

AGE OF UMBRA ADVERSARIES

The following adversaries were built specifically for the Age of Umbra campaign run by Matt Mercer. As a note, he designed them for a large party who asked for a particularly deadly campaign. As such, implement them in your own games with discretion, as they could be particularly deadly. If you'd like adversaries balanced for a more standard Age of Umbra campaign, see the stat blocks starting on page 6.

The Gate Guardian

Tier 1 Leader (Umbra-Touched)

Description: An ancient warrior, buried with the gate to protect entry; their skeletal mass is armored and their curved blade is deadly.

Motives & Tactics: Push into groups, swing at multiple targets, raise allies to help

Curved Blade: Very Close - 1d10+3
phy
ATK: +2
Difficulty: 13

Thresholds: 6/13
HP: O O O O O O O
Stress: O O O

FEATURES

Holy Buckler - Passive: The Guardian has resistance to physical damage. When the Guardian takes physical damage from a PC within Melee range, the PC is pushed anywhere up to Very Close range of where it stood.

Sweeping Strike - Action: Spend a Fear to make an attack against every PC within Very Close range in front of the Guardian.

Hallowed Cry- Reaction: When the Guardian takes physical damage from an attack, you can spend a Fear to call a Skeleton Dredge from a nearby corpse.

Velk the Forsaken

Tier 1 Solo (Umbra-Touched)

Description: Velk Dravenmoor, wounded and corrupted by dark powers, swells into a feral terror, frenzied and murderous.

Motives & Tactics: Focus fire, leap to vulnerable targets, throw off ledges

Experience: Push +2

Gravesword: Very Close - 1d12+3
phy
ATK: +3
Difficulty: 14

Thresholds: 7/14
HP: O O O O O O O O O
Stress: O O O O

FEATURES

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

Leaping Strike - Action: Spend a Fear to allow Velk to leap anywhere within Far range and make an attack. On a success, he deals an additional 1d12 damage.

Spinning Blade - Action: Spend a Fear to make a standard attack against all targets within Very Close range.

Throw - Action: Mark a Stress to make an attack against a target within Melee range. On a success, deal 1d8+3 physical damage and the target must make a Strength Reaction Roll (13) or be moved anywhere within Close range.

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

Eryn (Limb Wreath)

Tier 1 Leader (Umbra-Touched)

Description: Eryn has become something of nightmares, a host for numerous tentacle limbs that grasp and spear, tearing apart all she once loved.

Motives & Tactics: Multiply tentacles, devour

Experience: Slimy +2

Limb Slam: Close - 2d6+2 phy
ATK: +3
Difficulty: 13

Thresholds: 6/13
HP: O O O O O O O O
Stress: O O O O O

FEATURES

Horrifying - Passive: Targets who mark HP from the Limb Wreath's attacks must also mark a Stress.

Barrage of Tendrils - Action: Spend a Fear to make an attack roll against up to 3 targets within Close range. Any you succeed against take 1d8+2 physical damage and must succeed on a Strength Reaction Roll (13) or be pulled in Melee range of the Limb Wreath.

Taste for Blood - Action: Spend a Fear to make an attack against a target within Melee range. On a success, the target takes 2d8 physical damage, and the Limb Wreath clears 2 HP.

Living Tentacles - Reaction: When the Limb Wreath marks 2 or more HP from an attack, you can mark a Stress to create a Living Tentacle within Very Close range. The Tentacle is immediately spotlighted.

Living Tentacle

Tier 1 Minion (Umbra-Touched)

Description: A part of the Limb Wreath is severed, twitching and moving on its own.

Motives & Tactics: Rush, surround

Whip: Very Close - 2 phy
ATK: +1
Difficulty: 14

Thresholds: None
HP: O
Stress: O

FEATURES

Horrifying - Passive: Targets who mark HP from the Tentacle's attacks must also mark a Stress.

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

Group Attack - Action: Spend a Fear to choose a target and spotlight all Tentacles 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.

Pain Beast

Tier 1 Bruiser

Description: *Mutated, feral predators covered in patchy fur and scales, their claws deadly and their barbed tails venomous.*

Motives & Tactics: *Pounce, gang up, bite and drag off*

Claws: Very Close - 1d12+3 phy

ATK: +2

Difficulty: 13

Thresholds: 7/14

HP: O O O O O O O

Stress: O O O

FEATURES

Paired Hunters - Passive: When a Pain Beast attacks a target within Very Close range of another Pain Beast, the attack has advantage.

Pounce - Action: Mark a Stress to move anywhere within Far range and make an attack against a target within Very Close range. On a success, the target takes **2d8+4** physical damage and marks a Stress.

