

ZOMBIE	LEVEL 1 HORDE BRUTE			
Undead	EV 3			
Stamina 20	Immunity	corruption 1, poison 1		
Speed 5	Size 1M / Stability 1	Free Strike 2		
Might +2	Agility +1	Reason -5	Intuition -2	Presence +1
<b>Clobber and Clutch</b> (Action) ◆ 2d10 + 2 ◆ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object ♦ ≤11 4 damage ★ 12–16 6 damage * 17+ <u>Z.damage; grabbed</u>				
<b>Effect</b> A target who starts their turn grabbed by the zombie takes 2 corruption damage. If a creature takes 5 or more corruption damage this way, they become insatiably hungry for flesh. The target must complete the Find a Cure project to end this effect.				
<b>Zombie Dust</b> (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice <b>Keywords</b> Area, Melee <b>Distance</b> 2 burst <b>Target</b> Each enemy in the burst <b>Effect</b> The zombie falls prone, expelling a wave of rot and dust. ♦ ≤11 2 corruption damage ★ 12–16 3 corruption damage; M<1 weakened (save ends) * 17+ 4 corruption damage; M<2 dazed (save ends)				
<b>Endless Knight</b> The first time the zombie is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain 10 Stamina and fall prone.				