EMBERWIND

A | Basic Attack

A | Move 4 Sqs. | B | Basic Attack

B | Basic Attack

RIFTSLIP FOX

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP	/35
🛡 **Toughness:** 2	
🛡 **Resistance:** 4	
Rank:	Grunt
Type:	Beast

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves towards nearest Hero.	
Immediacy: Attacks nearest Hero.	

OPTIONAL MODIFIERS

Sudden Strike: Whenever Riftslip Fox performs a Riftleap successfully, it may make a Basic Melee Attack as a Free Action directly after.

| Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Gnaw vs 👤	Melee	1	1d10 + 10 Damage vs 🛡.
SPECIAL ABILITIES			
Foxfire vs 👤	A	3	1d10 + 5 Damage vs 🛡. Hero suffers *DAZE VS* 👤.
Riftleap	B	-	If Damaged, Riftslip Fox Teleports to an unoccupied Square adjacent to the Reefspine Rumbler and heals 5 HP. Otherwise, Riftslip Fox teleports to an unoccupied Square adjacent to furthest Hero from Riftslip Fox.

RIFTBORN FOX

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.
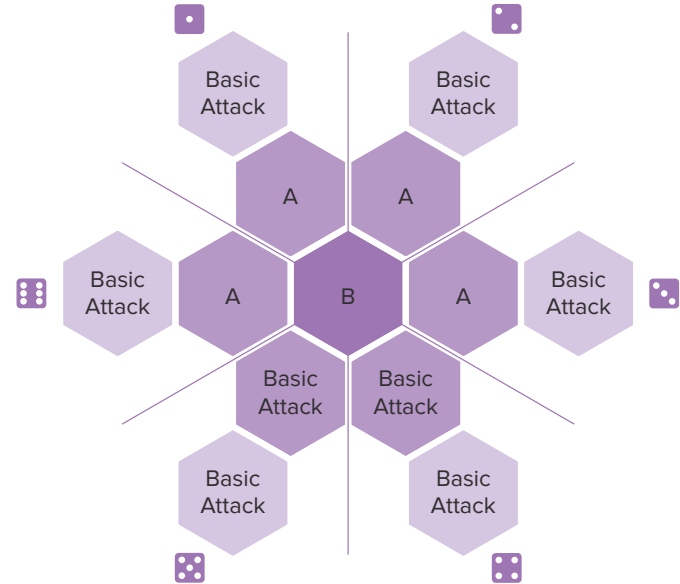
HP	/35
🛡 **Toughness:** 4	
🛡 **Resistance:** 6	
Rank: 🜋 Awakened	
Type: Beast	

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves towards nearest Hero.

Immediacy: Attacks nearest Hero.

Shortlived: Riftborn Fox becomes *FALLEN* at the end of the 2nd Round.

OPTIONAL MODIFIERS

Sudden Strike: Whenever Riftborn Fox performs a Riftleap successfully, it may make a Basic Melee Attack as a Free Action directly after.

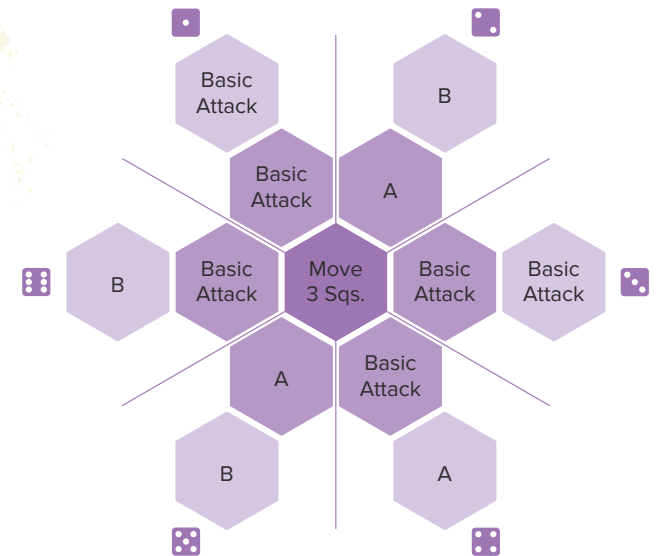| Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Gnaw *VS* 👤	Melee	1	2d10 + 10 Damage *VS* 🛡.
SPECIAL ABILITIES			
Chilling Foxfire *VS* 👤	A	3	2d10 + 5 Damage *VS* 🛡. Hero suffers *DAZE* and *CHILL* *VS* 👤.
Riftleap	B	-	If Damaged, Riftborn Fox Teleports to an unoccupied Square adjacent to the Reefspine Rumbler and heals 10 HP. Otherwise, Riftborn Fox teleports to an unoccupied Square adjacent to furthest Hero from Riftborn Fox.

REEFSPINE RUMBLER

Size on map: 2 x 2

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

Basic Attack		B		
	Basic Attack	A		
B	Basic Attack	Move 3 Sqs.	Basic Attack	Basic Attack
		A	Basic Attack	
	B		A	

HP /125

🛡 **Toughness:** 10

🛡 **Resistance:** 2

Rank: 🎀 Elite

Type: Beast

DEFAULT CHARACTERISTICS

Magehunter: Moves toward and Targets Hero who last used a Spell Action. (If no Hero has used a Spell Action during this Combat yet, this Foe Moves toward and Targets nearest Hero instead.)

OPTIONAL MODIFIERS

Collateral Damage: Basic Attacks by Reefhide Rumbler removes Squares of Cover within its Range. Heroes adjacent to those Squares of Cover take 10 *PIERCING* Damage when they are removed. (This Damage is in addition to the Basic Attack Damage).