Venomous Tail - Action: Spend a Fear to make an attack roll against a target within Close range. On a success, the target takes **2d8** physical damage and, if they mark any number of HP, becomes *Infected* until they heal any number of HP. While *Infected*, they have disadvantage on action rolls.

Hide Spines - Reaction: If an attacker is within Very Close range when the Pain Beast marks 2 or more HP, **spend a Fear** to deal **1d8+3** physical damage to the attacker.

Rotlord

Tier 1 Bruiser

Description: *A massive nexus of forest will and dark magic, this tower of rotting flesh and fungal might seeks to increase its mass.*

Motives & Tactics: *Charge, swallow, spore the battlefield*

Experiences: *Slimy +2*

Limb Slam: Very Close - 1d20+3

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ATK: +2

Difficulty: 11

Thresholds: 9/18

HP: O O O O O O O O O O

Stress: O O

FEATURES

Horrid Smell - Passive: Targets who fail an action or roll with Fear within Close range of the Rotlord must mark a Stress.

Envelop - Action: Make an attack against a target within Melee range. On a success, the Rotlord *Envelops* them and the target must mark a Stress. While *Enveloped*, the target must mark an additional Stress every time they make an action roll. When the Rotlord takes Severe damage, all *Enveloped* targets are freed and the condition is cleared.

Funky Backup - Action: Spend a Fear to conjure 2 Caustic Fungus anywhere within Close range. These Fungus are immediately spotlighted.

Fear Spores - Reaction: When a creature within Close range cannot mark a Stress and instead must mark HP, you gain a Fear.

Caustic Fungus

Tier 1 Minion

Description: *The underbrush of the Screaming Forest has a hive mind of its own.*

Motives & Tactics: *Swarm, destroy armor*

Slam: Melee - 2 phy

ATK: +0

Difficulty: 12

Thresholds: None

HP: O

Stress: O

FEATURES

Minion (4) - Passive: Caustic Fungus is defeated when they take any damage. For every 4 damage a PC deals to a Caustic Fungus, defeat an additional Minion within range the attack would succeed against.

Corrosive - Passive: Targets who are successfully hit by the Fungus' attacks must also mark an Armor Slot without receiving its benefits.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Caustic Fungus 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.

Hive Collector

Tier 1 Standard

Description: *Seekers for Mother, they collect what might please her.*

Motives & Tactics: *Envenom, ensnare, capture*

Face Stinger: Very Close - 1d8+3

phy

ATK: +2

Difficulty: 14

Thresholds: 7/16

HP: O O O O O O O O O

Stress: O O O

FEATURES

Sleeping Sting - Action: Make an attack against a target within Very Close range. On a success, they take **1d8+3** physical damage and must make a Instinct Reaction Roll (13). On a failure, they become *Asleep* until they take damage, or until **1d4** hours have passed. While *Asleep*, a PC cannot be spotlighted.

Tangle Net - Action: Mark a Stress to make a target within Close range roll an Agility Reaction Roll (13). On a failure, they are *Restrained* and *Vulnerable* until they succeed on a Strength or Agility Action Roll (15).

Mother

Tier 2 Solo

Description: *The Mother of the Hive, she seeks materials and subjects to conduct her strange biological experiments on.*

Motives & Tactics: *Envenom, ensnare, capture*

Surgical Glaive: Close - 2d12+10

phy

ATK: +3

Difficulty: 15

Thresholds: 14/28

HP: 0 0 0 0 0 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

Surgical Accuracy - Passive: Before Mother makes an attack, roll a d6. On a result of 4 or higher, the target's Evasion is halved against the attack.

To Me, My Children! - Action: Mark a Stress to spotlight 1d4+1 allies. Attacks they make while spotlighted in this way deal half damage.

Sweeping Incision - Action: Spend a Fear to make an attack against all targets within Close range. On a success, Mother deals 2d6+15 physical damage.

Acidic Mist - Reaction: When Mother marks 2 or more HP from an attack within Very Close range, a cloud of caustic mist emits from her abdomen and all PCs within Very Close range mark an Armor Slot.

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

Glomtower Thrall

Tier 2 Solo

Description: *A towering being of sorrow and service, forever doomed to wander at Terrorgut's behest.*

Motives & Tactics: *Ram, capture, batter against allies*

Experience: *Overwhelming +3*

Chain Swing: Close - 2d20+15 phy

ATK: +3

Difficulty: 15

Thresholds: 13/26

HP: 0 0 0 0 0 0 0 0 0 0

Stress: 0 0 0

FEATURES

Slow - Passive: When you spotlight the Thrall 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 Thrall and they have a token on their stat block, clear the token and they can act.

