

SKELETON		LEVEL 1 HORDE ARTILLERY									
Undead		EV 3									
Stamina 10		Immunity corruption 1, poison 1									
Speed 5		Size 1M/ Stability 0									
		Free Strike 2									
Might 0	Agility +2	Reason +1	Intuition 0	Presence -1							
Bone Shards (Action) ♦ 2d10 + 2 ♦ Signature											
Keywords Melee, Ranged, Strike, Weapon											
Distance Melee 1 or Ranged 10		Target One creature or object									
♦	≤11	4 damage									
★	12–16	6 damage									
*	17+	7 damage									
Effect Until the start of the skeleton's next turn, the target takes 2 damage the first time they move on their turn.											
Bone Spur (Maneuver) ♦ 2d10 + 2 ♦ 2 Malice											
Keywords Area, Weapon											
Distance 1 burst		Target Each enemy in the burst									
♦	≤11	1 damage; M<0 bleeding (save ends)									
★	12–16	2 damage; M<1 bleeding (save ends)									
*	17+	3 damage; M<2 bleeding (save ends)									
Effect Each target has a bane on their next strike.											
Arise											
The first time the skeleton is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain 1 Stamina and fall prone.											
SOULWIGHT		LEVEL 1 HORDE HEXER									
Undead		EV 3									
Stamina 10		Immunity corruption 1, poison 1									
Speed 5		Size 1M/ Stability 0									
		Free Strike 1									
Might +2	Agility +1	Reason 0	Intuition 0	Presence +1							
Soulstealer Longsword (Action) ♦ 2d10 + 2 ♦ Signature											
Keywords Melee, Strike, Weapon											
Distance Melee 1		Target One creature or object									
♦	≤11	3 corruption damage									
★	12–16	4 corruption damage; M<1 slowed (save ends)									
*	17+	5 corruption damage; M<2 slowed and weakened (save ends)									
Effect The target appears to rapidly age each time they take damage from this ability. The target regains their former appearance when the soulwight is destroyed.											
Stolen Vitality (Maneuver) ♦ 3 Malice											
Keywords Magic, Ranged											
Distance Ranged 5		Target One ally									
Effect The target regains 10 Stamina. The soulwight can't use this maneuver again until they strike a creature with their lifestealer longsword.											
Arise											
The first time the soulwight is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they 1 Stamina and fall prone.											

WALLMASTER		LEVEL 1 ELITE DEFENDER									
Construct, Ruinborn		EV 12									
Stamina 80		Immunity holy 1 / Weakness acid 3									
Speed 0		Size 1L / Stability 3									
		Free Strike 4									
Might +2	Agility -5	Reason -3	Intuition +2	Presence -3							
Wall Slam (Action) ♦ 2d10 + 2 ♦ Signature											
Keywords Melee, Strike, Weapon											
Distance Melee 1 (Special)		Target Two creatures or objects									
Effect The wallmaster chooses two wall segments within 10 squares. Each segment falls on a single target within distance, and is then destroyed.											
♦	≤11	6 damage									
★	12–16	9 damage; A<1 prone									
*	17+	12 damage; A<2 prone can't stand (EoT)									
3+ Malice The wallmaster chooses an additional wall segment and target for every 3 malice spent.											
Dead End (Maneuver) ♦ 2d10 + 2											
Keywords Area, Weapon											
Distance Melee 1 (Special)		Target 1 creature or object									
Effect The wallmaster chooses one wall segment within 10 squares. The segment pushes a target within distance, and shifts into each square they leave behind.											
♦	≤11	Push 2									
★	12–16	Push 4									
*	17+	Push 5									
The Wall Sees All (Maneuver) ♦ 5 Malice											
Keywords Magic											
Distance Ranged 10		Target Self									
Effect The wallmaster teleports to a wall within distance and affixes itself to it.											
Wall Redirect (Triggered Action)											
Keywords —											
Distance Melee 1		Target 1 ally									
Trigger A creature damages the wall with a strike.											
Effect The wall redirects the strike to the target creature and isn't targeted by the strike.											
Living Labyrinth											
The wallmaster starts combat affixed to a wall. At the start of each round of combat while affixed to a wall, the wallmaster creates a 20 wall of stone within a distance of 10 squares. Any walls created by the wallmaster in the previous round are destroyed or replaced by the new walls.											