Coraline Carapace: Whenever a Hero successfully Hits Reefhide Rumbler with a Melee Action, that Hero suffers 2 Stacks of *POISON VS* 👤.
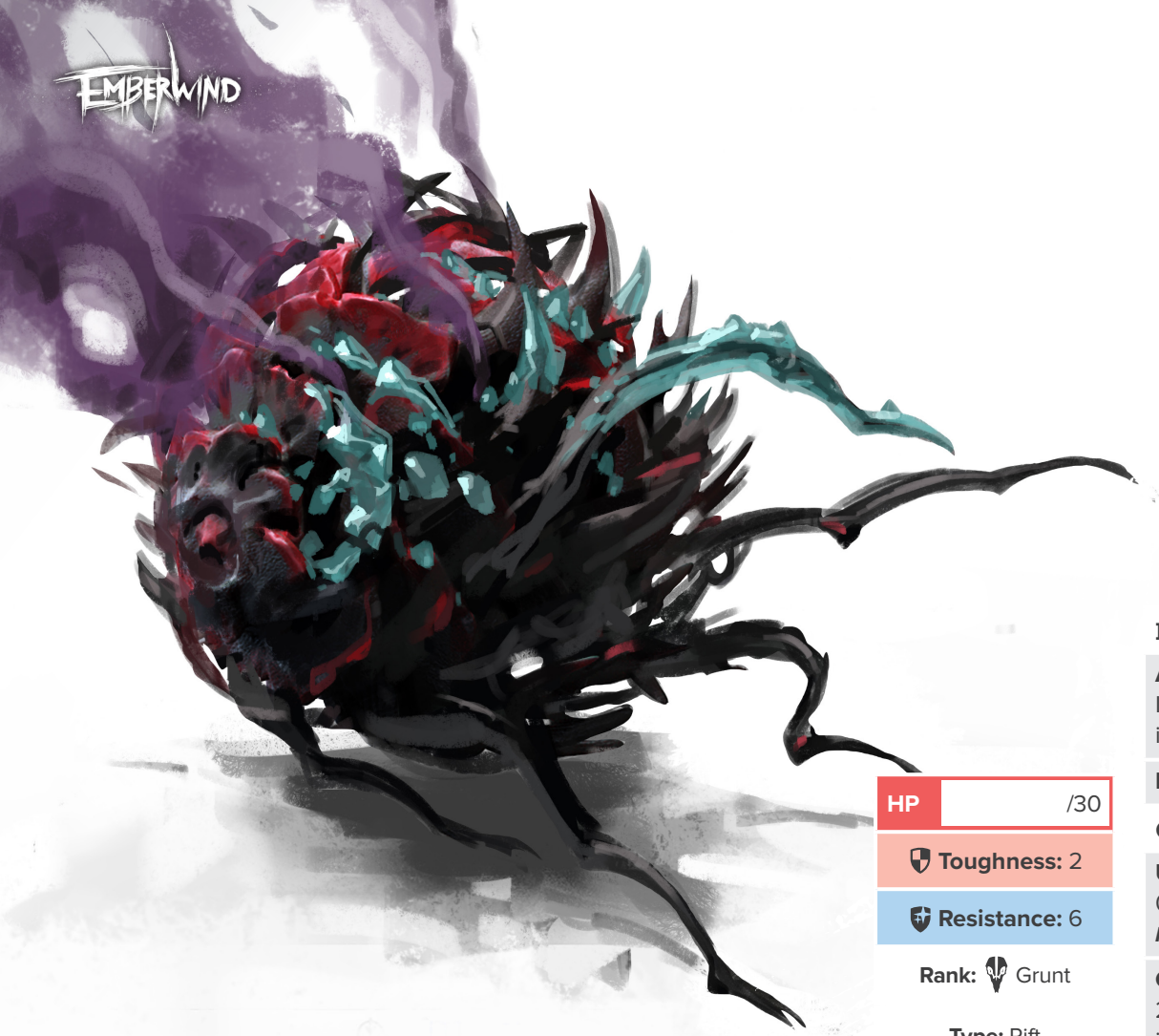
Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Tail Maul *VS* 🪑	Melee	2	2d10 + 5 Damage *VS* 🛡 to all Heroes within Range. Hit Heroes suffer 1 Stack of *VULNERABILITY VS* 👤.
SPECIAL ABILITIES			
Mistfoam Burst	A	-	+1 Round to *SHORTLIVED* Foes and all Heroes must end 1 Sustain Effect now.
Arcane Devourer	B	-	Until the start of the next Round, +2 🛡 and +2 🛡 whenever a Hero uses a Spell. These Barrier Values are applied before Damage is dealt to Reefhide Rumbler and are not removed until the end of the Encounter.

EMBERWIND

DEFAULT CHARACTERISTICS

Aetherfeast: Moves and Attacks Hero with highest 🛡 within 5 Squares. If no Heroes are within Range, Moves toward and Attacks nearest Hero instead.

High Traction: Move Actions are not affected by Elevation.

OPTIONAL MODIFIERS

Unstable Existence: Whenever Tumblespine takes Damage greater than 0 (after Barrier Values are applied), roll 1d4. On a '1', Tumblespine becomes *FALLEN*.

Corpse Bomb: When this Foe becomes *FALLEN*, all Combatants within 2 Squares takes 2d10 Damage *VS* 🛡 . (The Objective loses 2 Hit Points if it is within range of Corpse Bomb.)

	HP	/30
🛡	**Toughness:** 2	
🛡	**Resistance:** 6	

Rank: Grunt

Type: Rift

TUMBLESPINE

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
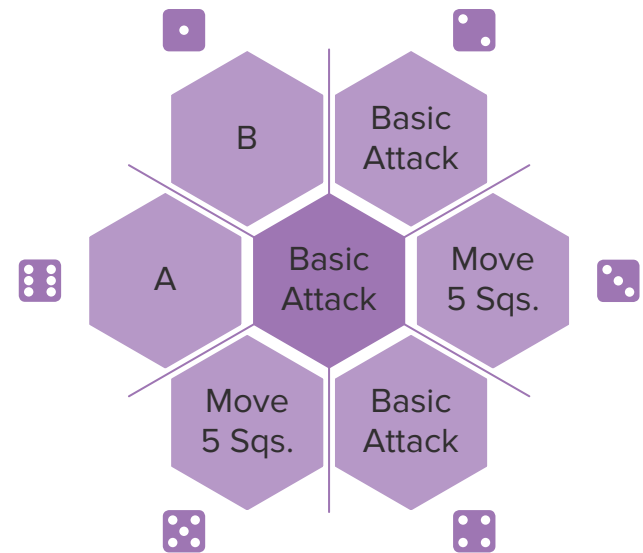3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Spine Shot *VS* 👤	Ranged	3	Deal 1d10 + 5 Damage *VS* 🛡 . Hero suffers 1 Stack of *VULNERABILITY VS* 👤 .
SPECIAL ABILITIES			
Toxic Barb *VS* 👤	A	5	Deal 1d10 + 5 Damage *VS* 🛡 . Hero suffers 1 Stack of *POISON VS* 👤 .
Spineburst *VS* [Acrobatics *OR* Endurance]	B	2	Deal 2d10 + 5 Damage *VS* 🛡 to all Heroes within 2 Range. Tumblespine suffers from *FRAGILITY*.

RIFTKEEPER ASCENDANT

Size on map: 1 x 1

TURN BLOCK:
1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the action in the Central Action Hex, followed by each Action in every subsequent Action Hex.
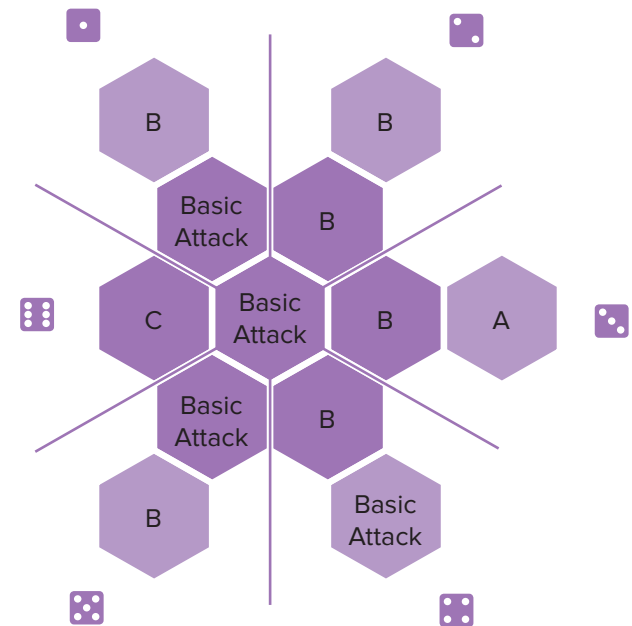

HP: ___ /65

🛡 **Toughness:** 6

🛡 **Resistance:** 8

Rank: 🜏 Awakened
Type: Human

DEFAULT CHARACTERISTICS

Ranged Fighter: Maintains 6 Squares of distance from nearest Hero(es) whenever possible.

Immediacy: Attacks nearest Hero.

Melee Focused: Executes Melee Attack over Ranged Attack if possible.

OPTIONAL MODIFIERS

Hunt the Weak: Attacks Hero with lowest 🛡.

Residual Rift: Whenever Riftkeeper Ascendant Teleports, roll 1d4. On a '1', a Tumblespine spawns in the Square Riftkeeper Ascendant Teleported from.
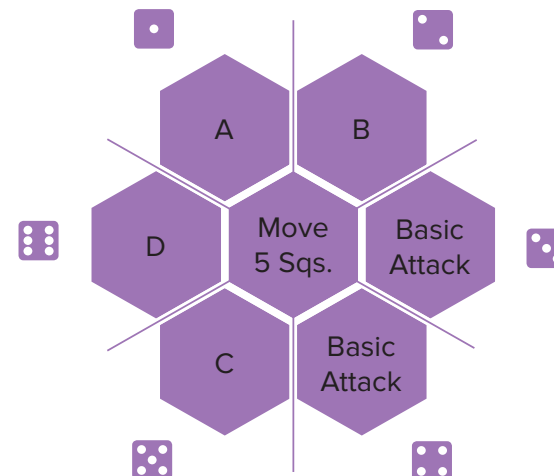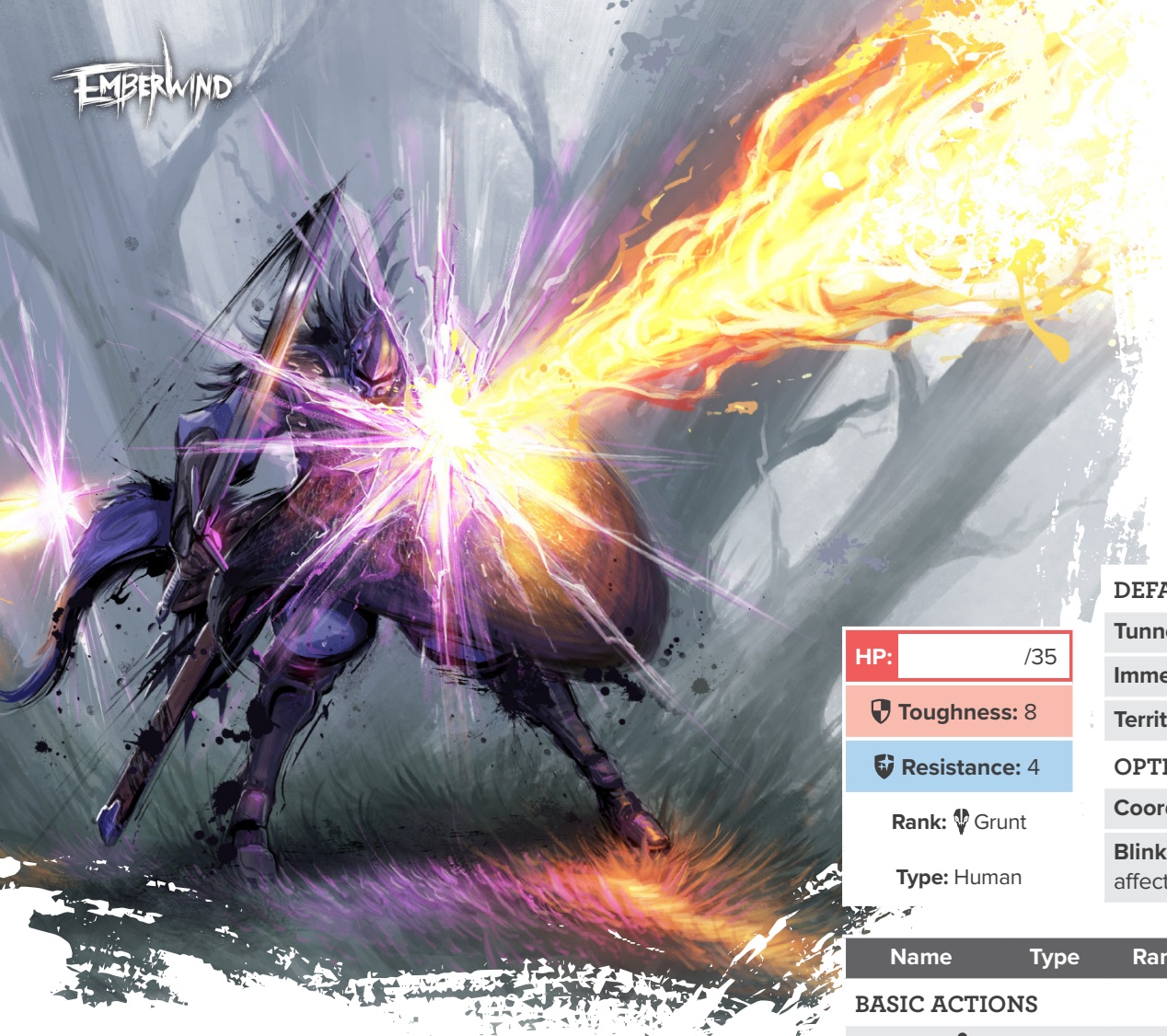
Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Ceremonial Knife VS 👤	Melee	1	Deal 2d10 + 5 Damage **VS** 🛡 .
Riftbolt VS 👤	Ranged	6	Deal 1d10 + 5 Damage **VS** 🛡 .
SPECIAL ABILITIES			
Dazing Bolt VS 👤	A	6	Deal 1d10 + 10 Damage **VS** 🛡. Hero suffers **DAZE VS** 👤.
Riftleap	B	3	Teleport to an unoccupied Square.
Riftsummon	C	-	Assign a number to every unoccupied Square adjacent to the nearest Hero. Roll 1d8. If the roll result matches an unoccupied Square, spawn a Tumblespine in that Square.

EMBERWIND

Action Hex Diagram

Die	Action
⚀	A
⚁	B
⚄	D
⚂	Basic Attack
⚃	C
⚄	Basic Attack

Central: Move 5 Sqs.
A, B, Basic Attack, C, Basic Attack, D

HP: ___ /35

🛡 **Toughness:** 8

🛡 **Resistance:** 4

Rank: ⚑ Grunt

Type: Human

GLASSGUARD

Size on map: 1 x 1

TURN BLOCK:
1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

DEFAULT CHARACTERISTICS

Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

Territorial: Does not move unless a Hero is within 5 Squares.

OPTIONAL MODIFIERS

Coordinated Assault: Targets the last Hero another Foe attacked.

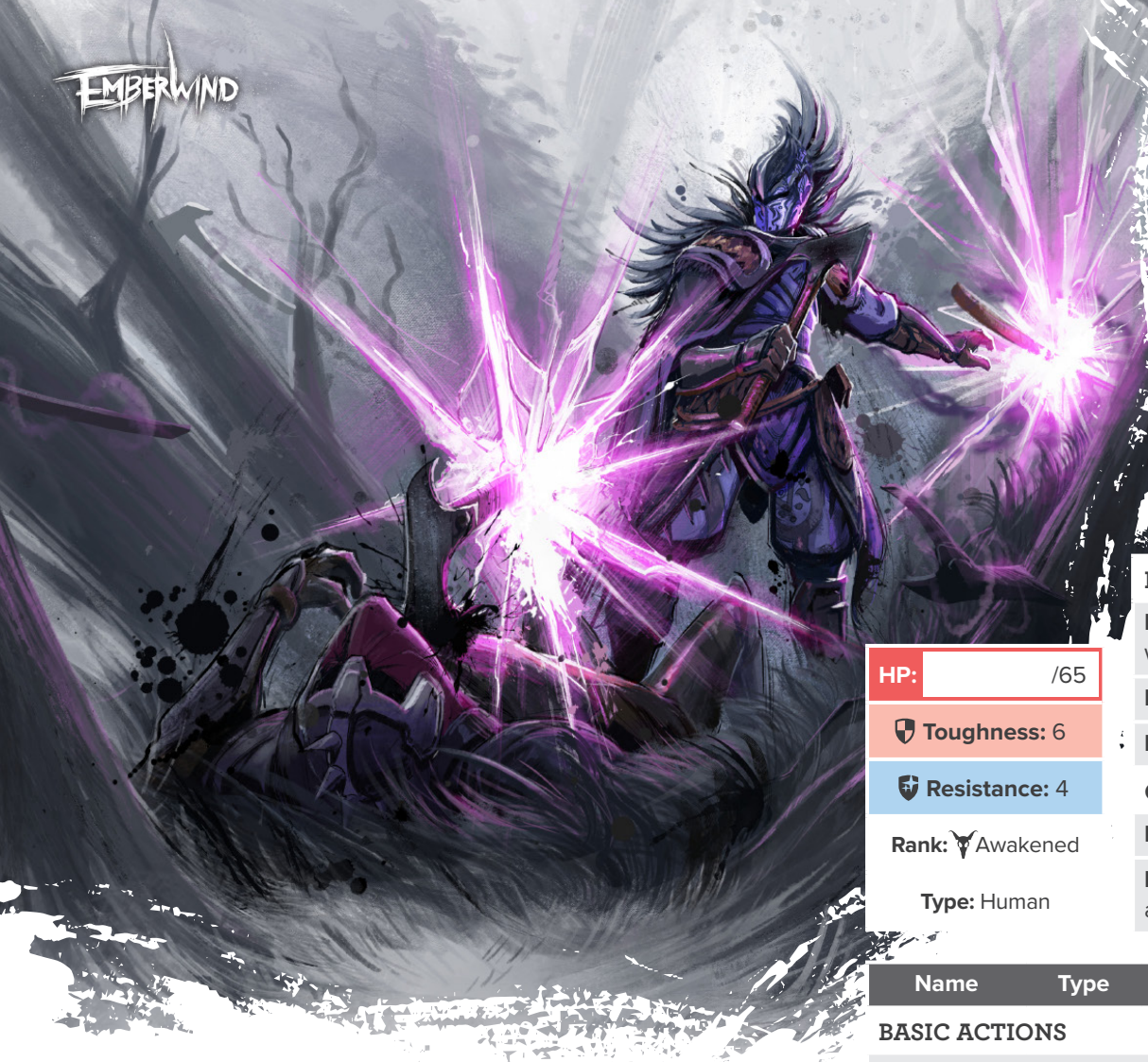**Blink:** Move Actions are Teleports (cannot be obstructed and are not affected by Elevation).

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Slice VS 👤	Melee	1	Deal 1d10 + 10 Damage **VS** 🛡.
SPECIAL ABILITIES			
Hamstring VS 👤	A	1	Deal 1d10 + 10 Damage **VS** 🛡. Hero cannot take Move Actions next Turn **VS** 👤.
Riftward	B	-	*Trig. Cond.:* If a Hero rolls a **CAP** Check within 3 Squares of Glassguuard, *Trig. Effect:* -10 **A** to that Hero's **CAP** Check.
Disarming Strike VS 👤	C	1	Deal 1d10 + 10 Damage **VS** 🛡. Hero suffers 3 Stacks of **WEAKNESS VS** 👤.
Witch Hunter VS 👤	D	5	Deal 1d10 + 5 Damage **VS** 🛡. Hero suffers **SILENCE VS** 👤.

GLASSGLAIVE

Size on map: 1 x 1

TURN BLOCK:
1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.
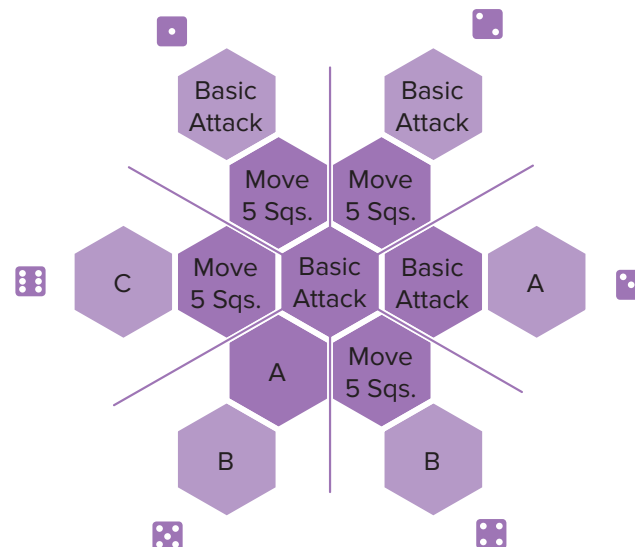
HP: ___ /65

🛡 **Toughness:** 6

🛡 **Resistance:** 4

Rank: Awakened

Type: Human

DEFAULT CHARACTERISTICS

Ranged Fighter: Maintains 5 Squares of distance from nearest Hero whenever possible.

Backline Attacker: Attacks farthest Hero within Range.

Playing with Portals: Glassglaive's Ranged Actions are not affected by Cover.

OPTIONAL MODIFIERS

Extended Range: +2 Range on all Glassglaive's Ranged Actions.

Blink: Move Actions are Teleports (cannot be obstructed and are not affected by Elevation).

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Throwing Axe VS 👤	Ranged	5	Deal 1d10 + 5 Damage **VS** 🛡.
SPECIAL ABILITIES			
Blindside Splitter VS 👤	A	5	Deal 1d10 + 5 Damage **VS** 🛡. Hero suffers **OFFGUARD VS** 👤.
Cyclone Axe VS 👤	B	5	Deal 1d10 + 5 Damage to nearest 2 Heroes within Range. Hit Heroes are knocked **PRONE VS** 👤.
Riftgrasp VS 👤	C	7	Farthest Hero is Teleported into an Unoccupied Square next to Glassglaive (if possible).

SPARKSENTRY WIDGET

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

C	C	
Basic Attack	Basic Attack	Basic Attack
A	B	

HP /25

🛡 **Toughness:** 2

🛡 **Resistance:** 2

Rank: Grunt
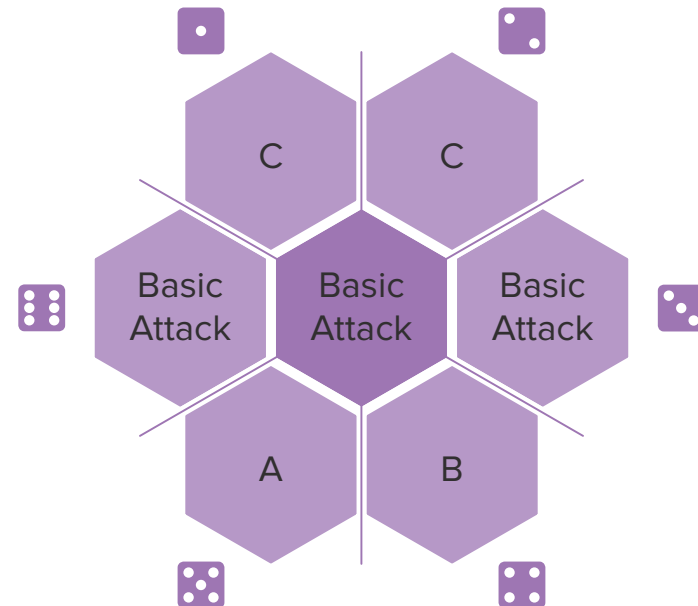
Type: Clockwork

DEFAULT CHARACTERISTICS

Static Fighter: Does not move and targets nearest Hero.

Mechanical: Immune to *POISON*.

OPTIONAL MODIFIERS

Extra Parts: If a Special Ability would cause Sparksentry Widget to become *FALLEN*, Sparksentry Widget suffers *FRAGILITY* (Persistent) instead.

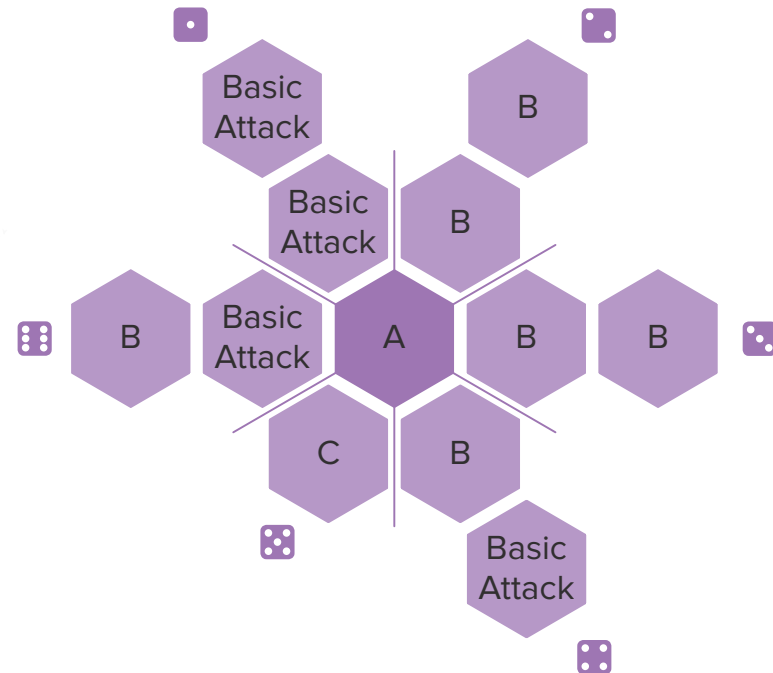| Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Beamcutter *VS* 👤	Ranged	5	Deal 1d10 + 5 Damage *VS* 🛡.
SPECIAL ABILITIES			
Overtune	A	-	+1 Damage to Sparksentry Guardian.
Modular Fabrication	B	-	Remove Sparksentry Widget from the Encounter. +3 to the lower Barrier Value of the Sparksentry Guardian.
Repair Protocol	C	-	Sparksentry Guardian heals 10 HP.

SPARKSENTRY SPIDER

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

Action hex diagram:
- Basic Attack
- B
- Basic Attack
- B
- B
- A (center)
- B
- B
- B
- Basic Attack
- C
- B
- Basic Attack

HP	/25
🛡 **Toughness:** 2	
🛡 **Resistance:** 2	
Rank: 🐂 Awakened	
Type: Clockwork	

DEFAULT CHARACTERISTICS

Static Fighter: Foe does not move and targets nearest Hero.

Mechanical: Immune to *POISON*.

High Traction: Move Actions are not affected by Elevation.

OPTIONAL MODIFIERS

Corpse Bomb: When this Foe becomes *FALLEN*, all Combatants within 2 Squares take 2d10 Damage *VS* 🛡.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Beamcutter *VS* 🏃	Ranged	5	Deal 1d10 + 5 Damage *VS* 🛡.
SPECIAL ABILITIES			
Mine Latch *AUTO-HIT*	A	2	Remove Sparksentry Spider from the Encounter. Target Hero takes 15 *PIERCING* Damage and 1 Stack of *BURNING* if they take a Move or Ranged Action during their next Turn. (Forced Movement does not trigger Mine Latch).
Burrowing Leap	B	Field	Sparksentry Spider moves 3 Squares towards nearest Hero. +10 🛡 until the start of Sparksentry Spider's next Turn.
Synchropulse *VS* 🧍	C	5	Deal 1d10 + 10 Damage *VS* 🛡 and suffers 1 Stack of *VULNERABILITY* for each Sparksentry Spider within 5 Squares of Target Hero.

EMBERWIND

DEFAULT CHARACTERISTICS

Static Fighter: Does not move and attacks nearest Hero. (If no Hero is within Range of its Damage-dealing Actions, Sparksentry Golem Targets Tower instead.)

Mechanical: Immune to *POISON*.

Reactive Shielding: Whenever Sparksentry Golem takes Damage from a Hero's Action, that Hero takes 3 *PIERCING* Damage. (Reactive Shielding triggers on Sustained Effects).

OPTIONAL MODIFIERS

Grinding Gears: Reactive Shielding deals +2 *PIERCING* Damage.