Dense But Clumsy - Passive: An attack that would move the Thrall moves them two fewer range steps, and the Thrall must succeed on a Reaction Roll (10). On a failure, it falls over and becomes temporarily *Restrained* and *Vulnerable*. When it is no longer *Restrained*, it also is no longer *Vulnerable*.

Cage The Judged - Action: Spend a Fear to make an attack against a target within Very Close range. On a success, the target takes 2d12+8 physical damage, is *Restrained*, and has disadvantage on attack rolls until they succeed on a Strength or Agility Action Roll (16).

Cage Slam - Action: Spend a Fear to make an attack against a target within Very Close range. On a success, the target and any PCs in the cage take 2d12+15 physical damage.

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

Kick - Reaction: Mark a Stress when the Thrall marks 2 or more HP from a PC attack within Very Close range. Then, immediately make an attack against the attacker. On a success, they take 2d6+8 physical damage and are pushed to Far range.

Elite Hive Collector

Tier 2 Standard

Description: *Seekers for Mother, they collect what might please her.*

Motives & Tactics: *Envenom, ensnare, capture*

Face Stinger: Very Close - 2d6+9

phy

ATK: +2

Difficulty: 15

Thresholds: 8/19

HP: 0 0 0 0 0 0 0 0 0 0

Stress: 0 0 0

FEATURES

Sleeping Sting - Action: Make an attack against a target within Very Close range. On a success, they take 2d6+10 physical damage and must make a Instinct Reaction Roll (15). On a failure, they become *Asleep* until they take damage, or until 1d4 hours have passed. While *Asleep*, a PC cannot be spotlighted.

Tangle Net - Action: Mark a Stress to make a target within Close range roll an Agility Reaction Roll (13). On a failure, they are *Restrained* and *Vulnerable* until they succeed on a Strength or Agility Action Roll (15).

Terrorgut

Tier 2 Solo (Umbra-Touched)

Description: *A ravenous demon unleashed through dark magic, it claims its domain to enslave and devour the souls of those who fail to bend to its will.*

Motives & Tactics: *Consume, whip and pull, release zombies*

Experience: *Infernal Strength +3*

Bone Whip: Close - 2d12+10 phy

ATK: +3

Difficulty: 15

Thresholds: 14/28

HP: 0 0 0 0 0 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

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

Demon Armor - Passive: When Terrorgut takes physical damage, reduce it by 3.

Release Shambling Zombie - Action: Spend a Fear to create a Shambling Zombie within Very Close range. The Shambling Zombie is immediately spotlighted.

Devour - Action: Spend a Fear to make an attack against a PC within Very Close range. On a success, they take 2d8+10 physical damage and must succeed on a Strength Reaction Roll (16). On a failure, they are eaten and become *Restrained* until they succeed on a Strength or Agility Action Roll (16). Along with having the *Restrained* condition, every time they attempt an action roll, or an ally attempts an action roll to help them escape, they take 2d8+10 magical damage.

Get Over Here - Reaction: When you mark 2 or more HP from a PC attack within Close range, you can mark a Stress and roll an attack against the attacker. On a success, they take 2d10+10 physical damage, mark a Stress, and are pulled into Melee range.

Damask Ambusher

Tier 2 Skulk

Description: A hardened cutthroat and thief who hunts for the Queens.

Motives & Tactics: Evade, hide, ambush, pilfer

Long Knife: Melee - 2d6+8 phy

ATK: +2

Difficulty: 14

Thresholds: 8/17

HP: 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

Backstab - Passive: When the Ambusher succeeds on a standard attack that has advantage, they deal **2d10+10** physical damage instead of their standard damage.

Cloaked - Action: Become *Hidden* until after the Ambusher's next attack. Attacks made while *Hidden* from this feature have advantage.

Damask Marauder Band

Tier 2 Horde (2/HP)

Description: A crew of cackling killers relishing in chaos and plunder.

Motives & Tactics: Surround, gang up, divide and conquer

Long Blade: Melee - 2d8+5 phy

ATK: +1

Difficulty: 14

Thresholds: 10/21

HP: 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

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

Sadistic Laughter - Reaction: When a target of the Band's attack marks 2 or more HP, you can 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.

Damask Archer Squad

Tier 2 Horde (2/HP)

Description: Ranged raiders of the Damask Queens.

Motives & Tactics: Stick together, survive, volley fire

Bow: Far - 2d6+5 phy

ATK: +0

Difficulty: 13

Thresholds: 8/16

HP: 0 0 0 0

Stress: 0 0 0

FEATURES

Horde (1d6+3) - Passive: When the Squad has marked half or more of their HP, their standard attack deals **1d6+3** physical damage instead.

