

WOE TO THE WICKED

Wicked Ones & Followers

ALPHA v44 - PLAYTEST EDITION

GM profile reference. Alpha v44 playtest edition; use actual capability and situation when preparing encounters.

Simple rules. Complicated situations.

Preparation, restoration and consequential choices in a fallen world.

October 2026

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Using Wicked Ones & Followers

Unless an entry states otherwise, unlisted Skills use their governing Affinity; profiles have no Hope and are Medium. Block requires a usable intercepting implement or explicitly usable anatomy. Printed Movement, size, Skill and Hope overrides take precedence.

These profiles describe named figures and their organizations. Draft identifies provisional interpretations or values. Encounter tier and reference cost describe a profile, not an automatic party budget. Use the campaign procedure in **Game Master Book** for goals and preparations. The adventure's printed Vexar profile governs **Bitter Cargo**; the separate progression variant below is an optional replacement, not an additive upgrade to that adventure profile.

For shared profile defaults, basic attacks and named Profile Abilities, see **Using the profiles** and **Shared profile abilities** in **Monsters**. An individual profile grants only its printed abilities and exceptions.

Wicked Ones and their followers

For entry labels and omitted fields, see **Reading an entry** in the **Player Book**. Printed profile statistics and exceptions govern this opponent.

This catalog restores the historical **Wicked Ones & Followers** scope. Named roles and affiliations are draft setting material; profile tiers describe the current playtest profile, not final canonical strength. Vexar's **Bitter Cargo** profile takes precedence over older generic versions.

Monsters supplies shared profile abilities and defaults; **Player Book** supplies general resolution. Followers belong to their listed organization, not to a generic follower category.

Archonius the Almighty

Main followers: Celestial Guard.

Encounter identity and preparation: Hold a protective line while Archonius shelters someone; saving innocents or explaining a shared cause can resolve hostility.

Classification / development status: Protectors are not automatically Wicked Ones. Holy-tagged damage and a title do not establish goodness in every decision.

Archonius the Almighty - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Role: Mystic, T4.

Identity: Radiant Lightbearer protector leading the Celestial Guardians.

Use: Basic attack · Staff: Might + supplemental d10 Wound.

Rend **Burst** (Holy); **Protect. Mend** can target a living ally; it cannot restore an assumed Lightbearer's spirit-stone state.

Preparation/counterplay: Threatens aggressors while protecting civilians; negotiation and demonstrating a shared protective goal can end hostility.

Order of Celestial Guardians

Celestial Guard - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: **Protect** an adjacent ally.

Celestial Crusader - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: **Shove**; prefers protecting a threatened civilian over pursuing a fleeing foe.

Celestial Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Once per encounter, Bonus Action + 1 Stamina: Advantage on the attacking Affinity die of its next basic shot this turn.

Celestial Sage - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d6	d4	d4	d6

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d6 Rend (Holy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: **Mend** and **Protect**; healing uses its Action and finite Mana.

Baneclaw the Brutal

Baneclaw the Brutal - strong fixed solo profile - Wicked One / Draft

Identity: dark dragon whose breath rots flesh and rusts iron

Use: Basic attack · Might + supplemental d10 Wound (slashing), reach 10 feet; Fly 30 feet

Effect - Signature and phase: Rend Line (Unholy); **Dread**. In phase two, replace the extra basic attack with a single Dread at a PC turn end, paying 1 Mana instead of 1 Stamina. Rust is scene evidence and an adventure consequence, not free permanent equipment destruction on a hit.

Counterplay: Spread out, deny flight space, exploit the reduction in direct phase-two output.

Fixed-strength solo template. Experimental four-PC package: Resolve 48, Stamina 12, Mana 12; Vitality d6, Might d10, Agility d10, Intellect d6, Tact d6, Spirit d10. Evade, Block and Ward override to d6; other Skills use the parent Affinity. Movement 30 feet. Supplemental attack die d10. No Hope or unlisted immunities.

Explicit boss exception: one additional basic attack per round, spending 1 Stamina, at the end of one PC's turn. It is not an extra turn, cannot use special Actions, and refreshes at the boss's own turn. Declare this exception before play. It may use a Reaction + 1 Mana to Move 10 feet once per round after taking Resolve damage; this competes with its established defensive Reaction. **Burst** is still one shared pool, and no Action produces multiple undisclosed pools.

For an initial two-PC test use Resolve 24 and remove the additional attack. For six PCs use Resolve 72 and allow two additional basic attacks per round, each costing 1 Stamina, at distinct PC turn ends. Resource maxima remain unchanged. These are transparent experimental adjustments; they need simulation and table validation. For other party capabilities prepare a separately tested profile rather than assuming Resolve changes solve output and defense mismatches.

All phase transitions happen at the start of the boss's next turn after it reaches at most half Resolve, once only. A transition does not restore Resolve, Mana or Stamina or produce free damage.

Main followers: Shadow Cultist.

Encounter identity and preparation: Cultists pressure isolated targets with dread while the dragon attacks clustered positions; archers and berserkers offer alternatives without mandatory sets.

Classification / development status: Wicked One candidate. Teach shadow escape routes and discoverable breath cover; protection of supplies matters beyond direct combat.

Shadow Legion of Baneclaw

Shadow Cultist - Tier 1 · cost 1 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d4	d4	d4	d4

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Use: Basic attack · Agility + supplemental d4 Wound (piercing) at 30 feet

Effect - Signature mechanics: **Dread**; its limited Mana makes intimidation a real expenditure.

Shadow Berserker - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: Once per encounter, Bonus Action + 1 Stamina: Advantage on the skill die of its next melee attack this turn.

Shadow Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: **Shade Step**.

Shadow Warlock - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Rend **Burst** (Unholy); **Glamour**.

Camazot

Main followers: No confirmed organization.

Encounter identity and preparation: Proposed batkin watchers could warn of intruders and exploit dark routes, but no follower profile is canonically assigned yet.

Classification / development status: Do not give Camazot Cindra's coven. Their names are crossed in the manuscript; new watchers need an explicit future design.

Camazot - provisional death-bat profile - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d10	d10	d6	d6	d10

Skill overrides: Evade d8, Block d6, Ward d6.

Resolve 27; Stamina 9; Mana 8. Movement 35 feet.

Role: Skirmisher, T4.

Identity: Winged underworld guardian associated with sacrifice.

Use: Basic attack · Fangs: Might + supplemental d10 Wound (piercing).

Fly 35 feet; **Dread**; **Shade Step**. Once per encounter, Bonus Action + 1 Mana: extinguish one unattended mundane flame within 20 feet. No automatic decapitation.

Preparation/counterplay: Illuminate routes and protect isolated allies. Source abilities name Cindra and the following coven also belongs to Cindra: their ownership is unresolved.

Cindra - source-mentioned coven leader

Main followers: Corrupted Cultist.

Encounter identity and preparation: Small deceptive encounters introduce **Glamour** and false evidence; abominations guard access while the leader manipulates positions.

Classification / development status: Leader inferred from the actual prose, not Camazot's heading. Suggested T3 Mystic, Agility + supplemental d8 Rend (Unholy), **Glamour** and Rend **Burst** (Unholy); same printed profile, cost 4. Wicked One behavior remains undefined.

Cult of the Corrupted Coven

Corrupted Cultist - Tier 1 · cost 1 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d4	d4	d4	d4

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Use: Basic attack · Agility + supplemental d4 Wound (piercing) at 30 feet

Effect - Signature mechanics: **Glamour**.

Corrupted Abomination - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Seize** as an Action; no free extra natural attacks.

Corrupted Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: **Venom** after a basic arrow Damaging Hit.

Corrupted Wizard - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: **Glamour**; Rend **Burst** (Unholy).

Darius the Dreadful

Main followers: **Dread** Revenant.

Encounter identity and preparation: Disciplined fallen warriors occupy routes while Darius protects them; archers punish open approaches and necromancers reinforce existing units.

Classification / development status: Ordinary T4 leader pending intentional-havoc characterization. Include every undead in the encounter cost; no free summoned army.

Darius the Dreadful - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d10	d10	d6	d6	d10

Skill overrides: Evade d4, Block d8, Ward d6.

Resolve 30; Stamina 9; Mana 8. Movement 20 feet.

Role: Bulwark, T4.

Identity: Armored commander of fallen warriors.

Use: Basic attack · Blade: Might + supplemental d10 Wound (slashing).

Dread. Action + 1 Mana: one allied undead within 20 feet receives **Protect**. Once per encounter, Bonus Action: one ally within 20 feet may Move 10 feet; no attack or extra turn.

Preparation/counterplay: Separate commander and army; raised warriors must be counted in the budget beforehand.

The Dread Army

Dread Revenant - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: **Shove**; no automatic resurrection at 0 Resolve.

Dread Behemoth - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: Once per encounter, Bonus Action + 1 Stamina: Advantage on its next basic attack's skill die; Move distance is 10 feet until its next turn.

Dread Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Once per encounter, a Damaging Hit may **Hinder** after spending 1 Mana and winning Invoke versus Withstand + Vitality.

Dread Necromancer - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: **Protect** an allied undead; Rend **Burst** (Unholy). Existing raised units count in preparation.

Embrax the Enraged

Embrax the Enraged - strong fixed solo profile - Wicked One / Draft

Identity: elemental seeking to engulf everything in flame

Use: Basic attack · Agility + supplemental d10 Burn, range 30 feet

Effect - Signature and phase: Burn **Burst**. In phase two, Burst instead costs 3 Mana and can use Line's three-target pool in a 30-foot cone, resolved against each target's defenses.

Counterplay: Leave the cone, force it to choose targets, exhaust its finite Mana.

Fixed-strength solo template. Experimental four-PC package: Resolve 48, Stamina 12, Mana 12; Vitality d6, Might d10, Agility d10, Intellect d6, Tact d6, Spirit d10. Evade, Block and Ward override to d6; other Skills use the parent Affinity. Movement 30 feet. Supplemental attack die d10. No Hope or unlisted immunities.

Explicit boss exception: one additional basic attack per round, spending 1 Stamina, at the end of one PC's turn. It is not an extra turn, cannot use special Actions, and refreshes at the boss's own turn. Declare this exception before play. It may use a Reaction + 1 Mana to Move 10 feet once per round after taking Resolve damage; this competes with its established defensive Reaction. **Burst** is still one shared pool, and no Action produces multiple undisclosed pools.

For an initial two-PC test use Resolve 24 and remove the additional attack. For six PCs use Resolve 72 and allow two additional basic attacks per round, each costing 1 Stamina, at distinct PC turn ends. Resource maxima remain unchanged. These are transparent experimental adjustments; they need simulation and table validation. For other party capabilities prepare a separately tested profile rather than assuming Resolve changes solve output and defense mismatches.

All phase transitions happen at the start of the boss's next turn after it reaches at most half Resolve, once only. A transition does not restore Resolve, Mana or Stamina or produce free damage.

Main followers: Emberling.

Encounter identity and preparation: Fire skirmishers establish cover and separation lessons; mages repeat the final fire-area threat and titans hold approaches.

Classification / development status: Wicked One candidate. The final encounter should include threatened objects/people and opportunities to manage fire, not merely damage immunity.

The Ember Cult

Emberling - Tier 1 · cost 1 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d4	d4	d4	d4

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Use: Basic attack · Agility + supplemental d4 Wound (piercing) at 30 feet

Effect - Signature mechanics: Basic replaces bow with Agility + supplemental d4 Burn at 20 feet, using Ward + Spirit.

Ember Titan - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Shove**; Burn weakness is absent, but no Burn immunity is granted.

Ember Ranger - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: light one unattended flammable object within 20 feet; terrain fire is a separate declared hazard.

Ember Mage - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Burn at 30 feet; Ward + Spirit

Effect - Signature mechanics: Burn **Burst**.

Frostbite the Frozen

Main followers: Frostbite Marauder.

Encounter identity and preparation: Marauders slow a target before the leader chooses a cold area; rangers force movement and brutes block a route.

Classification / development status: Ordinary T4 leader in the draft. Distinct from the unnamed Glacier Post Wicked One; do not import that campaign climax.

Frostbite the Frozen - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Role: Mystic, T4.

Identity: Colossal icy figure supported by a ruthless syndicate.

Use: Basic attack · Frost Bolt: Agility + supplemental d10 Freeze.

Freeze **Burst**. After a Damaging Hit from a basic bolt, 1 Mana and Invoke versus Withstand + Vitality can **Hinder**. Ice field: Action + 1 Mana creates a visible 10-foot patch within 30 feet that halves movement until its next turn. No automatic damage.

Preparation/counterplay: Spread out and move away from the field. This is not the unnamed Glacier Post Wicked One.

The Frostbite Syndicate

Frostbite Marauder - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: A basic Damaging Hit can **Hinder** for 1 Mana and Invoke versus Withstand + Vitality.

Frostbite Berserker - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Shove**; no damage reflection aura.

Frostbite Ranger - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Once per encounter, Bonus Action + 1 Stamina: Move 10 extra feet after its shot.

Frostbite Sorcerer - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Freeze at 30 feet; Ward + Spirit

Effect - Signature mechanics: Freeze **Burst**.

Gorgorath the Grim

Gorgorath the Grim - strong fixed solo profile - Wicked One / Draft

Identity: demon spreading hellfire, torment and despair

Use: Basic attack · Might + supplemental d10 Wound (slashing), reach 10 feet

Effect - Signature and phase: Burn **Burst**; **Dread**. In phase two, one successful Dread per turn may affect a second target within 10 feet of the first, with its own Composure + Tact defense against the same Invoke result; spend 1 extra Mana.

Counterplay: Split positions and limit the value of its fear effect; no mass turn-loss aura.

Fixed-strength solo template. Experimental four-PC package: Resolve 48, Stamina 12, Mana 12; Vitality d6, Might d10, Agility d10, Intellect d6, Tact d6, Spirit d10. Evade, Block and Ward override to d6; other Skills use the parent Affinity. Movement 30 feet. Supplemental attack die d10. No Hope or unlisted immunities.

Explicit boss exception: one additional basic attack per round, spending 1 Stamina, at the end of one PC's turn. It is not an extra turn, cannot use special Actions, and refreshes at the boss's own turn. Declare this exception before play. It may use a Reaction + 1 Mana to Move 10 feet once per round after taking Resolve damage; this competes with its established defensive Reaction. **Burst** is still one shared pool, and no Action produces multiple undisclosed pools.

For an initial two-PC test use Resolve 24 and remove the additional attack. For six PCs use Resolve 72 and allow two additional basic attacks per round, each costing 1 Stamina, at distinct PC turn ends. Resource maxima remain unchanged. These are transparent experimental adjustments; they need simulation and table validation. For other party capabilities prepare a separately tested profile rather than assuming Resolve changes solve output and defense mismatches.

All phase transitions happen at the start of the boss's next turn after it reaches at most half Resolve, once only. A transition does not restore Resolve, Mana or Stamina or produce free damage.

Main followers: Grim Legionnaire.

Encounter identity and preparation: Fear and controlled approaches make clustered targets vulnerable to hellfire; warlocks add reach and brutes threaten capture.

Classification / development status: Wicked One candidate. Avoid piling turn-loss and fear effects; use explicit finite actions and visible hellfire routes.

Legion of Grim Gorgorath

Grim Legionnaire - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: **Dread**.

Grim Brute - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Seize** as an Action.

Grim Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Once per encounter after a Damaging Hit, 1 Mana and Invoke versus Composure + Tact can **Unsettle**.

Grim Warlock - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Burn at 30 feet; Ward + Spirit

Effect - Signature mechanics: Burn **Burst**; **Dread**.

Jinxra the Juggernaut

Main followers: Juggernaut Enforcer.

Encounter identity and preparation: Enforcers buffer exposed positions while a giant shell visibly cracks; ranged constructs provide a reason to change cover.

Classification / development status: Named construct boss, classification open. Its legacy arcane power does not establish dark spirit-stone fuel.

Jinxra the Juggernaut - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d10	d10	d6	d6	d10

Skill overrides: Evade d4, Block d8, Ward d6.

Resolve 30; Stamina 9; Mana 8. Movement 20 feet.

Role: Bulwark, T4.

Identity: Steel-and-arcane construct leading other constructs.

Use: Basic attack · Fist: Might + supplemental d10 Wound (bludgeoning), reach 10 feet.

Shove. Action + 2 Mana: Force **Burst** representing arcane discharge. At or below half Resolve, replace Block d8 with d6 as its shell splits; supplemental damage die remains d10.

Preparation/counterplay: Exploit a cracked shell and avoid standing in a shared blast area. Spirit-stone fueling is not assumed for this legacy construct.

Jinxra's Marauders

Juggernaut Enforcer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: **Protect** itself.

Juggernaut Giant - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Shove**; after its first drop below half Resolve, Block falls from d8 to d6 until repaired outside combat.

Juggernaut Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Once per encounter, Bonus Action + 1 Stamina: reroll its next shot's skill die this turn, keeping the new result.

Juggernaut Sorcerer - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Wound at 30 feet; Ward + Spirit

Effect - Signature mechanics: Force **Burst**; no spirit-stone consumption is assumed.

Kareth Keen-eye

Main followers: Keen-eyed Scout.

Encounter identity and preparation: Scouts expose concealment for precise shooters and arcanists; earlier observation scenes teach that stealth needs distraction or route control.

Classification / development status: Ordinary T3 leader. Give scouting a clear action and information limit; never secretly invalidate a successful stealth result.

Kareth Keen-eye - Tier 3 · cost 4 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Role: Mystic, T3.

Identity: Precise arcane leader with devoted enforcers.

Use: Basic attack · Arcane Bolt: Agility + supplemental d8 Wound.

Glamour; Force **Burst**. Once per encounter, Bonus Action + 1 Mana: reroll the skill die of its next basic attack this turn, keeping the new result.

Preparation/counterplay: Pressure its concentration and isolate its protectors; precision has a cost and does not guarantee a hit.

Keen-eyed Cabal of Kareth

Keen-eyed Scout - Tier 1 · cost 1 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d4	d4	d4	d4

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Use: Basic attack · Agility + supplemental d4 Wound (piercing) at 30 feet

Effect - Signature mechanics: Perception d6 for detecting concealment only; raises no magical defense die.

Keen-eyed Brute - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: **Protect** an adjacent ally.

Keen-eyed Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Once per encounter, Bonus Action + 1 Stamina: reroll its next shot's skill die this turn, keeping the new result.

Keen-eyed Arcanist - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Wound at 30 feet; Ward + Spirit

Effect - Signature mechanics: Force **Burst**; **Protect**.

Lyssandra the Lurker

Main followers: Lurker Scout.

Encounter identity and preparation: Scouts establish escape routes and information for assassins; arcanists obscure a specific mission rather than turning every attack into surprise.

Classification / development status: Ordinary T3 leader. Final preparation involves light, identity checks and escape control; motives need development before Wicked One classification.

Lyssandra the Lurker - Tier 3 · cost 4 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d8	d8	d6	d6	d8

Skill overrides: Block d6, Ward d6.

Resolve 15; Stamina 7; Mana 6. Movement 35 feet.

Role: Skirmisher, T3.

Identity: Assassin and spy commanding a secret guild.

Use: Basic attack · Dagger: Might + supplemental d8 Wound (piercing); bow: Agility + supplemental d8 Wound (piercing).

Shade Step: Maneuver d8 opposed by Perception for concealment. Once per encounter, Bonus Action + 1 Stamina: gain Advantage on the supplemental weapon die of a basic attack against a target that has not detected its concealment. No extra damage die.

Preparation/counterplay: Secure light and exits, coordinate observation, and expose her mission rather than assuming a deathmatch.

Lurkers' Guild of Lyssandra

Lurker Scout - Tier 1 · cost 1 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d4	d4	d4	d4

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Use: Basic attack · Agility + supplemental d4 Wound (piercing) at 30 feet

Effect - Signature mechanics: Presence d6 for concealment; no automatic undetected state.

Lurker Assassin - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: Use Wound (piercing) dagger instead of Wound (slashing) sword; **Shade Step.**

Lurker Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Presence d6 for concealment; damage remains d6 original.

Lurker Arcanist - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Glamour; Shade Step.

Morgana the Malevolent

Main followers: Malevolent Warlock.

Encounter identity and preparation: Warlocks protect existing minions while scouts identify weak approaches; the vessel creates an investigation objective beyond this fight.

Classification / development status: Ordinary T4 lich leader, eligibility open. Killing a body and permanently ending the threat are separate clearly foreshadowed objectives.

Morgana the Malevolent - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Role: Mystic, T4.

Identity: Spectral lich seeking dominion over living and dead.

Use: Basic attack · Shadow Bolt: Agility + supplemental d10 Rend (Unholy).

Rend Burst (Unholy); Glamour; Phase. Vessel return uses the Lich rule: defeated now, possible return after d6 days. No free summoned units or extra legendary turns.

Preparation/counterplay: Followers protect its position; any active followers add their full costs. The location and form of a vessel are new adventure details, not supplied canon.

Malevolent Conclave of Morgana

Malevolent Scout - Tier 1 · cost 1 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d4	d4	d4	d4

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Use: Basic attack · Agility + supplemental d4 Wound (piercing) at 30 feet

Effect - Signature mechanics: **Dread**.

Malevolent Behemoth - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Seize** as an Action.

Malevolent Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: **Venom** after a basic arrow Damaging Hit, representing a debilitating coating.

Malevolent Warlock - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Rend **Burst** (Unholy); **Protect** an ally.

Ophidian Omnipotent

Main followers: Omnipotent Serpentkin.

Encounter identity and preparation: Serpentkin introduce venom and limited grabs; the leader's gaze makes alternate sightlines and careful range useful.

Classification / development status: Named divine encounter, classification open. Divine scale needs a story justification before adopting the ordinary T4 profile.

Ophidian Omnipotent - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Role: Mystic, T4.

Identity: Serpentine divine figure with hypnotic eyes and venom.

Use: Basic attack · Fangs: Might + supplemental d10 Wound (piercing), reach 10 feet.

Venom; Glamour; Dread. Coiling **Seize** as an Action; cannot automatically swallow or kill the held target.

Preparation/counterplay: Break eye contact or escape reach; its divine claims do not bypass defense or player choice.

Omnipotent Serpents of Ophidian

Omnipotent Serpentkin - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: Use Wound (piercing) fangs; **Venom**.

Omnipotent Behemoth - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: Use Wound (piercing) fangs; **Seize** as an Action.

Omnipotent Sorcerer - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: **Glamour**.

Omnipotent Warlock - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Rend **Burst** (Unholy); **Dread**.

Vexar the Venomous

Main followers: Venomous Alchemist.

Encounter identity and preparation: The Alchemist is the **Player Book** signature unit. Cargo Guards and Formula Runners complement finite vials, smoke and supply objectives.

Classification / development status: **Player Book** lesser Wicked One proposal; use **Bitter Cargo's** new profiles and packages. The old four-role Order entries below are supplemental alternatives only.

Use the self-contained new **Player Book** profile. The former T3 Vexar profile is retired as a Player Book alternative.

Venomous Order of Vexar

Venomous Alchemist - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d6	d4	d4	d6

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d6 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Replace magical basic with Agility + supplemental d6 Wound (piercing) vial at 30 feet, using physical defenses; **Venom**.

Venomous Brute - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Venom** after a basic Damaging Hit.

Venomous Sorcerer - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Glamour; Protect.

Venomous Warlock - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Rend Burst (Unholy); no automatic indefinite poison stacks.

Xerxes the Xylophage

Xerxes the Xylophage - strong fixed solo profile - Wicked One / Draft

Identity: bark-and-bone abomination consuming plant life

Use: Basic attack · Might + supplemental d10 Wound (slashing), reach 10 feet

Effect - Signature and phase: Feed, requiring one accessible living tree/root mass, capped at two uses. Physical Wound (piercing) Burst of splinters. In phase two, Feed is unavailable; it may Shove after a basic Damaging Hit without Stamina cost, still contested.

Counterplay: Remove available plant sources or move it from them; phase changes recovery into positioning pressure.

Fixed-strength solo template. Experimental four-PC package: Resolve 48, Stamina 12, Mana 12; Vitality d6, Might d10, Agility d10, Intellect d6, Tact d6, Spirit d10. Evade, Block and Ward override to d6; other Skills use the parent Affinity. Movement 30 feet. Supplemental attack die d10. No Hope or unlisted immunities.

Explicit boss exception: one additional basic attack per round, spending 1 Stamina, at the end of one PC's turn. It is not an extra turn, cannot use special Actions, and refreshes at the boss's own turn. Declare this exception before play. It may use a Reaction + 1 Mana to Move 10 feet once per round after taking Resolve damage; this competes with its established defensive Reaction. Burst is still one shared pool, and no Action produces multiple undisclosed pools.

For an initial two-PC test use Resolve 24 and remove the additional attack. For six PCs use Resolve 72 and allow two additional basic attacks per round, each costing 1 Stamina, at distinct PC turn ends. Resource maxima remain unchanged. These are transparent experimental adjustments; they need simulation and table validation. For other party capabilities prepare a separately tested profile rather than assuming Resolve changes solve output and defense mismatches.

All phase transitions happen at the start of the boss's next turn after it reaches at most half Resolve, once only. A transition does not restore Resolve, Mana or Stamina or produce free damage.

Main followers: Xylophage Devourer.

Encounter identity and preparation: Devourers establish the value of plant access; root casters slow escape while a behemoth makes a route choice urgent.

Classification / development status: Wicked One candidate. Recoverable forest objectives and denying feed sources should matter. Do not turn every piece of vegetation into infinite healing.

Xylophage Cult of Xerxes

Xylophage Devourer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: **Feed** requires accessible living roots; each use removes that local source.

Xylophage Behemoth - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Shove**; Move passes through low vegetation without spending extra movement, not walls or ancient trees.

Xylophage Sorcerer - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: **Glamour** represented as a blight hex; no actual compelled beliefs.

Xylophage Warlock - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Rend (Unholy) at 30 feet; Ward + Spirit

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: Invoke versus Withstand + Vitality against one target within 20 feet; success Hinders with roots until its next turn.

Yggdrasil the Yawning

Main followers: Yawning Treant.

Encounter identity and preparation: Treants form a protective boundary while druids preserve it; archers introduce canopy observation and warnings.

Classification / development status: Forest guardian, not a Wicked One by default. These units can be allies, guardians or negotiation encounters.

Yggdrasil the Yawning - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d10	d10	d6	d6	d10

Skill overrides: Evade d4, Block d8, Ward d6.

Resolve 30; Stamina 9; Mana 8. Movement 20 feet.

Role: Bulwark, T4.

Identity: Ancient colossal forest guardian.

Use: Basic attack · Branch: Might + supplemental d10 Wound (bludgeoning), reach 10 feet.

Mend is replaced by Forest Aid: Action + 2 Mana, restore a non-exploding d4 Resolve to each of two living allies within 10 feet, including itself if living. **Seize** at reach 10 feet; Burn weakness. Cannot heal and attack in the same Action.

Preparation/counterplay: Determine the threatened forest or sacred boundary; a guardian can oppose PCs without being malicious.

Yawning Druids' Circle

Yawning Treant - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Effect - Signature mechanics: Use Wound (bludgeoning) branch; Burn weakness; **Shove**.

Yawning Behemoth - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Effect - Signature mechanics: **Shove**; Burn weakness; **Seize** as a separate Action.

Yawning Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Perception d6 for detecting concealment in vegetation only.

Yawning Druid - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d8 Wound at 30 feet; Ward + Spirit

Effect - Signature mechanics: **Mend**; **Protect**; basic Force manifests as a gust, not a new Nature damage type.

Zephyrus the Zealot

Main followers: Zealot Cleric.

Encounter identity and preparation: Clerics preserve a disciplined force while templars protect critical positions; a doctrine dispute can define the actual stakes.

Classification / development status: Ordinary T4 leader; zealotry requires its own characterization. No automatic "sin" damage or forced PC beliefs.

Zephyrus the Zealot - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Role: Mystic, T4.

Identity: Holy enforcer leading a crusade against heresy.

Use: Basic attack · Judgment: Agility + supplemental d10 Rend (Holy).

Rend **Burst** (Holy); **Protect**. Once per encounter, Bonus Action + 1 Mana: one ally within 20 feet ignores its current **Unsettle** effect.

Preparation/counterplay: "Sin" never gives an automatic damage bonus or authority over the PC's characterization; pursue its doctrine and mandate in play.

Zealot Crusade of Zephyrus

Zealot Crusader - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Evade d4, Block d4, Ward d4.

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Use: Basic attack · Might + supplemental d6 Wound (slashing), 5-foot reach

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: **Protect** itself.

Zealot Templar - Tier 3 · cost 4 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Use: Basic attack · Might + supplemental d8 Wound (bludgeoning), 10-foot reach

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: **Protect** an adjacent ally.

Zealot Archer - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Use: Basic attack · Agility + supplemental d6 Wound (piercing) at 40 feet

Effect - Signature mechanics: Once per encounter, Bonus Action + 1 Stamina: Advantage on the next shot's skill die this turn; no objective "evil target" bonus.

Zealot Cleric - Tier 2 · cost 2 - Follower

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d6	d4	d4	d6

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Use: Basic attack · Action, 1 Mana; Agility + supplemental d6 Rend (Holy) at 30 feet; Ward + Spirit

Effect - Signature mechanics: Mend; Protect.

Unnamed Glacier Post Wicked One - reference group

Followers: four old-world Ritual Wardens are campaign-scene hazards, not automatically loyal servants. They attacked indiscriminately. Use a draft Warden profile only if reconstructing that encounter; its proposed T2 classification is untested and not evidence of historical power. The spiked pit is a separate, declared hazard.

Main lesson: surviving or redirecting indiscriminate constructs can buy an opening against the freed Wicked One. Safe paths, ice-pillar information and an escape route are meaningful preparation. Do not make Cain's specific finishing maneuver mandatory for another group. The Seeds' disappearance remains unresolved lore.

Placement: under Glacier Post, historical The Seeds of Corruption, 701-703. This is not Vexar's starter adventure or Frostbite's organization.

Unnamed Glacier Post Wicked One - campaign reconstruction proposal

Current lore anchor: The Seeds of Corruption, 701-703. Keep it unnamed. It is distinct from Frostbite. The seeds completed their tasks, the chains released from the ice pillars, and the heroes arrived as it broke free. Four old-world constructs attacked indiscriminately; the ritual area was surrounded by a spiked pit. Cain's death-defying final strike belongs to table history, not a scripted requirement for future PCs.

Use the shared T5 profile. **Basic:** Might + supplemental d10 Freeze at reach 10 feet, defender Composure + Tact. **Actions:** Freeze **Burst**; **Dread**. **Phase:** its cracked icy heart becomes visibly exposed; Ward drops from d6 to d4, with no compensating damage increase. This creates a readable finishing opportunity rather than requiring a particular character's dagger.

The four constructs and pit are additional encounter components. Do not include them for free in the nominal solo assessment. A reconstruction containing all four active constructs requires its own

encounter test; it cannot be labeled Standard using the solo recommendation. PCs choose routes and targets; pit damage, escape and any actual fall need explicit terrain rules before running the scene. The disappearance of the collected seeds after victory remains unexplained campaign history, not an automatic loot rule.

Council-related reference bundle

The Council's broader plan is established in the current lore notes; its full roster and every legacy faction's relationship to it are not. **Desmond Key** is a T4 named-leader proposal, not automatically a Wicked One. **Council field agent** is its proposed main follower: deception and shadow travel introduce the practical signs of manipulation before a direct confrontation. Replace blanket global-weather combat powers with schemes, evidence and specific objectives. Dark constructs can be optional associated threats where the fiction actually establishes them; the nameless old man's exact membership remains unknown.

Additional Wicked Ones - Draft profiles

These ten names have no reliable substantive entry in the retrieved boss chapter. Their mechanics are proposed from their epithets. Each uses the named printed profile and cost, with ordinary actions and finite resources; none is automatically a Wicked One or linked to an organization.

Helsythe the Harbinger - Tier 3 · cost 4 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Agility + supplemental d8 Rend (Unholy)

Signature mechanics and counterplay: **Dread**; **Glamour**. Carries warnings that can be investigated rather than automatically fulfilled.

Ignatius the Infernal - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Use: Basic attack · Agility + supplemental d10 Burn

Signature mechanics and counterplay: Burn **Burst**; **Protect**. Force a choice between burning clustered opponents and protecting itself.

Nefaria the Nightshade - Tier 3 · cost 4 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Agility + supplemental d8 Wound (piercing) vial, physical defenses

Signature mechanics and counterplay: **Venom**; **Glamour**. Suggested poison specialist; not automatically related to Vexar.

Pyronis the Plaguebearer - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Use: Basic attack · Agility + supplemental d10 Wither (Unholy) Plague damage; defend with actual Withstand + Vitality, without armor Support limits.

Signature mechanics and counterplay: Action + 2 Mana: one Invoke roll against two nearby targets' Withstand + Vitality; failures Distracted until next turn. Long-term plague spread needs separate scene rules and prevention clues.

Queller Quicksilver - Tier 3 · cost 4 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d8	d8	d6	d6	d8

Skill overrides: Block d6, Ward d6.

Resolve 15; Stamina 7; Mana 6. Movement 35 feet.

Use: Basic attack · Might + supplemental d8 Wound (piercing)

Signature mechanics and counterplay: Once per encounter, Bonus Action + 1 Stamina: Move 10 extra feet after attacking. **Glamour**. Mobility competes with deception; "quicksilver" does not give unlimited shape changes.

Ragnarok the Ruthless - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d10	d10	d6	d6	d10

Skill overrides: Evade d4, Block d8, Ward d6.

Resolve 30; Stamina 9; Mana 8. Movement 20 feet.

Use: Basic attack · Might + supplemental d10 Wound (slashing)

Signature mechanics and counterplay: **Shove**; **Dread**. Ruthlessness suggests behavior to write, not free unavoidable damage.

Sylvestra Shadowmist - Tier 3 · cost 4 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d6	d6	d8

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Use: Basic attack · Agility + supplemental d8 Rend (Unholy)

Signature mechanics and counterplay: **Glamour**; **Shade Step**. Remove dim-light destinations or verify landmarks to counter the mist theme.

Typhoonius the Tempest - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d8.

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Use: Basic attack · Agility + supplemental d10 Shock

Signature mechanics and counterplay: Shock **Burst**; Action + 1 Mana: Invoke versus Withstand + Vitality on one target within 20 feet, success Hinders. No unrestricted weather control during a fight.

Unyielding Umbraclaw - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d10	d10	d6	d6	d10

Skill overrides: Evade d4, Block d8, Ward d6.

Resolve 30; Stamina 9; Mana 8. Movement 20 feet.

Use: Basic attack · Might + supplemental d10 Wound (slashing)

Signature mechanics and counterplay: **Protect** itself; **Shade Step**. Protection, escape and attacking compete for resources and actions.

Wyrmfire the Wicked - Tier 4 · cost 8 - Wicked One / Draft

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d10	d10	d6	d6	d10

Skill overrides: Evade d6, Block d6, Ward d6.

Resolve 28; Stamina 9; Mana 8. Movement 30 feet.

Use: Basic attack · Might + supplemental d10 Wound (piercing), reach 10 feet

Signature mechanics and counterplay: Burn **Burst**; burrow 20 feet through loose earth, surface to attack. A title containing "Wicked" does not alone establish the setting's Wicked One criterion; develop intent before promotion to T5.

Vexar: optional progression variant

Choose this experimental profile instead of the **Bitter Cargo** version when testing goal-based stock, upgrades and lair development. Do not combine the two profiles or add their resources together.

Playable encounter draft

An agile alchemist exploiting collapsed supply routes to build a protected laboratory. He purchases, steals and refines dangerous Restoration formulas. His power comes from acquired stock, machinery and access, not automatic scaling to the party. October 6, 2026: all newly assigned numbers and exceptions below are provisional playtest rulings, not changes to the **Player Book**. This replaces the incomplete progression outline.

Baseline profile

Resolve 70; Stamina 20; Mana 4; Movement 35 feet; reach 5 feet; vial range 30 feet. Affinities: Vitality d10, Might d6, Agility d10, Intellect d12, Tact d8, Spirit d4. Relevant Skills: Aim d10, Evade d10, Withstand d8, Block d6, Force d6, Maneuver d10, Perception d12, Crafting d12, Composure d8, Ward d8. Other Skills use their Affinity baseline. His independently assigned boss resources do not use player Technique growth.

Defenses and equipment

Reinforced coat: Withstand protection d8, Might requirement d6. Withstand against external harm: d8 + Vitality d10. Block with staff: d6 + Might d6. Evade: d10 + Agility d10. Ward: d8 + Spirit d4. Perception: d12 + Intellect d12. Resolve: d8 + Tact d8. Internal afflictions use actual Withstand d8 + Vitality d10. Full-face mask grants immunity to inhaled poison only; sealed lenses grant Advantage on defenses against blinding (provisional expression of blinding resistance). No acid, flame or contact-poison immunity.

Turn and Reaction

One Action, one Bonus Action, normal Movement, one Reaction refreshed at his turn. Throws, staff attacks, machinery operation and ordinary restocking each cost an Action. Drawing a carried vial is included in its use. The defensive Reaction allows a legal method for each incoming threat until his next turn; roll afresh. Paid supplements remain method-specific and do not transfer when he changes methods. Purchase supplements using the **Player Book** prices: 2 Stamina physical or 3 Mana mental/spiritual, matching the used Skill die. Only Affinities crit. Defender wins ties.

Hit and damage reminder

Evade equaling or exceeding a damage pool makes it miss. Otherwise it is a Hit, even if another permitted defense reduces Resolve loss to zero. Block and Withstand do not turn a Hit into a miss. Use one defense, never Evade plus Withstand. Physical deliveries below permit Evade, Block or Withstand unless noted. No automatic third attacking die.

Opening stock

12 carried doses: 3 bursting splashes, 2 obscuring smokes, 2 poison clouds, 1 corrosive mixture, 1 sticky brew, 1 blinding splash, 1 flame flask and 1 defensive elixir. Track each dose. Unused brews are recoverable loot with their printed effects; value remains a catalog review item. No free refill during combat.

Base kit: attacks and brews

Hooked mixing staff - Action

Roll Agility d10 + weapon d8, Wound (bludgeoning), reach 5 feet. On a Hit, Vexar may spend 1 Stamina to pull the target 5 feet toward him into an unoccupied reachable space, without another Contest. The hook must physically catch; no pulling through walls. If this crosses a vat edge, resolve the fall normally. Only one target per attack.

Bursting splash - Action, one dose

Aim-directed physical delivery. Choose a point within 30 feet; roll Agility d10 + d8 once, Wound damage, 5-foot radius. Each exposed target resolves its own permitted physical defense against that shared pool. It can hit Vexar and allies.

Flame flask - Action, one dose

As bursting splash, but Burn damage. Ignites exposed suitable flammables. The baseline flask creates no automatic recurring damage. Combining with another brew still consumes both doses and both Actions unless Double Toss applies.

Corrosive mixture - Action, one dose

Single target within 30 feet; roll Agility d10 + d6, Corrode damage. On a Hit against worn ordinary armor, permanently reduce its protection die one step, minimum d4, even if Resolve loss is zero. Repeat hits can reduce it further. Does not reduce the Withstand Skill, destroy the armor at d4 or also apply ordinary object damage from this same pool. Replacing armor removes the reduction; routine cleaning or quick repair does not. Blessed/magical armor uses its increased Durability: compare the pre-defense pool to its assigned Durability maximum; only if exceeded does this brew reduce protection one step. Preserve any printed blessed modifier; if none is assigned, provisionally use d12. This specific equipment-corrosion interaction awaits playtest review; Corrode damage does not generally grant this rider.

Blinding splash - Action, one dose

Single-target delivery: Agility d10 + d4, Wound damage. On a Hit, sight-dependent attacks and Perception have Disadvantage through the end of the target's next turn. One Action rinsing with available clean liquid ends it early. Sealed-eye protection permits its printed defense benefit; Vexar's mask grants Advantage on that defense. No additional rider Contest.

Obscuring smoke - Action, one dose

Place a 5-foot-radius cloud within 30 feet, lasting through the end of Vexar's next turn. No damage. Seeing through it when uncertain requires Perception at Disadvantage, TN 4; loss of sight creates an opportunity to flee, not an automatic escape. Do not also grant Advantage for the same concealment. Wind or sufficient ventilation can disperse it.

Base kit: terrain and survival

Poison cloud - Action, one dose

Place a 5-foot-radius cloud within 30 feet, lasting through the end of Vexar's next turn. On deployment and when a creature first enters on a later turn, resolve Crafting d12 + Intellect d12 against its Withstand Skill + Vitality. Failure deals d6 Poison bodily harm, without a second defense; apply Poison Resistance, Weakness or Immunity if present; no other type interaction is assumed. At most once per creature per turn. No blindness or recurring Condition. Leaving prevents further exposure. Vexar's functioning mask protects him from inhalation. This is a bodily affliction Contest, not armor-limited physical reduction.

Sticky brew - Action, one dose

Create a persistent 5-foot-radius adhesive patch within 30 feet. Movement is reduced by 15 feet while inside, applied once by this patch. Other applicable reductions still stack, minimum 0; at 0 feet voluntary movement is unavailable. Leaving or removing the adhesive ends this penalty. A pinned creature or reachable helper may spend an Action using Crafting or Labor against the deploying Intellect die maximum (TN 12 for Vexar) to remove the adhesive; no roll if the method removes uncertainty. Vexar obeys the same terrain rules.

Movement ruling for this encounter

Agility d4/d6/d8/d10/d12 grants 20/25/30/35/40 feet before armor burden. Each Might step below worn armor's requirement subtracts 5 feet. Use the **Player Book** floor of 0 feet; Movement is unavailable until the cause changes. A single slow does not directly reduce everyone to the floor.

Defensive elixir - Reaction, one dose

On an incoming applicable bodily attack, drinking uses his defensive Reaction and improves Withstand and increases effective physical protection to d10 through the start of his next turn. It does not improve actual Skill: baseline Withstand d8 remains d8; its practical benefit appears with Hardened Elixir or acquired Withstand training. To ensure a useful baseline dose, also grants one d8 Withstand supplemental die for that Reaction duration. Roll that die anew against each applicable attack; it never crits. It grants no second defense against a source requiring Ward, Perception or Resolve.

Mask and exposed mechanisms

Mask: Durability d10, Integrity 3. Staff: d8, Integrity 2. Coat: d8, Integrity 2. Mask is Rare (three qualifying strikes), staff and coat Uncommon (two). Use **Player Book** equipment critical-strike damage and repair when the method can affect the object; do not assume an ordinary character attack freely bypasses the wearer. Removing the mask through an opposed justified maneuver or destroying it removes its protection. Wearing loot does not grant Vexar's Skills or boss resources.

Combat and equipment upgrades: 1-9

Upgrade procedure

Choose an option after one plausible, unopposed villain accomplishment prompted by a meaningful shared party improvement. Give each accomplishment a discoverable trace and a specific dependency. Maximum nine earned options across combat, equipment and lair is the provisional ceiling. None are automatic, repeatable or purchased with player Tallies. Alternatives do not stack unless explicitly stated.

1. Scatter Delivery

With an Action and two bursting or flame doses, choose two points within range whose centers are within 10 feet of each other. Roll one pool for each dose. A target in both areas chooses which of the two pools to defend against and is affected only once by this Action. Double Toss cannot add throws to this Action.

2. Clinging Formula

A bursting splash or flame flask causing Resolve loss leaves residue. At the end of the victim's next turn, deal one d4 of the same damage type, applying type interactions without a new defensive roll. An Action wiping, scraping or dousing appropriately removes it first. One residue per creature, never stacking.

3. Persistent Spill

A flame flask leaves its 5-foot-radius area burning until the end of Vexar's next turn. First entry or beginning a turn there causes an Agility d10 + d4 Burn pool, using normal physical defense; at most once per creature per turn. Appropriate dousing ends it. Vexar can be harmed.

4. Choking Formula

Poison cloud duration becomes three rounds, ending at the end of Vexar's third following turn; its damage die becomes d8. Exposure frequency, defenses and mask protection stay unchanged.

5. Adhesive Mastery

On deployment, resolve Crafting + Intellect once against each occupant's Maneuver + Agility. Failure pins the creature until it or a reachable helper spends an Action removing the adhesive with Crafting or Labor against the deploying Intellect die maximum (TN 12 for Vexar). Later entry uses this initial application Contest; the ordinary slow still applies. A reachable helper may attempt release; suitable tools can remove uncertainty. No repeated opposing escape roll.

6. Potent Corrosion

Corrosive delivery supplemental die becomes d8; a qualifying Hit reduces ordinary armor by two steps, minimum d4. Blessed armor loses only one step and still requires exceeding its Durability maximum. Dose count is unchanged.

7. Catalyst Reaction

Rename timing in play: Catalyst is a Bonus Action, not a defensive Reaction. Spend one flame dose to ignite an existing sticky patch within 30 feet. Roll the flame pool once against its occupants; the patch stays adhesive afterward. Requires a clear delivery path and cannot be used after Double Toss that turn.

8. Hook and Sweep

Staff Action may test adjacent targets in declared physical sweep order, maximum three. Roll one attack pool; each target defends in order. Misses continue. The first Hit ends the whole sweep, whether Vexar chooses the normal pull follow-up or not. No later target is attacked.

9. Reactive Smoke

When targeted and his Reaction is unused, spend one smoke dose as the Reaction, creating the baseline cloud centered on him and choosing Evade against that threat. Gain Advantage on the Evade component against that triggering sight-dependent physical attack only. No extra movement or guaranteed miss; subsequent attacks use ordinary cloud visibility rules.

Combat and equipment upgrades: 10-17

10. Hardened Elixir

Withstand Skill becomes d10 while the elixir lasts, physical protection d10, plus its one d8 supplemental die. Once during that duration, immediately after an adjacent attacker Hits him, he may expend one poison-cloud dose to expose that attacker to the ordinary poison Contest. No new Reaction, no area cloud, no repeated puff.

11. Refined Delivery

Separate handheld launcher extends vial range to 60 feet. Aim and Agility remain assigned; doses, areas and effect limits stay unchanged. Launcher occupies a hand, can be disarmed and uses Durability d8, Integrity 2. It is not attached to the mask.

12. Concentrated Dose

Before a bursting splash or flame attack, replace its 5-foot-radius area with one target and increase its supplemental damage die from d8 to d12. One dose; no additional corrosion or Condition.

13. Double Toss

One Action throws two carried brews, consuming both doses and resolving separately in declared order. Each may have its own target. May not combine with Scatter Delivery, Catalyst, staff attacks or nozzle use as part of that same Action. Defensive elixir is not a thrown brew.

14. Expanded Bandolier

Carry four additional doses, chosen before the encounter. Baseline and added doses must total 16. Suggested additions: one bursting, one sticky, one smoke, one flame. Does not grant an extra corrosion dose automatically. This and Double Toss occupy separate upgrade choices.

15. Pressure-Release Nozzle

Staff-mounted device uses an Action and one bursting splash or poison-cloud dose in a 15-foot cone. Splash: Agility d10 + d8 Wound shared pool; individual physical defenses. Poison: one shared Crafting + Intellect Contest against each target's Withstand + Vitality, d6 harm on failure, no lingering cloud. Never pulls. Vexar is outside his forward cone, but allies in it are exposed. Cannot also make a staff attack.

16. Explosive Flasks

Before the encounter, replace at most two carried bursting/flame doses with explosives. Action: 5-foot-radius blast within vial range; Agility d10 + d10 Wound, individual physical defenses. On a Hit, push the target 5 feet directly away from the blast center when physically possible; no follow-up Contest. Centered targets' direction is declared before rolling. Includes Vexar if exposed; no automatic Prone.

17. Group Irritant

Blinding splash becomes a 5-foot-radius burst. Roll one Agility d10 + d4 pool, with individual physical defenses. Its ordinary on-Hit irritation and rinsing apply. Dose count unchanged.

Recommended nine-upgrade maximum build

Expanded Bandolier, Double Toss, Pressure-Release Nozzle, Explosive Flasks, Hardened Elixir, Reactive Smoke, Hook and Sweep, Prepared Resupply Room, and Door-Linked Emergency Dump. Choose the raised vat. For the recessed vat replace Door-Linked Dump with Acid Funnel. All other options remain alternatives, not additional powers.

Flexible defenses

Use the general **Player Book** rule: choose a legal method for each incoming threat. No boss-only switch fee or exception applies. Paid supplements remain tied to their purchased method.

Lair: vat, spill and escape

Baseline laboratory

Use a 40-by-30-foot room, a clear front entrance and a separate side exit. Vat occupies a 10-foot-diameter footprint. Maintain at least one 5-foot-wide route around it and another escape route besides the trapped door. Storage, workbenches and supplies justify cover only where the layout actually does. Draw the hazard footprint before play.

Two vat layouts

Raised vat: rim 5 feet above the floor; reaching the contents requires being at rim height, climbing onto an adjacent platform or suitable forced movement over the rim. A grounded 5-foot hook pull into the outside wall does not teleport a target into the vat. Recessed pit: flush opening, visibly hazardous; a legal pull or push crossing its edge can cause entry. Both sides can use positioning against each other.

Vat damage - provisional dice

Entry or substantial spill: Intellect d12 + 2d12 Corrode, shared pool for a spill; only the assigned Intellect die crits. This gives a mean pool of about 20 before defenses, a severity benchmark rather than automatic half-Maximum-Resolve damage. Applicable physical delivery permits Evade, Block only with credible shelter/interception, or Withstand. Corrosive bodily contents ignore the mask's inhaled-poison protection. These vat dice do not also corrode armor unless an explicit separate effect says so.

Immersion and escape

After entry damage, a victim may use available Movement plus an Action to climb out to a reachable rim: Maneuver TN 4, or Labor TN 4 with a secure handhold and appropriate method. An ally can use an Action to assist with rope or haul through an appropriate normal Test. No roll if the method removes uncertainty. A creature still substantially immersed at the start of its next turn faces the entry pool again using available normal defenses; unconscious creatures retain applicable Withstand. No free repeated damage while safely out.

Full room spill

A raised-vat dump affects exposed creatures in the main room once, including Vexar. Resolve the same completed vat pool separately against them. Intact cover or a closed side room can prevent exposure when physically credible. After this one instance, acid disperses sufficiently for maneuvering; no continuing floor damage. Visible scarring remains. The vat cannot refill during the encounter.

Door-linked timing

Opening the linked side door is a free object interaction. Its audible cable release precedes the dump. With at least 5 feet remaining Movement, the opener may step through and close it before exposure. Otherwise, an unused Reaction buys that 5-foot escape step and closing the door. A pinned opener must first break free. Without either means, resolve exposure normally. For this trap only, an unused Reaction permits Evade; a previously spent Reaction leaves Withstand alone against the spill, following this trap's stated delivery limits. No Evade after spending the Reaction to escape.

Discovering the trap

Observable clues: cable to the vat cradle, fresh hinge fittings, scarred floor and a protected side chamber. If not concealed or overlooked, give the obvious information without a roll. Perception TN 4 finds a partly concealed linkage; Crafting TN 4 with accessible tools jams it as an Action. A failed attempt does not secretly trigger it unless that risk was stated. Blocking the door prevents door activation but does not refill or repair a spent vat.

Lair upgrades: eight installations

1. Breakable Pipes

Add two exposed pipes, each Durability d6, Integrity 1, filled with one assigned poison or splash dose. Opening a valve costs an Action; breaking the pipe releases its one-dose effect in a 5-foot radius at that pipe. Either side can trigger it. State its payload and trace before the fight; no endless supply.

2. Hanging Containers

Add two hanging one-dose containers over mapped 5-foot-radius footprints. An Action releases one through a reachable rope/lever. Cutting its support triggers the same release. Durability d4, Integrity 1. Resolve its ordinary brew effect against those beneath; the container empties.

3. Mixing Machinery

Install one exposed mixing station. An Action there converts one ordinary bursting dose into a flame dose or vice versa, once per round, consuming the original. It creates no doses, elixirs or corrosives. Either side can use it with Crafting TN 4; Vexar knows it and needs no Test. Disabling uses appropriate tools and Crafting TN 4.

4. Raised Work Platforms

Install two 5-foot-high, 10-by-5-foot platforms with ladders. They permit reach over a raised vat and high-ground refuge from a floor spill if its depth stays below the platform. Height alone grants no arbitrary attack bonus. Accessible supports: Durability d8, Integrity 2; collapsing them requires a method that can damage them.

5. Drainage Channels

Install visible channels redirecting a dump along two mapped 5-foot-wide lanes rather than the whole room. This replaces the room footprint; does not add another spill. Blocking a channel before triggering redirects it into an adjacent declared low area. Both sides can use dry ground.

6. Door-Linked Emergency Dump

Raised vat only. Install the one-use cable-linked dump described on the previous page. Opening the designated door triggers it regardless of who opens it. Closing the door isolates the opener, not the main room. It is an earned installation, not automatic to every laboratory.

7. Prepared Resupply Room

Place one cache of eight labeled replacement doses: 2 bursting, 2 smoke, 1 poison, 1 sticky, 1 flame, 1 elixir. An Action adjacent to the rack transfers up to four doses into available bandolier spaces. The cache then loses those doses permanently. Reloading four takes one Action, eight takes two; no free restock, duplicate copies or refill of vat. Heroes can steal, destroy or deny access. No extra corrosion in the default cache.

8. Acid Funnel

Recessed vat only. Install one visible overhead feeder with a finite reservoir. Vexar spends an Action at its lever, or either side breaks/diverts its exposed d8-Durability, Integrity-1 linkage, to spill along one mapped 10-by-20-foot floor strip. Same vat pool, one exposure instance, no recurring floor ticks. Close an accessible shutoff with an Action and Crafting TN 4 to prevent the release. Once emptied, it cannot refill during the fight; existing pit contents remain a hazard.

Installation boundaries

No two installations grant the same release twice. Choose either raised-vat dump or recessed-pit funnel. Added pipe and hanging payloads are separate, counted finite supplies. If using all installations as an explicit stress test, label that uncapped scenario; it is not the recommended nine-upgrade encounter.

Running vexar: progress, clues and review

Objectives and discoverable traces

Secure a supply route: permits extra stock, launcher or explosives; stolen manifests, unusual glassware orders and couriers reveal the connection. Recruit skilled labor: permits nozzle or machinery; missing artisans, payments and witnesses identify the workshop. Fortify the laboratory: permits platforms, drainage, dump or funnel; delivery tracks, masonry waste and scouting reveal its approaches. Prepare reserves: permits cache; a diverted shipment and hidden inventory reveal the storage room. Refine formulas: permits one eligible formula upgrade; failed batches and injured assistants suggest the hazard. Each accomplishment grants one upgrade opportunity, not every option listed.

Campaign progression

When the party gains a meaningful shared improvement, mark one plausible accomplishment they have not directly opposed and choose one eligible upgrade. Their interventions can deny an ingredient, route, worker or installation. Do not award an unrelated free upgrade merely because a goal was blocked. Stop at nine earned upgrades in this draft. Finding the lair follows discoverable evidence and investigation; accidental encounters can supply leads. An early encounter uses his actual completed kit, not retroactive upgrades.

Baseline tactics

Pressure clustered heroes with splash; use sticky terrain to shape one approach, not seal every exit. Against evasive heroes, use affliction clouds when exposure is credible. Against armor, use scarce corrosion to establish a personal threat. **Protect** stock and mask. Choose an appropriate method per threat: Evade resists feasible physical deliveries, while afflictions and magical sources may require another defense. Purchase one or two applicable supplements when multiple incoming attacks justify their cost. Do not invent free defenses to rescue a poor choice.

Upgraded tactics

Use Double Toss to establish a patch and attack separately. The nozzle discourages crowding; Hook and Sweep searches for one catch, then stops. Fight beside an accessible vat edge, not through impossible pulls. Use the elixir to improve bodily defense under pressure; it does not prevent a later legal choice of another method. Below roughly 25 Resolve, seek the prepared cache or retreat when a route exists; that trigger is guidance, not compulsory behavior. Dumping the vat trades an intact positional threat for a single burst and escape opportunity.

Retreat and pursuit

Use normal Movement while visible paths and speeds settle the outcome. Roll existing Skills only at meaningful obstacles, lost visual contact or interception. Smoke can impose Perception Disadvantage to keep sight, but failure alone is not teleportation or guaranteed escape. Consequences follow the actual obstacle: lost sight can become tracking or route prediction, while a successful interception, superior Movement, closed route or immobilization can settle the chase. No separate failure counter is needed; clues to the lair remain.

Outcome and world consequences

The party may confront him in his lair before preparation finishes; at full development he may instead move against their stronghold. Scouts must establish opportunity and leave discoverable traces before theft, kidnapping or sabotage. Use a separate stronghold battlefield when he attacks it; he does not bring his laboratory vat as a portable power. If Vexar is ignored, he eventually comes for the party as his completed objectives make that action plausible. Actual conflict decides the outcome; completing goals is not automatic party defeat.

Review after play

Record rounds, damage actually dealt, defense choices, unused doses, spent supplements and whether the cache/vat mattered. Check corrosion versus blessed Durability, sticky pin escape, poison Contest criticals, mixed-threat handling and immersion lethality. The 70 Resolve profile and nine-upgrade cap are runnable starting values, not validated win odds. An uncapped all-upgrades test must be logged separately. No new simulated results are claimed in this draft.