HP: /250

🛡 **Toughness:** 20

🛡 **Resistance:** 15

Rank: 🐾 Elite

Type: Clockwork

SPARKSENTRY GOLEM – NULLSONG MODE

Size on map: 2 x 2

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the action in the Central Action Hex, followed by each Action in every subsequent Action Hex.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Shock *VS* 👤	Ranged	Field	Deals 2d10 + 10 Damage *VS* 🛡 to nearest Hero. That Hero is Pushed 3 Squares directly away from Sparksentry Golem (if possible).
SPECIAL ABILITIES			
Overdrive	A	-	Sparksentry Golem's next Damage-dealing Action gains the *AUTO-CRITICAL* property.
Restore Protocol	B	-	Remove 1 Sustain Effect and all Stacks of 1 Condition from Sparksentry Golem. Spawn 2 Sparksentry Spiders in unoccupied Squares adjacent to Sparksentry Golem.
Repair Protocol	C	-	Sparksentry Golem heals 20 HP. Spawn 1 Sparksentry Spider in an unoccupied Square adjacent to Sparksentry Golem.
Thundercall *VS* 👤	D	7	Deal 1d10 + 10 Damage *VS* 🛡 to all Heroes and the Tower. All Heroes suffers from *PARALYSIS VS* 👤.

EMBERWIND

SPARKSENTRY GOLEM

Size on map: 2 x 2

TURN BLOCK:
1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.
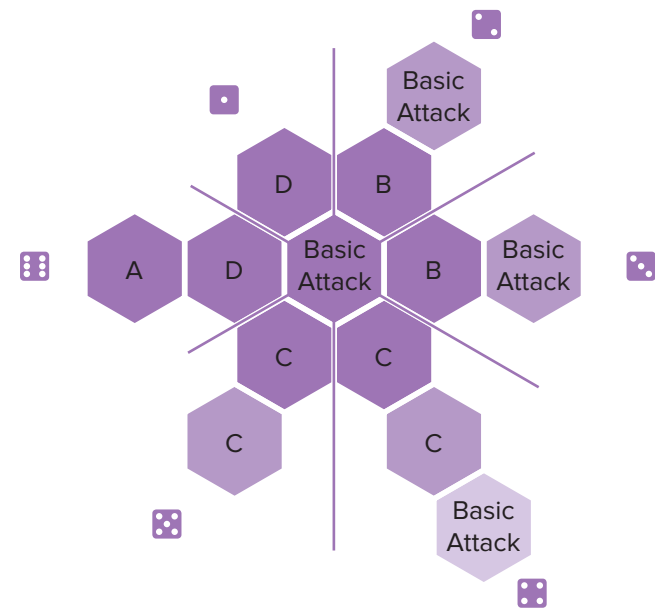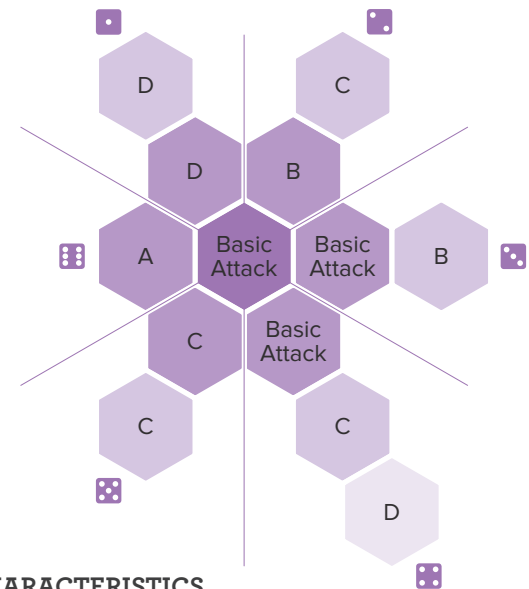
HP /250

🛡 **Toughness:** 25

🛡 **Resistance:** 5

Rank: 〽 Elite

Type: Clockwork

DEFAULT CHARACTERISTICS

Static Fighter: Does not move and attacks nearest Hero. (If no Hero is within Range of its Damage-dealing Actions, Sparksentry Golem Targets Tower instead.)

Mechanical: Immune to *POISON*.

Adaptive Shielding: 🛡 and 🛡 Values swap at the start of each Round.

OPTIONAL MODIFIERS

Grinding Gears: +5 Damage to all Damage-dealing Actions.