Focused Volley - Action: Spend a Fear to target a point within Far range. Make an attack with advantage against all targets within Close range of that point. Any you succeed against take **1d10+4** physical damage.

Suppressing Fire - Action: Mark a Stress to target a point within Far range. Until the next roll with Fear, a creature who moves within Close range of that point must make an Agility Reaction Roll (14). On a failure, they take **2d6+3** physical damage. On a success, they take half.

Corrupted Fane Warden

Tier 2 Solo (Umbra-Touched)

Description: The once beloved protector of the weald now stews in corruption, half-mad and seeking blood for their blade as penance for the land's decay.

Motives & Tactics: Hunt, punish

Blade of the Fane: Very Close -

2d10+5 phy

ATK: +3

Difficulty: 15

Thresholds: 13/25

HP: 0 0 0 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

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

Glimmer Within - Passive: A flame of ancient magic still burns within the Fane Warden. Whenever a PC would cause the Fane Warden to heal HP or Stress, start a *Progress Countdown (4)*, reducing it by 1 each additional time it would be healed one HP or Stress. When this countdown would count below 1, the Warden is restored.

Overwhelming Arc - Action: Spend a Fear to make an attack against every target within Very Close range. On a success, they take **2d10+10** physical damage and must make a Strength Reaction Roll (15). On a failure, they are pushed away to Far range of their location.

Vine Spear - Action: Spend a Fear to have a target within Far range make a Strength Reaction Roll (15). On a failure, they are pulled to anywhere within Very Close range of the Fane Warden and the Fane Warden immediately makes an attack against them.

Take Root - Action: Mark a Stress to Root the Fane Warden in place. Fane Warden is *Restrained* while *Rooted*, and can end this effect instead of moving while they are spotlighted. While *Rooted*, Fane Warden has resistance to physical damage.

Righteous Vengeance - Reaction: When the Fane Warden marks 2 or more HP from an attack within Very Close range, mark a Stress to make a standard attack against the attacker. On a success, the Fane Warden deals **2d10+10** physical damage and the target is pushed to Far range.

Blasphemous Angel Evelyar

Tier 2 Solo (Umbra-Touched)

Description: *Her holy mission slandered and her compassion punished for audacity, a darker power became seeded within her buried and bound soul. The Grand Ordinants created their own dark prophesy.*

Motives & Tactics: *Punish many, dishearten, void stare.*

Experience: *Unholy Strength +3*

Malediction Axe: Very Close -

2d10+4 phy

ATK: +3

Difficulty: 14

Thresholds: 12/24

HP: 0 0 0 0 0 0 0 0 0 0

Stress: 0 0 0 0 0 0 0

FEATURES

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

Unholy Aura - Passive: When Evelyar takes damage, reduce it by the number of Profane Disciples within Close range. When a PC marks their last HP within Close range of Evelyar, she heals a HP and clears a Stress.

Arc of Judgement - Action: Spend a Fear to make an attack against all targets within Very Close range. On a success, they take **2d8+5** physical damage.

The Flock's Call - Action: Mark a Stress to spotlight **1d4+1** allies. Attacks they make during this spotlight deal half damage.

Look Into The Void - Action: Mark a Stress to have a PC within Very Close range make an Insight or Presence Reaction Roll. On a failure, they mark a Stress, they become *Vulnerable* until they roll a success with Hope, and Evelyar heals 2 HP.

Blasphemous Choir - Reaction: Countdown (Loop 1d8). When Evelyar is in the spotlight for the first time, activate the countdown. When it triggers, a choir of discordant voices covers an area within Far range of Evelyar. When a target marks HP from an attack by Evelyar within the dark song, all PCs within Far range of the target lose a Hope. This song can be ended by dealing Severe damage to Evelyar, after which the countdown restarts.

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

Profane Disciple

Tier 2 Standard

Description: *One of the disciples of Evelyar, betrayed by the clergy and forgotten with their heretical Saint. Their vengeful furvor is fueled by Evelyar's madness.*

Motives & Tactics: *Protect Evelyar, condemn, pass judgement*

Sorrowscythe: Very Close - 2d6+4

mag

ATK: +2

Difficulty: 14

Thresholds: 10/20

HP: 0 0 0 0 0 0 0

Stress: 0 0 0

FEATURES

Dance of Condemnation - Passive: When the Disciple is within Melee range of a creature and at least one other Disciple is within Close range, all attacks against that creature have advantage.

Retaliation - Reaction: When Evelyar takes damage from an attack within Very Close range of the Disciple, **mark a Stress** to make a standard attack against the attacker.

