

THE SUMMONER

You are the armada. The kings of old would trade their entire armies for one of your predecessors. You've undertaken the tradition that conjures an endless supply of warriors. You are the summoner, the mage who takes their dreams and makes them manifest.

You utilize minions to provide tactical positioning and reinforcement support to take the pressure off yourself and your fellow heroes. You call upon minions to trudge along perilous corridors and draw the enemy's attention long enough for the rest of you to take the counteroffensive.

You can also take advantage of powerful magic to buff your allies, whittle down your enemies, or enlist the fallen into your ranks. And when push comes to shove, you can call upon your champion to finish the fight.

DRAW STEEL MASTER CLASSES

The Summoner is an example of a master class in *Draw Steel*. Master classes are intended for players who are familiar with the game and have played a few sessions already. They are not recommended for first time players—you need to know the rules before we start breaking them on you!

If you are new to *Draw Steel*, we recommend checking out The Delian Tomb starter adventure, which includes a step-by-step tutorial on how to play the game and breaks down all the working parts of a hero. Save Broadhurst first, and then you can hurry back here!

SUMMONER ADVANCEMENT

Level	Summoner Features	Portfolio Features	Minions	Abilities
1st	Minions, Essence, Summoner Strike, Strike For Me, Minion Bridge, Formation, Tactic Call, Summoner Abilities	Summoner's Portfolio, Portfolio Features, Portfolio Selections	1, 1, 3, 3	5
2nd	Perk	Summoner's Dominion, New Portfolio Minion	1, 1, 3, 3, 5	5
3rd	Summoner's Kit, 7-Essence Ability		1, 1, 3, 3, 5	5, 7
4th	Characteristic Increase, Minion Improvement, Essence Salvage, Minion Chain, Perk, Skill Increase		1, 1, 3, 3, 5	5, 7
5th	—	Portfolio Feature, New Portfolio Minion	1, 1, 3, 3, 5, 7	5, 7
6th	Perk, Minion Machinations, Kit Improvement, New 9-Essence Ability	Go Forth	1, 1, 3, 3, 5, 7	5, 7, 9
7th	Characteristic Increase, Minion Improvement, Font of Creation, Their Life for Mine, Skill Increase	—	1, 1, 3, 3, 5, 7	5, 7, 9
8th	Perk	Portfolio Feature, Portfolio Champion	1, 1, 3, 3, 5, 7, 9	5, 7, 9
9th	Kit Improvement, Steward of Two Worlds, New 11-Essence Ability	—	1, 1, 3, 3, 5, 7, 9	5, 7, 9, 11
10th	Characteristic Increase, Eidos, No Matter the Cost, Among Our Ranks, Perk, Skill Increase	—	1, 1, 3, 3, 5, 7, 9	5, 7, 9, 11

Basics

Starting Characteristics: You start with a Reason of 2, and can choose one of the following arrays for your other characteristics scores:

- 2, 2, -1, -1
- 2, 1, 1, -1
- 2, 1, 0, 0
- 1, 1, 1, 0

Weak Potency: Reason - 2

Average Potency: Reason - 1

Strong Potency: Reason

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: You gain the Magic and Strategy skills and can choose any two skills from the intrigue or lore skill groups. (*Quick Build:* Magic, Strategy, Eavesdrop, Monsters)

1st-Level Features

As a summoner, you gain the following features.

Summoner's Portfolio

You've cultivated a portfolio of creatures you can call into existence. The types of creatures at your command are typically an expression of the creatures you've surrounded yourself with during your studies. Choose a portfolio from the following options, each of which grants you a communication feature (*Quick Build*: Undead Portfolio):

Demon Portfolio: The demon underlings of the demoniacs.

This portfolio is filled with shapechanging demons that grow in hunger and power over time. You can communicate with creatures that have the abyssal keyword even if you don't share a language.

Elemental Portfolio: The elemental songs of the storm canters. The portfolio contains forces of nature that leave a big impact on the environment. You can communicate with creatures that have the elemental keyword even if you don't share a language.

Fey Portfolio: The fey garden of secretaires. Your portfolio features tiny ephemeral fey spirits surrounded by weird and powerful magic. You can communicate with creatures that have the fey keyword even if you don't share a language.

Undead Portfolio: The undead army of necromancers. The corporeal and incorporeal creatures under your command are hardy and numerous. You can communicate with creatures that have the undead keyword even if you don't share a language.

Your choice of portfolio determines many of the features you'll gain from this class. Your portfolio is your subclass.

Minions

The creatures you control are called minions. You can summon and maintain up to a maximum of 8 minions. Your minions are considered allies at your level.

You can manage up to two squads of minions. Newly summoned minions can either be organized into a new squad or be distributed into other squads under your control. A squad can't contain more than eight minions, and all minions in the squad must have the same name.

You have a Summoner's Range that defines the maximum distance you can summon minions and use specific conjuring abilities. Your Summoner's Range is equal to 5 + your Reason score. You can summon and give commands to minions while they are within line of effect. Commanding a minion to take a main action or a maneuver reveals yourself if you are hidden.

You have special minions at your disposal called signature minions, low cost creatures that you've become accustomed to summoning frequently. See [Portfolio Selections](#) for more details about the types of minions you can summon.

MINIONS IN COMBAT

Start of Combat: At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you summon two of your signature minions at no cost into unoccupied spaces within your Summoner's Range (no action required).

Summoning: At the start of each of your turns during combat, you summon up to three of your signature minions at no cost into unoccupied spaces within your Summoner's Range (no action required). Unless an ability specifies, you can't summon any number of new minions beyond your minion maximum until the same number of your existing minions are dismissed or destroyed.

Stamina: Minions in a squad pool their Stamina together. Whenever a minion in a squad takes damage, the squad's Stamina pool is reduced by a number equal to the damage taken. Each time the pool is reduced by an amount equal to a single squad member's Stamina, one minion dies (starting with the minion that took damage, followed by the next nearest minion). If there is any excess damage after all minions in the squad are dead, you take 1d6 damage. Minions can't be winded, can't regain Stamina, and can't gain temporary Stamina.

Area Effects: The damage from an area effect dealt to a squad's Stamina pool can only kill up to the minions in its area. Any excess damage is ignored.

Strikes with Multiple Targets: A squad's Stamina pool only takes the largest single instance of damage from a strike that targets two or more minions in that squad. Any additional effects still affect the minions targeted by the strike.

Conditions: You resolve any saving throws on conditions affecting one or more of your minions. Treat saving throws as if you had one instance of each condition.

Immunity and Weakness: If a minion has either a damage immunity or a damage weakness for a source of damage, apply the effects to the minion's squad once, even if multiple minions share the same immunity or weakness.

Actions: Minions in a squad act together on your turn in any order, before, in-between, and/or after any of your actions. They can either take a move action and a main action (excluding Heal and Defend), a move action and a maneuver, or two move actions. Individual minions can also take opportunity attacks.

Free Strikes: Unless otherwise specified, a minion's free strike has a distance of Melee 1 or Ranged 5 and deals the damage value listed on the stat block. The minion can choose to deal untyped damage or the damage type next to the damage value.

Damage: Whenever multiple minions strike the same target simultaneously, the damage is added together and treated as a single strike. Minions in a squad targeting the same target with a signature action only apply one instance of the signature action while each additional minion increases the damage by their free strike value.

Surges: Your minions use your pool of Surges and can apply them to their strikes. Whenever one or more of your minions would gain a Surge during a turn, you gain one Surge instead.

Maneuvers: Unless otherwise specified on the minion's stat block, a squad uses their maneuver together as a unit. If a maneuver targets a single creature, all minions in the squad target the same creature. If a maneuver requires a power roll, the result is equal to 8 + the minion's characteristic + the number of squad members within distance of the maneuver.

Unconscious: If you are unconscious or unable to act on your turn, you can't summon new minions. Additionally, your remaining minions can't deal damage; they can only act to bring you to safety.

End of Combat: At the end of combat, your minions finish their tasks (such as carrying someone to safety) and are then dismissed.

MINIONS OUTSIDE OF COMBAT

You can have up to 4 minions summoned outside of combat. You can summon your signature minions at no cost. Other minions with an essence cost can be summoned as if you had spent an amount of essence on them equal to your Victories.

Each of your minions can be given a simple task and a destination you've previously been to and they'll fulfill it to the best of their ability. Example tasks include sending messages, scouting, and carrying supplies. Your minions aren't followers and can't make project rolls until you can summon specialists (see [Minion Machinations](#)).

When combat begins, any of your minions who were summoned outside of combat finish their tasks and are then dismissed.

SOUL-Y MOLEY!

Your minions are manifestations of the magic you weave and don't harbor any souls of their own. They are expressions of *your own* soul and are more akin to dreams than sapient creatures.

Treat your minions as if they had your soul whenever they are targeted by abilities that affect souls. Ignore any effects that trigger when a creature with a soul dies unless you're the one being targeted.

Essence

You and your minions maintain a unique reserve of essence as your Heroic Resource. You use this magic to sculpt your forces and maintain control over the battlefield.

ESSENCE IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain essence equal to your Victories.

At the start of each of your turns during combat, you gain 2 essence. The first time in a round that any minion dies unwillingly within your Summoner's Range, you gain 1 essence.

Whenever you use a heroic ability or call forth a minion that costs essence, you can willingly sacrifice one or more of your minions within your Summoner's Range to reduce the cost by 1. You can't kill minions this way if they used a main action or maneuver during the turn. You can sacrifice more minions than you would reduce the cost by.

You lose any remaining essence at the end of the encounter.

ESSENCE OUTSIDE OF COMBAT

Though you can't gain essence outside of combat, you can use your heroic abilities and effects that cost essence without spending it. Whenever you use an ability or effect outside of combat that costs essence, you can't use that same ability or effect outside of combat again until you gain at least 1 Victory or finish a respite.

MORE WIELDERS OF QUINTESSANCE

Essence is the "stuff of creation." Just as the elementalists use essence to conjure fire, lightning, or warp space and time, the summoner uses essence to manifest skeletons, conjure pixies, and call forth demons from the Abyssal Waste.

There may be more magicians in the future that also rely on essence for their magic.

Summoner Strike

You have the following ability, which replaces both your melee and ranged free strikes.

SUMMONER STRIKE

A sudden burst of energy erupts from your implement and shocks your foes' nerves.

Magic, Melee, Ranged, Strike, Weapon **Main action**

Distance: Melee 1 or Ranged 5 **Target:** One creature or object

Effect: R damage. If the target has **R < weak**, they are slowed (save ends).

Strike For Me

You have the following free triggered action:

STRIKE FOR ME

Your minions fight in your stead.

Magic, Ranged **Free Triggered Action**

Distance: Summoner's Range **Target:** Each of your minions

Trigger: You use a triggered action to make a free strike or use a signature ability.

Power Roll + Reason:

- *11 or lower:* **Up to three targets make a free strike**
- *12-16:* **Up to five targets make a free strike**
- *17+:* **Up to seven targets make a free strike**
- *Natural 19 or 20:* **Each target makes a free strike**

Effect: Instead of using the triggering ability, your minions act against the same creature or object you would have targeted. You have an edge on the power roll if the triggering ability was a signature ability.

YOUR MINIONS DEAL THE DAMAGE

By normal *Draw Steel* rules, everyone gets access to free strikes. As a summoner, you have access to free strikes *and* minions, who *also* have access to free strikes. Changing how you attack allows your minions to shine in battle while keeping your damage output in line with your fellow heroes. The static damage you and most of your minions deal also keeps your turns fast and flowing.

Call Forth

You have the following ability:

CALL FORTH (1+ ESSENCE)

My power is yours, and yours, mine. I summon thee.

Magic, Ranged

Main Action

Distance: Summoner's Range

Target: Self

Effect: You summon one or more minions from your portfolio into unoccupied spaces within distance. Choose one of the following options.

Signature Minions: You summon one signature minion for each essence you spend on this ability.

All Other Minions: You summon the set number of minions listed on the stat block for their essence cost.

Minion Bridge

You have the following maneuver:

MINION BRIDGE

Your minions do everything in their power to form a safe path for you to cross.

Magic

Maneuver

Distance: Melee 1

Target: One of your minions

Effect: You shift into a square adjacent to the target, including vertically.

You can shift into squares that contain one of your minions, even if they occupy difficult terrain. Each time you shift into a square that contains one of your minions while using this maneuver, you can shift an additional square.

1 Essence: An adjacent ally can shift alongside you during this movement. They must end their movement in an unoccupied square adjacent to the last minion you moved through.

1st-Level Portfolio Features

Your portfolio grants you features as shown on the 1st-Level Summoner's Portfolio Features table.

1ST-LEVEL SUMMONER'S PORTFOLIO FEATURES

Portfolio	Feature
Demon	Soulsense, Death Snap
Elemental	Heart of Nature, Elemental Affinity
Fey	Fairy Whispers, Pixie Dust
Undead	Dead Men Do Tell Tales, Rise!

DEAD MEN DO TELL TALES

You can touch a corpse of a creature that died within the past week and ask them a question. The corpse can choose to answer the question to the best of their ability. Each additional question you ask the corpse requires a Moderate Reason Test, where failure or consequence breaks your connection with the corpse permanently.

The corpse can also choose to refuse to answer or lie, especially if you were the one to kill them in the first place.

DEATH SNAP

Whenever one of your demon minions would unwillingly die, they can deal damage to an adjacent creature equal to their free strike value before dying.

ELEMENTAL AFFINITY

Whenever you use Call Forth to summon one or more non-signature elemental minions, you can summon one bonus signature minion at no cost. You can choose between a signature minion that shares an Element keyword with the minions you summoned (such as fire, earth, or air) or an elemental mote.

FAIRY WHISPERS

Whenever you send a minion to perform a task for you outside of combat, they can bring back a rumor from the destination you sent them to. When the minion returns, make a Reason test:

- **11 or lower:** You learn an undoubtedly false common rumor.
- **12-16:** You learn a common rumor that is most likely true.
- **17+:** You learn an obscure rumor that could either be true or false.

You gain a bane on the test for each subsequent rumor you collect in the same day or in the same location.

HEART OF NATURE

You can sense the presence of creatures with the elemental or dragon keywords within 1 mile of you. You can innately feel their emotions or pain, and you can't obtain lower than a tier 2 outcome on any Intuition test made to socially interact with them.

PIXIE DUST

Increase your number of Recoveries by 2.

Whenever one of your fey minions dies within your Summoner's Range, you can spend a Recovery to give temporary Stamina equal to your recovery value to each non-minion ally that was adjacent to your minion.

RISE!

Once per round, when a creature dies within your Summoner's Range that you didn't sacrifice, you can use a triggered action to summon a signature undead minion in their space at no cost even if you're at your minion maximum, but only if they can be organized into one of your squads. The new minion can't act until the start of your next turn.

This ability becomes a free triggered action if the target was a minion (either yours or an enemy).

SOULSENSE

While you have line of effect to a creature with a soul, you can perceive a trail of where the creature has been in the last number of minutes equal to 5 x your Level.

When you finish a respite, the soul trails of each creature that took the respite with you are always visible to you until your next respite.

Formation

You've practiced a specific formation for your minions. Choose one of the following formations. You can change your formation along with your tactic call (see [Tactic Call](#)) by performing intense study as a respite activity. (*Quick Build: Platoon Formation*)

HORDE FORMATION

Your maximum number of minions increases by 4 and you summon up to four of your signature minions at the start of each of your turns instead of three.

PLATOON FORMATION

Whenever one of your squads uses a damaging ability, one of their targets takes an extra 3 damage.

ELITE FORMATION

Each of your minions have their Stamina increased by 3.

LEADER FORMATION

You don't take any excess damage after all minions in a squad are dead. If your minion is within your Summoner's Range when they take damage, you can choose to take damage in place of the minion.

Additionally, you can use light armor treasures and light weapon treasures while you don't have a kit.

MINIONS AND TREASURES

Treasures in *Draw Steel* are typically worded for you to use, which might create ambiguity for a summoner managing an army. You can use the following guidelines to ensure the treasures you come across in your adventures do what they were intended to do.

- Treasures that give you a damage bonus to rolled damage only apply to power rolls made from a non-minion's space. However, when you use Strike for Me, any bonus damage is applied to each enemy and object that took damage.
- Once you reach level 4 as a summoner, wielding any treasure that allows you to use a free strike or a weapon enable you to use your normal free strike abilities instead of your Summoner Strikes.
- Treasures that increase the distance of ranged magic abilities also increase the distance of your Summoner's Range.

Tactic Call

You have a quick command you can issue to your minions. Choose one of the following tactic calls. You can change your tactic call along with your formation (see [Formation](#)) by performing intense study as a respite activity. (*Quick Build: Take the Hit!*)

FOCUS FIRE!

You have the following triggered action

FOCUS FIRE!

You ensure the enemy can't escape the incoming attack.

— **Triggered Action**
Distance: Summoner's Range **Target:** Self or one ally
Trigger: The target deals damage to another creature.

Effect: You command up to two of your minions to shift up their speed towards squares adjacent to the target. The target gains a surge for each of your minions adjacent to them (up to a maximum of 3 surges), which they can use on the triggering damage.

Spend 1 Essence: If the triggering damage is from an ability that uses a power roll, the power roll gains an edge.

IMPEDE!

You have the following triggered action.

IMPEDE!

You order a minion to get in the way.

— **Triggered Action**
Distance: Summoner's Range **Target:** One creature
Trigger: The target starts their turn, moves, or is force moved.

Effect: You summon a signature minion in an unoccupied space adjacent to the target. If the target is force moved into the minion, you can choose to make the target take no damage from the collision.

Special: Instead of summoning a new minion, you can command one of your minions within distance to shift up to their speed towards a square adjacent to the target before any additional effects occur.

NOT YET!

You have the following triggered action.

NOT YET! (3 ESSENCE)

I command you to not die.

— **Triggered Action**
Distance: Summoner's Range **Target:** One ally
Trigger: The target receives enough damage to die or be destroyed.

Special: If the target is a minion, they must be the only minion remaining in their squad.

Effect: The damage the target receives is reduced by an amount that leaves the target alive with 1 point of Stamina.

TAKE THE HIT!

You have the following triggered action.

TAKE THE HIT!

You call upon a minion to use their body to dampen the blow.

— **Triggered Action**
Distance: Summoner's Range **Target:** Self or one ally
Trigger: The target is targeted by a strike.

Effect: You command one of your minions to shift up their speed towards a square adjacent to the target. If the minion enters within distance of the strike, they become the new target of the strike.

Spend 1 Essence: Instead of commanding an existing minion, you summon a signature minion into an unoccupied space adjacent to the target to take the strike.

Portfolio Selections

You will build out your army of minions as you further your studies and increase your capabilities. Your portfolio allows you to select from several minion options.

DEMON PORTFOLIO SIGNATURE MINION

Select two of the following signature minions. Signature minions are summoned at the start of combat and at the start of your turn for free. You can also use Call Forth to summon any number of Signature minions for their essence cost.

Ensnarer

A vaguely humanoid form, ripped apart and distorted by a demon nestled inside. They can extend long tongues from their extensive number of orifices and drag victims in close.

ENSNARER		SIGNATURE MINION BRUTE		
Abyssal, Demon		1 essence per minion summoned		
1M	5	2	0	2
Size	Speed	Stamina	Stability	Free Strike
Immunity: —	Weakness: Holy 1			
Movement: —	Free Strike Damage Type: —			
M ight +2	A gility 0	R eason -1	I ntuition -1	P resence -1

★ Extended Barbed Strike

The ensnarer's melee free strikes have a distance of 3 and inflict pull 1. The pull distance increases by 1 for each additional ensnarer striking the same target. Choose the ensnarer that the target is being pulled to before applying forced movement.

★ Soulsight

Each creature adjacent to the ensnarer can't be hidden from them.

Rasquine

A skulking demon that shimmers in the light. They teleport into position before biting the necks of their prey.

RASQUINE		SIGNATURE MINION AMBUSER		
Abyssal, Demon		1 essence per minion summoned		
1S	4	2	0	2
Size	Speed	Stamina	Stability	Free Strike
Immunity: —	Weakness: Holy 1			
Movement: Teleport	Free Strike Damage Type: —			
M ight -1	A gility 0	R eason -1	I ntuition -1	P resence +2

★ Skulker

Once per turn, the rasquine can hide as a free action after teleporting.

★ Soulsight

Each creature adjacent to the rasquine can't be hidden from them.

Razor

A diminutive form of ruinant demon. Their bodies are swift, tumbling mounds of scarred flesh and deadly claws.

RAZOR		SIGNATURE MINION HARRIER		
Abyssal, Demon		1 essence per minion summoned		
1M	6	2	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: —	Weakness: Holy 1			
Movement: —	Free Strike Damage Type: —			
M ight 0	A gility +2	R eason -1	I ntuition -1	P resence -1

★ Teeth!

Whenever an adjacent enemy grabs the razor or uses a melee ability against them, that enemy takes 1 damage.

★ Soulsight

Each creature adjacent to the razor can't be hidden from them.

DEMON PORTFOLIO 3-ESSENCE MINION

Choose two of the following minions. You can use Call Forth to summon the listed number of 3-Essence minions for their essence cost.

Archer Spittlich

These minor demons resemble larger pitlings. They can spit a nerve-numbing phlegm at long distance that makes it easy to catch their next meal.

ARCHER SPITTLICH		MINION ARTILLERY		
Abyssal, Demon		3 essence for two minions		
1S	5	5 / 5	2	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: —		Free Strike Damage Type: Poison		
M ight 0 A gility +2 R eason -1 I ntuition -1 P resence 0				
★ Splash Strike				
The spittlich's ranged free strikes have a distance of 10 and deals 2 poison damage to an enemy adjacent to the target. Creatures that take poison damage can't shift until the start of the spittlich's next turn.				
★ Soulsight				
Each creature adjacent to the spittlich can't be hidden from them.				

Fanged Musilex

A heaving, knotted mass of ensnarer bodies. A musilex is compelled to drag everything in towards their body.

FANGED MUSILEX		MINION BRUTE		
Abyssal, Demon		3 essence for two minions		
1L	6	6 / 6	1	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: —		Free Strike Damage Type: —		
M ight +2 A gility +1 R eason -1 I ntuition -1 P resence 0				
★ Mawful Strike				
The musilex's melee free strikes have a distance of 2 + R and inflict pull 2. The pull distance increases by 2 for each additional musilex striking the same target. Choose the musilex that the target is being pulled to before applying forced movement. If the target is pulled adjacent to the musilex, the musilex either deals an additional 2 damage or grabs them.				
★ Soulsight				
Each creature adjacent to the musilex can't be hidden from them.				

Twisted Bengrul

The bengrul is an undulating heap of glass and flesh. They shatter pieces of themselves into their prey and disrupt their senses.

TWISTED BENGRUL		MINION HEXER		
Abyssal, Demon		3 essence for two minions		
1L	5	5 / 5	1	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: —		Free Strike Damage Type: Psychic		
M ight +2 A gility +1 R eason -1 I ntuition -1 P resence 0				
☒ Mind Twist 2d10 + R				
Magic, Ranged, Strike		Signature Ability		
Main Action		Ranged 5		
One creature or object per minion		≤11 4 damage; P < WEAK twisted (save ends)		
12-16 6 damage; P < AVERAGE twisted (save ends)		17+ 8 damage; P < STRONG twisted (save ends)		
Effect: A twisted target can't take advantage of edges or search for hidden creatures until the condition ends.				
★ Soulsight				
Each creature adjacent to the bengrul can't be hidden from them.				

ELEMENTAL PORTFOLIO SIGNATURE MINION

You gain the following **elemental mote** as a signature minion. Signature minions are summoned at the start of combat and at the start of your turn for free. You can also use Call Forth to summon any number of Signature minions for their essence cost.

Elemental Mote

A near-pure form of autonomous essence, just barely maintaining their form. They can shift their nature to match their surroundings.

ELEMENTAL MOTE		SIGNATURE MINION HEXER		
Elemental		1 essence per minion summoned		
1T	5	1	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Fly		Free Strike Damage Type: —		
M ight 0	A gility 0	R eason 0	I ntuition 0	P resence +2
★ Dwoemer Burst				
When the mote is reduced to 0 Stamina, each enemy adjacent to the mote has a bane on their next strike.				
★ Catalyst				
Once per turn, the mote can transform into an adjacent allied signature minion, maintaining their current Stamina. Instead, you can spend 1 essence to transform the mote into any signature minion in the elemental portfolio you don't have. The minion must be reassigned to a new squad if their new name differs from the other squad members.				

You can also select one of the following signature minions.

Brisk Gale

The gales are twisting ribbons of cloud and debris endlessly dancing in place. They disrupt the air in the area and allow their allies to move freely.

BRISK GALE		SIGNATURE MINION HARRIER		
Elemental (Air)		1 essence per minion summoned		
1S	5	2	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: Sonic R		Weakness: —		
Movement: Fly		Free Strike Damage Type: Sonic		
M ight -2	A gility +2	R eason 0	I ntuition 0	P resence +1
★ Cutting the Air				
The gale doesn't provoke opportunity attacks by moving.				
★ Whirlwind				
When the gale is reduced to 0 Stamina, winds whip in their space until the end of the encounter. You or any ally that enters this space or starts their turn there can immediately shift 1 (including vertically).				

Fire Plume

A fire plume burns so bright that their true shape is hard to discern from the flames. They sputter and spit motes of fire in high arcs.

FIRE PLUME		SIGNATURE MINION ARTILLERY		
Elemental (Fire)		1 essence per minion summoned		
1T	5	1	0	2
Size	Speed	Stamina	Stability	Free Strike
Immunity: Fire R		Weakness: —		
Movement: —		Free Strike Damage Type: Fire		
M ight -2	A gility +1	R eason 0	I ntuition 0	P resence +2
★ Spitfire Strike				
The plume's ranged free strikes have a distance of 10.				
★ Pyre				
When the plume is reduced to 0 Stamina, their space becomes wreathed in flames until the end of the encounter. An enemy that enters this space or starts their turn there takes 2 fire damage.				

Walking Boulder

A massive clod of animated stone that rolls above smaller piles of rocks that could be perceived as 'legs'. Boulders are good for taking up space and building barricades.

WALKING BOULDER		SIGNATURE MINION DEFENDER		
Elemental (Earth)		1 essence per minion summoned		
2	4	3	R	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Climb		Free Strike Damage Type: —		
M ight +2	A gility -2	R eason 0	I ntuition 0	P resence +1
★ Obstruct				
The boulder obstructs line of effect for enemies.				
★ Pile Up				
When the boulder is reduced to 0 Stamina, they leave behind a stone Wall equal to their size in their space until the end of the encounter.				

ELEMENTAL PORTFOLIO 3-ESSENCE MINION

Choose two of the following minions. You can use Call Forth to summon the listed number of 3-Essence minions for their essence cost.

Crux of Ash

A curtain of billowing hot ash with an avian head. They cover their victims in a burning cloak of charcoal and soot.

CRUX OF ASH		MINION AMBUSER		
Elemental (Fire, Air)		3 essence for two minions		
1M	6	6 / 6	0	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: Sonic R , fire R		Weakness: —		
Movement: Fly		Free Strike Damage Type: —		
M ight -2	A gility -2	R eason 0	I ntuition 0	P resence +1
★ Soot Strike				
The crux's melee free strikes M < AVERAGE automatically hides each ally from the target until the start of the crux's next turn, the target uses a maneuver to clear the soot, the crux takes damage, or the crux is destroyed.				
★ Ashen Cloud		1 Essence		
When the crux is reduced to 0 Stamina, the area within 1 square of the crux is clouded by ash until it is dispersed by wind. You and any ally are concealed while occupying an affected square. An enemy can't establish line of effect beyond the ash while occupying an affected square.				

Flow of Magma

A long, serpentine creature of heated rock. They drool trails of lava from their fangs after biting their prey.

FLOW OF MAGMA		MINION HARRIER		
Elemental (Fire, Earth)		3 essence for two minions		
1L	5	6 / 6	2	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Fire R		Weakness: —		
Movement: Climb		Free Strike Damage Type: Fire		
M ight +2	A gility -2	R eason 0	I ntuition 0	P resence +1
🔪 Molten Strike 2d10 + R		Signature Ability		
Magic, Melee, Strike		Main Action		
🗡️ Melee 2		🕒 One creature or object per minion		
≤11	4 fire damage; shift 3			
12–16	6 fire damage; shift 4			
17+	8 fire damage; shift 5			
Effect: Each square that the flow shifts into becomes wreathed in flames until the start of the flow's next turn. An enemy that enters an affected square takes 2 damage.				
★ Eruption		1 Essence		
When the flow is reduced to 0 Stamina, they launch lava into an area equal to 1 + their size within 5 squares. The affected area becomes difficult terrain for enemies until the end of the encounter. An enemy that enters an affected square or starts their turn there takes A < AVERAGE 4 fire damage.				

Desolation of Sand

The desolations have vaguely humanoid sand forms with no legs. Their glass hose "arms" shift and gristle before firing high pressure streams of sand at their foes.

DESOLATION OF SAND		MINION HEXER		
Elemental (Air, Earth)		3 essence for two minions		
1M	5	5 / 5	1	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Sonic R		Weakness: —		
Movement: Burrow		Free Strike Damage Type: —		
M ight +1	A gility +2	R eason 0	I ntuition 0	P resence -2
★ Burying Strike				
The desolation's free strikes inflict M < AVERAGE slowed (save ends). If the target is already slowed, then they are M < STRONG restrained (EoT).				
★ You Can't Fight Sand				
The desolation doesn't provoke opportunity attacks by moving.				
★ Shifting Sand Pit		1 Essence		
When the desolation is reduced to 0 Stamina, the area within 1 square of the desolation becomes difficult terrain for enemies until the end of the encounter. You or any ally that enters the affected area can immediately shift 3.				

FEY PORTFOLIO SIGNATURE MINION

Select two of the following signature minions. Signature minions are summoned at the start of combat and at the start of your turn for free. You can also use Call Forth to summon any number of Signature minions for their essence cost.

Nixie Soakreed

An especially tiny nixie with long hair that curls into reeds. long, serpentine creature of heated rock. The water they swim in tends to turn thick and cling to surfaces.

NIXIE SOAKREED		SIGNATURE MINION CONTROLLER		
Fey		1 essence per minion summoned		
1T	5	1	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Swim		Free Strike Damage Type: —		
M ight -2	A gility -1	R eason 0	I ntuition +2	P resence +1
★ Water Weird				
Once per turn, each nixie under your control can teleport to a body of water within 5. The soakreed can't teleport into water their own soaking bog is currently creating.				
★ Soaking Bog				
The area within 1 square of the soakreed is filled with swampy water. An enemy that starts their turn in the area is A < WEAK slowed (EoT). The potency increases by 1 for each additional soaking bog the target occupies (maximum +2).				
★ Minuscule				
The soakreed has cover while occupying a larger creature's space.				

Pixie Bellringer

Glowing pixies that jingle as they fly. Historically, bellringers worked alongside bowman to ensure their arrows struck true.

PIXIE BELLRINGER		SIGNATURE MINION SUPPORT		
Fey		1 essence per minion summoned		
1T	5	2	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Fly, hover		Free Strike Damage Type: —		
M ight -3	A gility +1	R eason 0	I ntuition 0	P resence +2
★ Ringing Strike				
The bellringer's free strikes grant an edge to the next strike made against the target, or a double edge if two or more bellringers strike the same target.				
★ Fairy Chime				
Each ally within 1 square of a bellringer has a +1 to saving throws. Each enemy within 1 square of a bellringer has a -1 to saving throws.				
★ Minuscule				
The bellringer has cover while occupying a larger creature's space.				

Sprite Dandeknight

Dandeknights are sprite warriors whose dragonfly wingbeats emit a tonal drone. They're usually clad in tassels that shift color as they swing their weapons.

SPRITE DANDEKNIGHT		SIGNATURE MINION HARRIER		
Fey		1 essence per minion summoned		
1T	6	2	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Fly		Free Strike Damage Type: —		
M ight -1	A gility +2	R eason -1	I ntuition +1	P resence 0
★ Magic Strike				
When the dandeknight strikes, you can choose one of the following damage types that the strike deals: acid, cold, corruption, fire, lightning, poison, or sonic.				
★ Staccato Swings				
The dandeknight makes two free strikes where they normally make one. The damage is added together and treated as a single strike if both strikes hit the same target.				
★ Minuscule				
The dandeknight has cover while occupying a larger creature's space.				

FEY PORTFOLIO 3-ESSENCE MINION

Choose two of the following minions. You can use Call Forth to summon the listed number of 3-Essence minions for their essence cost.

Pixie Hydrain

A pixie with a delicate array of vibrant flower petals for wings. The color drains from their wings as they call forth acid rain showers.

PIXIE HYDRAIN		MINION ARTILLERY		
Fey		3 essence for two minions		
1T	5	5 / 5	0	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: Acid R		Weakness: —		
Movement: Fly, hover		Free Strike Damage Type: Acid		
M ight -3	A gility 0	R eason +1	I ntuition 0	P resence +2
☒ Burning/Healing Rain 2d10 + R Signature Ability				
Magic, Ranged, Strike Main Action				
🏹 Ranged 5 🕒 One creature or object per minion				
≤11 5 acid damage; M < WEAK weakened (EoT)				
12-16 7 acid damage; M < AVERAGE weakened (EoT)				
17+ 9 acid damage; M < STRONG weakened (save ends)				
Effect: After the hydrain's squad uses this ability, you or one ally within distance can spend a Recovery or end a condition.				
★ Minuscule				
The hydrain has cover while occupying a larger creature's space.				

Pixie Loftlilly

Loftlillies lazily drift through the air in flower cups. They sip on toxic nectar to emit a powerful toxic haze from their skin.

PIXIE LOFTLILLY		MINION CONTROLLER		
Fey		3 essence for two minions		
1T	5	5 / 5	0	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Poison R		Weakness: —		
Movement: Fly, hover		Free Strike Damage Type: Poison		
M ight -2	A gility +1	R eason 0	I ntuition 0	P resence +2

★ Floating Toxins

The area within 1 of the loftlilly causes each enemy and object with a size equal to your Reason or smaller to float 1 square off the ground. A floating enemy moves 2 additional squares from forced movement and has a bane on strikes if they can't fly.

★ Minuscule

The loftlilly has cover while occupying a larger creature's space.

Sprite Orchiguard

A sprite surrounded by a wheel of shields. Orchiguards are usually crushed by the pressures of their own impenetrable defenses before ever being felled by enemy hands.

SPRITE ORCHIGUARD		MINION DEFENDER		
Fey		3 essence for two minions		
1S	6	8 / 8	2	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Fly		Free Strike Damage Type: —		
M ight 0	A gility +2	R eason -1	I ntuition +1	P resence +1

★ Fairy Guard

Each non-orchiguard ally takes half damage from abilities while within 1 square of the orchiguard. Whenever the orchiguard reduces damage this way, they take damage equal to half their maximum Stamina and their free strike damage increases by 1.

★ Minuscule

The orchiguard has cover while occupying a larger creature's space.

UNDEAD PORTFOLIO SIGNATURE MINION

Select two of the following signature minions. Signature minions are summoned at the start of combat and at the start of your turn for free. You can also use Call Forth to summon any number of Signature minions for their essence cost. (*Quick Build*: Skeleton, Husk)

Husk

A stiff corpse that snaps and crackles with each sudden movement. Corrosive breath endlessly billows out from their slackjawed faces.

HUSK		SIGNATURE MINION DEFENDER		
Undead		1 essence per minion summoned		
1M	5	3	1	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: Damage 2, corruption R , poison R		Weakness: —		
Movement: —		Free Strike Damage Type: Corruption		
M ight +2	A gility -2	R eason 0	I ntuition 0	P resence -2

★ Rotting Strike

The husk's melee free strikes inflict **M < WEAK** slowed (EoT). The potency increases by 1 for each additional husk adjacent to the target (maximum +2).

Shrieker

The shrieker expresses their unending pain in a way that can be heard and felt for miles. A white hot fire rests within each of their sunken eye sockets.

SHRIEKER		SIGNATURE MINION ARTILLERY		
Undead		1 essence per minion summoned		
1M	4	1	0	2
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: —		Free Strike Damage Type: Sonic		
M ight -2	A gility -2	R eason 0	I ntuition 0	P resence +2

★ Howling Strike

The shrieker's ranged free strikes have a distance of 12.

★ Shriill Alarm

Each enemy within 2 squares of the shrieker can't hide or be hidden.

Skeleton

Autonomous bone networks that fall short of replicating the structure they had in life. Skeleton bones are especially brittle and can splinter into huge shards when met with enough force.

SKELETON		SIGNATURE MINION HARRIER		
Undead		1 essence per minion summoned		
1M	6	2	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: Climb		Free Strike Damage Type: —		
M ight -2	A gility +2	R eason 0	I ntuition 0	P resence -2

★ Bonetrops

When the skeleton is reduced to 0 Stamina, their square becomes difficult terrain for enemies. The first time any enemy enters this space, they take 2 damage and end this effect.

UNDEAD PORTFOLIO 3-ESSENCE MINION

Choose two of the following minions. You can use Call Forth to summon the listed number of 3-Essence minions for their essence cost. (*Quick Build*: Stalker Shade, Grave Knight)

Grave Knight

Zombie warriors that continue to fight after death. Any blood spilled at a grave knight's hand runs pitch black.

GRAVE KNIGHT		MINION BRUTE		
Undead		3 essence for two minions		
1M	6	6 / 6	1	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: —		Free Strike Damage Type: —		
M ight +2	A gility +1	R eason 0	I ntuition 0	P resence +1
⚔ Knight Strike 2d10 + R Melee, Strike, Weapon Main Action Melee 1		Signature Ability One creature or object per minion		
≤11	5 corruption damage; M < WEAK bleeding (EoT)			
12–16	7 corruption damage; M < AVERAGE bleeding (EoT)			
17+	9 corruption damage; M < STRONG bleeding (Save Ends)			

★ To the Grave

When the grave knight is reduced to 0 Stamina, they make a melee free strike before being destroyed.

Stalker Shade

An umbral stalker that floats free from any floor or surface. They can bend their appearance to completely vanish in the light.

STALKER SHADE		MINION AMBUSER		
Undead		3 essence for two minions		
1M	5	6 / 6	1	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: Fly, hover		Free Strike Damage Type: Corruption		
M ight -2	A gility +1	R eason 0	I ntuition 0	P resence +2

★ Shadow Strike

The stalker shade turns invisible, shifts 3 squares, and reappears after making a strike.

★ Shadow Phasing

The stalker shade can move through other creatures and objects at normal speed. The first time in a round that the stalker shade passes through a creature, that creature takes 2 corruption damage. The stalker shade doesn't take damage from being force moved into objects.

Zombie Lumberer

Massive, animated ogre corpses with incredible grip strength. When a lumberer falls, they'll take anything within reach down with them.

ZOMBIE LUMBERER		MINION DEFENDER		
Undead		3 essence for two minions		
2	5	8 / 8	R	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: —		Free Strike Damage Type: —		
M ight +2	A gility -2	R eason 0	I ntuition 0	P resence +1
★ Zombie Clutch The lumberer's melee free strikes inflict A < AVERAGE grabbed. A creature or object that starts their turn grabbed by the lumberer takes corruption damage equal to your Reason.				
★ Death Grasp When the lumberer is reduced to 0 Stamina, they latch onto an adjacent enemy before being destroyed. The enemy is M < STRONG restrained (EoT).				

Summoner Abilities

Your own abilities are support focused and enable you to position and outfit your allies for success.

HEROIC ABILITIES

Breaking down your essence into pure power can lead to devastating effects. Your heroic abilities enable you to punctuate your army's efforts.

5-Essence Ability

Choose one heroic ability from the following options, each of which costs 5 essence to use. (*Quick Build*: Rally Cry)

ESSENCE TRANSFER (5 ESSENCE)

You pierce your foe and repurpose some of that 'fiber of their being' they weren't using.

Magic, Melee, Strike **Main Action**
Distance: Melee 1 **Target:** One creature

Power Roll + Reason:

- 11 or lower: **5 + R corruption damage; 2 charges (see below)**
- 12-16: **8 + R corruption damage; 3 charges**
- 17+: **11 + R corruption damage; 4 charges**

Effect: You can spend charges to activate one of the following effects. You can activate an effect multiple times. All charges disappear after using this ability.

- **1 charge:** You or an ally within your Summoner's Range can spend a recovery.
- **1 charge:** You or an ally within your Summoner's Range gains a surge.
- **2 charges:** You call forth a signature minion into an unoccupied space within your Summoner's Range.

EXPLOSIVE PARADE (5 ESSENCE)

Your minions swell with energy until they can no longer maintain their shape.

Magic, Ranged **Main Action**
Distance: Summoner's Range **Target:** Special

Power Roll + Reason:

- 11 or lower: **You summon four signature minions**
- 12-16: **You summon five signature minions**
- 17+: **You summon six signature minions**

Effect: The minions are summoned within distance regardless of your minion maximum and without organizing them into squads. Each newly summoned minion immediately moves up to their speed towards a creature or object.

If they move adjacent to their target, become targeted by an opportunity attack, or stop moving, they explode, dealing 2 damage to one adjacent creature or object and pushing them 1 square. If a target is affected by two or more minions' explosions, the effects stack. These minions activate no effects upon death, and you gain no essence from their deaths.

Special: In addition to the minions summoned as a part of this ability, you can choose to command any number of your minions within distance, provided they haven't used a main action or maneuver during the turn.

DISTRACTION TACTICS (5 ESSENCE)

Your minions do the work to draw the heat away from your allies.

Magic **Maneuver**
Distance: Self **Target:** Special

Effect: Until the end of the encounter or you are dying, each minion under your control during the encounter is the target of the following effect. The target's strikes can inflict **1 < weak** taunted (EoT) to enemies. The potency increases by 1 for each minion that joined the strike.

RALLY CRY (5 ESSENCE)

"Show them what you're made of!"

Magic, Ranged **Maneuver**
Distance: 3 Burst **Target:** All Allies

Effect: The target chooses between gaining 2 surges or dealing R additional damage on their next strike.

SUMMONER'S CRADLE (5 ESSENCE)

You call forth protective forces to keep you all from harm.

Magic, Ranged **Maneuver**
Distance: Summoner's Range **Target:** Special

Power Roll + Reason:

- 11 or lower: **Three creatures**
- 12-16: **Four creatures**
- 17+: **Five creatures**

Effect: Until the end of the encounter, each target can use a free triggered action whenever they take damage to reduce the incoming damage by half and then lose this effect.

SUMMONER'S SWORD (5 ESSENCE)

You draw your strength from the army you surround yourself with and summon a hot blade of energy and fervor.

Magic, Melee, Strike **Main Action**
Distance: Melee 3 **Target:** One creature or object

Power Roll + Reason:

- 11 or lower: **R damage**
- 12-16: **2 + R damage**
- 17+: **4 + R damage**

Effect: This strike deals an additional 1 damage for each minion ally adjacent to you, or 2 damage for each non-minion ally adjacent to you.

2nd-Level Features

As a 2nd-level summoner, you gain the following features.

Perk

You gain an intrigue, lore, or supernatural perk of your choice. See [Perks](#) in *Draw Steel: Heroes* for more information.

Summoner's Dominion

Once per encounter, you can use a maneuver to summon a fixture from your minions' native manifold or origin into an unoccupied space on the ground within your Summoner's Range. You can spend 1 essence to relocate the fixture as a free maneuver on your turn. The fixture stays until the end of the encounter, its stamina is reduced to 0, or you become dying.

Your fixture gains additional features at 5th and 9th level.

DEMON PORTFOLIO FIXTURE

The boil arises from the chaotic depths of the Abyssal Waste, concentrated into a heaving mass by the pressure of a coherent reality. As it slushes and threatens to burst, the noises drive nearby demons into a frenzy.

THE BOIL	HAZARD SUPPORT
Stamina: 20 + your Level	Size: 2
★ Hunger Thrush Each enemy that starts their turn within 3 squares of the boil is I < AVERAGE taunted (EoT) by the boil, or I < WEAK taunted (EoT) by the boil and can't move further from it.	
★ Oh, It Pops When the boil is destroyed, each enemy within 3 squares of the boil takes acid damage equal to your level and is A < STRONG weakened (save ends).	

LEVEL 5 FIXTURE ADVANCEMENT FEATURE

★ Soul Rancor

You gain a surge the first time in a round that your demon minions deal 3 or more damage to a creature while you have line of effect to the boil. You can choose to give the surge to an ally who also has line of effect to the boil.

LEVEL 9 FIXTURE ADVANCEMENT FEATURE

★ Size Increase

The boil is now Size 3.

★ Fester Field

Each non-abysal enemy that starts their turn within 3 squares of the boil takes 5 corruption damage.

ELEMENTAL PORTFOLIO FIXTURE

The storm of elements from Quintessence coalesce into a hardened, crystalline structure. It magnifies the elemental composition of any matter that passes through it, and emits supernatural colors while doing so.

PRIMORDIAL CRYSTAL	RELIC ARTILLERY
Stamina: 20 + your Level	Size: 2
★ Magnetic Pull Each enemy that starts their turn within 3 squares of the crystal is vertically pulled 3.	
★ Elemental Boost When you or any ally use a ranged ability that draws a line through the crystal, the distance increases by 5.	

LEVEL 5 FIXTURE ADVANCEMENT FEATURE

★ Terra Resonance

You gain a surge the first time in a round an area of terrain gains a supernatural effect (excluding auras) while you have line of effect to the crystal. You can choose to give the surge to an ally who also has line of effect to the crystal.

LEVEL 9 FIXTURE ADVANCEMENT FEATURE

★ Size Increase

The crystal is now Size 3.

★ Magnified Strike

When you or any ally make a ranged strike that draws a line through the crystal, the user gains a surge which they can use on the ability.

FEY PORTFOLIO FIXTURE

The vibrant waters of Arcadia pour through a hole in reality and pool into a verdant cup of paradise. As the pond babbles, it causes the surrounding flora to grow and provides the fey places to hide.

GLADE POND	HAZARD AMBUSER
Stamina: 20 + your Level	Size: 2
★ Bubbling Boost You and each non-minion ally that enters one or more squares within 3 squares of the pond or starts their turn there has their speed increased by 2 until the end of their turn.	
★ Overgrowth Each of your fey minions that ends their turn within 3 squares of the pond is hidden until the start of their next turn.	

LEVEL 5 FIXTURE ADVANCEMENT FEATURE
★ Garden of Jest You can spend a recovery the first time in a round a creature gains or starts their turn with a condition while you have line of effect to the pond. You can choose to enable an ally who also has line of effect to the pond to spend a recovery instead.

LEVEL 9 FIXTURE ADVANCEMENT FEATURE
★ Size Increase The pond is now Size 3.
★ Folly Field Each non-fey enemy that starts their turn within 3 squares of the pond has a -1 penalty to saving throws and resisting potent effects until the start of their next turn.

UNDEAD PORTFOLIO FIXTURE

Tall iron gates from the Necropolitian Ruins arise from the earth as wailing spirits swirl around its bars. The undead refuse to stop moving while near the threshold of oblivion.

BARROW GATES	FORTIFICATION DEFENDER
Stamina: 20 + your Level	Size: 2
★ The Bell Tolls Each enemy that starts their turn within 3 squares of the gates is 1 < AVERAGE frightened (EoT) by the gates. The potency increases by 1 for winded enemies.	
★ Undead Dominion Each of your undead minions has damage immunity 2 while occupying a space within 3 squares of the gates.	

LEVEL 5 FIXTURE ADVANCEMENT FEATURE
★ Memento Mori You gain a surge the first time in a round one of your undead minions unwillingly dies while you have line of effect to the gates. You can choose to give the surge to an ally who also has line of effect to the gates.

LEVEL 9 FIXTURE ADVANCEMENT FEATURE
★ Size Increase The gates are now Size 3.
★ Open the Gates You can use Rise! As a free triggered action each time an enemy dies within 3 squares of the gates while you have line of effect to the gates.

New Portfolio Minion

Your portfolio allows you to select new minions to call forth.

DEMON PORTFOLIO 5-ESSENCE MINION

Choose one of the following minions.

Gushing Spewler

A spewler's mouth makes up most of its size. They unleash torrents of acid and bile from their pitless stomachs before consuming their prey with bag-like maws.

GUSHING SPEWLER		MINION CONTROLLER		
Abyssal, Demon		5 essence for three minions		
1M	5	4 / 4 / 4	0	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: —		Free Strike Damage Type: Acid		
M ight -2	A gility 0	R eason -1	I ntuition +3	P resence +3
★ Gushing Strike				
The spewler's ranged free strikes have a distance of 10 and slides the target R + 2 squares.				
★ Spew Slide				
The spewler shifts 2 after all effects resolve whenever they take damage. Each square they exit during this movement is covered in slime until the end of the encounter. An enemy has a bane on strikes while occupying a slimed square.				
★ Soulsight				
Each creature adjacent to the spewler can't be hidden from them.				

Hulking Chimor

Their shape restructures and changes endlessly. Pieces of the chimor demon snap off inside their prey, causing their bodies to also restructure from the inside out.

HULKING CHIMOR		MINION DEFENDER		
Abyssal, Demon		5 essence for three minions		
2	5	7 / 7 / 7	3	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: —		Free Strike Damage Type: —		
M ight +3	A gility 0	R eason +2	I ntuition +1	P resence +1
★ Mercurial Strike				
The chimor's melee free strikes inflict M < WEAK weakened (EoT). The potency is increased by the current round number.				
★ Evershifting				
The chimor doesn't provoke opportunity attacks by moving.				
★ Soulsight				
Each creature adjacent to the chimor can't be hidden from them.				

Violence

The violence are lanky, oily red bipeds that contort and *snap* their bodies into unassuming objects. Their mimicry is particularly precise, to the point where it's unclear whether their victims die from the surprise or the violent transformation process first.

VIOLENCE		MINION AMBUSER		
Abyssal, Demon		5 essence for three minions		
1M	7	5 / 5 / 5	1	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: Climb		Free Strike Damage Type: Corruption		
M ight +2	A gility +3	R eason 0	I ntuition -1	P resence -1
★ Transforming Strike				
The violence's melee free strikes deal an additional 2 damage to each adjacent enemy they were hidden from. The violence loses their disguise after striking.				
★ Mimicry				
The violence uses the Hide maneuver at the start of their turn as a free action, disguising themselves as an object the same size or smaller.				
★ Soulsight				
Each creature adjacent to the violence can't be hidden from them.				

ELEMENTAL PORTFOLIO 5-ESSENCE MINION

Choose one of the following minions.

Dancing Silk

The silks are akin to baby spiders ballooning through the air on strands of webbing. They spin silk from their legs as they fly, eventually turning huge swaths of the environment into tangled web mazes.

DANCING SILK		MINION CONTROLLER		
Elemental (Earth, Air, Green)		5 essence for three minions		
1T	5	4 / 4 / 4	0	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Poison R		Weakness: —		
Movement: Fly		Free Strike Damage Type: —		
M ight -1	A gility +2	R eason +3	I ntuition 0	P resence -1

★ Entangling Strike

The silk's ranged free strikes inflict **A < AVERAGE** restrained (EoT). Each creature adjacent to the target is **A < WEAK** slowed (EoT).

★ Web

1 Essence

When the silk is reduced to 0 Stamina, they launch ribbons of webbing into an area equal to their size + 1 within 5 before being destroyed. The affected area is considered difficult terrain for enemies until the end of the encounter. An enemy that ends their turn in the webbing is **M < STRONG** slowed (EoT).

Principle of the Swamp

The manes of these equine sludge dwellers extends and hooks into things like strong, fraying arms. This allows the principle of the swamp to either pull themselves onto dry land, or pull their prey into the dank depths.

PRINCIPLE OF THE SWAMP		MINION BRUTE		
Elemental (Green, Water, Rot)		5 essence for three minions		
2	4	5 / 5 / 5	R	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: Swim		Free Strike Damage Type: —		
M ight +3	A gility -2	R eason 0	I ntuition +2	P resence -2

★ Encroaching Strike

The principle's melee free strikes have a distance of **R** and inflict **M < STRONG** grabbed. The principle can have an unlimited number of creatures or objects grabbed. A creature grabbed by this strike still has their normal speed, but can't move further away from the principle.

★ Sludgefoot

1 Essence

When the principle is reduced to 0 Stamina, the area within 1 square of the principle becomes difficult terrain for enemies until the end of the encounter. An enemy that ends their turn in the affected area is pulled 4 towards the center of the area.

Quiet of Snow

A pure-white vulpine with six legs that freely sprints through the air. Their howls are telepathic, washing over the receivers with a strong chill and a wave of goosebumps.

QUIET OF SNOW		MINION ARTILLERY		
Elemental (Air, Rot, Water)		5 essence for three minions		
1S	5	4 / 4 / 4	1	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Sonic R , cold R		Weakness: —		
Movement: Fly, hover		Free Strike Damage Type: Cold		
M ight -1	A gility +2	R eason 0	I ntuition 0	P resence +3

☒ Freezing Strike 2d10 + **R**

Signature Ability

Magic, Ranged, Strike

Main Action

☒ Ranged 5

☒ One creature or object per minion

≤11 4 cold damage; **M < WEAK** slowed (EoT)

12-16 6 cold damage; **M < AVERAGE** slowed (EoT)

17+ 8 cold damage; **M < STRONG** speed is 0 (EoT)

Effect: Frost slows the enemy down, allowing one ally adjacent to each target to shift 2 and either hide or defend.

★ Cold Surge

When the quiet is reduced to 0 Stamina, they launch a refreshing blast of air into an area equal to their size + 1 within 5 before being destroyed. Each ally in the affected area gains a Surge.

FEY PORTFOLIO 5-ESSENCE MINION

Choose one of the following minions.

Nixie Hemloche

A spotted nixie whose long, wavy hair endlessly bobs and flows into the water surrounding them. Any sailor caught in a whirlpool created by hemloches knows that their ship won't survive the encounter.

NIXIE HEMLOCHE		MINION HEXER		
Fey		5 essence for three minions		
1T	6	4 / 4 / 4	0	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Swim		Free Strike Damage Type: Lightning		
M ight -2	A gility 0	R eason +1	I ntuition +3	P resence +2

★ Water Weird

Once per turn, each nixie under your control can teleport to a body of water within 6. The hemloche can't teleport into water their own whirling waves is currently creating.

★ Whirling Waves

The area within 1 square of the hemloche is filled with churning water and is considered difficult terrain. At the end of the hemloche's turn, the hemloche can choose to slide each enemy in the affected area 3 squares. An enemy that takes damage while being force moved is also **M < AVERAGE** knocked prone.

★ Minuscule

The hemloche has cover while occupying a larger creature's space.

Sprite Foxglow

Foxglows are masked sprites that leave behind an evanescent trail of tiny glowing orbs as they fly. They beat their wings at a frequency that completely blocks out all nearby noise.

SPRITE FOXGLOW		MINION AMBUSER		
Fey		5 essence for three minions		
1T	8	5 / 5 / 5	0	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Fire R		Weakness: —		
Movement: Fly		Free Strike Damage Type: Fire		
M ight -1	A gility +3	R eason 0	I ntuition +1	P resence +2

★ Flash Strike

The foxglow's melee strikes inflict **I < STRONG** dazed (EoT) if they were hidden.

★ Quiet Flight

The area within 2 squares of the foxglow is completely silent. Each enemy has a bane on tests made to search for the foxglow and allies hidden in the affected area.

★ Minuscule

The foxglow has cover while occupying a larger creature's space.

Pixie Rosenthal

The collective of warrior, blood-eyed pixies that make up a rosenthall are also known as rosies. It's said that some rosenthall armies contain thousands of pixies and can span half the length of a wode.

PIXIE ROSENTHALL		MINION HARRIER		
Fey, Swarm		5 essence for three minions		
2	6	5 / 5 / 5	1	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: Fly, hover		Free Strike Damage Type: —		
M ight 0	A gility +2	R eason +4	I ntuition 0	P resence +3
🗡️ Stickerbush Symphony 2d10 + R		Signature Ability		
Melee, Strike, Weapon		Main Action		
🗡️ Melee 2	🌀 One creature or object per minion			
≤11	3 damage; pull 2; A < WEAK bleeding (EoT)			
12–16	6 damage; pull 3; A < AVERAGE bleeding (EoT)			
17+	8 damage; pull 4; A < STRONG bleeding (EoT)			
Effect: A target can't shift while bleeding from this ability.				
★ Swarm				
The rosenthall can move through squares as if they were size-1T, and can occupy other creatures' spaces. At the start of the rosenthall's turn, they deal 2 damage to each enemy they share a square with.				

UNDEAD PORTFOLIO 5-ESSENCE MINION

Choose one of the following minions.

Accursed Mummy

The preserved dead, bound for eternal rest, know only violence when robbed of their future. Accursed mummies use their wrappings to bind others to the same fate.

ACCURSED MUMMY		MINION HEXER		
Mummy, Undead		5 essence for three minions		
1M	5	4 / 4 / 4	2	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: Fire 1		
Movement: —		Free Strike Damage Type: Poison		
M ight +2	A gility -1	R eason +1	I ntuition +3	P resence -1
✂ Fetid Bindings 2d10 + R		Signature Ability		
Melee, Strike, Weapon		Main Action		
🗡 Melee R		🌀 One creature or object per minion		
≤11	3 poison damage; pull R			
12-16	4 poison damage; pull R + 1			
17+	6 poison damage; pull R + 2			
Effect: A target pulled adjacent to the mummy is M < STRONG weakened (EoT).				
★ Mummy Dust				
Whenever the mummy takes damage, each enemy adjacent to the mummy takes 2 poison damage.				

Ceaseless Mourning

A hulking amalgam of mismatched cadavers with tear stained trenches where their cheeks used to be. Their crying shakes enemies to their bone and renders them struggling to move.

CEASELESS MOURNLING		MINION CONTROLLER		
Undead		5 essence for three minions		
2	5	4 / 4 / 4	R	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: Burrow		Free Strike Damage Type: Sonic		
M ight +3	A gility +2	R eason -1	I ntuition +1	P resence -2
★ Always Crying				
At the end of the mourning's turn, each enemy within 1 of the mourning takes 2 sonic damage and can't shift until the start of the mourning's next turn.				
★ Immutable Form				
The mourning's shape can't change via any external effects.				
★ Rupture				
The first time the mourning burrows out of the ground on their turn, they make a free strike against each adjacent enemy.				

Phase Ghoul

Phase ghouls are caught between two different manifolds and rapidly flicker between them. They almost appear transparent save for their long, bright blue tongues that appears to lag behind their movements by a full second.

PHASE GHOUL		MINION HARRIER		
Undead		5 essence for three minions		
1M	5	5 / 5 / 5	0	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: Teleport		Free Strike Damage Type: —		
M ight +2	A gility +3	R eason -2	I ntuition 0	P resence +1
★ Leaping Strike				
The ghoul teleports 5 squares before making a melee free strike. The target is M < AVERAGE knocked prone. If the target is in the air, the potency increases by 1.				
★ Nerveless				
The ghoul takes no damage from falling and always lands on their feet.				

3rd-Level Features

As a 3rd-level summoner, you gain the following features.

Summoner's Kit

You conjure a kit for yourself. This kit includes an implement, such as a rod or a baton, which grants you the following benefits:

- The damage of your Summoner Strike ability increases to twice your Reason score.
- The potency of your Summoner Strike ability increases to **R < average**.
- The distance of your Summoner Strike ability is now equal to your Summoner's Range.

Your kit also comes with wards like magic armor and transient minion forces. Choose one of the following wards:

CONJURED WARD

You are clad in the natural defenses of your portfolio (bones, fairy wood, stone, writhing flesh). You gain a +3 bonus to Stamina and that bonus increases by 3 at 4th, 7th, and 10th levels.

EMERGENCY WARD

Whenever you take damage, you can use a free triggered action to shift 1 after the triggering effect resolves and summon a signature minion into the square you left (as long as there is enough space).

HOWLING WARD

You enter combat surrounded by a 1 Aura of defensive forces. An enemy that starts their turn adjacent to you takes damage equal to your Reason.

SWAP WARD

Whenever you take damage, you can use a free triggered action to swap places with one of your minions within distance. That minion suffers any additional effects instead of you.

7-Essence Ability

Choose one heroic ability from the following options, each of which costs 7 essence to use.

BLITZ TACTICS (7 ESSENCE)

Rush em! CRUSH EM!

Magic

Distance: Self

Maneuver

Target: Special

Effect: Until the end of the encounter or you are dying, each minion under your control during the encounter is the target of the following effect. The first time on a turn that the target moves through an enemy's space, the enemy can choose to shift 1 square or be **M < weak** (or **M < average** if the target is larger than the enemy) knocked prone. The potency increases by 1 for each subsequent target that moves through the enemy's space during the same move action.

CAVALRY CALL (7 ESSENCE)

A lone squad appears to disrupt the enemy's plans and peel off their forces, one by one.

Magic

Distance: Summoner's Range

Main Action

Target: Special

Effect: You summon a temporary squad containing 6 of your signature minions regardless of your minion maximum within distance. Whenever one of these minions deals damage to an enemy, the enemy is **R < average** compelled to move 5 squares towards the source of the damage (provoking attacks of opportunity). The potency increases by 1 for enemies targeted by two or more of these minions. These minions die at the end of your turn, activate no effects upon death, and you gain no essence from their deaths.

ESSENCE FUNNEL (7 ESSENCE)

You rapidly summon and sacrifice minions in order to power a devastating blast of magic.

Area, Magic

Distance: 10 x 1 line within 1

Main Action

Target: All enemies and objects

Power Roll + Reason:

- 11 or lower: **5 damage; push 2**
- 12-16: **9 damage; push 4**
- 17+: **12 damage; push 6**

Special: You can choose to kill any number of your minions within your Summoner's Ranged as a part of this ability, provided they haven't used a main action or maneuver during the turn. Each target takes an additional 1 damage, plus 1 damage for each minion killed this way. These minions activate no effects upon death, and you gain no essence from their deaths.

LEAD BY EXAMPLE (7 ESSENCE)

Your minions watch as your implement crackles with power, ready to slam unbelievable force into your foe.

Magic, Melee, Ranged, Strike

Main Action

Distance: Melee 1 or Summoner's Range

Target: One Enemy or Object

Power Roll + Reason:

- 11 or lower: **8 + R damage; R < weak, dazed (save ends)**
- 12-16: **12 + R damage; R < average, dazed (save ends)**
- 17+: **16 + R damage; R < strong, dazed (save ends)**

4th-Level Features

As a 4th-level summoner, you gain the following features.

Characteristic Increase

Your Reason score becomes 3. Additionally, you can increase one of your characteristic scores by 1, to a maximum score of 3.

Minion Improvement

Your maximum number of minions increases by 4.

You can increase each of your minions' Stamina as shown on the 4th-Level Minion Stamina Increase table. Additionally, each minion that receives a Stamina boost can treat their characteristics as one higher for the purposes of resisting potencies (to a maximum value of 3).

These benefits are not reflected in the stat blocks of new minions you acquire.

4TH-LEVEL MINION STAMINA INCREASE

Minion	Stamina Increase
Signature Minion	Stamina +1
3-Essence Minion	Stamina +3
5-Essence Minion	Stamina +2

Essence Salvage

The first time each combat round that any minion dies within your Summoner's Range, you gain 2 essence instead of 1.

Minion Chain

Whenever you use minion bridge as a maneuver, each of your minions within your Summoner's Range can shift up to their speed before the maneuver takes effect, as long as each minion that shifts ends their movement adjacent to another one of your minions.

Additionally, your minions can chain themselves together to act like a ladder or a swinging rope. When your minions move as a part of using minion bridge, each minion can use this movement to shift into a position directly beneath another one of your minions, hoisting them and each other minion they have hoisted, until they form a chain. The chain can then choose to fall across an unoccupied space a gap and/or the topmost minion grabs an object to keep the chain steady.

The chain lasts until the start of your next turn or the chain is no longer steady. The chain can also end when a minion in the chain is destroyed or you command your minions to let go as a free action. All size 1 minions count as one square when determining the chain's length.

Perk

You gain any one perk of your choice. See [Perks](#) in [Draw Steel: Heroes](#) for more information.

Skill Increase

You gain one skill of your choice.

5th-Level Features

As a 5th-level summoner, you gain the following features.

5th-Level Portfolio Feature

Your portfolio grants you a feature as shown on the 5th-Level Summoner's Portfolio Features table.

5TH-LEVEL SUMMONER'S PORTFOLIO FEATURES

Portfolio	Feature
Demon	Soul Flense, Take Face
Elemental	Nature Watch, Split
Fey	Flash Powder, Pixie Lift
Undead	Channel, Dread March

CHANNEL

You can spend 1 uninterrupted minute to perform a ritual and use your body as a host for a willing spirit of a creature who died in the area. While hosting the spirit, you have access to their memories of the 24 hours leading up to their death and any skills they knew in life. You can also magically change your appearance to look like them while they were alive.

You can attempt to stop channeling the spirit at any time. If the spirit is hostile to you or you've hosted them for at least 1 hour, you must make a **medium Presence test**. On success, the spirit leaves your body. On failure, you become fully possessed by a **haunt**; you have no access to your skills and you can't get above a tier 2 result on power rolls until you exorcise the haunt either by completing the Find a Cure project or taking a respite with an exorcist.

After you stop channeling their spirit, you can't use this feature to channel the same creature again.

DREAD MARCH

You and your undead minions don't spend additional speed to move through difficult terrain. If any of your undead minions would die while using their move action, they can choose to not die until the end of your turn.

FLASH POWDER

Your number of Recoveries further increases by 2.

Each ally that gains temporary Stamina from your Pixie Dust feature also gains one of the following effects until the end of their next turn (or for 10 minutes if used outside of combat):

- **Flight:** Their speed gains the Fly keyword.
- **Vanish:** They become invisible.
- **Water Weird:** As a free action, they can teleport to a body of water within 5 once during their turn.
- **Panacea:** They can end one condition affecting them or stand up.

NATURE WATCH

You can spend 1 uninterrupted minute each day to perform a ritual and summon a special elemental mote called a beacon to patrol the area. This mote telepathically communicates any hostile creatures, hazards, or traps within 20 squares of them to you no matter how far away you are. You know the number of nearby hazards and which direction they're in relative to where the beacon is, but not their exact position. You can have a number of beacons active equal to your level.

PIXIE LIFT

Your speed gains the Fly and Hover keywords. You lose the Hover keyword from this feature while you are dazed, dying, or you fly more than 1 square above the surface of the ground.

If your speed previously had the Fly keyword, you can now fly while sneaking an additional number of squares equal to your Reason.

SPLIT

Once during your turn, you can use a free maneuver to deal damage to one of your elemental minions equal to half their maximum Stamina in order to create one additional copy of that minion in an adjacent unoccupied space and add them to their squad, even if you're at your minion maximum. You can't use this feature if it would kill one or more of the minions in the squad.

SOUL FLEUSE

As a maneuver, you can command one or more of your demon minions to each deal damage equal to their free strike value to an adjacent ally. This damage can't be reduced. The ally then ends a condition affecting them and confers it to the demon that attacked them.

Additionally, whenever one of your demon minions Death Snaps, their target is **P<weak** affected by a condition the minion was suffering from. The potency increases by 1 on each subsequent Death Snap the target takes damage from in the same turn (maximum +2).

TAKE FACE

You can spend 1 uninterrupted minute to perform a ritual that causes one of your minions to fold their shape and disguise themselves to look like a duplicate of you, including speaking basic Caelian, allowing them to (potentially) freely move through civilization while completing their tasks. You can have a number of minions disguised at the same time equal to your Reason score.

New Portfolio Minion

Your portfolio allows you to select new minions to call forth.

DEMON PORTFOLIO 7-ESSENCE MINION

Choose one of the following minions.

Faded Blightling

A cherubin creature bloated and warped by demonic energy. The lights from their myriad of eyes have all but gone out and now resemble blisters across their body.

FADED BLIGHTLING			MINION SUPPORT	
Abyssal, Demon			7 essence for two minions	
1L	5	17 / 17	0	7
Size	Speed	Stamina	Stability	Free Strike
Immunity: —	Weakness: Holy 1			
Movement: Fly	Free Strike Damage Type: Corruption			
M ight 0	A gility 0	R eason -1	I ntuition +4	P resence +3
☒ Blighted Strike 2d10 + R			Signature Ability	
Magic, Ranged, Strike			Main Action	
☒ Ranged 5			☑ One creature or object per minion	
≤11 7 corruption damage; P<WEAK bleeding (EoT)				
12–16 11 corruption damage; P<AVERAGE bleeding (EoT)				
17+ 16 corruption damage; P<STRONG bleeding (EoT)				
Effect: Instead of taking damage, you or any ally targeted by this ability impose a double bane on the next strike that targets them.				
★ Wilted Wings				
The blightling must land on the ground at the end of their turn or fall prone.				
★ Soulsight				
Each creature adjacent to the blightling can't be hidden from them.				

Gorrrre

The gorrrre demons bear a resemblance to half rhino, half orangutan clad in heavy armor. They've been utilized as jail guards by devils, as few prisoners can ever hope to outrun a monster with unlimited endurance.

GORRRRE			MINION BRUTE	
Abyssal, Demon			7 essence for two minions	
2	5	17 / 17	2	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: —	Weakness: Holy 1			
Movement: —	Free Strike Damage Type: —			
M ight +4	A gility +3	R eason 0	I ntuition -1	P resence 0
★ Goring Strike				
The gorrrre must charge before making a strike. The target takes an additional 3 damage if the gorrrre passed through one or more enemies or objects during the charge.				
★ Devastating Charge				
The gorrrre ignores difficult terrain while charging and destroys unattended, size 1 objects in their path. Each enemy they pass through during a charge takes 3 damage.				
★ Soulsight				
Each creature adjacent to the gorrrre can't be hidden from them.				

Vicissitante

It's difficult to identify the base nature of a vicissitante apart from an ever-changing mass of burning flesh. Any surface they touch immediately scars as the demon leaves parts of themselves behind.

VICISSITANTE		MINION HARRIER		
Abyssal, Demon		7 essence for two minions		
2	10	17 / 17	0	7
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: —		Free Strike Damage Type: Psychic		
M ight +3	A gility +4	R eason 0	I ntuition 0	P resence -1
Cerebral Flay 2d10 + R		Signature Ability		
Melee, Psionic, Strike		Main Action		
M elee 1		One creature or object per minion		
≤11		7 psychic damage; P < WEAK weakened (save ends)		
12–16		11 psychic damage; P < AVERAGE weakened (save ends)		
17+		16 psychic damage; P < STRONG weakened (save ends)		
Effect: A target weakened by this ability is always considered flanked by the vicissitante regardless of position until the condition ends.				
★ Soulsight				
Each creature adjacent to the vicissitante can't be hidden from them.				

ELEMENTAL PORTFOLIO 7-ESSENCE MINION

Your portfolio allows you to select new minions to call forth.

Iron Reaver

Iron reavers are long, gnashing lines of centipede-like bladed legs. Their bodies endlessly shed metal shavings and hard sheets of iron as they move.

IRON REAVER		MINION HARRIER		
Elemental (Earth, Fire, Void)		7 essence for three minions		
1L	6	10/10/10	R	6
Size	Speed	Stamina	Stability	Free Strike
Immunity: Poison R		Weakness: —		
Movement: Burrow		Free Strike Damage Type: —		
M ight +3	A gility +4	R eason 0	I ntuition 0	P resence -1
★ Decentralized Segments				
The reaver has cover while adjacent to another reaver they were summoned with. Whenever they receive an effect that allows them to move or shift outside of their move action, they share the effect with each adjacent reaver they were summoned with.				
★ Bladed Strike				
The reaver's free strikes inflict M < WEAK bleeding (save ends). Each time the reaver inflicts bleeding on a creature, they can shift 2 and make an additional free strike on a new target.				
★ Iron Barricade		1 Essence		
When the reaver is reduced to 0 Stamina, they create a line equal to 2 x their size centered on their space of iron shards on the ground until the end of the encounter. You or any ally have cover and damage immunity 2 while occupying an affected square.				

Knight of Blood

A faceless suit of armor with visible rivers of deep red blood flowing throughout their being. Their blood has a powerful pull to it, causing any open wounds nearby to rip further and leak towards the knight.

KNIGHT OF BLOOD		MINION CONTROLLER		
Elemental (Earth, Fire, Rot, Water)		7 essence for two minions		
1L	6	16 / 16	R	7
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R		Weakness: —		
Movement: —		Free Strike Damage Type: Corruption		
M ight +4	A gility +2	R eason 0	I ntuition 0	P resence +3
★ Scarlet Death				
The knight's melee strikes inflict P < STRONG bleeding (save ends). While bleeding this way, the target can't roll lower than a 3 on the die used to resolve bleeding damage.				
★ Red River		2 Essence		
When the knight is reduced to 0 Stamina, they move up to their speed ignoring opportunity attacks. Each square that they exit during this movement pools with blood until the end of the encounter. Each affected square is considered difficult terrain for enemies and deals 3 corruption damage to an enemy when they first enter it on a turn. Whenever a bleeding enemy starts their turn, they are pulled 2 towards the nearest affected square, ignoring stability.				

Light of the Sun

These elementals are blazing white avian-shaped beings that are near impossible to look at directly. Between a light of the sun's talons is a massive glowing sword that can render the heaviest of defenses weak.

LIGHT OF THE SUN		MINION SUPPORT		
Elemental (Air, Green, Fire, Void)		7 essence for two minions		
2	6	17 / 17	0	7
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , fire R		Weakness: —		
Movement: Fly		Free Strike Damage Type: Fire		
M ight 0	A gility +2	R eason +4	I ntuition 0	P resence +3
Solar Blade 2d10 + R		Signature Ability		
Magic, Melee, Strike		Main Action		
M elee 1		One creature or object per minion		
≤11	7 fire damage; I < WEAK dazed (EoT)			
12–16	11 fire damage; I < AVERAGE dazed (EoT)			
17+	16 fire damage; I < STRONG dazed (save ends)			
Effect: A target dazed by this ability has their stability reduced to 0 until the condition ends.				
★ Radiant Field		2 Essence		
When the light is reduced to 0 Stamina, the area within 1 square of the light becomes wreathed in sentient flames until the end of the encounter. An enemy that enters this area or starts their turn there takes 3 fire damage and is slowed (EoT). You or any ally that enters this area or starts their turn there gains 5 temporary Stamina and their Speed increased by 2 until the end of their turn.				

FEY PORTFOLIO 7-ESSENCE MINION

Choose one of the following minions. You can take both minions if you choose to lose the 5-Essence Minion you selected at 2nd level.

Nixie Corallia

Corallias are saltwater nixies with coarse, coral-like skin and curly hair with sharp hook ends. The salt that comes off of their bodies has been used to hallow places of worship and ward off demons.

NIXIE CORALLIA		MINION SUPPORT		
Fey		7 essence for two minions		
1T	6	17 / 17	0	7
Size	Speed	Stamina	Stability	Free Strike
Immunity: Lightning R		Weakness: —		
Movement: Swim		Free Strike Damage Type: Lightning		
M ight -2	A gility +3	R eason +3	I ntuition +4	P resence +1
★ Water Weird				
Once per turn, each coralia in a squad can teleport to a body of water within 6. The coralia can't teleport into water their own pooling magic is currently creating.				
★ Seafoam Pool				
The area within 2 squares of the coralia is filled with purifying saltwater that disables the effects of difficult terrain created by enemies. At the end of the coralia's turn, the coralia can scrub you or an ally in the affected area and end one condition.				
★ Minuscule				
The coralia has cover while occupying a larger creature's space.				

Pixie Belladonix

The belladonix are among an archfey's elite guard and carry themselves like royalty. Their moth-like wings ooze with vibrant colors and are barbed; the poison within threatening to completely shift the reality of their victims.

PIXIE BELLADONIX		MINION ARTILLERY		
Fey		7 essence for two minions		
1T	6	16 / 16	0	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: Poison R		Weakness: —		
Movement: Fly, hover		Free Strike Damage Type: Poison		
M ight -2	A gility +2	R eason +4	I ntuition 0	P resence +4
A Thorn, Woe to the Pricked 2d10 + R		Signature Ability		
Magic, Ranged, Strike		Main Action		
M elee 15		One creature or object per minion		
≤11	8 poison damage; M < WEAK restrained (save ends)			
12–16	12 poison damage; M < AVERAGE restrained (save ends)			
17+	17 poison damage; M < STRONG restrained (save ends)			
Effect: A target restrained by this ability is trapped in a poison fueled haze and considers each creature within 1 square of them to be an enemy until the condition ends.				
★ Minuscule				
The belladonix has cover while occupying a larger creature's space.				

Sprite Oleandercules

These sprites wear heavy beetle armor and have a halo hovering away from their backs where their wings used to be. The faster the halo spins, the more power the oleandercules generates, enabling them to stand toe to toe with giants.

SPRITE OLEANDERCULES			MINION BRUTE	
Fey			7 essence for two minions	
1T	6	17 / 17	R	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: —			Weakness: —	
Movement: Fly			Free Strike Damage Type: —	
M ight +4	A gility +3	R eason 0	I ntuition +1	P resence +2
★ Warrior's Toss				
The oleandercules' melee strikes inflict push 4. If the target is force moved into an object, they are M < AVERAGE knocked prone and can't stand (save ends).				
★ Use Their Might				
When targeting a creature with a grab or forced movement, the oleandercules' size is considered one larger than the target.				
★ Minuscule				
The oleandercules has cover while occupying a larger creature's space.				

UNDEAD PORTFOLIO 7-ESSENCE MINION

Choose one of the following minions. You can take both minions if you choose to lose the 5-Essence Minion you selected at 2nd level.

False Vampire

A false vampire is a bestial, bipedal ghoul that draws life from liquified remains. In death, their hands have curled into thick hooks, their bodies have darkened until they resemble suits, and their mouths have twisted and extended into large feeding needles that can pierce steel.

FALSE VAMPIRE			MINION BRUTE	
Undead			7 essence for two minions	
1L	6	17 / 17	2	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R			Weakness: —	
Movement: Climb			Free Strike Damage Type: Acid	
M ight +4	A gility +1	R eason +3	I ntuition 0	P resence 0
★ Proboscis Strike				
The false vampire's melee free strikes have a distance of 2 and inflict M < AVERAGE restrained (EoT). The false vampire can move the target while they are restrained this way. At the start of a restrained creature's turn, they take acid damage equal to your Reason.				
★ Bloodthirsty				
The false vampire has a speed of 10 while a creature is bleeding within 10.				

Phantom of the Ripper

These phantoms still puppet along remnants of their corporeal forms. Unlike other spirits, the ripper tears the reality around them and leaves behind distorted or uneven "bumps" in the air. They can also do this to living matter!

PHANTOM OF THE RIPPER			MINION AMBUSER	
Undead			7 essence for two minions	
1M	6	17 / 17	1	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R			Weakness: —	
Movement: Fly, hover			Free Strike Damage Type: —	
M ight 0	A gility +4	R eason 0	I ntuition 0	P resence +3
✂ Plunge of the Knife 2d10 + R			Signature Ability	
Melee, Strike, Weapon			Main Action	
🗡 Melee 1			🎯 One creature or object per minion	
≤11	8 damage; A < WEAK slowed (save ends)			
12–16	13 damage; A < AVERAGE slowed (save ends)			
17+	17 damage; A < STRONG slowed (save ends)			
Effect: The phantom deals an additional 3 damage if they have an edge.				
★ Ripping Phase				
The phantom can move through other creatures and objects at normal speed. The first time in a round that the phantom passes through a creature, that creature takes 3 corruption damage and has a bane on their next strike. The phantom doesn't take damage from being force moved into objects.				

Zombie Titan

Undead giants, or sometimes mishmashes of a graveyard’s entire population. The titan lumbers and slumps across battlefields, wanting desperately to collapse and crash into the earth like a sea of flesh and bone.

ZOMBIE TITAN		MINION DEFENDER		
Undead		7 essence for one minion		
4	4	40	R	7
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption R , poison R		Weakness: —		
Movement: —		Free Strike Damage Type: —		
M ight +4	A gility -3	R eason 0	I ntuition +2	P resence +3
★ Big Stomp				
The titan’s melee free strikes M < STRONG knock the target prone.				
★ Overwhelming Size				
The titan can move through enemies at normal speed. If the titan ends their turn in a prone size 2 or smaller creature’s space, the creature can’t stand.				
★ Flesh to Mountains				
When the titan is reduced to 0 Stamina, their space becomes difficult terrain. If a creature was prone underneath the titan when the titan is killed, they take 10 damage and are restrained (save ends).				

6th-Level Features

As a 6th-level summoner, you gain the following features.

Perk

You gain an interpersonal, lore, or supernatural perk of your choice. See [Perks](#) in [Draw Steel: Heroes](#) for more information.

Go Forth

You can “unsummon” yourself and your allies into the space that your minions come from. When you take a respite, you can open a portal to your portfolio’s native manifold and bring along any allies to gather resources or research details about that manifold’s denizens. You are seen as a native resident of the manifold, but your allies might be seen as intruders.

SUMMONER’S PORTFOLIO NATIVE MANIFOLD

Portfolio	Manifold/Origin
Demon	Abyssal Waste
Elemental	Quintessence
Fey	Arcadia
Undead	Necropolitan Ruins

At the end of a respite, you can “resummon” yourself back into the same location you made the portal from.

Minion Machinations

Your maximum number of followers increases by 2.

You can summon and recruit an artisan follower and a sage follower based on your portfolio. They can be your minions or preexisting denizens of your portfolio’s native manifold. See [Follower Types](#) under [Attract Followers](#) in [Draw Steel: Heroes](#) for information on constructing your followers’ stats.

Kit Improvement

You can choose one additional ward from your [Summoner’s Kit](#).

Additionally, Whenever you reduce an enemy to 0 Stamina with your Summoner Strike ability, you can use Call Forth as a free maneuver. Minions summoned this way are unable to act during this turn.

9-Essence Ability

You can summon the assistance of your future champion (see [Portfolio Champion](#)) and allow them to show off a brief display of their power. Select one of the following heroic abilities, each of which costs 9 essence to use.

A CHAMPION'S CRY (9 ESSENCE)

Your champion unleashes a bellow that shakes you to your core.

Area, Champion, Magic **Main Action**
Distance: 3 burst **Target:** All enemies

Power Roll + Reason:

- 11 or lower: **2 psychic or sonic damage; I < [weak] frightened of you (save ends)**
- 12-16: **5 psychic or sonic damage; I < [average] frightened of you and all allies (EoT)**
- 17+: **7 psychic or sonic damage; I < [strong] frightened of you and all allies (save ends)**

Effect: You can use this ability as if in the space of one of your minions within your Summoner's Range.

ARMY'S IDOL (9 ESSENCE)

Your champion's appearance has an enchanting impact on you and your allies.

Area, Champion, Magic **Maneuver**
Distance: Self and 4 burst **Target:** Self and all allies

Effect: You can use this ability as if in the space of one of your minions within your Summoner's Range.

Until the end of the encounter or you become dying, each target has a +2 bonus to saving throws.

Each target can then immediately make each of their saving throws and stand up from prone.

THE CHAMPION SLAMS THE EARTH (9 ESSENCE)

Your champion lays their fury upon those unfortunate enough to be in their wake.

Area, Champion, Magic, Weapon **Main Action**
Distance: 4 cube within 1 **Target:** All enemies and objects

Power Roll + Reason:

- 11 or lower: **5 damage; M < [weak] prone can't stand (save ends)**
- 12-16: **8 damage; M < [average] prone can't stand (save ends)**
- 17+: **11 damage; M < [strong] prone can't stand (save ends)**

Effect: You can use this ability as if in the space of one of your minions within your Summoner's Range.

Special: You can change the damage type to be a type that your champion deals on their stat block (see [Portfolio Champion](#)).

THEIR PALL SHROUDS ALL (9 ESSENCE)

Your champion fills the area with a thick haze hiding friend from foe.

Area, Champion, Magic **Maneuver**
Distance: 4 burst **Target:** All enemies

Effect: You can use this ability as if in the space of one of your minions within your Summoner's Range.

The target is **R < [average]** weakened (save ends).

Until the end of the encounter, whenever the target gets a tier 1 result on a strike, they deal half damage. If the target was striking a creature adjacent to one of their allies, they target their ally instead.

7th-Level Features

As a 7th-level summoner, you gain the following features.

Characteristic Increase

All of your characteristics increase by 1, to a maximum score of 4.

Minion Improvement

At the start of each of your turns during combat, you can summon one additional signature minion at no cost into an unoccupied space within your Summoner's Range (no action required).

All of your minions are reaching their zenith. You can further increase each of your minions' Stamina as shown on the 7th-Level Minion Stamina Increase table. Additionally, each minion that receives a Stamina boost can treat their characteristics as one higher for the purposes of resisting potencies (to a maximum value of 4).

These benefits are not reflected in the stat blocks of new minions you acquire.

7TH-LEVEL MINION STAMINA INCREASE

Minion	Stamina Increase
Signature Minion	Stamina +1 (to a total of +2)
3-Essence Minion	Stamina +3 (to a total of +6)
5-Essence Minion	Stamina +2 (to a total of +4)
7-Essence minion	Stamina +5

Font of Creation

When you gain essence at the start of each of your turns during combat, you gain 3 essence instead of 2.

Their Life for Mine

If you or an ally within your Summoner's Range would die from an effect that isn't age related, you sacrifice all your active minions (minimum 1) and spend all your essence (minimum 1) as a free triggered action to bring the target back to life, summoning "minion material" to reconstruct the damaged parts of their body. The target comes back with 0 Stamina plus 1 stamina for each minion and essence used in the effect. You must have at least one fragment of the creature's remains, and the creature's soul must be willing to return to life for the effect to work.

You can't use this feature again until you gain a new level, or you spend 3 eidos to use it (see [Eidos](#)).

Skill Increase

You gain one skill of your choice.

8th-Level Features

As an 8th-level summoner, you gain the following features.

Perk

You gain any one perk of your choice. See [Perks](#) in [Draw Steel: Heroes](#) for more information.

8th-Level Portfolio Feature

Your portfolio grants you a feature as shown on the 8th-Level Summoner's Portfolio Features table.

8TH-LEVEL SUMMONER'S PORTFOLIO FEATURES

Portfolio	Feature
Demon	Abysal Evolution
Elemental	Control the Elements
Fey	The Archfey's Will
Undead	Kill the Pain

ABYSSAL EVOLUTION

At the start of each of your turns, you can transform one of your demon minions within your Summoner's Range into a different demon minion within your Summoner's Range, maintaining their current Stamina. Starting from round 2, you can choose to transform the demon into any demon minion you can call forth for half the essence cost. The minion must be reassigned to a new squad if their new name differs from the other squad members.

CONTROL THE ELEMENTS

Whenever you use Call Forth, you can spend essence to increase the size of one elemental minion you summon as shown on the following table.

Essence Cost	Size Change
1	The minion becomes size 2
3	The minion becomes size 3
5	The minion becomes size 4

Enlarged minions have their melee distance increased by 1 and inherent damage immunities doubled.

KILL THE PAIN

You and each of your undead minions ignore damage rolled as a d3 or a d6 and damage from environmental effects while you are not winded.

THE ARCHFEY'S WILL

The characteristic scores of you and each of your fey minions are considered 1 higher for the purposes of resisting potencies. If a characteristic would hit a maximum value this way, that maximum value also increases by 1.

Additionally, any of your fey minions' traits that affect adjacent creatures and/or the area within 1 or more squares of them have that distance increased by 1 square.

Portfolio Champion

You can now use Call Forth to summon your portfolio's champion for their essence cost. Champions follow all the same rules as your minions, with the following exceptions:

- Your champion enters into a new squad that does not count towards your maximum number of squads.
- Your champion can regain Stamina and gain temporary Stamina. Your champion uses your recoveries to regain Stamina.
- Your champion can take the heal and defend actions.
- Your champion uses the normal rules for maneuvers.
- You have an edge whenever you use an ability with the Champion keyword from your Champion's space.
- Your champion refuses to be referred to as a minion.

After summoning a champion, you can't summon them again until you earn a Victory.

Your champion gains additional features at 10th level. This includes a special Champion Action ability that costs Eidos to use (see [Eidos](#)). This ability can be activated once per encounter at the end of any other creature's turn.

DEMON PORTFOLIO CHAMPION

Your champion is an Aspect of a demon lord. They have bore witness to your exploits and struck a deal with you: allow their children to feed and you can call forth a modicum of their power. Morality is none of *their* concern, but certainly a hero is enough of an arbiter of whose souls *deserve* to be fed to demons, right?

The Demon Lord's Aspect enjoys bringing the enemies in close with their appendages or flinging victims and throwing them to the gnashing horde. They're willing to put your connection to this world at risk if it means taking one more bite.

DEMON LORD'S ASPECT			CHAMPION	
Abysal, Demon			9 essence for one champion	
2	5	Special	2	9
Size	Speed	Stamina	Stability	Free Strike
Stamina: Your maximum Stamina				
Immunity: Corruption 5			Weakness: —	
Movement: Teleport			Free Strike Damage Type: Corruption	
M ight +2	A gility +5	R eason +5	I ntuition +2	P resence +2
Grasping Appendages 2d10 + 5			Signature Ability	
Melee, Strike, Weapon			Main Action	
M elee 5			☹ Two creatures or objects	
≤11	9 corruption damage; pull 2			
12–16	12 corruption damage; pull 4			
17+	14 corruption damage; pull 5			
Effect: A target pulled adjacent to the aspect is grabbed.				
★ Warping Strike				
The Aspect's free strikes teleport the target 5 squares.				
★ Champion's Ire				
If the Aspect only targets one creature or object with a strike, they deal additional damage to the target equal to your Reason.				
! I Like Your Taste				
—			Free Triggered Action	
M Self			☹ Self	
Trigger: The Aspect takes damage from an enemy.				
Effect: The Aspect has a double edge on their next power roll. They can give this benefit to an ally within your Summoner's Range.				
★ Frenzy				
When the Aspect is reduced to 0 Stamina, they make a free strike against each adjacent enemy before dying.				

LEVEL 10 CHAMPION ADVANCEMENT FEATURE

★ Size Increase

The Aspect is now Size 3.

☹ Flensing Reality

1 Eidos

— Champion Action

M Self and 20 burst **☹** Self and all non-minion allies

Effect: Each target teleports up to their speed and makes a free strike. If a target has a Save Ends condition, they can inflict it on their target and remove it from themselves.

ELEMENTAL PORTFOLIO CHAMPION

Your champion is a Portent of a dragon yet to manifest. Through defending the innocent, you have made yourself and your elementals a close neighbor to the malice that threatens them. The dragon desires you bring their creation about, and lends you strength to see your justice through.

As a harbinger of ruin, the Dragon's Portent has incredibly potent impact and control of the environment. Their final shape has yet to be determined; use this to your advantage and call upon the affinity that will end conflict the quickest.

DRAGON'S PORTENT			CHAMPION	
Dragon, Elemental			9 essence for one champion	
2	6	Special	4	9
Size	Speed	Stamina	Stability	Free Strike
Stamina: Your maximum Stamina				
Immunity: Affinity 5			Weakness: —	
Movement: Fly			Free Strike Damage Type: Affinity	
M ight +2	A gility +2	R eason +5	I ntuition +5	P ersistence +2
★ Affinity				
The Portent selects an affinity for one of the following damage types when they are summoned: acid, cold, corruption, fire, lightning, or poison. This type determines the Portent's affinity immunity and the damage type of their abilities.				
🗡️ Elemental Tail Swing 2d10 + 5			Signature Ability	
Charge, Melee, Strike, Weapon			Main Action	
🗡️ Melee 2			🌀 Two creatures or objects	
≤11	9 affinity damage; push 2			
12–16	12 affinity damage; push 4			
17+	14 affinity damage; push 6			
★ Sealing Strike				
The Portent's free strikes inflict M < STRONG slowed (save ends). While slowed this way, the target takes 1d6 affinity damage at the start of each of their turns.				
★ Champion's Ire				
If the Portent only targets one creature or object with a strike, they deal additional damage to the target equal to your Reason.				
★ Searing Wyrmscale				
Whenever an adjacent creature deals damage to the Portent, they take 4 affinity damage.				
★ Dragon Heart				
Once per turn, the Portent can take 10 damage to allow you or an ally within your Summoner's Range to gain 1 heroic resource. This damage can't be reduced in any way.				

LEVEL 10 CHAMPION ADVANCEMENT FEATURE

★ **Size Increase**

The Portent is now Size 3.

🗡️ **A Breath Felt in a Hurricane**

1 Eidos

Area, Magic, Ranged
 🗡️ 4 cube within 10 🌀 All enemies and objects in the area
Effect: 9 affinity damage. The damage ignores immunity. The affected area becomes difficult terrain. An enemy has affinity weakness 5 while occupying an affected square.

FEY PORTFOLIO CHAMPION

Your champion is an Attendant of a celestial. Whenever you call on their assistance, you must formally welcome and introduce them to the occasion. You can't be certain if this is truly the blessing of a celestial you've previously allied yourself with, or if you've received someone else's power—neither circumstance puts you in any less danger.

The Celestial Attendant wants to swarm the map with pixies while limiting their foes' ability to do anything about it. A single neurotoxic strike is all it takes to move everyone into position.

CELESTIAL ATTENDANT			CHAMPION	
Fey			9 essence for one champion	
2	7	Special	0	9
Size	Speed	Stamina	Stability	Free Strike
Stamina: Your maximum Stamina				
Immunity: Damage 2			Weakness: —	
Movement: Fly, hover			Free Strike Damage Type: Poison	
M ight +2	A gility +2	R eason +5	I ntuition +2	P ersistence +5
☑️ Pixie Swarm 2d10 + 5				
Magic, Ranged, Strike			Signature Ability	
🗡️ Ranged 10			🌀 Two creatures or objects	
≤11	9 damage; slide 3			
12–16	12 damage; slide 5			
17+	14 damage; slide 6			
Effect: An ally targeted by this ability can, instead, spend a recovery and shift the slide amount.				
★ Neurotoxic Strike				
The Attendant's free strikes inflict the target with I < AVERAGE being unable to establish line of effect beyond 3 squares (EoT).				
★ Champion's Ire				
If the Attendant only targets one creature or object with a strike, they deal additional damage to the target equal to your Reason.				
🔔 Celestial Bell				
—			Free Triggered Action	
🗡️ Self			🌀 Self	
Trigger: The Attendant takes damage from an enemy.				
Effect: The Attendant rings a bell, and you summon a signature minion into an unoccupied space adjacent to the Attendant.				
★ Pixie Bouquet				
The Attendant starts their turn with temporary Stamina equal to 2 x the number of fey minions within 1 square of them. This temporary Stamina lasts until the start of their next turn.				

LEVEL 10 CHAMPION ADVANCEMENT FEATURE

★ **Size Increase**

The Attendant is now Size 3.

🌀 **A Shower of Dust**

1 Eidos

—
 🗡️ Self and 20 burst 🌀 Self and all non-minion allies in the area
Effect: Each target gains 20 temporary Stamina and receives the benefits of one of your Flash Powder effects until the end of their next turn.

UNDEAD PORTFOLIO CHAMPION

Your champion is an Avatar of Death. The number of creatures you and your army have laid to rest now hangs above your head and threatens to crush your skull at any moment. You were unable to gain the power of the ultimate force of nature without a memento mori to keep you humble.

The Avatar of Death weighs down their foes with conditions so their army can take care of the rest. If an enemy can't handle it, well then maybe they should just die.

AVATAR OF DEATH		CHAMPION		
Undead		9 essence for one champion		
2	6	Special	3	9
Size	Speed	Stamina	Stability	Free Strike
Stamina: Your maximum Stamina				
Immunity: Corruption 5, poison 5		Weakness: —		
Movement: Fly		Free Strike Damage Type: Holy		
M ight +5 A gility +2 R eason +5 I ntuition +2 P ersistence +2				
🗡️ Culling Scythe 2d10 + 5		Signature Ability		
Melee, Strike, Weapon		Main Action		
🗡️ Melee 2		🌀 Two creatures or objects		
≤11	9 corruption damage; M < WEAK bleeding (save ends)			
12–16	12 corruption damage; M < AVERAGE bleeding (save ends)			
17+	14 corruption damage; M < STRONG bleeding (save ends)			
Effect: If the target is a creature that isn't a leader or a solo and they are still bleeding at the end of the encounter, they instantly die.				
★ Revelation Strike				
The Avatar's melee free strikes P < WEAK instantly reduces a winded non-leader or solo creature to 0 Stamina, including targets winded by the strike.				
★ Champion's Ire				
If the Avatar only targets one creature or object with a strike, they deal additional damage to the target equal to your Reason.				
! Dust and Rot				
Area		Free Triggered Action		
🗡️ 1 burst		🌀 Each enemy in the burst		
Trigger: The Avatar takes damage.				
Effect: M < AVERAGE weakened (EoT).				
★ Drifting Spirit				
The Avatar is unaffected by difficult terrain and damage from forced movement.				

LEVEL 10 CHAMPION ADVANCEMENT FEATURE

★ Size Increase

The Avatar is now Size 3.

🗡️ Gravemaker

1 Eidos

Area, Magic, Ranged

Champion Action

🗡️ 5 x 3 line within 1

🌀 All enemies and objects in the line

Effect: 9 holy damage. Each target is vertically pulled a number of squares equal to their size straight down, ignoring stability. If the target would be force moved into the ground, they are buried beneath the ground instead.

9th-Level Features

As a 9th-level summoner, you gain the following features.

Kit Improvement

You can choose one additional ward from your **Summoner's Kit**. The potency of your Summoner Strike ability increases to **R < strong**.

When you finish a respite, you can choose a willing hero ally who took the respite with you. That hero gains the benefits of one of your wards until you finish another respite.

Steward of Two Worlds

You and your allies are now welcome in your portfolio's native manifold or origin. Negotiations with native residents of that manifold have their patience increased by 2.

11-Essence Ability

Choose one heroic ability from the following options, each of which costs 11 essence to use.

1,000,000 MINIONS (11 ESSENCE)

The battle is now a war. Your entire army storms the field.

Magic

Main Action

Distance: Special

Target: Special

Effect: Until the end of the encounter or you are dying, each square on the ground is considered teeming with minions. An enemy that ends their turn in an affected square takes 5 damage. This damage can't be reduced.

Additionally, you can use minion bridge treating each affected square as an eligible minion (up to a maximum of 10 additional squares).

BODYGUARD TACTICS (11 ESSENCE)

You surround your allies with a nigh-endless supply of summons that stand in the way of all impacts.

Area, Magic

Main Action

Distance: 5 burst **Target:** Self and each non-minion ally

Effect: Until the end of the encounter or you are dying, each target has damage immunity 5 and can use a free triggered action once per turn whenever they are force moved to reduce the distance by half.

I UNSUMMON THEE (11 ESSENCE)

Cast those not affixed to this manifold into the void of a minion's existence.

Area, Magic

Distance: 3 burst

Main Action

Target: All enemies

Effect: Each minion target is removed from the encounter map. Up to three non-leader or non-solo targets of your choice are removed from the encounter for 1 round.

A leader or solo target is **R, I, and P < [average]** weakened and slowed (save ends) as they are partially removed from the manifold. You can increase the potency by 1 for each of your minions adjacent to the target you choose to sacrifice as a part of using this ability.

WRATH OF A CHAMPION (11 ESSENCE)

Your champion appears and goes into a rampage, clearing the way for your minions to march forth.

Area, Champion, Magic, Weapon

Distance: 4 burst

Main Action

Target: All enemies

Power Roll + Reason:

- 11 or lower: **6 damage; push 4 M < [weak] push is vertical**
- 12-16: **10 damage; push 5 M < [average] push is vertical**
- 17+: **14 damage; push 6 M < [strong] push is vertical**

Effect: You can use this ability as if in the space of one of your minions within your Summoner's Range.

You can change the damage type to be a type that your champion deals on their stat block (see [Portfolio Champion](#)). For each enemy reduced to 0 Stamina by this ability, an ally within distance can move up to their speed.

10th-Level Features

As a 10th-level summoner, you gain the following features.

Characteristic Increase

Your Reason score becomes 5. Additionally, you can increase one of your characteristic scores by 1, to a maximum score of 5.

Minion Improvement

You now start encounters and round tracked situations by summoning up to two additional minions for every two Victories you have (in addition to the two you normally summon).

Each of your minions' Stamina further improves as shown on the 10th-Level Minion Stamina Increase table. Additionally, each minion that receives a Stamina boost can treat their characteristics as one higher for the purposes of resisting potencies (to a maximum value of 5).

10TH-LEVEL MINION STAMINA INCREASE

Minion	Stamina Increase
Signature Minion	Stamina +1 (to a total of +3)
3-Essence Minion	Stamina +3 (to a total of +9)
5-Essence Minion	Stamina +2 (to a total of +6)
7-Essence minion	Stamina +5 (to a total of +10)

Eidos

You gain an epic resource called eidos. When you take a Respite, you gain eidos equal to the XP you gain. You can spend eidos as if it were essence on minions and abilities you have. When you do, you summon up to two bonus signature minions into unoccupied spaces within your Summoner's Range.

You and your champion also have access to abilities that can be used by spending eidos (see [Their Life for Mine](#) and [Portfolio Champion](#)).

Eidos remains until you spend it.

No Matter the Cost

Whenever you sacrifice minions, you now reduce the cost of a heroic ability or minion by the same amount (to a minimum of 1) instead of only reducing the cost by 1.

Among Our Ranks

As a Respite Activity, you summon a willing and not restrained NPC or Player ally to join your party, regardless of distance or manifold. The target stays until the start of your next respite or until they are killed, in which they are immediately dismissed to the place where they were summoned from. You can't have more than one target summoned in this way.

Perk

You gain an intrigue, interpersonal, or supernatural perk of your choice. See [Perks](#) in [Draw Steel: Heroes](#) for more information.

Skill Increase

You gain one skill of your choice.

REWARDS

The following treasures and titles can be wielded by a summoner or any hero who comes upon one.

New Trinkets

1st-Echelon Trinket

SNAKERATTLE BANGLE

A loose-fitting, scaley bangle that shifts and slithers to stay worn. It emits a bone-chilling rattle each time it hits its user's wrist.

Keywords: Arms, Magic

Item Prerequisite: The tail of a Size 5 or larger rattlesnake

Project Source: Texts or lore in Anjali

Project Roll Characteristic: Reason or Intuition

Project Goal: 150

Effect: While wearing this bangle, your melee free strikes inflict **1<AVERAGE** frightened (EoT). The potency increases by 1 if you have an edge on the power roll.

Special: If you are a summoner, you regain the use of your standard melee free strike.

2nd-Echelon Trinkets

ABYSSAL MAP INK

A snarling puddle of living ink that feeds on parchment and flat surfaces. It spreads itself across its meal until it resembles a top-down view of its immediate surroundings, wriggling and readjusting itself whenever it goes.

Keywords: Magic

Item Prerequisite: A vial of pitling spit, and a jar of human blood

Project Source: Texts or lore in Tholl

Project Roll Characteristic: Reason or Intuition

Project Goal: 300

Effect: While the ink is spread on a flat surface or a piece of parchment paper, you have a double edge on tests you make using the Navigate skill. If you have the map open before the start of an encounter, you can reposition up to three allies (including yourself) up to three squares away from the starting area.

THUNDER CHARIOT

A porcelain cart with golden filigree and wheels that crackle with electricity.

Keywords: Magic

Item Prerequisite: Twenty lightning bolts frozen in time

Project Source: Texts or lore in the First Language

Project Roll Characteristic: Reason or Intuition

Project Goal: 300

Effect: The thunder chariot can be used as a size 1L mount. Its speed is equal to its rider's speed + 3.

While riding in the thunder chariot, you have lightning immunity 5. An ally can use their maneuver while adjacent to you to move up to their speed, pulling you along.

3rd-Echelon Trinkets

CROSS OF THE SCORNED PUPPETEER

A shiny black marionette cross. It reveals a masked figure standing in its reflection where its wielder should be.

Keywords: Magic, Psionic

Item Prerequisite: A spool of silk, a plank of stage wood, and the soul of a famous performer

Project Source: A record of a soulbinder ritual in Anjali

Project Roll Characteristic: Reason or Intuition

Project Goal: 450

Effect: While holding the cross, it emits faint strings made of light that you can control with your mind.

Whenever you reduce a minion to 0 Stamina within 5 squares of you, you can attach a string of light to their corpse and command an illusory double of them until the end of the encounter. Each new minion gets added to a squad of minions with the same name. You can command up to two squads of minions this way, with a maximum of four minions per squad.

You can also pull the strings of your allies to keep them out of harm's way. As a triggered action to an ally taking damage while within 5 squares of you, you can pull them 5 squares and halve the damage. If this movement pulls them outside the distance of the damaging effect, they ignore any effects associated with the damage.

CRYSTALLIZED ESSENCE

A color shifting shard of rock with a raging storm at its center.

Keywords: Magic

Item Prerequisite: The remains of an elemental

Project Source: Records in Rhorvic

Special: The treasure must be crafted within a cave in Quintessence

Project Roll Characteristic: Reason or Intuition

Project Goal: 450

Effect: While holding crystallized essence, the distance of your ranged magic abilities increases by 10. Any creatures you create or summon using magic have their Stamina increased by one-third of their Stamina maximum.

Additionally, you can shatter and destroy the crystallized essence as a maneuver to immediately give yourself 10 essence.

WARBANNER OF PRIDE

A tall flagpole with a large, billowing banner. Its heraldry depicts a three headed lion covered in wounds but still standing.

Keywords: Magic

Item Prerequisite: A king's cape and a solid gold flagpole

Project Source: Texts or lore in Caelian

Project Roll Characteristic: Reason or Intuition

Project Goal: 450

Effect: While holding the banner, you have a +2 bonus to saves and resisting potent effects. While an ally is within 10 squares of you, they have a +1 bonus to saves and resisting potent effects.

4th-Echelon Trinkets

HAGBASKET

A floating throne woven with wood, hair, and metal. The gentle humming it makes while it soars sounds reminiscent of a hag's cackle.

Keywords: Magic

Item Prerequisite: A mundane broom, a hag's hut, and a hag's kiss

Project Source: Texts or lore in Khelt

Project Roll Characteristic: Reason or Intuition

Project Goal: 600

Effect: The hagbasket can be used as a size 1L mount. Its speed is equal to its rider's speed, and it can fly and hover.

While riding in the hagbasket, power rolls made against you have a double edge. However, you can use a free triggered action when a power roll made against you gets a tier 3 result to halve the damage.

Special: If you are a summoner, you can use a maneuver to enable a willing ally within your Summoner's Range to use Minion Bridge using your minions.

WARBANNER OF WRATH

A tall flagpole with a large, billowing banner. Its heraldry depicts a dragon breathing fire with outstretched wings covered in holes and tears.

Keywords: Magic

Item Prerequisite: A king's deathbed veil and a solid brass flagpole

Project Source: Texts or lore in Caelian

Project Roll Characteristic: Reason or Intuition

Project Goal: 600

Effect: You can choose to regain 1 Recovery at the end of every combat encounter while holding the banner.

Once per turn when you or an ally within 10 squares of you makes a melee strike, the strike can deal extra damage based on the number of Recoveries the striker has left. The strike deals +1 damage if the striker has more than half their Recoveries remaining, +2 damage if the striker has half or fewer but still at least one of their Recoveries remaining, and +5 damage if the striker has no Recoveries.

New Leveled Treasures

Leveled Implement Treasures

33 FIELD COMMANDERS BATON

A long, ornate rod with a silver bulb head braided with 33 green cords. A new cord starts to grow while you wield the baton.

Keywords: Implement, Magic

Item Prerequisite: A silver ingot, and a written strategy from 33 warleaders

Project Source: Texts or lore in Caelian

Project Roll Characteristic: Reason, Intuition, or Presence

Project Goal: 300

1st Level: While you wield this implement, you can use the tactician's Mark ability. If you are a tactician, you can target one additional target whenever you use Mark.

5th Level: While you wield this implement, tests you make using the Lead skill can't achieve a result lower than tier 2. Additionally, you and any minions you control have their stability increased by 2.

9th Level: The implement's Mark ability can target one additional target (now two additional targets if you are a tactician). If you are a summoner, you can command one additional squad.

REX SCEPTER

A simple tree branch that grows and braids itself into an ornate scepter in the heat of battle.

Keywords: Implement, Magic

Item Prerequisite: A tree branch, and fealty from three hundred or more sworn followers

Project Source: Texts or lore in Zaliac

Project Roll Characteristic: Might, Reason, or Intuition

Project Goal: 600

1st Level: While you wield this implement, you and any minions you control gain a +1 bonus to your free strike damage. Additionally, you can use the summoner's Strike For Me ability as a Main Action (using your ranged free strike as the ability's distance if you don't have a Summoner's Range). You can use it to target up to a number of minions on your side equal to twice your level in addition to minions under your direct control.

5th Level: While you wield this implement, tests you make using the Lead skill can't achieve a result lower than tier 2. Additionally, you have a double edge whenever you use Strike For Me.

9th Level: The bonus to free strike damage increases to +2. Additionally, you and any minions you control automatically succeed on all saving throws.

WAND OF THE UNHEARD ORCHESTRA

A conductor's baton with an unassuming and inornate steel body. It increases in length when it's swung and flashes a bright light when waved at a regular interval.

Keywords: Implement, Magic

Item Prerequisite: An iron ingot, and a singing tree's wood found in Arcadia

Project Source: Texts or lore in Khelt

Project Roll Characteristic: Agility, Reason, or Intuition

Project Goal: 450

1st Level: While you wield this implement, your magic or psionic abilities have their range increased by 5. Additionally, you can use a maneuver on your turn to teleport yourself a willing ally, or two minions you control up to 5 squares.

5th Level: While you wield this implement, tests you make using the Lead skill can't achieve a result lower than tier 2. Additionally, you and any minions you control have their speed increased by 2. Whenever you or any minions you control take the Disengage move action, they can shift 2 additional squares as part of that move action.

9th Level: The bonus to distance for your ranged magic or psionic abilities increases to +8. Additionally, this implement's teleport ability can now be used as a free maneuver once during your turn.

New Titles

1st-Echelon Title

SAFEGUARDED

They risk their lives for me because I risk my life for theirs. This fight belongs to all of us!

Prerequisite: You earn a noble rank or earn the favor of a knight's guild.

Effect: You start combat encounters with a squad of five minions from the specific monster band or people you earned this title from.

Additionally, if you would take damage outside of a combat encounter, you can forgo one of the minions at the start of the next combat encounter to ignore the damage.

2nd-Echelon Title

SUMMONER SUCCESSOR

When their leader fell, they started listening to me for some reason.

Prerequisite: You defeat a leader or solo creature with a Summon or Call Forth ability, such as a high elf ordinator.

Effect: Choose a signature minion from a summoner's portfolio that shares a keyword with one of the creatures the summoner could summon. You can summon three of that minion into a single squad (up to a maximum of eight creatures) at the start of each of your turns in combat. The distance you can command them is equal to your ranged free strike distance. You also gain the Strike for Me triggered action, which now has the Psionic keyword.

Additionally, you can summon up to two of your signature minion while outside of combat to do simple tasks.

3rd-Echelon Title

RINGLEADER

Don't worry. I've got a guy.

Prerequisite: You complete three downtime projects during the same respite with the help of followers or minions

Effect: You no longer need line of effect to give commands to any minions you can summon. Additionally, choose one of the following benefits:

Stringpuller: While occupying a civilized area (such as a village, town, district, or city), you always have access to an extra follower native to the location. If the area is otherwise hostile to you, this follower is a spy in hiding who has any project points they earn halved.

Networker: Your maximum follower count increases by 2.

For the Boss: Your followers gain a +3 bonus to project rolls that they make.

4th-Echelon Titles

DELEGATOR

Your champion made a very compelling argument and have stepped in to take your place in battle.

Prerequisite: You are a summoner and you strike a deal with your portfolio's champion.

Effect: At the start of a combat encounter, you can choose to unsummon yourself into your portfolio's native plane while your champion fights and summons monsters in your place. The champion uses your Stamina, Recoveries, abilities, and features (except for your Summoner Strikes and Summoner's Kit). You can dismiss the champion and summon yourself back into the place you left at the end of an encounter.

If your champion would die while taking your place, you lose the ability to summon and unsummon yourself and any minions until you revive your champion as a respite activity.

HIGH SUMMONER OF THE CIRCLE

As I was taught, so I pass on to you.

Prerequisite: You are a summoner, and you teach another person how to call forth two or more minions from your portfolio.

Effect: Your minions cost one fewer essence to summon (minimum cost of 1 essence).

Additionally, you are considered a master that can be learned from using the Learn from a Master research project. Anyone that makes a project roll using you as the source gains a bonus to their roll equal to your Reason.

OTHER SUMMONERS

Retainer Summoner

Whenever the following retainer would gain a new advancement ability, the player of their mentor can either choose one of the available retainer abilities for that level, or select a role advancement ability that matches their role and level.

DEVIL SHEPHERD LEVEL 1 CONTROLLER RETAINER

1M	5	21	0	2
Size	Speed	Stamina	Stability	Free Strike
Immunity: Fire 2			Weakness: —	
Movement: —				
M	A	R	I	P
ight -1	gility 0	Reason +2	ntuition +2	resence 0

★ Demon Summoner

The shepherd can command up to two squads of minions with a maximum of 6 minions per squad. They can only have one squad of signature minions active at any time.

At the start of each of the shepherd's turns, up to three **razors** appear in unoccupied spaces within 5 squares of the shepherd. On each of the shepherd's turns, they direct the squad of razors to move and use a main action.

☒ Demoniac Ray 2d10 + highest characteristic Signature Ability

Magic, Ranged, Strike Main Action

☒ Ranged 10 ☒ One creature or object

≤11 1 damage

12-16 3 damage

17+ 5 damage; R < STRONG slowed (save ends)

Effect: The target takes an additional 1 damage for each demon adjacent to them.

★ True Name

If a creature within 10 squares speaks the shepherd's true name, the shepherd loses their damage immunities and can't summon any razors until the end of the encounter.

RAZOR SIGNATURE MINION HARRIER

1M	6	2	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: —			Weakness: Holy 1	
Movement: —				
Free Strike Damage Type: —				
M	A	R	I	P
ight 0	gility +2	Reason -1	ntuition -1	resence -1

★ Teeth!

Whenever an adjacent enemy grabs the razor or uses a melee ability against them, that enemy takes 1 damage.

★ Soulsight

Each creature adjacent to the razor can't be hidden from them.

LEVEL 4 RETAINER ADVANCEMENT ABILITY

☒ Demon Run 2d10 + highest characteristic	Encounter
Area, Magic	Main Action
☒ 4 cube within 5	☒ Each enemy or object in the area
Special: The shepherd can instantly kill one or more of their minions to give themselves a double edge on the power roll.	
≤11 2 damage; A < WEAK	bleeding (save ends)
12-16 4 damage; A < AVERAGE	bleeding (save ends)
17+ 5 damage; A < STRONG	bleeding (save ends)
Effect: The area is now difficult terrain for enemies.	

LEVEL 4 RETAINER ADVANCEMENT ABILITY

☒ Summon Violence	Encounter
Magic, Ranged	Main Action
☒ Ranged 10	☒ Special
Effect: The shepherd summons 3 violences into unoccupied spaces within distance. One each of the shepherd's turns, they direct the squad of violences to move and use a main action.	

VIOLENCE MINION AMBUSER

1M	7	7 / 7 / 7	1	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: —			Weakness: Holy 1	
Movement: Climb		Free Strike Damage Type: Corruption		
M	A	R	I	P
ight +2	gility +3	Reason 0	ntuition -1	resence -1

★ Transforming Strike

The violence's melee free strikes deal an additional 2 damage to each adjacent enemy they were hidden from. The violence loses their disguise after striking.

★ Mimicry

The violence uses the Hide maneuver at the start of their turn as a free action, disguising themselves as an object the same size or smaller.

★ Soulsight

Each creature adjacent to the violence can't be hidden from them.

LEVEL 7 RETAINER ADVANCEMENT ABILITY

☒ Cleansing Flense	Encounter
Area, Magic	Maneuver
☒ 5 burst	☒ Each of the shepherd's minions in the area
Effect: Each target moves up to their speed towards an ally. Each ally within line of effect of the shepherd can give one EoT or save ends effect they're affected by to an adjacent minion and end that effect on themselves.	
Until the end of the encounter, whenever an enemy kills a target and has P < AVERAGE, they receive all EoT or save ends effects the target was affected by.	

LEVEL 10 RETAINER ADVANCEMENT ABILITY

☉ Frenzy Flock **Encounter**
 — Maneuver
🗡️ Special ☉ Each of the shepherd’s minion squads
Effect: The shepherd summons up to 6 minions into each target within unoccupied spaces within 5 squares of the shepherd, fully replenishing the target’s Stamina.

LEVEL 10 RETAINER ADVANCEMENT ABILITY

☒ Summon Gorrrre **Encounter**
 Magic, Ranged Main Action
🗡️ Ranged 10 ☉ Special
Effect: The shepherd summons two **gorrrres** into unoccupied spaces within distance. One each of the shepherd’s turns, they direct the squad of violences to move and use a main action.

GORRRE	MINION BRUTE
Abyssal, Demon	

2	5	27 / 27	2	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: Holy 1		
Movement: —		Free Strike Damage Type: —		
M ight +4	A gility +3	R eason 0	I ntuition -1	P resence 0

★ Goring Strike
 The gorrrre must charge before making a strike. The target takes an additional 3 damage if the gorrrre passed through one or more enemies or objects during the charge.

★ Devastating Charge
 The gorrrre ignores difficult terrain while charging and destroys unattended, size 1 objects in their path. Each enemy they pass through during a charge takes 3 damage.

★ Soulsight
 Each creature adjacent to the gorrrre can’t be hidden from them.

Rival Summoner

Any minions that the rival can summon can be replaced with the equivalent minions available within a heroic summoner's portfolio.

RIVAL SUMMONER		LEVEL 2 ELITE CONTROLLER		
Humanoid, Rival		EV 16		
1M	5	60	0	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: —				
M ight 0	A gility 0	R eason +2	I ntuition +1	P resence 0
★ Undead Summoner				
The summoner can command up to two squads of minions with a maximum of 6 minions per squad. They can only have one squad of signature minions active at any time.				
At the start of each of the summoner's turns, up to three skeletons appear in unoccupied spaces within 5 squares of the summoner. On each of the summoner's turns, they direct the squad of skeletons to move and use a main action.				
☒ Necro Beam 2d10 + 2		Signature Ability		
Magic, Ranged, Strike		Main Action		
📏 Ranged 10		🎯 One creature or object		
≤11	5 corruption damage			
12–16	8 corruption damage			
17+	11 corruption damage; R < 2 slowed (save ends)			
☒ Call Forth		1+ Malice		
Magic, Ranged		Main action		
📏 Ranged 10		🎯 Special		
Effect: The summoner summons the listed number of minions for their malice cost into unoccupied spaces within distance. If the minions are a part of a new squad, the summoner directs the squad to move and use a main action on each of their turns.				
🛡️ Corpse Shield		Triggered Action		
—		🎯 Self or one ally		
📏 Ranged 10				
Trigger: The target is targeted by a strike				
Effect: One of the summoner's minions shifts up to their speed towards a square adjacent to the target. If the minion enters within distance of the strike, they become the new target of the strike.				
1 Malice: Instead of commanding an existing minion, the summoner summons a skeleton into an unoccupied space adjacent to the target to take the strike.				
★ Rivalry				
At the start of an encounter, the summoner chooses one creature within their line of effect. Both the summoner and the creature can add a d3 roll to power rolls they make against each other.				

SKELETON		SIGNATURE MINION HARRIER		
Undead		1 Malice per minion summoned		
1M	6	2	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 2, poison 2		Weakness: —		
Movement: Climb		Free Strike Damage Type: —		
M ight -2	A gility +2	R eason 0	I ntuition 0	P resence -2
★ Bonetrops				
When the skeleton is reduced to 0 Stamina, their square becomes difficult terrain for enemies. The first time any enemy enters this space, they take 2 damage and end this effect.				

ZOMBIE LUMBERER		MINION DEFENDER		
Undead		3 Malice for two minions		
2	5	8 / 8	2	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 2, poison 2		Weakness: —		
Movement: —		Free Strike Damage Type: —		
M ight +2	A gility -2	R eason 0	I ntuition 0	P resence +1
★ Zombie Clutch				
The lumberer's melee free strikes inflict A < 1 grabbed. A creature or object that starts their turn grabbed by the lumberer takes 2 corruption damage.				
★ Death Grasp				
When the lumberer is reduced to 0 Stamina, they latch onto an adjacent enemy before being destroyed. The enemy is M < 2 restrained (EoT).				

ACCURSED MUMMY		MINION DEFENDER		
Mummy, Undead		5 Malice for three minions		
1M	5	4 / 4 / 4	2	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 2, poison 2		Weakness: Fire 1		
Movement: —		Free Strike Damage Type: Poison		
M ight +2	A gility -1	R eason +1	I ntuition +3	P resence -1
🗡️ Fetid Bindings 2d10 + 3		Signature Ability		
Melee, Strike, Weapon		Main Action		
📏 Melee 2		🎯 One creature or object per minion		
≤11	3 poison damage; pull 2			
12–16	4 poison damage; pull 3			
17+	6 poison damage; pull 4			
Effect: A target pulled adjacent to the mummy is M < 2 weakened (EoT).				
★ Mummy Dust				
Whenever the mummy takes damage, each enemy adjacent to the mummy takes 2 poison damage.				

RIVAL SUMMONER **LEVEL 5 ELITE CONTROLLER**
EV 28

1M	5	120	0	6
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: —				
M	A	R	I	P
ight 0	gility 0	Reason +3	Intuition +2	Perseverance +1

★ **Undead Summoner**
The summoner can command up to two squads of minions with a maximum of 8 minions per squad. They can only have one squad of signature minions active at any time.
At the start of each of the summoner's turns, up to three **skeletons** appear in unoccupied spaces within 5 squares of the summoner. On each of the summoner's turns, they direct the squad of skeletons to move and use a main action.

☒ **Essence Steal** 2d10 + 3 **Signature Ability**
Magic, Ranged, Strike Main Action
🏹 Ranged 10 🎯 One creature or object
≤11 6 corruption damage
12–16 11 corruption damage
17+ 14 corruption damage
Effect: The summoner summons a **skeleton** into an unoccupied space adjacent to the target.

☒ **Call Forth** **1+ Malice**
Magic, Ranged Main action
🏹 Ranged 10 🎯 Special
Effect: The summoner summons the listed number of minions for their malice cost into unoccupied spaces within distance. If the minions are a part of a new squad, the summoner directs the squad to move and use a main action on each of their turns.

👤 **Corpse Carry**
— Triggered Action
🏹 Ranged 10 🎯 Self or one ally
Trigger: The target is targeted by a strike
Effect: One of the summoner's minions shifts up to their speed towards a square adjacent to the target. If the minion enters within distance of the strike, they become the new target of the strike. The target can shift into any square adjacent to the minion.
1 Malice: Instead of commanding an existing minion, the summoner summons a **skeleton** into an unoccupied space adjacent to the target to take the strike.

★ **Rivalry**
At the start of an encounter, the summoner chooses one creature within their line of effect. Both the summoner and the creature can add a d3 roll to power rolls they make against each other.

SKELETON **SIGNATURE MINION HARRIER**
1 Malice per minion summoned

1M	6	3	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 3, poison 3		Weakness: —		
Movement: Climb				
Free Strike Damage Type: —				
M	A	R	I	P
ight -1	gility +3	Reason +1	Intuition +1	Perseverance -1

★ **Bonetrops**
When the skeleton is reduced to 0 Stamina, their square becomes difficult terrain for enemies. The first time any enemy enters this space, they take 2 damage and end this effect.

GRAVE KNIGHT **MINION BRUTE**
3 Malice for two minions

1M	6	9 / 9	1	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 3, poison 3		Weakness: —		
Movement: —				
Free Strike Damage Type: —				
M	A	R	I	P
ight +3	gility +2	Reason +1	Intuition +1	Perseverance +2

🗡️ **Knight Strike** 2d10 + 3 **Signature Ability**
Melee, Strike, Weapon Main Action
🏹 Melee 1 🎯 One creature or object per minion
≤11 5 corruption damage; M < 1 bleeding (EoT)
12–16 7 corruption damage; M < 2 bleeding (EoT)
17+ 9 corruption damage; M < 3 bleeding (Save Ends)

★ **To the Grave**
When the grave knight is reduced to 0 Stamina, they make a melee free strike before being destroyed.

CEASELESS MOURNLING **MINION CONTROLLER**
5 Malice for three minions

2	5	6 / 6 / 6	3	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 3, poison 3		Weakness: —		
Movement: Burrow				
Free Strike Damage Type: Sonic				
M	A	R	I	P
ight +3	gility +3	Reason 0	Intuition +2	Perseverance -1

★ **Always Crying**
At the end of the mournling's turn, each enemy within 1 of the mournling takes 2 sonic damage and can't shift until the start of the mournling's next turn.

★ **Immutable Form**
The mournling's shape can't change via any external effects.

★ **Rupture**
The first time the mournling burrows out of the ground on their turn, they make a free strike against each adjacent enemy.

RIVAL SUMMONER **LEVEL 8 ELITE CONTROLLER**
Humanoid, Rival EV 40

1M	5	180	0	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: —		Weakness: —		
Movement: —				
M ight 0	A gility 0	R eason +4	I ntuition +3	P ersistence +2

★ **Undead Summoner**
The summoner can command up to two squads of minions with a maximum of 8 minions per squad. They can only have one squad of signature minions active at any time.
At the start of each of the summoner's turns, up to four **skeletons** appear in unoccupied spaces within 5 squares of the summoner. On each of the summoner's turns, they direct the squad of skeletons to move and use a main action.

☒ Glimpse of the Grave 2d10 + 4	Signature Ability
Magic, Ranged, Strike	Main Action
📏 Ranged 10	🌀 One creature or object
≤11	8 psychic damage; R < 2 frightened (EoT)
12–16	13 psychic damage; R < 3 frightened (EoT)
17+	17 psychic damage; R < 4 frightened (EoT)

☒ Call Forth	1+ Malice
Magic, Ranged	Main action
📏 Ranged 10	🌀 Special
Effect: The summoner summons the listed number of minions for their malice cost into unoccupied spaces within distance. If the minions are a part of a new squad, the summoner directs the squad to move and use a main action on each of their turns.	

📌 Death Ward	Triggered Action
—	🌀 Self or one ally
📏 Ranged 10	
Trigger: The target is targeted by a strike.	
Effect: The summoner summons a skeleton into an unoccupied space adjacent to the target. They become the new target of the strike. The target can shift into any square adjacent to the minion.	
1 Malice: Instead, the summoner summons a zombie lumberer into an unoccupied space adjacent to the target to take the strike.	

★ **Rivalry**
At the start of an encounter, the summoner chooses one creature within their line of effect. Both the summoner and the creature can add a d3 roll to power rolls they make against each other.

SKELETON **SIGNATURE MINION HARRIER**
Undead 1 Malice per minion summoned

1M	6	4	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 4, poison 4		Weakness: —		
Movement: Climb				
Free Strike Damage Type: —				
M ight 0	A gility +4	R eason +2	I ntuition +2	P ersistence 0

★ **Bonetrops**
When the skeleton is reduced to 0 Stamina, their square becomes difficult terrain for enemies. The first time any enemy enters this space, they take 2 damage and end this effect.

ZOMBIE LUMBERER **MINION DEFENDER**
Undead 3 Malice for two minions

2	5	14 / 14	4	4
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 4, poison 4		Weakness: —		
Movement: —				
Free Strike Damage Type: —				
M ight +4	A gility 0	R eason +2	I ntuition +2	P ersistence +3

★ **Zombie Clutch**
The lumberer's melee free strikes inflict **A** < 3 grabbed. A creature or object that starts their turn grabbed by the lumberer takes 2 corruption damage.

★ **Death Grasp**
When the lumberer is reduced to 0 Stamina, they latch onto an adjacent enemy before being destroyed. The enemy is **M** < 4 restrained (EoT).

CEASELESS MOURNLING **MINION CONTROLLER**
Undead 5 Malice for three minions

2	5	8 / 8 / 8	4	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 4, poison 4		Weakness: —		
Movement: Burrow				
Free Strike Damage Type: Sonic				
M ight +4	A gility +4	R eason +1	I ntuition +3	P ersistence 0

★ **Always Crying**
At the end of the mournling's turn, each enemy within 1 of the mournling takes 2 sonic damage and can't shift until the start of the mournling's next turn.

★ **Immutable Form**
The mournling's shape can't change via any external effects.

★ **Rupture**
The first time the mournling burrows out of the ground on their turn, they make a free strike against each adjacent enemy.

FALSE VAMPIRE **MINION BRUTE**
Undead 7 Malice for two minions

1L	6	22 / 22	2	8
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 4, poison 4		Weakness: —		
Movement: Climb				
Free Strike Damage Type: Acid				
M ight +4	A gility +2	R eason +4	I ntuition +1	P ersistence +1

★ **Proboscis Strike**
The false vampire's melee free strikes have a distance of 2 and inflict **M** < 3 restrained (EoT). The false vampire can move the target while they are restrained this way. At the start of a restrained creature's turn, they take 4 acid damage.

★ **Bloodthirsty**
The false vampire has a speed of 10 while a creature is bleeding within 10.

RIVAL SUMMONER **LEVEL 10 ELITE CONTROLLER**
Humanoid, