

## STAT BLOCKS

### UNDEAD MALICE

At the start of any undead's turn, you can spend malice to activate one of the following features.

#### Paranormal Fling ◆ 3 Malice

Up to three objects on the encounter map that aren't held or tethered to the ground float 1 square off the ground. Each object is then pulled 5 squares toward the nearest enemy within 3 squares of the object.

#### The Grasping, The Hungry ◆ 5 Malice

Ravenous and rotting undead arms burst forth from 9 connected squares of a vertical or horizontal surface. A creature who ends their turn adjacent to an affected square makes an **Agility test**.

\* ≤11 5 damage; restrained (save ends)

★ 12–16 5 damage; restrained (EoT)

▲ 17+ 5 damage

A creature takes 1d6 damage at the start of their turns while restrained by the arms.

#### Dread March ◆ 7+ Malice

Up to four undead creatures in the encounter move up to their speed and make a free strike. The number of undead creatures affected increases by 1 for each additional malice spent on this feature. If an undead creature is reduced to Stamina 0 during this dread march, they don't die until the march is resolved.

### ARMORED SOULWIGHT

### LEVEL 1 HORDE HEXER

Undead

EV 3

Stamina 13

**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.

### SPINDLEGOTH

### LEVEL 1 HORDE AMBusher

Beast, Ruinborn

EV 3

Stamina 15

Speed 7 (climb)

**Size** 1S / **Stability** 1

**Free Strike** 2

Might -1 Agility +2 Reason +0 Intuition +0 Presence -2

**Choking Thread** (Action) ◆ 2d10 + 2 ◆ Signature

**Keywords** Strike, Ranged, Weapon

Distance Ranged 5 **Target** One creature or object

◆ ≤11 4 damage

★ 12–16 6 damage; M<1 restrained (save ends)

\* 17+ 7 damage; M≤2 restrained (save ends)

**Effect** The target suffocates while restrained by this ability. If this ability fails to restrain the target, the spindlegoth shifts 2 and hides.

**Thread Whip** (Maneuver) ◆ 2d10 + 2 ◆ 3 Malice

**Keywords** Area, Weapon

Distance 1 Burst **Target** Each enemy in the burst

◆ ≤11 Vertical slide 1

★ 12–16 Vertical slide 2

\* 17+ Vertical slide 3

**Tightwire** (Maneuver) ◆ 1 Malice

**Keywords** —

Distance Self

**Target** Self

**Effect** The spindlegoth shifts up to their speed, including vertically. They must end this movement on a solid surface.

#### Needlefoot

The spindlegoth ignores difficult terrain. Whenever the spindlegoth enters a square while climbing, the surface they're climbing on takes 1 damage.