MODIFIED ADVERSARIES

The following adversaries are adaptations of the original Age of Umbra adversaries designed for standard campaign play.

The Gate Guardian

Tier 1 Leader (Umbra-Touched)

Description: An ancient warrior, buried with the gate to protect entry; their skeletal mass is armored and their curved blade is deadly.

Motives & Tactics: Push into groups, swing at multiple targets, raise allies to help

Curved Blade: Very Close - 1d10+3 phy ATK: +2 Difficulty: 13	Thresholds: 6/13 HP: O O O O O O Stress: O O O
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FEATURES

Holy Buckler - Passive: The Guardian has resistance to physical damage. When the Guardian takes physical damage from a PC within Melee range, the PC is pushed anywhere up to Very Close range of where it stood.

Sweeping Strike - Action: Spend a Fear to make an attack against every PC within Very Close range in front of the Guardian.

Hallowed Cry - Reaction: When the Guardian takes physical damage from an attack, you can spend a Fear to call a *Skeleton Dredge* from a nearby corpse.

Eryn (Limb Wreath)

Tier 1 Leader (Umbra-Touched)

Description: Eryn has become something of nightmares, a host for numerous tentacle limbs that grasp and spear, tearing apart all she once loved.

Motives & Tactics: Multiply tentacles, devour

Experience: Slimy +2

Limb Slam: Close - 2d6+2 phy ATK: +3 Difficulty: 13	Thresholds: 6/13 HP: O O O O O O O Stress: O O O O O
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FEATURES

Horrorifying - Passive: Targets who mark HP from the Limb Wreath's attacks must also mark a Stress.

Barrage of Tendrils - Action: Spend a Fear to make an attack roll against up to 3 targets within Close range. Any you succeed against take **1d8+2** physical damage and must succeed on a Strength Reaction Roll (13) or be pulled in Melee range of the Limb Wreath.

Taste for Blood - Action: Spend a Fear to make an attack against a target within Melee range. On a success, the target takes **2d8** physical damage, and the Limb Wreath clears 2 HP.

Living Tentacles - Reaction: When the Limb Wreath marks 2 or more HP from an attack, you can mark a Stress to create a Living Tentacle within Very Close range. The Tentacle is immediately spotlighted.

Velk the Forsaken

Tier 1 Solo (Umbra-Touched)

Description: Velk Dravenmoor, wounded and corrupted by dark powers, swells into a feral terror, frenzied and murderous.

Motives & Tactics: Focus fire, leap to vulnerable targets, throw off ledges

Experience: Push +2

Gravesword: Very Close - 1d12+3 phy ATK: +3 Difficulty: 14	Thresholds: 7/14 HP: O O O O O O O O O Stress: O O O
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FEATURES

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

Leaping Strike - Action: Spend a Fear to allow Velk to leap anywhere within Far range and make an attack. On a success, he deals an additional **1d12** damage.

Spinning Blade - Action: Spend a Fear to make a standard attack against all targets within Very Close range.

Throw - Action: Mark a Stress to make an attack against a target within Melee range. On a success, deal **1d8+3** physical damage and the target must make a Strength Reaction Roll (13) or be moved anywhere within Close range.

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

Living Tentacle

Tier 1 Minion (Umbra-Touched)

Description: A part of the Limb Wreath is severed, twitching and moving on its own.

Motives & Tactics: Rush, surround

Whip: Very Close - 2 phy ATK: +1 Difficulty: 14	Thresholds: None HP: O Stress: O
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FEATURES

Horrorifying - Passive: Targets who mark HP from the Tentacle's attacks must also mark a Stress.

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

Group Attack - Action: Spend a Fear to choose a target and spotlight all Tentacles 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.

Pain Beast

Tier 1 Bruiser

Description: *Mutated, feral predators covered in patchy fur and scales, their claws deadly and their barbed tails venomous.*

Motives & Tactics: *Pounce, gang up, bite and drag off*

Claws: Very Close - 1d12+3 phy

ATK: +2

Difficulty: 13

Thresholds: 7/14

HP: O O O O O O

Stress: O O O

FEATURES

Paired Hunters - Passive: When a Pain Beast attacks a target within Very Close range of another Pain Beast, the attack has advantage.

Pounce - Action: Mark a Stress to move anywhere within Far range and make an attack against a target within Very Close range. On a success, the target takes **2d8+4** physical damage and marks a Stress.

Venomous Tail - Action: Spend a Fear to make an attack roll against a target within Close range. On a success, the target takes **2d8** physical damage and, if they mark any number of HP, becomes *Infected* until they heal any number of HP. While *Infected*, they have disadvantage on action rolls.

