d10** physical damage.

Relentless (2) - Passive: The Elemental can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Rubble - Passive: When the Elemental's Fiery Reaction or Rampaging Fury are triggered, all terrain in the area or path becomes difficult to move through, and objects and structures sustain damage or crumble.

Choking Doom - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the Elemental succeeds against become temporarily *Blinded* and *Vulnerable* as they begin choking. While *Blinded*, everything is *Hidden* to the target.

Draining Touch - Action: On a successful standard attack, mark a Stress to force a target who marks HP from this attack to lose a Hope and mark a Stress. The Elemental then clears an HP.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear

Rampaging Fury - Reaction: When the Elemental marks 2 or more HP, they can rampage. Move the Elemental to a point within Close range and deal **3d6+6** direct physical damage. If they succeed against more than one target, you gain a Fear.

Sidhe

Tier 3 Standard

Tall and beautiful immortal fey beings with a changeable and often inhuman mindset.

Motives & Tactics: Protect, command, punish interlopers, be changeable, overwhelm.

Difficulty: 16 | **Thresholds:** 19/30 | **HP:** 9 | **Stress:** 6

ATK: +3 | **Enchanted Blade or Bow:** Melee or Far | 3d8+9 mag or phy

Experience: Magical Knowledge +4, Natural Knowledge +4, Keen Senses +4

Features

Alfshot - Reaction: When the Sidhe's attack with their Enchanted Longbow causes a target to mark HP, spend a Fear to force the target to make an Instinct Reaction Roll. On a failure, they *Fall Asleep* until they take damage or they spend 2 Stress on their turn to clear this condition.

Fae Luck - Passive: Twice per scene, spend a Fear to reroll the Sidhe's action or reaction roll.

Fae Step - Passive: Before or after making a standard attack, you can **mark a Stress** to teleport to a location within Far range.

Relentless (3) - Passive: The Sidhe can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Charming Gaze - Action: **Spend a Fear** to look into the eyes of a target within Close range. They must succeed on an Instinct Reaction Roll or become *Enchanted* until they mark 2 Hope. While *Enchanted*, the target will take anything the Sidhe does in the best possible light.

Enticing Illusions - Action: **Mark a Stress** to create a temporary visual illusion that surrounds the Sidhe up to Far range and that lasts until the Sidhe takes Major or greater damage or chooses to dispel it. It holds up to scrutiny until an observer is within Melee range and makes a Knowledge Reaction Roll.

Shapechange - Action: **Mark a Stress** to transform into one of up to three animal forms, or into a humanoid. While in animal form, they gain the advantages, features, and damage of one of the beastform options from the Druid class (choose from Household Friend, Nimble Grazer, Pack Predator, Winged Beast, or Legendary Hybrid). While in beastform, they can't make a standard attack or use their All Connected, Enticing Illusions, or True Enchantment actions or Fae Step or Faeshot Reactions. The Sidhe can stay in this form until they choose to drop it or they take Major or greater damage.

Curse of Mercurialness - Reaction: When a target within Close range of the Sidhe makes an action roll, **mark a Stress** to change it so that it rolls with Fear or rolls with Hope, as the Sidhe wishes.

Momentum - Reaction: When the Sidhe makes a successful attack against a PC, you gain a Fear.

Specter

Tier 3 Solo

A wispy, hooded undead that feeds on fear; under its hood are the viewers' worst fears.

Motives & Tactics: Terrify, consume emotions.

Difficulty: 14 | **Thresholds:** 20/40 | **HP:** 8 | **Stress:** 7

ATK: +1 | **Soul-Freezing Touch:** Melee | 3d4+1 mag

Features

Ghost - Passive: The Specter has resistance to physical damage. **Mark a Stress** to move up Close range through solid objects.

Taste Fear - Action: **Mark a Stress** to choose a target within Very Close range. That creature must make an Instinct Reaction Roll. If it fails, you gain a Fear, and the Specter learns one of the target's fears.

Terrifying Gaze - Action: **Spend a Fear** to force a creature who is *Vulnerable* to make an Instinct Reaction Roll or be tormented by images of their worst fears. If the Specter knows the target's fears, the target has disadvantage on the roll. Targets who fail must mark 3 Stress and lose 3 Hope. A target who marks their final Stress from this cannot take any downtime moves during their next long rest other than to clear Stress and Hit Points.

Death Wail - Action: *Countdown (6)*. When the Specter takes damage for the first time, activate the countdown. When it triggers, all targets within Far range become *Vulnerable* until the Specter is defeated. While a PC is *Vulnerable*, each time they take damage, they also lose a Hope. If a PC can't lose a Hope, they must mark a Stress.

Swamp Hulk

Tier 3 Bruiser

A giant amphibious beast with multiple eyes and too many limbs.

Motives & Tactics: Eat, swim, hunger, pummel, constrict

Difficulty: 16 | **Thresholds:** 18/28 | **HP:** 10 | **Stress:** 3

ATK: +3 | **Limb Slap:** Close | 2d10+4 phy

Features

Relentless (3) - Passive: The Swamp Hulk can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Great Leap - Action: Spend a Fear to leave into Melee range with a target who is within Far range. The target must succeed on an Agility or Instinct Reaction Roll (18) or take **2d8** physical damage and be knocked down and *Vulnerable* until their next action.

Swallow Whole - Action: Mark a Stress and make an attack against a target within Very Close range. On a success, the target takes **2d10+10** physical damage, is *Swallowed* by the Swamp Hulk, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength (18) Roll, or if the Swamp Hulk takes Severe damage, the target is freed.

Sticky Tongue - Action: Make an attack roll against a target within Close range. On a success, mark a Fear to drag them to Melee range. The target is *Restrained* until they break free with a successful Strength Roll or the Swamp Hulk takes Severe damage.

Momentum - Reaction: When the Swamp Hulk makes a successful attack against a PC, you gain a Fear.

Sword Spirit

Tier 3 Bruiser

The spirits of slain soldiers in the form of a cluster of animated weapons.

Motives & Tactics: Haunt battlefields, kill, move

Difficulty: 16 | **Thresholds:** 20/32 | **HP:** 10 | **Stress:** 5

ATK: +5 | **Blade Throw:** Far | 2d8+4 phy

Experience: Throw +2

Features

Constant Movement - Passive: Nothing can slow the Sword Spirit's move.

Ramp Up - Passive: You must **spend a Fear** to spotlight the Sword Spirit. While Spotlighted, they can make their standard attack against all targets within range.

Windswept - Passive: The Sword Spirit can move to Far range and still perform an action.

Whirlwind - Action: Spend a Fear to make an attack against all targets within very Close range. Targets the Sword Spirit succeeds against take **3d10** physical damage.

Life From Death - Reaction: If the Sword Spirit's attack causes a target to take Major or greater damage, the Sword Spirit clears an HP.

