

VURKOR	LEVEL 2 ELITE CONTROLLER
Humanoid, Orc, Rival	EV 16
<b>Stamina</b> 60	<b>Size</b> 1M / <b>Stability</b> 2
<b>Speed</b> 5	
<b>Free Strike</b> 5	
<b>Might +0</b> <b>Agility +0</b> <b>Reason +2</b> <b>Intuition +1</b> <b>Presence +0</b>	
<b>The Writhing Green</b> (Action) ◆ 2d10 + 2 ◆ Signature	
<b>Keywords</b> Green, Magic, Ranged, Strike	
<b>Distance</b> Ranged 10	<b>Target</b> Two creatures or objects
◆ ≤11 7 damage; slide 1	
★ 12–16 10 damage; slide 2	
* 17 13 damage; slide 3	
<b>The Earth Devours</b> (Action) ◆ 2d10 + 2 ◆ 3 Malice	
<b>Keywords</b> Area, Green, Magic	
<b>Distance</b> 3 cube within 10	<b>Target</b> All enemies in the cube
◆ ≤11 3 damage	
★ 12–16 5 damage; restrained (EoT)	
* 17 8 damage; restrained (save ends)	
<b>Effect</b> The affected area is difficult terrain for enemies. An enemy has acid weakness 2 while occupying an affected square.	
<b>Jaws of the Void</b> (Triggered Action)	
<b>Keywords</b> Magic, Void	
<b>Distance</b> Self	<b>Target</b> Self
Trigger Vurkor takes damage.	
<b>Effect</b> Vurkor teleports 2 squares. Each creature adjacent to his original space takes 2 corruption damage.	
<b>Glowing Recovery</b>	
Vurkor can use his maneuver to regain 10 Stamina once per round.	
<b>Rivalry</b>	
Vurkor selects one creature within line of effect at the start of an encounter. Both Vurkor and the creature can add a 1d3 to all power rolls made against each other.	

ZOMBIE	LEVEL 1 HORDE BRUTE
Undead	EV 3
<b>Stamina</b> 20	<b>Immunity</b> corruption 1, poison 1
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 1
	<b>Free Strike</b> 2
<b>Might +2</b> <b>Agility +1</b> <b>Reason –5</b> <b>Intuition –2</b> <b>Presence +1</b>	
<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+ 7 damage; grabbed	
<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.	