Hide Spines - Reaction: If an attacker is within Very Close range when the Pain Beast marks 2 or more HP, **spend a Fear** to deal **1d8+3** physical damage to the attacker.

Rotlord

Tier 1 Bruiser

Description: *A massive nexus of forest will and dark magic, this tower of rotting flesh and fungal might seeks to increase its mass.*

Motives & Tactics: *Charge, swallow, spore the battlefield*

Experiences: *Slimy +2*

Limb Slam: Very Close - 1d20+3

phy

ATK: +2

Difficulty: 11

Thresholds: 9/18

HP: O O O O O O O O

Stress: O O

FEATURES

Horrid Smell - Passive: Targets who fail an action or roll with Fear within Close range of the Rotlord must mark a Stress.

Envelop - Action: Make an attack against a target within Melee range. On a success, the Rotlord *Envelops* them and the target must mark a Stress. While *Enveloped*, the target must mark an additional Stress every time they make an action roll. When the Rotlord takes Severe damage, all *Enveloped* targets are freed and the condition is cleared.

Funky Backup - Action: Spend a Fear to conjure 2 Caustic Fungus anywhere within Close range. These Fungus are immediately spotlighted.

Fear Spores - Reaction: When a creature within Close range cannot mark a Stress and instead must mark HP, you gain a Fear.

Caustic Fungus

Tier 1 Minion

Description: *The underbrush of the Screaming Forest has a hive mind of its own.*

Motives & Tactics: *Swarm, destroy armor*

Slam: Melee - 2 phy

ATK: +0

Difficulty: 12

Thresholds: None

HP: O

Stress: O

FEATURES

Minion (4) - Passive: Caustic Fungus is defeated when they take any damage. For every 4 damage a PC deals to a Caustic Fungus, defeat an additional Minion within range the attack would succeed against.

Corrosive - Passive: Targets who are successfully hit by the Fungus' attacks must also mark an Armor Slot without receiving its benefits.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Caustic Fungus 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.

Hive Collector

Tier 1 Standard

Description: *Seekers for Mother, they collect what might please her.*

Motives & Tactics: *Envenom, ensnare, capture*

Face Stinger: Very Close - 1d8+3

phy

ATK: +2

Difficulty: 14

Thresholds: 7/16

HP: O O O O O O O O

Stress: O O O

FEATURES

Sleeping Sting - Action: Make an attack against a target within Very Close range. On a success, they take **1d8+3** physical damage and must make a Instinct Reaction Roll (13). On a failure, they become *Asleep* until they take damage, or until **1d4** hours have passed. While *Asleep*, a PC cannot be spotlighted.

Tangle Net - Action: Mark a Stress to make a target within Close range roll an Agility Reaction Roll (13). On a failure, they are *Restrained* and *Vulnerable* until they succeed on a Strength or Agility Action Roll (15).

Mother

Tier 2 Solo

Description: *The Mother of the Hive, she seeks materials and subjects to conduct her strange biological experiments on.*

Motives & Tactics: *Envenom, ensnare, capture*

Surgical Glaive: Close - 2d12+8 phy	Thresholds: 14/28
ATK: +3	HP: 0 0 0 0 0 0 0 0
Difficulty: 15	Stress: 0 0 0 0

FEATURES

Surgical Accuracy - Passive: Before Mother makes an attack, roll a d6. On a result of 4 or higher, the target's Evasion is halved against the attack.

To Me, My Children! - Action: Mark a Stress to spotlight 1d4+1 allies. Attacks they make while spotlighted in this way deal half damage.

Sweeping Incision - Action: Spend a Fear to make an attack against all targets within Close range. On a success, Mother deals 2d6+10 physical damage.

Acidic Mist - Reaction: When Mother marks 2 or more HP from an attack within Very Close range, a cloud of caustic mist emits from her abdomen and all PCs within Very Close range mark an Armor Slot.

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

Glomtower Thrall

Tier 2 Solo

Description: *A towering being of sorrow and service, forever doomed to wander at Terrorgut's behest.*

Motives & Tactics: *Ram, capture, batter against allies*

Experience: *Overwhelming +3*

Chain Swing: Close - 2d20+10 phy	Thresholds: 13/26
ATK: +3	HP: 0 0 0 0 0 0 0 0
Difficulty: 15	Stress: 0 0 0

FEATURES

Slow - Passive: When you spotlight the Thrall 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 Thrall and they have a token on their stat block, clear the token and they can act.

