

GHOST		LEVEL 1 LEADER											
Undead		EV 12											
Stamina 80		Immunity corruption 3, poison 3											
Speed 6 (fly, hover)		Size 1M/ Stability 1											
		Free Strike 4											
Might -2	Agility +2	Reason 0	Intuition 0	Presence +3									
Heat Death (Action) ♦ 2d10 + 3 ♦ Signature													
Keywords Magic, Ranged, Strike													
Distance Ranged 5		Target Two creatures											
♦	≤11	7 cold damage; P<1 slowed (save ends)											
★	12–16	10 cold damage; P<2 slowed (save ends)											
*	17+	13 cold damage; P<3 slowed (save ends)											
Effect The next strike made against the target has an edge.													
Haunt (Maneuver)													
Keywords Ranged													
Distance Ranged 8		Target Self or one incorporeal ally											
Effect The target shifts up to their speed.													
2	Malice	The ghost chooses one additional target.											
Shriek (Triggered Action) ♦ 1 Malice													
Keywords Magic													
Distance Melee 1		Target The triggering creature											
Trigger A creature within distance targets the ghost with a strike.													
Effect The ghost halves the incoming damage and the target takes 2 sonic damage.													
Phantom Flow													
Each incorporeal undead creature within 10 squares of the ghost ignores difficult terrain.													
Paranormal Activity (Villain Action 1)													
Keywords Area, Magic													
Distance 5 burst		Target Each size 1S or larger object in the burst											
Effect Each target floats 1 square into the air and is pulled 5 squares toward the nearest enemy within 3 squares of them.													
Spirited Away (Villain Action 2) ♦ 2d10 + 2													
Keywords Area, Magic													
Distance 5 burst		Target Each enemy in the burst											
♦	≤11	P<1 levitated (EoT) (see effect)											
★	12–16	P<2 levitated (EoT)											
*	17+	P<3 levitated for the rest of the encounter											
Effect A levitated target floats 1 square off the ground when they are first affected, then rises 1 square at the end of each of their turns. If a levitated target can't already fly, they can fly but are slowed and weakened while flying in this way.													
Awful Wail (Villain Action 3) ♦ 2d10 + 3													
Keywords Area, Magic													
Distance 5 burst		Target Each enemy in the burst											
♦	≤11	3 sonic damage											
★	12–16	5 sonic damage											
*	17+	8 sonic damage											
Effect P<2 the target is reduced to 1 Stamina if they are winded after taking damage.													
Corruptive Phasing													
The ghost can move through other creatures and objects at normal speed. The first time in a round that the ghost passes through a creature, that creature takes 2 corruption damage. The ghost doesn't take damage from being force moved into objects.													

SHADE		LEVEL 1 MINION AMBusher							
Undead		EV 3 for four minions							
Stamina 4		Immunity corruption 1, poison 1							
Speed 5 (fly, hover)		Size 1M/ Stability 1							
With Captain Speed +2		Free Strike 2							
Might -5	Agility +1	Reason 0	Intuition 0	Presence +2					
Life Drain (Action) ♦ 2d10 + 2 ♦ Signature									
Keywords Melee, Strike, Weapon									
Distance Melee 1		Target One creature or object per minion							
♦	≤11	2 corruption damage							
★	12–16	4 corruption damage							
*	17+	5 corruption damage; the target moves up to their speed away from all shades							

SPECTER		LEVEL 1 HORDE HEXER											
Undead		EV 3											
Stamina 10		Immunity corruption 1, poison 1											
Speed 5 (fly, hover)		Size 1M/ Stability 1											
Free Strike 1													
Might -5	Agility +1	Reason 0	Intuition 0	Presence +2									
Decaying Touch (Action) ♦ 2d10 + 2 ♦ Signature													
Keywords Magic, Melee, Strike													
Distance Melee 1		Target One creature											
♦	≤11	3 corruption damage; P<0 weakened (save ends)											
★	12–16	4 corruption damage; P<1 weakened (save ends)											
*	17+	5 corruption damage; P<2 weakened (save ends)											
2 Malice The potency of this ability increases by 1. A living creature killed by this ability becomes a specter who appears in the target's space under the Director's control.													
Hidden Movement (Maneuver)													
Keywords —													
Distance Self		Target Self											
Effect The specter turns invisible, moves up to their speed, and becomes visible again.													
Corruptive Phasing													
The specter can move through other creatures and objects at normal speed. The first time in a round that the specter passes through a creature, that creature takes 2 corruption damage. The specter doesn't take damage from being force moved into objects.													