

DAME CORNELIA		LEVEL 1 LEADER						
Undead		EV 12						
Stamina 80	Immunity	Corruption 2, Psychic 2						
Speed 5	Size 1M / Stability 2	Free Strike 4						
Might +3	Agility +2	Reason +2	Intuition +0	Presence +2				
Zweihander Swing (Action) ◆ 2d10 + 3 ◆ Signature								
Keywords Area, Melee, Weapon								
Distance 1 burst	Target All enemies in the burst							
◆ ≤11	3 damage; M<1 slowed (save ends)							
★ 12–16	6 damage; M<2 slowed (save ends)							
* 17+	8 damage; M<3 slowed (save ends)							
Effect An ally within 10 of Cornelia can make a free strike.								
1 Malice The ally can use their signature action instead.								
You! (Maneuver)								
Keywords —								
Distance Ranged 10	Target One enemy							
Effect The target is marked until the start of Cornelia's next turn.								
Cornelia and each of her allies gain an edge on abilities used against targets marked by her.								
End Effect								
At the end of her turn, Cornelia can take 5 damage to end one save ends effect affecting her. This damage can't be reduced in any way.								
Death Void								
When Cornelia is destroyed, each enemy within 2 squares of her takes 5 corruption damage.								
Parry! (Triggered Action)								
Keywords —								
Distance Melee 1	Target Self or one ally							
Trigger A creature targets the blackguard or an ally adjacent to Cornelia with a strike.								
Effect The damage is halved.								
Advance! (Villain Action 1)								
Keywords —								
Distance Self	Target Self							
Effect Cornelia shifts up to her speed. During or after this movement, she can use Zweihander Swing twice.								
Back! (Villain Action 2)								
Keywords Area, Magic								
Distance 5 burst	Target All enemies in the burst							
Effect Slide 5.								
I Can Throw My Blade and So Should You! (Villain Action 3)								
Keywords Area, Magic, Ranged, Weapon								
Distance 3 cube within 5	Target Each enemy in the cube							
Effect Cornelia uses Zweihander Swing against each target. Then, each ally within 5 of the area can make a free strike against a target (one target per ally).								

DECREPIT SKELETON	LEVEL 1 MINION ARTILLERY
Undead	EV 3 for four minions
Stamina 3	Immunity corruption 1, poison 1
Speed 5	Size 1M / Stability 0
With Captain Edge on strikes	Free Strike 2
Might 0	Agility +2 Reason –2 Intuition 0 Presence –2
Bone Bow (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Ranged, Strike, Weapon	
Distance Ranged 10	Target One creature or object per minion
◆ ≤11	2 damage
★ 12–16	4 damage
* 17+	5 damage
Effect The decrepit skeleton chooses one other target within distance to take 1 damage.	
Bonetrops	
When the decrepit skeleton is reduced to Stamina 0, their square becomes difficult terrain. The first time any enemy enters this space, they take 1 damage.	
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.	