Momentum - Reaction: When the Sword Spirit makes a successful attack against a PC, you gain a Fear

Tutelary Spirit

Tier 3 Solo

Spirits of forests, bodies of water, rock formations, and similar natural locations, embodied in humanoid form.

Motives & Tactics: Protect, intimidate, punish interlopers, make bargains

Difficulty: 18 | **Thresholds:** 24/40 | **HP:** 6 | **Stress:** 7

ATK: +5 | **Sacred Weapon:** Very Close | 3d10+9 phy

Experience: Local Knowledge +4, Manipulate +3, Natural Knowledge +3

Features

Above Mortal Concerns - Passive: The Tutelary Spirit has resistance to all damage.

Bound - Passive: The Tutelary Spirit is *Bound* to a specific location. If they travel more than a few miles from that place, then each time they take an action, they must **mark a Stress**.

Meld - Passive: The Tutelary Spirit can meld with an object or substance in the area in which they are *Bound*. While melded, they are *Hidden* and immune to all damage, but can take no actions, move, or speak.

Relentless (2) Passive: The Tutelary Spirit can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Healing Touch - Action: **Mark one or more Stress** to choose a target within Close range, or the Tutelary Spirit themselves, and clear one HP per Stress marked.

Shape The World - Action: **Mark a Stress** to alter the natural world to create a dangerous or confusing area surrounding the Tutelary Spirit within Far range. All creatures other than the Tutelary Spirit and those they choose to protect are *Vulnerable* and can't move farther than Very Close as part of their normal movement until their next roll with Hope.

Shapechange - Action: **Mark a Stress** to transform into one of up to three animal forms appropriate for the area. While in this form, they gain the advantages, features, and damage of one of the beastform options from the Druid class (choose from any Tier 1 or Tier 2 template). They can't use their Shape The World action or Return to Nature reaction and they can't talk or hold objects. Their animal form is obviously magical in some way. The Tutelary Spirit stays in this form until they choose to drop it or they take Major or greater damage.

Momentum - Reaction: When the Tutelary Spirit makes a successful attack against a PC, you gain a Fear.

Return to Nature - Reaction: When a creature dies within Far range, you can **spend a Fear** to clear 2 HP and 2 Stress as the creature's life force is used to bolster the Tutelary Spirit's.

Wind-Walker

Tier 3 Solo

Horned, bestial, eldritch humanoids who haunt desolate lands.

Motives & Tactics: Fly, rip and tear, eat flesh, spread curse

Difficulty: 17 | **Thresholds:** 18/35 | **HP:** 10 | **Stress:** 5

ATK: +6 | **Tearing Claws:** Melee | 3d8+10 phy

Experience: Track +3

Features

Flying - Passive: While flying, the Wind-Walker's Difficulty increases by +2

Relentless (2) - Passive: The Wind-Walker can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Supernatural Toughness - Passive: The Wind-Walker has resistance to all damage.

Transforming Bite - Passive: Make an attack against a creature in Melee range. On a success, inflict 2d10+3 physical damage. You can also **spend a Fear** to *Curse* the target. A PC may make an Instinct Reaction Roll to resist. If they fail, they gain a new Experience at +2: "Bestial Instincts." Additionally, the next time they have to make a death move, instead of dying, they become a Wind-Walker. The *Curse* may be removed with an appropriate spell or a Spellcast (25) roll.

Howling Breath - Action: **Mark a Stress** to make all targets within Close range in front of the Wind-Walker lose 2 Hope and get pushed back one range increment. If a target is not able to lose a Hope, they must instead mark 2 Stress.

Life-Consuming Bite - Reaction: When the Wind-Walker causes a PC to mark one or more HP, it clears an equal number of HP.

Momentum - Reaction: When the Wind-Walker makes a successful attack against a PC, you gain a Fear.

Young Cloud Dragon

Tier 3 Solo

A draconic ribbon of silver- and gold-edged color in constant flight.

Motives & Tactics: Fly, snatch, stay mobile, watch the ground

Difficulty: 17 | **Thresholds:** 19/35 | **HP:** 10 | **Stress:** 6

ATK: +6 | **Bite and Claw:** Melee | 3d8+4 phy

Experience: Hunt From Above +3

Features

Flying - Passive: While flying, the Dragon gains a +3 bonus to their Difficulty.

Constriction - Action: **mark a Stress** to deal 3d6+12 physical damage to a creature the Dragon has *Restrained*.

Foggy Breath - Action: **Spend 2 Fear** to breathe a cloud of fog in front of the Dragon within Close range. The Dragon can choose if the Fog is harmless vapor or is harmful and made of freezing crystals or boiling steam. If the fog is harmful, then each creature in it must make an Agility Reaction Roll. Targets who fail take 4d6+2 magic damage. Targets who succeed must

spend a Hope or take half damage. The cloud's area becomes heavily obscured until the next time the Dragon is spotlighted. While within the cloud, a creature other than the Dragon has disadvantage on action rolls.

Wrap - Action: Make an attack against a target within Very Close range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll (15), or is freed automatically if the Dragon takes Severe damage.

Take Off - Action: Make an attack against a target within Very Close range. On a success, deal **3d6+3** physical damage and the target must succeed on an Agility Reaction Roll or become temporarily *Restrained* within the Dragon's massive talons. If the target is *Restrained*, the Dragon immediately lifts into the air to Very Far range above the battlefield while holding them.

Deadly Drop - Action: While flying, the Dragon can drop a *Restrained* target they are holding. When dropped, the target is no longer *Restrained* but starts falling. If their fall isn't prevented during the PCs' next action, the target takes **2d20** physical damage when they land.

Mistform – Reaction: When the Cloud Dragon takes physical damage, you can **spend a Fear** to take half damage.

Young Forest Dragon

Tier 3 Leader

A green and brown dragon with scales like leaves and horns like branches.

Motives & Tactics: Defend lair, lurk, trap, rip apart

Difficulty: 19 | **Thresholds:** 22/36 | **HP:** 11 | **Stress:** 6

ATK: +7 | **Bite and Claw:** Melee | **3d10+1 phy**

Experience: Hunt +4

Features

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Rend and Crush - Passive: If a target damaged by the Dragon doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

Trapped In Amber - Passive: Creature's *Restrained* by the Dragon's Adhering Breath take double damage from the Dragon's attacks.

Adhering Breath - Action: **Spend 2 Fear** to release a gout of sticky liquid, like tree sap or spider webbing. All targets in front of the Dragon within Close range must make an Agility Reaction Roll. Targets who fail are *Encased* by the sticky substance until they break free with a successful Strength Roll, clearing all conditions. While *Encased*, a target is *Restrained*, *Vulnerable*, and *Blinded*. While a target is *Blinded*, all creatures are *Hidden* to them.

Awaken Plants - Action: **Once per scene, Mark a Stress** to animate plants in the form of **2d4** Minor Treants or **1d2** Tangle Bramble Swarms, which appear at Far range and are immediately spotlighted.

Momentum - Reaction: When the Dragon makes a successful attack against a PC, you gain a Fear.

Young Marsh Dragon

Tier 3 Solo

A wingless, muck-colored dragon with a crocodilian body and serpentine neck.

Motives & Tactics: Defend the lair, swim, befoul, cause to rot

Difficulty: 19 | **Thresholds:** 19/29 | **HP:** 11 | **Stress:** 7

ATK: +6 | **Bite:** Close | 3d20 phy

Experience: Keen Senses +3.

Features

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Rend and Crush - Passive: If a target damaged by the Dragon doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

Swamp Gas Breath - Action: Spend 2 Fear to release a foul miasma in from the Dragon within Close range. All targets in this area must make an Strength Reaction Roll. Targets who fail take **4d6+6** magic damage and are *Poisoned* by the miasma until their next rest or they clear all HP. While *Poisoned*, they are *Vulnerable*, and each time they roll with Fear when they take an action, they take 1d10 physical direct damage.

Swarming Insects - Action: Spend a Fear to have the Dragon call forth a tremendous cloud of stinging insects against all adversaries within Close range. Each target must **spend a Hope** or take 2 Stress.

Tail Slap - Action: Make an attack against up to three targets within Very Close range. On a success, **mark a Stress** to deal **3d6+2** physical damage and the targets must succeed on a Strength Reaction Roll or be knocked down.

Young Wastelands Dragon

Tier 3 Solo

A powerfully-built beast with rocklike scutes and scales and tremendous wings

Motives & Tactics:

Difficulty: 17 | **Thresholds:** 20/35 | **HP:** 11 | **Stress:** 7

ATK: +7 | **Bite and Claws:** Close | 3d20 phy

Experience:

Features

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Desiccating Bite – Action. The dragon makes a standard attack against a creature within Close range. On a success, the target begins to *Shrivel*. If they act while *Shriveled*, they must take an extra **3d6** magic damage if they are still *Shriveled* at the end of the action. They can end the condition with a successful Spellcast check or by spending 2 Stress.

Acid Breath - Action: Spend 2 Fear to spit a spray of acid in front of the dragon within Close range. All targets in this area who fail take **3d6+4** physical damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage).. Targets who succeed must mark 2 Stress or take half damage.

Stone Scaled - Passive: When the Dragon takes physical damage, reduce it by 5. Additionally, if a creature hits the Dragon with a weapon while within Very Close range, **spend a Fear** to cause sparks to fly from the contact and for the attacker to take **2d6** magic damage.

Momentum – Reaction: When the Dragon makes a successful attack against a PC, you gain a Fear.

Tier 4 Adversaries

Cloud Dragon: Sky Dancer

Tier 4 Solo

Iridescent scales reflect all the colors of the sky as the Dragon twists and loops in the air..

Motives & Tactics: Fly free, hunt, snatch, observe

Difficulty: 18 | **Thresholds:** 30/60 | **HP:** 5 | **Stress:** 6

ATK: +7 | **Grinning Jaws:** Very Close | 4d8+8 phy

Experience: Hunt From Above +5

Features

Flying - Passive: While flying, the Sky Dancer gains a +4 bonus to their Difficulty.

Dive-Bomb - Action: If the Sky Dancer is flying, **mark a Stress** to choose a point within Far range. Move to that point and make an attack against all targets within Very Close range. Targets the Sky Dancer succeeds against take **2d10+8** physical damage and must mark a Stress and lose a Hope.

Clear Skies - Action: **Spend a Fear** to turn *Invisible*. While *Invisible*, the Sky Dancer is *Hidden*. The Sky Dancer becomes visible if they take an action or a PC attacks them and succeeds with Hope.

Forceful Gale - Action: Once **per scene, spend 2 Fear** to release a blast of freezing wind in front of the Dragon within Close range. All targets in this area must make a Strength Reaction Roll. Targets who fail must mark **1d4 Stress**, are pushed back two range increments (e.g., from Melee to Close), and are knocked down and *Vulnerable* until their next action. Targets who succeed must mark 1 Stress and are pushed back one range increment.

Flyby - Reaction: *Countdown (Loop 1d6)*. When the Sky Dancer is in the spotlight for the first time, activate the countdown. When it triggers, move the Sky Dancer in a straight line to a point within Very Far range and make an attack against all targets in their path. Targets the Hunter succeeds against take **2d8+8** physical damage.

Mistform – Reaction: When the Cloud Dragon takes physical damage, you can **spend a Fear** to take half damage.

Sunbeam – Reaction: When the Sky Dancer takes Major or greater damage, **mark 2 Stress** to cause them to flash with brilliant sunlight. Each creature within Far range of the Sky Dancer must make an Instinct Reaction Roll. On a success, a creature loses **1d4 Hope** and is *Blinded* until their next rest or they mark 2 Stress. While *Blinded*, all creatures are *Hidden* to them.

Gathering Clouds (Phase Change) – Reaction: When the Sky Dancer marks their last HP, replace them with the Darkening Cloud and immediately spotlight them.

Cloud Dragon: Darkening Cloud

Tier 4 Solo

The dragon's scales take on a angry bruise-purple tinge as their anger begins to grow.

Motives & Tactics: Intimidate,

Difficulty: 19 | **Thresholds:** 30/60 | **HP:** 6 | **Stress:** 6

ATK: +8 | **Snarling Bite:** Very Close | 4d8+12 phy

Experience: Hunt From Above +5

Features

St. Elmo's Fire - Passive: **Mark a Stress** to surround the Darkening Cloud in an aura of flickering greenish light. A creature that is within Very Close range of the that succeeds on a melee attack against them must make an Agility Reaction Roll. On a failure, they take **1d20+4** magic damage and are *Vulnerable* until they mark a Stress or roll with Hope. On a success, they take half damage.

Relentless (3) - Passive: The Darkening Cloud can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Mistform – Reaction: When the Darkening Cloud takes physical damage, you can **spend a Fear** to take half damage.

Retaliation - Reaction: When the Darkening Cloud takes damage from an attack within Close range, you can **mark a Stress** to make a standard attack against the attacker.

Threatening Front - Passive: PCs can't spend Hope to use features against the Darkening Cloud.

Threatening Rumble - Action: Once per scene, **spend 2 Fear** and have the Darkening Cloud magically roar, targeting all creatures within Close range. Each target must make an Instinct Reaction Roll. On a failure, the target marks 1d4 Stress and 1 HP, and loses 1d4 Hope, is knocked back one range (such as Close range to Far range), and is temporarily *Vulnerable*. On a success, the target must mark a Stress and a HP, and lose a Hope.

Cloudburst (Phase Change) – Reaction: When the Darkening Cloud marks their last HP, replace them with the Darkening Cloud and immediately spotlight them. Additionally, the battlefield becomes dark and the clouds above begin to crackle with lightning.

Cloud Dragon: Raging Storm

Tier 4 Solo

The dragon's once-colorful form has darkened like a storm cloud, and their eyes flash with lightning.

Motives & Tactics: Rage, spit lightning, kill or be killed

Difficulty: 19 | **Thresholds:** 30/60 | **HP:** 5 | **Stress:** 6

ATK: +9 | **Unrelenting Bite:** Very Close | 4d8+16 phy

Experience: Hunt From Above +5

Features

Driving Rain – Passive: The Raging Storm's physical attacks deal direct damage.

Faltering Flight – Passive: While flying, the Raging Storm gains a +1 bonus to their Difficulty.

Relentless (4) - Passive: The Raging Storm can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Frenzied Lashing - Action: **Mark a Stress** to make an attack against all targets within Close range. Targets the Ashen Tyrant succeeds against take **2d8+2** physical damage, are knocked back to Close range of where they were, and must mark a Stress

Torrent - Action: **Spend 2 Fear** to summon a rainstorm that covers the entire battlefield. Vision is severely reduced and all ranged attacks made by anyone other than the Raging Storm are made at disadvantage.

Mistform – Reaction: When the Cloud Dragon takes physical damage, you can **spend a Fear** to take half damage.

Lightning Breath - Reaction: When the Raging Storm takes Major damage, roll a **d10**. On a result of 8 or higher, the Raging Storm spits lightning at any number of targets in a line up to Far range. All targets in that area must make an Agility Reaction Roll. Targets who fail take **2d12+2** physical damage, mark **2 Stress**, and are *Electrified* until they roll with Hope. While *Electrified*, they make action rolls with disadvantage. Targets who succeed take half damage and must mark a Stress

Thunder Burst - Reaction: When the Raging Storm marks their last HP, a horrific storm breaks out overhead and bolts of lightning erupt from the Dragon's body. Make an attack with advantage against all targets within Far range. Targets the Raging Storm succeeds against take **3d10** magic damage and must mark **1d4 Stress**. Targets who succeed take half damage and mark a Stress.

Dragon Of The Darkness Below

Tier 4 Solo

A dragon trapped underground for so long they've gone blind and their wings have atrophied into nothing but hook-clawed fingers.

Motives & Tactics: Crawl, consume, find an exit, escape, gather treasure, express anger and fear

Difficulty: 21 | **Thresholds:** 38/70 | **HP:** 12 | **Stress:** 7

ATK: +10 | **Bite and Claws:** Close | 4d12+15 phy

Experience: Keen Hearing and Scent +4

Features

Relentless (2) - Passive: The Dragon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Maddened Muttering - Passive: The dragon whispers to themself constantly about the dark secrets they have uncovered. A creature within Very Close range must make a Knowledge or Instinct Reaction Roll. On a failure, they must spend a Hope or take **2d8+6** magic damage.

Anguished Cry - Action: *Countdown (Loop 2d4)*. When the Dragon is in the spotlight for the first time, activate the countdown. When it triggers, the Dragon screams. All targets within Far range lose **1d4** Hope. If the target is not able to lose a Hope, they must instead mark 2 Stress.

Breath of Darkness - Action: Spend 2 Fear to release a cloud of pure darkness in front of the Dragon within Far range. All targets in that area must make an Agility Reaction Roll. Targets who fail take **2d8+10** magic damage, mark **1d4 Stress**, and are *Blinded* until they succeed on a roll with Hope. While *Blinded*, all creatures are *Hidden* to them. Targets who succeed take half damage and must mark a Stress.

Wing Claws - Action: Make an attack against a target within Far range. On a success, deal **3d10+6** damage. Additionally, **spend a Fear** to *Restrain* them and drag them into Very Close range.

Lashing Tail - Reaction: When the Dragon marks 2 or more HP, their tail lashes out. All creatures within Close range must make an Agility Reaction Roll. A creature who fails takes **3d12** physical damage and is knocked over, and is *Vulnerable* until their next turn. On a success, a target takes half damage.

Momentum - Reaction: When the Dragon makes a successful attack against a PC, you gain a Fear.

Dragon-Fish: Master Of The Seas

Tier 4 Solo

A sinuous, many-finned sea monster, far longer than a ship, and far more intelligent than its bestial appearance implies.

Motives & Tactics: Consume, drown, swallow, extort, electrify

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 7 | **Stress:** 7

ATK: +8 | **Needle-Toothed Bite:** Close | 4d10+5 phy

Experience: Electrolocation +3

Features

Relentless (3) – Passive: The Master Of The Seas can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Swallow Whole - Action: **Mark a Stress** and make an attack against a target within Very Close range. On a success, the target takes **3d10+15** physical damage, is *Swallowed* by the Master Of The Seas, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength Roll, or if the Master Of The Seas takes Severe damage, the target is freed.

Water Camouflage - Passive: When the Master Of The Seas is fully underwater, **spend a Fear** to turn *Invisible*. While *Invisible*, the Master Of The Seas is *Hidden*. The Master Of The Seas becomes visible if they take an action or a PC attacks them and succeeds with Hope.

Water Leap - Action: **Mark a Stress** to leap into Melee range with a target within Far range. The target must succeed on an Agility or Instinct Reaction Roll or take **2d20** physical damage and be knocked down and be *Vulnerable* until their next action.

Momentum – Reaction: When the Master Of The Seas makes a successful attack against a PC, you gain a Fear.

Blood In The Water - Reaction: When the Master Of The Seas has marked 5 or more of their HP, **1d4+2** Sharks appear within Far range. They do not attack the Master Of The Seas, although they are not subservient to the Master Of The Seas either.

Bloodied Hatred (Phase Change) – Reaction: When the Master Of The Seas marks their last HP, replace them with the Angered Typhoon and immediately spotlight them. Additionally, **1d4** more Sharks appear within Far range.

Dragon-Fish: Angered Typhoon

Tier 4 Solo

Electricity begins coruscating along the dragon-fish's body as its fury mounts.

Motives & Tactics:

Difficulty: 21 | **Thresholds:** 30/65 | **HP:** 8 | **Stress:** 7

ATK: +9 | **Rending Bite:** Close | 4d10+15 phy

Experience: Electrolocation +3

Features

Relentless (3) – Passive: The Angered Typhoon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Capsize - Action: Spend 2 Fear to attack the ship the PCs are in and start a Capsize Countdown (2d6) This countdown ticks down whenever the Hippopotamus is spotlighted or a PC rolls with Fear. When triggered, the ship cracks open and begins to sink. It will be entirely submerged by the end of the scene.

