

TOMB HORROR	LEVEL 2 ELITE BRUTE
Plant, Ruinborn, Undead	EV 16
Stamina 100	Immunity corruption 2 / Weakness fire 3
Speed 5 (climb)	Size 2 / Stability 0 Free Strike 5
Might +2 Agility -2 Reason -3 Intuition +2 Presence -3	
<p>Ruinous Grasp (Action) ♦ 2d10 + 2 ♦ Signature</p> <p>Keywords Melee, Strike, Weapon</p> <p>Distance Melee 5 Target Two creatures or objects</p> <p>♦ ≤11 7 corruption damage; pull 2</p> <p>★ 12–16 11 corruption damage; pull 4</p> <p>✿ 17+ 14 corruption damage; pull 6</p>	
<p>Effect A target pulled adjacent to the tomb horror is A<2 grabbed. The tomb horror can have up to three targets grabbed this way.</p>	
<hr/> <p>Hundred Horrors (Action) ♦ 2d10 + 2 ♦ 5 Malice</p> <p>Keywords Area, Weapon</p> <p>Distance 3 burst while on the ground, or 4 cube within 5</p> <p>Target Each enemy and object on the ground</p> <p>♦ ≤11 4 damage; M<0 restrained (save ends)</p> <p>★ 12–16 7 damage; M<1 restrained (save ends)</p> <p>✿ 17+ 10 damage; M≤2 restrained (save ends)</p>	
<p>Effect Vines and fetid, elongated arms reach out and pull each target to the ground. A target has damage weakness 2 while restrained by this ability.</p>	
<hr/> <p>Latch Hook (Maneuver)</p> <p>Keywords —</p> <p>Distance Self Target Self</p> <p>Effect The tomb horror shifts up to their speed, including vertically. They must end this movement on a solid surface.</p>	
<hr/> <p>Curse For the Defilers (Triggered Action)</p> <p>Keywords —</p> <p>Distance Ranged 5 Target 1 creature or object</p> <p>Trigger The target deals damage to the tomb horror or a casket or relic within distance that the tomb horror was feeding on.</p> <p>Effect The target is P<2 slowed (save ends). The tomb horror then moves up to their speed towards the target.</p>	
<hr/> <p>Energizing Horror</p> <p>A creature that starts their turn adjacent to the tomb horror takes 5 corruption damage and is K<1 frightened (EoT).</p>	