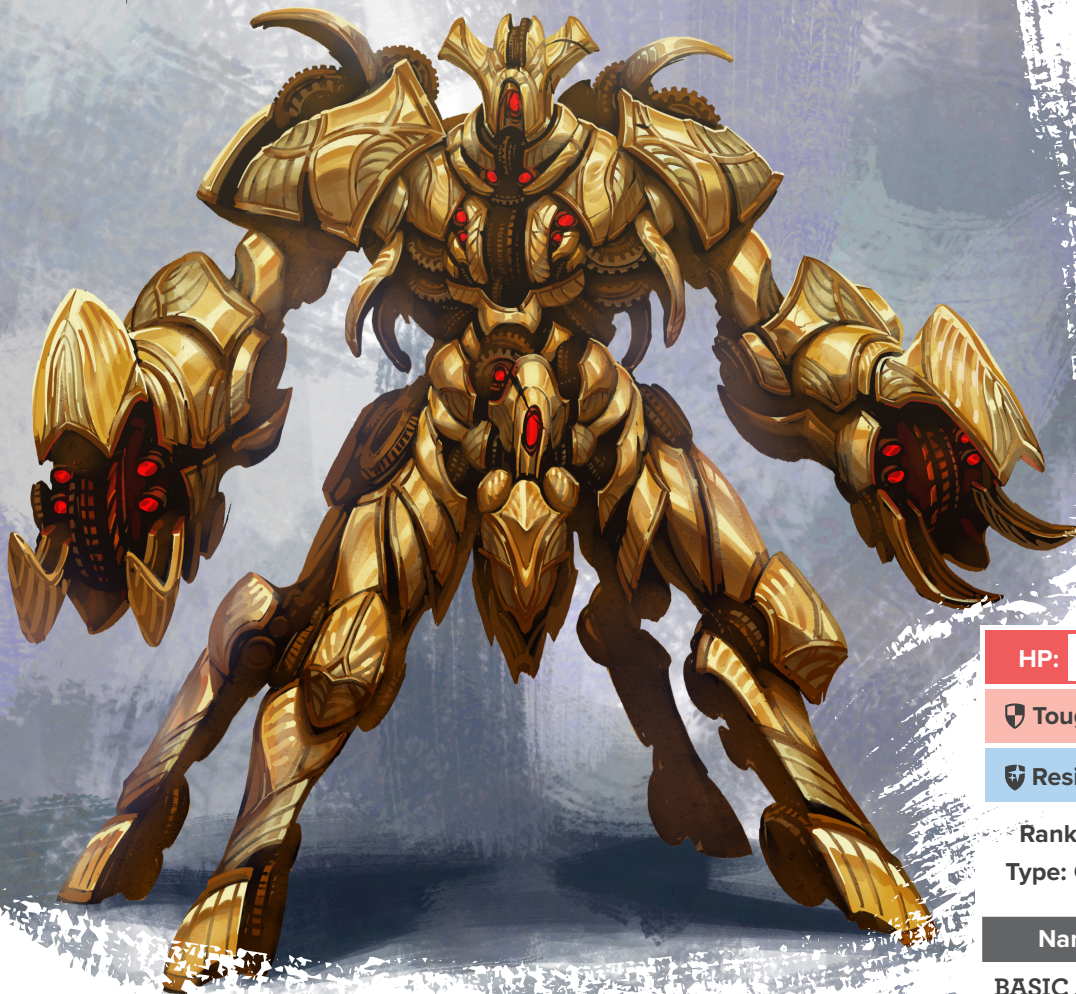| Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Slam *VS* 🧍	Melee	3	Deals 2d10 + 5 Damage *VS* 🛡 to nearest Hero. All other Heroes within Range take ½ Damage *VS* 🛡.
SPECIAL ABILITIES			
Overdrive	A	-	Sparksentry Golem's next Damage-dealing Action gains the *AUTO-CRITICAL* property.
Restore Protocol	B	-	Remove 1 Sustain Effect and all Stacks of 1 Condition from Sparksentry Golem. Spawn 2 Sparksentry Spiders in unoccupied Squares adjacent to Sparksentry Golem.
Repair Protocol	C	-	Sparksentry Golem heals 20 HP. Spawn 1 Sparksentry Widget in an unoccupied Square adjacent to Sparksentry Golem.
Electric Discharge *VS* 🎯	D	7	Deal 2d10 Damage *VS* 🛡 to furthest Hero. Hero suffers from *PARALYSIS VS* 🎯.

SPARKSENTRY GOLEM – WARSONG MODE

Size on map: 2 x 2

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.

2. Roll 1d6.

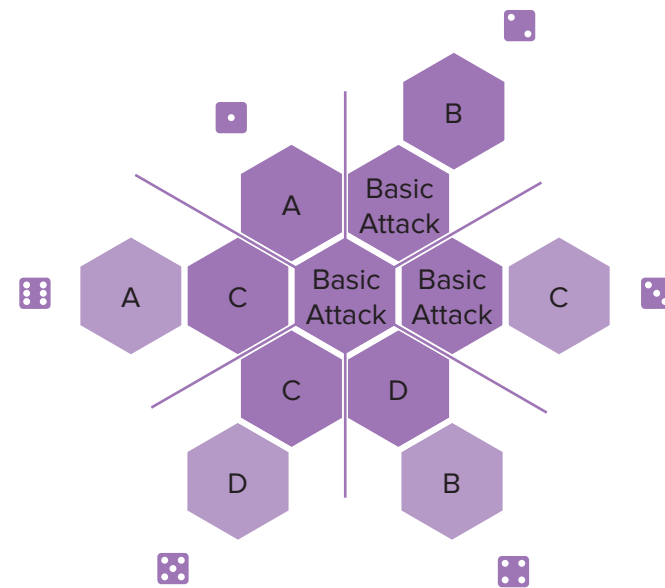**3.** Perform the action in the Central Action Hex, followed by each Action in every subsequent Action Hex.

HP: /250

🛡 **Toughness:** 20

🛡 **Resistance:** 5

Rank: 🎗 Elite

Type: Clockwork

DEFAULT CHARACTERISTICS

Static Fighter: Does not move and attacks nearest Hero. (If no Hero is within Range of its Damage-dealing Actions, Sparksentry Golem Targets Tower instead.)

Mechanical: Immune to *POISON*.

Responsive Shielding: Whenever Sparksentry Golem takes Damage against 🛡, Sparksentry Golem switches its highest Barrier Value into 🛡. Vice versa with 🛡.

OPTIONAL MODIFIERS

Grinding Gears: Sparksentry Golem makes an additional Basic Attack at the end of each of its Action Chains.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 3
Slam *VS* 👤	Melee	3	Deal 2d10 + 5 Damage *VS* 🛡 to nearest Hero. All other Heroes within Range take 1/2 Damage *VS* 🛡 .
SPECIAL ABILITIES			
Overdrive	A	-	Sparksentry Golem's next Damage-dealing Action gains the *AUTO-CRITICAL* property.
Restore Protocol	B	-	Remove 1 Sustain Effect and all Stacks of 1 Condition from Sparkspentry Golem. Spawn 2 Sparksentry Widgets in unoccupied Squares adjacent to Sparksentry Golem.
Galvanize Core	C	-	Sparksentry Golem's next Damage-dealing Action deals +15 Damage.
Gnashing Gears *VS* 👤	D	3	Deal 3d10 Damage to nearest Hero and that Hero suffers 5 Stacks of *VULNERABILITY*.