Dense But Clumsy - Passive: An attack that would move the Thrall moves them two fewer range steps, and the Thrall must succeed on a Reaction Roll (10). On a failure, it falls over and becomes temporarily *Restrained* and *Vulnerable*. When it is no longer *Restrained*, it also is no longer *Vulnerable*.

Cage The Judged - Action: Spend a Fear to make an attack against a target within Very Close range. On a success, the target takes 2d12+7 physical damage, is *Restrained*, and has disadvantage on attack rolls until they succeed on a Strength or Agility Action Roll (16).

Cage Slam - Action: Spend a Fear to make an attack against a target within Very Close range. On a success, the target and any PCs in the cage take 2d12+15 physical damage.

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

Kick - Reaction: Mark a Stress when the Thrall marks 2 or more HP from a PC attack within Very Close range. Then, immediately make an attack against the attacker. On a success, they take 2d6+7 physical damage and are pushed to Far range.

Elite Hive Collector

Tier 2 Standard

Description: *Seekers for Mother, they collect what might please her.*

Motives & Tactics: *Envenom, ensnare, capture*

Face Stinger: Very Close - 2d6+7 phy	Thresholds: 8/19
ATK: +2	HP: 0 0 0 0 0 0 0 0
Difficulty: 15	Stress: 0 0 0

FEATURES

Sleeping Sting - Action: Make an attack against a target within Very Close range. On a success, they take 2d6+8 physical damage and must make a Instinct Reaction Roll (15). On a failure, they become *Asleep* until they take damage, or until 1d4 hours have passed. While *Asleep*, a PC cannot be spotlighted.

Tangle Net - Action: Mark a Stress to make a target within Close range roll an Agility Reaction Roll (13). On a failure, they are *Restrained* and *Vulnerable* until they succeed on a Strength or Agility Action Roll (15).

Terrorgut

Tier 2 Solo (Umbra-Touched)

Description: *A ravenous demon unleashed through dark magic, it claims its domain to enslave and devour the souls of those who fail to bend to its will.*

Motives & Tactics: *Consume, whip and pull, release zombies*

Experience: *Infernal Strength +3*

Bone Whip: Close - 2d12+8 phy	Thresholds: 14/28
ATK: +3	HP: 0 0 0 0 0 0 0 0
Difficulty: 15	Stress: 0 0 0 0

FEATURES

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

Demon Armor - Passive: When Terrorgut takes physical damage, reduce it by 3.

Release Shambling Zombie - Action: Spend a Fear to create a Shambling Zombie within Very Close range. The Shambling Zombie is immediately spotlighted.

Devour - Action: Spend a Fear to make an attack against a PC within Very Close range. On a success, they take 2d8+10 physical damage and must succeed on a Strength Reaction Roll (16). On a failure, they are eaten and become *Restrained* until they succeed on a Strength or Agility Action Roll (16). Along with having the *Restrained* condition, every time they attempt an action roll, or an ally attempts an action roll to help them escape, they take 2d8+10 magical damage.

Get Over Here - Reaction: When you mark 2 or more HP from a PC attack within Close range, you can mark a Stress and roll an attack against the attacker. On a success, they take 2d10+10 physical damage, mark a Stress, and are pulled into Melee range.

Damask Ambusher

Tier 2 Skulk

Description: A hardened cutthroat and thief who hunts for the Queens.

Motives & Tactics: Evade, hide, ambush, pilfer

Long Knife: Melee - 2d6+6 phy

ATK: +2

Difficulty: 14

Thresholds: 8/17

HP: 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

Backstab - Passive: When the Ambusher succeeds on a standard attack that has advantage, they deal **2d10+8** physical damage instead of their standard damage.

Cloaked - Action: Become *Hidden* until after the Ambusher's next attack. Attacks made while *Hidden* from this feature have advantage.

Damask Marauder Band

Tier 2 Horde (2/HP)

Description: A crew of cackling killers relishing in chaos and plunder.

Motives & Tactics: Surround, gang up, divide and conquer

Long Blade: Melee - 2d8+5 phy

ATK: +1

Difficulty: 14

Thresholds: 10/21

HP: 0 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

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

Sadistic Laughter - Reaction: When a target of the Band's attack marks 2 or more HP, you can 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.

Damask Archer Squad

Tier 2 Horde (2/HP)

Description: Ranged raiders of the Damask Queens.

Motives & Tactics: Stick together, survive, volley fire

Bow: Far - 2d6+5 phy

ATK: +0

Difficulty: 13

Thresholds: 8/16

HP: 0 0 0 0

Stress: 0 0 0

FEATURES

Horde (1d6+3) - Passive: When the Squad has marked half or more of their HP, their standard attack deals **1d6+3** physical damage instead.