Swallow Whole - Action: Mark a Stress and make an attack against a target within Very Close range. On a success, the target takes **3d10+15** physical damage, is *Swallowed* by the Angered Typhoon, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength Roll, or if the Angered Typhoon takes Severe damage, the target is freed.

Rending Bite - Passive: When the Angered Typhoon makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Electric Aura - Action: Spend a Fear to generate an intense aura of electricity around the Angered Typhoon. Make an attack against all targets in the water within Close range. On a success, deal **3d8+4** magic damage. A target who marks 2 or more HP must also mark 2 Stress or are *Electrified* until they roll a success with Hope. While *Electrified*, they make action rolls with disadvantage.

Tsunami Surge - Reaction: Countdown (6): When the Angered Typhoon takes Severe damage, activate the countdown. It ticks down when a PC makes an attack roll. When it triggers, the Angered Typhoon thrashes about, causing a terrible tidal wave. All targets within Far range must make a Strength Reaction Roll or be knocked back two range increments and be *Vulnerable* until their next action. If this knocks a creature into water, that creature is *Vulnerable* until they are no longer in the water. If the Angered Typhoon is defeated while this countdown is active, trigger the countdown immediately as the destruction caused by their death throes.

Face-Eater

Tier 4 Bruiser

A demonic worm that bears the face of each humanoid they have eaten.

Motives & Tactics: Devour, howl, terrify

Difficulty: 19 | **Thresholds:** 35/65 | **HP:** 9 | **Stress:** 6

ATK: +6 | **Gnashing Teeth:** Very Close | 4d8+12 phy

Experience: Huge +3

Features

Slow - Passive: When you spotlight the Face-Eater and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Face-Eater and they have a token on their stat block, clear the token and they can act.

Slow-Moving - Passive: The Face-Eater can only move up to Very Close range as their normal movement.

Biting Mouths - Action: **Mark a Stress** to make a standard attack any number within Very Close range. Targets the Face-Eater succeeds against take half damage. If a target marks an Armor Slot to reduce the damage, they must also mark a Stress.

Mind-Breaking Wails - Action: Once per scene, **mark a Stress** to make all targets within Far range lose a Hope. If a target is not able to lose 1d4 Hope, they must instead mark 3 Stress.

Momentum - Reaction: When the Face-Eater makes a successful attack against a PC, you gain a Fear

Forest Dragon: Great Beast

Tier 4 Solo

A dragon with scales that shift to match the trees, with teeth and claws like the sharpest thorns.

Motives & Tactics: Control the trees, repel invaders, hunt, run

Difficulty: 20 | **Thresholds:** 32/64 | **HP:** 5 | **Stress:** 6

ATK: +8 | **Bite And Claw:** Melee | 4d8+8 phy

Experience: Hunt +5

Features

Relentless (2) - Passive: The Great Beast can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Terrible Blows - Passive: Targets who mark HP from the Great Beast's standard attack are knocked back to Close range.

Hide In Plain Sight - Action: Become *Hidden* until after the Great Beast's next attack. Attacks made while *Hidden* from this feature have advantage.

Master Of The Trees - Action: **Spend a Fear** to have the Great Beast animate and control plants within Far range. The area within Far range becomes difficult to navigate until the end of the scene. Each time an enemy rolls with Fear while in this area, the plants hinder them further and they must **mark a Stress**.

Run Rampage – Reaction: *Countdown (Loop 1d6):* When the Great Beast is in the spotlight for the first time, activate the countdown. When it triggers, move the Great Beast in a straight line to a point within Far range and make an attack against all targets in their path. Targets the Hunter succeeds against take **3d8** physical damage.

Metamorphosis (Phase Change) – Reaction: When the Great Beast marks their last HP, replace them with the Monarch Of The Woods and immediately spotlight them.

Forest Dragon: Monarch Of The Woods

Tier 4 Solo

The dragon's scales turn to the hardest wood and its eyes glow with righteous anger.

Motives & Tactics:

Difficulty: 20 | **Thresholds:** 32/64 | **HP:** 6 | **Stress:** 6

ATK: +8 | **Bite And Claw:** Melee | 4d10+8 phy

Experience: Hunt +5

Features

Relentless (3) - Passive: The Monarch Of The Woods can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Spores – Action: **Spend 2 Fear** to cause the Monarch Of The Woods to release toxic spores all around it out to Close range. The area becomes hazy and difficult to see through. All targets in the area must make an Instinct Reaction Roll. Targets who failed take **3d10+4** physical damage and are temporarily *Poisoned*. A *Poisoned* creature takes **2d10** direct physical damage each time they act.

Envenomed Bite – Reaction: When the Monarch Of The Woods makes a successful standard attack, **spend a Fear** to cause the target to become *Poisoned* until their next long rest or they make a successful Instinct Reaction Roll. While *Poisoned*, the target has disadvantage on Strength, Agility, and Finesse action rolls.

Hail Of Thorns - Reaction: When the Monarch Of The Woods takes Major or greater damage, roll a d10. On an 8 or higher, the Monarch spits thorns in front of them within Far range. All targets in that area must make an Agility Reaction Roll. Targets who fail take **4d6+8** physical damage and are temporarily *Impaled By Thorns*. While *Impaled*, the target marks a Stress each time they act.

Toxic Blood - Reaction: When the Fury Of Nature takes Severe damage, all creatures within Close ranged are bathed in their poisonous blood, taking **2d10** magic damage. This splash covers the ground within Very Close range with blood, and all creatures other than the Fury who move through it take **3d6** magic damage.

Forest Eternal (Phase Change) – Reaction: When the Monarch Of The Woods marks their last HP, replace them with the Fury Of Nature and immediately spotlight them.

Forest Dragon: Fury Of Nature

Tier 4 Leader

A primal beast that embodies the phrase “red in tooth and claw.”.

Motives & Tactics:

Difficulty: 20 | **Thresholds:** 32/64 | **HP:** 6 | **Stress:** 6

ATK: +8 | **Bite And Claw:** Melee | 4d10+12 phy

Experience: Hunt +5

Features

Instinctual Terror – Passive: When a PC rolls a failure while within Close range of the Fury of Nature, they lose a Hope and you gain a Fear. If the PC can't lose a Hope, they must mark an HP.

Last Stand - Passive: **Mark a Stress** instead of spending a Fear to spotlight the Fury Of Nature.

Relentless (4) - Passive: The Fury Of Nature can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Hamstring – Action: **Mark A Stress** to make a standard attack against a target within Very Close range. On a success, deal direct damage and make them *Vulnerable* until they clear at least 1 HP.

Extend Life Force - Action: When the Fury Of Nature takes Severe damage, **spend a Fear** to bring **2d6** Treant Saplings to life. They are immediately spotlighted.

Primal Roar - Action: *Countdown (1d12).* **Spend a Fear** to activate. It ticks down when a PC rolls with Fear. When it triggers, the Fury Of Nature emits a bellow that shakes the earth and trees within Far range. Each creature in that area must make a Strength Reaction Roll.

