

GHOUL		LEVEL 1 HORDE HARRIER															
Undead		EV 3															
Stamina 15		Immunity corruption 1, poison 1															
Speed 7		Size 1M/ Stability 0															
		Free Strike 1															
Might 0	Agility +2	Reason -2	Intuition 0	Presence -1													
Razor Claws (Action) ♦ 2d10 + 2 ♦ Signature																	
Keywords Charge, Melee, Strike, Weapon																	
Distance Melee 1		Target One creature or object															
♦	≤11	3 damage															
★	12–16	4 damage															
*	17+	5 damage; M<2 bleeding (save ends)															
Leap (Maneuver)																	
Keywords —																	
Distance Self		Target Self															
Effect The ghoul jumps 3 squares. If they land on a size 1 enemy, that enemy is knocked prone and the ghoul makes a free strike against them.																	
Hunger																	
If the ghoul charges, their speed increases by 2 until the end of their turn.																	
Arise																	
The first time the ghoul 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.																	
MEMORIAL IVY		LEVEL 2 MINION ARTILLERY															
Plant, Ruinborn, Undead		EV 4 for four minions															
Stamina 4		Immunity poison 2 / Weakness fire 3															
Speed 3 (climb)		Size 1S/ Stability 0															
With Captain Edge on strikes		Free Strike 3															
Might 0	Agility +2	Reason -3	Intuition +1	Presence -3													
Grasping Ivy (Action) ♦ 2d10 + 2 ♦ Signature																	
Keywords Ranged, Strike, Weapon																	
Distance Ranged 8		Target One creature or object per minion															
♦	≤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)															
Creeper																	
The memorial ivy can use its move action to I<1 compel a creature or object it's climbing on to move up to their speed. An ally can choose to fail.																	

ROTTING ZOMBIE		LEVEL 1 MINION BRUTE															
Undead		EV 3 for four minions															
Stamina 5		Immunity corruption 1, poison 1															
Speed 4		Size 1M / Stability 0															
With Captain Strike damage +1		Free Strike 2															
Might +2	Agility -2	Reason -5	Intuition -2	Presence -3													
Rotting Fist (Action) ♦ 2d10 + 2 ♦ Signature																	
Keywords Melee, Strike, Weapon																	
Distance Melee 1		Target One creature or object per minion															
♦	≤11	2 damage															
★	12–16	4 damage															
*	17+	5 damage; M<2 prone if size 1, slowed (save ends) otherwise															
Death Grasp																	
When the rotting zombie is reduced to Stamina 0, their square becomes difficult terrain. The first time any enemy enters this space, they are M<2 slowed (save ends).																	
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.																	