Focused Volley - Action: Spend a Fear to target a point within Far range. Make an attack with advantage against all targets within Close range of that point. Any you succeed against take **1d10+4** physical damage.

Suppressing Fire - Action: Mark a Stress to target a point within Far range. Until the next roll with Fear, a creature who moves within Close range of that point must make an Agility Reaction Roll (14). On a failure, they take **2d6+3** physical damage. On a success, they take half.

Corrupted Fane Warden

Tier 2 Solo (Umbra-Touched)

Description: The once beloved protector of the weald now stews in corruption, half-mad and seeking blood for their blade as penance for the land's decay.

Motives & Tactics: Hunt, punish

Blade of the Fane: Very Close -

2d10+5 phy

ATK: +3

Difficulty: 15

Thresholds: 13/25

HP: 0 0 0 0 0 0 0 0

Stress: 0 0 0 0

FEATURES

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

Glimmer Within - Passive: A flame of ancient magic still burns within the Fane Warden. Whenever a PC would cause the Fane Warden to heal HP or Stress, start a *Progress Countdown (4)*, reducing it by 1 each additional time it would be healed one HP or Stress. When this countdown would count below 1, the Warden is restored.

Overwhelming Arc - Action: Spend a Fear to make an attack against every target within Very Close range. On a success, they take **2d10+8** physical damage and must make a Strength Reaction Roll (15). On a failure, they are pushed away to Far range of their location.

Vine Spear - Action: Spend a Fear to have a target within Far range make a Strength Reaction Roll (15). On a failure, they are pulled to anywhere within Very Close range of the Fane Warden and the Fane Warden immediately makes an attack against them.

Take Root - Action: Mark a Stress to Root the Fane Warden in place. Fane Warden is *Restrained* while *Rooted*, and can end this effect instead of moving while they are spotlighted. While *Rooted*, Fane Warden has resistance to physical damage.

Righteous Vengeance - Reaction: When the Fane Warden marks 2 or more HP from an attack within Very Close range, mark a Stress to make a standard attack against the attacker. On a success, the Fane Warden deals **2d10+8** physical damage and the target is pushed to Far range.

Blasphemous Angel Evelyar

Tier 2 Solo (Umbra-Touched)

Description: *Her holy mission slandered and her compassion punished for audacity, a darker power became seeded within her buried and bound soul. The Grand Ordinants created their own dark prophesy.*

Motives & Tactics: *Punish many, dishearten, void stare.*

Experience: *Unholy Strength +3*

Malediction Axe: Very Close -

2d10+4 phy

ATK: +3

Difficulty: 14

Thresholds: 12/24

HP: 0 0 0 0 0 0 0 0 0

Stress: 0 0 0 0 0

FEATURES

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

Unholy Aura - Passive: When Evelyar takes damage, reduce it by the number of Profane Disciples within Close range. When a PC marks their last HP within Close range of Evelyar, she heals a HP and clears a Stress.

Arc of Judgement - Action: Spend a Fear to make an attack against all targets within Very Close range. On a success, they take **2d8+5** physical damage.

The Flock's Call - Action: Mark a Stress to spotlight **1d4+1** allies. Attacks they make during this spotlight deal half damage.

Look Into The Void - Action: Mark a Stress to have a PC within Very Close range make an Insight or Presence Reaction Roll. On a failure, they mark a Stress, they become *Vulnerable* until they roll a success with Hope, and Evelyar heals 2 HP.

Blasphemous Choir - Reaction: *Countdown (Loop 1d8).* When Evelyar is in the spotlight for the first time, activate the countdown. When it triggers, a choir of discordant voices covers an area within Far range of Evelyar. When a target marks HP from an attack by Evelyar within the dark song, all PCs within Far range of the target lose a Hope. This song can be ended by dealing Severe damage to Evelyar, after which the countdown restarts.

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

Profane Disciple

Tier 2 Standard

Description: *One of the disciples of Evelyar, betrayed by the clergy and forgotten with their heretical Saint. Their vengeful furvor is fueled by Evelyar's madness.*

Motives & Tactics: *Protect Evelyar, condemn, pass judgement*

Sorrowscythe: Very Close - 2d6+4

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ATK: +2

Difficulty: 14

Thresholds: 10/20

HP: 0 0 0 0 0 0

Stress: 0 0 0

FEATURES

Dance of Condemnation - Passive: When the Disciple is within Melee range of a creature and at least one other Disciple is within Close range, all attacks against that creature have advantage.

Retaliation - Reaction: When Evelyar takes damage from an attack within Very Close range of the Disciple, **mark a Stress** to make a standard attack against the attacker.