Targets who fail take **3d8+3** physical damage and must mark **2 Stress** or be knocked back one range increment and are temporarily *Vulnerable*. Targets who succeed take half damage and must mark 2 Stress but are not knocked down. Additionally, *Hidden* creatures in the area no longer *Hidden*. If the Fury Of Nature is defeated while this countdown is active, trigger the countdown immediately as the destruction caused by their death throws.

Momentum - Reaction: When the Dragon makes a successful attack against a PC, you gain a Fear.

Hallowed Paladin

Tier 4 Support

A low-ranked divine warrior fitted with divine tools and weapons.

Motives & Tactics:

Difficulty: 18 | **Thresholds:** 22/40 | **HP:** 6 | **Stress:** 6

ATK: +5 | **Gleaming Morningstar:** Melee | 4d8+6 phy

Experience: Enforce dogma, fly, smite, heal, obey

Features

Divine Flight - Passive: While the Paladin is flying, **spend a Fear** to move up to Far range instead of Close range before taking an action.

Relentless (2) - Passive: The Seraph can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them

Heal - Action: Choose a target within Very Close range and **mark a Stress** to have them clear 1 HP or 1 Stress.

Reinforcements - Reaction: When a creature on the battlefield is defeated, **mark a Stress** to transform its soul into a Hallowed Soldier to enforce the Paladin's will. The Soldier is immediately spotlighted. When the Soldier marks its last HP, or at the end of the scene, it dissipates back into a soul and travels to its normal afterlife.

Unending Battle – Reaction: the Paladin is defeated, you can spotlight them and roll a **d6**. On a result of 5-6, if there are other adversaries on the battlefield, the Warrior re-forms with no marked HP.

Huge Flesh Ooze

Tier 4 Skulk

A stinking, mobile teratoma the size of a whale

Motives & Tactics: Consume and multiply, creep up, envelop

Difficulty: 16 | **Thresholds:** 21/36 | **HP:** 7 | **Stress:** 4

ATK: +5 | **Fleshy Appendage:** Close | 4d6+10 phy

Features

Disgusting – Passive: When the Ooze makes a successful attack, all PCs within Far range must lose a Hope and you gain a Fear.

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Stench - Passive: A creature that is within Far range must make an Instinct Reaction Roll or be temporarily *Nauseated*. While *Nauseated*, they can only move up to Very Close range, and if they fail a roll with Fear, they become violently ill and must mark a Stress.

Envelop - Action: Make a standard attack against a target within Melee range. On a success, the Ooze envelops them and the target must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the Ooze takes Severe damage, the target is freed.

Many Bites – Action: **Mark a Stress** to make an attack against **1d4** targets within Very Close range. Targets the Ooze succeeds against take **3d8+4** physical damage.

Regeneration - Action: If the Ooze has any marked HP, **spend a Fear** to clear an HP.

Disease - Reaction: When the Ooze envelopes a creature, **spend a Fear** to make them temporarily *Diseased*. While *Diseased*, they clear half as many HP or Stress when using a downtime move, and when they fail a roll with Fear, they must mark a Stress. The disease can be cured with a Knowledge Roll (20).

Split - Reaction: When the Ooze has 4 or more HP marked, you can **spend a Fear** to split them into two Flesh Oozes (with no marked HP or Stress). Immediately spotlight both of them.

Mocker

Tier 4 Skulk

A gigantic, vicious ape-like monster that can transform into a small and cuddly animal.

Motives & Tactics: Disguise, befriend, rip limbs, rend flesh, shun sunlight.

Difficulty: 20 | **Thresholds:** 30/55 | **HP:** 11 | **Stress:** 7

ATK: +9 | **Claws:** Melee | 4d10+10 phy

Experience: Intrusion +4, Manipulate +4

Features

Overwhelming Force - Passive: Targets who mark HP from the Mocker's standard attack are knocked back to Close range.

Terrifying - Passive: When the Mocker is in their monstrous form and makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Howl - Action: **Mark a Stress** to make all targets within Close range lose 1d4 Hope. If a target is not able to lose a Hope, they must instead mark 3 Stress.

Shapechange - Action: **Mark a Stress** to transform into a single type of small, friendly-seeming animal. While in this form, they gain the advantages, features, and damage of the Household Friend beastform option from the Druid class. They can't make standard attacks, talk, or hold objects. The Mocker stays in this form until they choose to drop it or they take Major or greater damage.

Fear-Eater - Reaction: Twice per scene, when a PC rolls a failure with Fear, clear a Stress.

Momentum - Reaction: When the Mocker makes a successful attack against a PC, you gain a Fear.

Marsh Dragon: Mired Beast

Tier 4 Solo

A crocodilian dragon with a massive jaw, oversized scutes, and long limbs.

Motives & Tactics: Defend the lair, stalk from underwater, hunt, frighten

Difficulty: 20 | **Thresholds:** 30/68 | **HP:** 7 | **Stress:** 6

ATK: +8 | **Bite:** Close | 4d10+5 phy

Experience: Keen Senses +3.

Features

Ignus Fatuus - Passive: *Countdown (d6).* When the dragon is first injured, activate the countdown. When the Dragon marks HP, tick down this countdown by the number of HP marked. When it triggers, dancing marshlights appear within Far range of the Dragon. All targets within that area must succeed on an Instinct Reaction Roll or become *Disoriented* until the end of the scene. While *Disoriented*, they have disadvantage on rolls until they clear at least 1 HP or stress.

Relentless (2) - Passive: The Dragon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Capricious Leap - Action: Before or after making a standard attack, you can **mark a Stress** to leap to a location within Far range.

Tail Slap - Action: Make an attack against up to three targets within Very Close range. On a success, **mark a Stress** to deal **4d6+4** physical damage and the targets must succeed on a Strength Reaction Roll or be knocked down.

Fetid Transformation (Phase Change) - Reaction: When the Mired Beast marks their last HP, replace them with the Swampland Terror and immediately spotlight them.

Marsh Dragon: Swampland Terror

Tier 4 Solo

Foul insects begin to swarm out of the dragon's many wounds..

Motives & Tactics: Repel invaders, swim, spread disease and dismay

Difficulty: 21 | **Thresholds:** 33/66 | **HP:** 8 | **Stress:** 6

ATK: +9 | **Diseased Bite:** Close | 4d12+4 phy

Experience: Keen Senses +3.

Features

Clamping Jaws - Passive: When the Dragon makes a successful standard attack, you can **mark a Stress** to temporarily *Restrain* the target until they break free with a successful Strength or Instinct Roll, and force them to **mark 2 Stress**. A target *Restrained* by this feature must **spend a Hope** to make an action roll. If the target attempts to escape but fails, they take **3d6** direct physical damage.

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Constant Harassment - Action: **Mark a Stress** a number of **giant mosquitoes** equal to twice the number of PCs. They appear at Far range.

Corrupted Breath - Action: **Spend 2 Fear** to release a foul miasma from the Dragon within Close range. All targets in this area must make an Strength Reaction Roll. Targets who fail take **4d6+6** magic damage and are *Poisoned* by the miasma until their next rest or they clear all HP. While *Poisoned*, they are *Vulnerable*, and each time they take an action, they must **spend a Hope** or take 1d10 direct damage.

Filled With Hatred (Phase Change) - Reaction: When the Mired Beast marks their last HP, replace them with the Malignance Embodied and immediately spotlight them.

Marsh Dragon: Malignance Embodied

Tier 4 Solo

All those who enter the swamp are at the mercy of its ruler; and its ruler has no mercy.

Motives & Tactics: Terrify, swim, intimidate, prove peerless, cause corruption and rot, drown

Difficulty: 19 | **Thresholds:** 29/58 | **HP:** 9 | **Stress:** 5

ATK: +10 | **Claws and Teeth:** Close | 4d12+12 phy

Experience: Keen Senses +3.

Features

Corrosive Blood - Passive: When the dragon takes Severe damage, all creatures within Close range are sprayed by their foul blood, taking **4d8** physical damage. This splash contaminates

the ground within Very Close range, and all creatures other than the dragon and any zombie legions who move through it take **2d10+4** direct magical damage.

Go All Out - Passive: **Mark a Stress** instead of spending a Fear to spotlight the Malignance Embodied.

Death Roll- Passive: When the Dragon makes a successful standard attack, **spend a Fear** to make the target temporarily *Restrained* and *Vulnerable* until they break free with successful Strength or Instinct Roll, and force them to **mark 2 Stress**. The Dragon then pulls the target underwater, where they begin drowning. A target *Restrained* by this feature must **spend a Hope** to make an action roll. If the target attempts to escape but fails, they must **mark 1 Stress** and take **3d6** direct physical damage.

Awaken Bog Mummies - Action: Once per day, **spend 2 Fear** to summon a number of **zombie legions** equal to the number of PCs. They appear within Close range surrounding the dragon and are immediately spotlighted.

Pull Beneath - Action: (*Countdown d10*). **Spend a Fear** to activate. It ticks down when a PC rolls with Fear. When it triggers, the ground becomes like sucking quicksand. In order to make any movement, a creature will need to succeed on a Strength reaction roll first. If a creature fails and rolls with **Fear**, they are sucked underneath the water, mark **1d4 Stress**, and are *Restrained* until they break free with a successful Strength roll.

Relentless (4) - Passive: The Dragon can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Sphinx

Tier 4 Solo

Tremendous creatures with the bodies of lions, horses, bulls, or other such beasts, with a human-like head and colorful bird's wings; they are the guardians of secrets and knowledge.

Motives & Tactics: Protect, learn, repel intruders, roar, terrify, chase away

Difficulty: 17 | **Thresholds:** 25/40 | **HP:** 11 | **Stress:** 7

ATK: +6 | **Claws:** Very Close | 3d6+6 7phy

Experience: History +4, Keen Senses +4, Magical Knowledge +4

Features

Flying - Passive: While flying, the Sphinx gains a +3 bonus to their Difficulty.

Relentless (2) - Passive: The Sphinx can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Teleport - Passive: Before or after making a standard attack, they can teleport up to Far range.

Healing Touch - Action: **Mark one or more Stress** to choose a target within Close range, or the Sphinx themselves, and clear one HP per Stress marked.

Lightning Eyes - Action: Make an attack against up to two targets within Far range. On a success, they take **4d10+4** magic damage. A target who marks 2 or more HP must also mark 2 Stress or are *Electrified* until they roll with Hope. While *Electrified*, they make action rolls with disadvantage.

Reveal Dark Knowledge - Action: **Spend a Fear** to place knowledge of something that mortals should not know into the mind of a target within Far range. The target must make a

Knowledge Reaction Roll. A target whose secrets are known to the Sphinx has disadvantage. On a failure, they lose all Hope and take **2d20+4** direct magic damage. On a success, they take half damage and lose a Hope. The Sphinx can choose if the target remembers the knowledge afterwards or not.

Roar - Action: Once per scene, **spend 2 Fear** and have the Sphinx magically roar, targeting all creatures within Close range. Each target must make an Instinct Reaction Roll. On a failure, the target marks 1d4 Stress and 1 HP, and loses 1d4 Hope, is knocked back one range (such as Close range to Far range), and is temporarily *Vulnerable*. On a success, the target must mark a Stress and a HP, and lose a Hope.

Turn Invisible - Action: **Spend a Fear** to turn *Invisible*. While *Invisible*, the Sphinx is *Hidden*. The Sphinx becomes visible if they take an action or a PC attacks them and succeeds with Hope.

World-Walker - Action: Once per long rest, **mark 4 Stress** to let the Sphinx and any number of creatures within Very Close range can travel to one of the Realms Beyond. **Mark 6 Stress** to travel to the Circles Below.

Momentum - Reaction: When the Sphinx makes a successful attack against a PC, you gain a Fear.

Secret Knowledge - Reaction: When the Sphinx sees a mortal creature for the first time, they force the target to spend a Hope or make an Instinct Reaction Roll. On a failure, the Sphinx knows one of their secrets.

Storm Elemental

Tier 4 Solo

A thundercloud, lit by flashes of lightning, that towers above the trees.

Motives & Tactics: Rain, burn down, disperse

Difficulty: 17 | **Thresholds:** 30/70 | **HP:** 11 | **Stress:** 7

ATK: +5 | **Lightning Blast:** Far | 4d10+15 mag

Features

Obscuring Clouds - Passive: The area around the Elemental to Close range is in heavy shadow and torrential rain, and the area becomes difficult to move through.

Strike Twice - Action: **Spend 2 Fear** to cause all targets within Far range to make an Agility Reaction Roll. Targets who fail take **2d20+9** magic damage and you gain a Fear. Targets who succeed take half damage. A target who marks 2 or more HP must also mark 2 Stress or are *Electrified* until they roll with Hope. While *Electrified*, they make action rolls with disadvantage.

Thunderous Boom - Action: **Mark a Stress** to let loose a powerful burst of thunder. All creatures within Close range must succeed on a Strength Reaction Roll or be *Deafened* until the end of the scene and be knocked back to Far range. Each target knocked back must mark a Stress.

Windblast - Action: **Spend a Fear** to send a whirlwind at any number of targets in a line up to Far range. All targets must succeed on an Agility Reaction Roll or take **4d6+6** physical

damage and be knocked down, making them *Vulnerable until they next act*. If a target marks an Armor Slot to reduce the damage, they must also mark a Stress.

Fast as Lightning - Reaction: When the Elemental takes damage, **mark a Stress** to have them teleport up to Far range.

Wastelands Dragon: Desert Haunter

Tier 4 Solo

A tremendous dragon with scales the same color as the surrounding sand and stones, and with teeth and claws harder than rocks.

Motives & Tactics: Defend lair, hunt, fly, spread the wasteland, intimidate

Difficulty: 18 | **Thresholds:** 35/70 | **HP:** 6 | **Stress:** 5

ATK: +8 | **Rending Bite:** Close | 4d10+10 phy

Experience: Hunt from Above +5

Features

Crushing Blows - Passive: When the Desert Haunter makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Relentless (2) - Passive: The Desert Haunter can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Flying - Passive: While flying, the Desert Haunter gains a +3 bonus to their Difficulty.

Unbreaking Rock - Passive: The Desert Haunter has resistance to physical damage.

Additionally, if a creature makes an attack against the Desert Haunter from within Melee range and succeeds with Fear, the attacker must spend a Hope or the weapon is *Damaged* and its die size is reduced by one die type. The weapon can be repaired during downtime (ammunition is simply destroyed).

Desiccating Bite – Action. The Desert Haunter makes a standard attack against a creature within Close range. On a success, the target begins to *Shrivel*. If they act while *Shriveled*, they must take an extra **4d6+4** magic damage if they are still *Shriveled* at the end of the action. They can end the condition with a successful Spellcast check or by spending 2 Stress.

Dive-Bomb - Action: If the Desert Haunter is flying, **mark a Stress** to choose a point within Far range. Move to that point and make an attack against all targets within Very Close range. Targets the Desert Haunter succeeds against take **2d10+4** physical damage and must mark a Stress and lose a Hope.

No Mercy (Phase Change) - Reaction: When the Desert Haunter marks their last HP, replace them with the Pitiless Sun and immediately spotlight them.

Wastelands Dragon: Pitiless Sun

Tier 4 Solo

An enraged dragon, their scales hardening and their body emitting desert heat.

Motives & Tactics: Desiccate, burn, wither, blind targets, repel invaders

Difficulty: 19 | **Thresholds:** 32/65 | **HP:** 7 | **Stress:** 5

ATK: +9 | **Saw-Toothed Bite:** Close | 4d12+10 phy

Experience: Hunt from Above +5

Features

Unbreaking Rock - Passive: The Pitiless Sun has resistance to physical damage. Additionally, if a creature makes an attack against the Pitiless Sun from within Melee range and succeeds with Fear, the attacker must spend a Hope or the weapon is *Damaged* and its die size is reduced by one die type. The weapon can be repaired during downtime (ammunition is simply destroyed).

Relentless (3) - Passive: The Pitiless Sun can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Heatwave - Action: Spend a Fear to cause shimmering waves of heat to rise from the Pitiless Sun's body. All creatures within Very Close range must mark a Stress and retreat to Close range or take **3d6+4** magic damage. The area around the Pitiless Sun remains hot until the next time they are spotlighted.

Stomp - Action: Rear up and slam the ground, knocking all targets within Close range back two range increments. Each target knocked back this way must mark **1d4** Stress and is *Vulnerable* until their next action.

Withering Breath - Reaction: *Countdown (Loop 6).* When the Pitiless Sun takes damage for the first time, activate the countdown. It ticks down whenever a PC makes an attack. When it triggers, the Pitiless Sun breathes burning acidic gas on all targets in front of them up to Far range. All targets in the area must make an Agility Reaction Roll. Targets who fail take **3d8+6** physical damage, mark **1d4 Stress**, and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP and you gain a Fear.

Vengeful Vow (Phase Change) - Reaction: When the Pitiless Sun marks their last HP, replace them with the Bone Bleacher and immediately spotlight them.

Wastelands Dragon: Bone-Bleacher

Tier 4 Solo

The dragon's scales may be crumbling, but it vows their foes will fall before they do.

Motives & Tactics: Transform, fly, scream,

Difficulty: 18 | **Thresholds:** 30/60 | **HP:** 8 | **Stress:** 5

ATK: +10 | **Talons and Fangs:** Close | 4d12+15 phy

Experience: Hunt from Above +5

Features

Last Stand - Passive: Mark a Stress instead of spending a Fear to spotlight the Bone-Bleacher.

Relentless (4) - Passive: The Bone-Bleacher can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Take You With Me - Passive: When a PC rolls a failure while within Close range of the Bone-Bleacher, they lose a Hope and you gain a Fear. If the PC can't lose a Hope, they must mark a HP.

Infuriated Roar - Action: Countdown (Loop 1d6). **Spend a Fear** to activate. It ticks down when a PC rolls with Fear. When it triggers, the Bone-Bleacher roars, shaking the ground and causing creatures within Close range to begin sinking into it. All targets within that area must take **1d8+10** physical damage, lose 2 Hope, and can't move unless they first mark a Stress. They are also *Deafened* until they make a roll with Hope.

Pillar Of Salt - Action: When the Bone-Bleacher succeeds on a standard attack and inflicts Severe damage, you can **spend a Fear** to force the target to make a Strength Reaction Roll. On a failure, they begin to dissolve into sand, dust, salt, and bones, marking an HP and starting a Dissolution Countdown (6). This countdown ticks down when the Bone-Bleacher is attacked. When it triggers, the target must make a death move. If the Bone-Bleacher is defeated, the countdown ticks twice more and then ends.

Buried Alive - Reaction: When the Bone-Bleacher marks their last HP, they immediately release an Infuriated Roar and thrash their wings about as they begin to dissolve, leaving behind only their bones. The area out to Far range is covered in sand and dirt and all creatures in it are *Restrained* by the sand and are *Choking* until they break free with a successful Strength Roll.

Wurm

Tier 4 Solo

A gigantic worm with many teeth in a jawless mouth that swallows people and their mounts whole.

Motives & Tactics: Dig, eat

Difficulty: 18 | **Thresholds:** 24/40 | **HP:** 11 | **Stress:** 4

ATK: +6 | **Bite:** Close | 4d10+4 phy

Experience: Tremor Sense +4

Features

Groundswim - Passive: The Wurm digs through terrain other than solid rock as easily as they run. They can move up to Melee range through solid rock as their normal movement.

Swallow Whole - Action: **Mark a Stress** and make an attack against a target within Close range. On a success, the target takes **3d10+5** physical damage, is *Swallowed* by the Wurm, *Restrained*, and must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the target succeeds on a Strength Roll, or if the Wurm takes Severe damage, the target is freed.

Venomous Stinger - Action: Make an attack against a target within Close range. On a success, **spend a Fear** to deal **2d12+10** physical damage and *Poison* them until their next long rest. While *Poisoned*, they are overcome with *Lethargy* and can only move up to Melee range as their normal movement. When a *Poisoned* creature rolls with Fear, they also must mark a Stress.