

BLACK ICHOR		LEVEL 2 MINION DEFENDER
Ooze	EV 4 for four minions	
Stamina 7	Immunity corruption 1, acid 1	
Speed 5 (climb)	Size 1M / Stability 0	
With Captain Edge on strikes	Free Strike 2	
Might 0 Agility +2 Reason -3 Intuition 0 Presence -2		
<b>Burning Spray</b> (Action) ♦ 2d10 + 2 ♦ Signature		
<b>Keywords</b> 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's next strike has its damage halved	
<b>Malice Emitter</b>		
The Director gains 1 additional malice at the start of each round while at least one black ichor is alive on the encounter map.		
<b>Amorphous</b>		
The black ichor can move through spaces as if it were size 1T and can occupy another creature or object's space. An enemy or object that starts their turn in the same square as a black ichor takes 2 acid damage.		
CREEPING SLUDGE		LEVEL 2 HORDE BRUTE
Ooze	EV 4	
Stamina 25	Immunity corruption 2, acid 2	
Speed 5 (climb)	Size 1L / Stability 2	
	Free Strike 3	
Might +2 Agility -2 Reason -3 Intuition 0 Presence -2		
<b>Corrode</b> (Action) ♦ 2d10 + 2 ♦ Signature		
<b>Keywords</b> Melee, Strike, Weapon		
Distance Melee 2	Target One creature or object	
♦ ≤11	3 corruption damage	
★ 12–16	4 corruption damage; vertical pull 1	
* 17+	5.corruption damage; vertical pull 2	
<b>Effect</b> The target gains damage weakness 2 and a -1 penalty to potent effects (save ends). This effect stacks until the target saves.		
<b>Oozon Grasp</b> (Maneuver) ♦ 2 Malice		
<b>Keywords</b> Area, Melee		
Distance 2 burst	Target Each enemy and object in the burst	
♦ ≤11	A<0 grabbed	
★ 12–16	A<1 grabbed, vertical pull 1	
* 17+	A<2 grabbed, vertical pull 2	
<b>Effect</b> The creeping sludge can have an unlimited number of targets grabbed.		
<b>Gelatinous</b>		
The creeping sludge can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two creeping sludges, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.		

GELATINOUS BALL		LEVEL 1 HORDE HARRIER
Ooze	EV 3	
Stamina 15	Immunity acid 2	
Speed 20	Size 1L / Stability 0	
	Free Strike 1	
Might +1 Agility +2 Reason -3 Intuition 0 Presence -2		
<b>Bowl</b> (Action) ♦ 2d10 + 2 ♦ Signature		
<b>Keywords</b> Charge, Melee, Strike, Weapon		
Distance Melee 1	Target One creature or object	
♦ ≤11	3 damage; slide 1	
★ 12–16	4 damage; slide 2	
* 17+	5.damage; slide.3	
<b>2 Malice</b> Instead of being force moved, a size 1L or smaller target is A<1 restrained (save ends). While restrained by this ability, the target moves with the gelatinous ball. When restrained ends, the target moves to the nearest unoccupied square adjacent to the gelatinous ball.		
<b>Rolling</b>		
Whenever the gelatinous ball uses a move action or is force moved horizontally, it must move in a straight line until it reaches its maximum speed or until a creature or object is directly in front of it.		
<b>Gelatinous</b>		
The gelatinous ball can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two gelatinous balls, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.		
CRAWLING CLAW		LEVEL 1 MINION HARRIER
Undead	EV 3 for four minions	
Stamina 4	Immunity corruption 1, poison 1	
Speed 6 (climb)	Size 1T / Stability 0	
With Captain Speed +2	Free Strike 1	
Might 0 Agility +2 Reason -5 Intuition -1 Presence -1		
<b>Fingernails</b> (Action) ♦ 2d10 + 2 ♦ Signature		
<b>Keywords</b> Melee, Strike, Weapon		
Distance Melee 1	Target One creature or object per minion	
♦ ≤11	1 damage	
★ 12–16	2 damage	
* 17+	3.damage	
<b>Effect</b> The crawling claw shifts a number of squares equal to the damage dealt.		
<b>Disorganized</b>		
The crawling claw can't grant the flanking benefit to allies.		