

ESSENCE OF CHANGE		LEVEL 1 ELITE MOUNT
Elemental, Water Wolf		EV 12
Stamina 60	Immunity fire 2	
Speed 8 (swim)	Size 2 / Stability 1	
	Free Strike 4	
Might +1 Agility +2 Reason -2 Intuition +1 Presence -2		
Bite and Throw (Action) ◆ 2d10 + 2 ◆ Signature		
Keywords Melee, Strike, Weapon		
Distance Melee 1	Target Two creatures or objects	
◆ ≤11	6 damage; slide 1	
★ 12–16	7 damage; slide 2 A<1 slide is vertical	
* 17	10 damage; slide 3 A<2 slide is vertical	
Wolf Stream (Action) ◆ 2d10 + 2 ◆ 3 Malice		
Keywords Area, Melee, Weapon		
Distance 5 x 2 line within 1		
Target Each enemy and object in the line		
Effect The essence shifts to an unoccupied square adjacent to the end of the line and then rolls power.		
◆ ≤11	3 damage	
★ 12–16	4 damage; M<1 prone	
* 17	5 damage; M<2 prone	
Rally Howl (Maneuver)		
Keywords —		
Distance 5 burst	Target Each ally	
Effect The target has an edge on their next strike until the start of the essence's next turn.		
Redirect Motion (Triggered Action)		
Keywords —		
Distance Melee 1	Target Self or 1 ally	
Trigger The target would be force moved.		
Effect The essence selects a new target of the same size or smaller within distance to be force moved instead. The essence can also choose to turn the forced movement into a push, becoming the source of the forced movement and deciding the new target's destination.		
Aquavuken		
The essence ignores difficult terrain and can move on top of water as if it was solid ground.		
Pack Strong		
The essence can't be flanked or frightened while adjacent to an ally.		
Water Weird		
Once during their turn, the essence and their rider can enter an adjacent body of water and reappear in an unoccupied space adjacent to another body of water within 5. Body of water includes ally water wolves and other water elementals.		

FLOW OF THE RIVER	LEVEL 2 MINION HARRIER
Elemental, Water Wolf	EV 4 for four minions
Stamina 4	Immunity fire 2
Speed 6 (swim)	Size 1M / Stability 0
With Captain Speed +2	Free Strike 2
Might 0 Agility +2 Reason -2 Intuition 0 Presence -2	
Bite and Drag (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object per minion
◆ ≤11	2 damage; shift 1; pull 1
★ 12–16	3 damage; shift 2; pull 2
* 17+	5 damage; shift 3; pull 3
Aquavuken	
The flow ignores difficult terrain and can move on top of water as if it was solid ground.	
Pack Strong	
The flow can't be flanked or frightened while adjacent to an ally.	
Water Weird	
Once during their turn, the flow can enter an adjacent body of water and reappear in an unoccupied space adjacent to another body of water within 5. Body of water includes ally water wolves and other water elementals.	
SUDDEN DOWNPOUR	LEVEL 1 HORDE AMBusher
Elemental, Water Wolf	EV 3
Stamina 15	Immunity fire 2
Speed 8 (swim)	Size 1M / Stability 2
	Free Strike 2
Might +2 Agility -2 Reason -3 Intuition 0 Presence -2	
Leap Upon (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
◆ ≤11	4 damage; A<0 bleeding (save ends)
★ 12–16	6 damage; A<1 bleeding (save ends)
* 17+	7 damage; prone; A≤2 bleeding (save ends)
Effect The downpour jumps 3 squares before making the strike.	
See Through (Maneuver) ◆ 1 Malice	
The downpour turns invisible. The effect ends when the downpour uses an ability, takes damage, or at the end of their turn.	
Aquavuken	
The downpour ignores difficult terrain and can move on top of water as if it was solid ground.	
Pack Strong	
The downpour can't be flanked or frightened while adjacent to an ally.	
Water Weird	
Once during their turn, the downpour can enter an adjacent body of water and reappear in an unoccupied space adjacent to another body of water within 5. Body of water includes ally water wolves and other water elementals.	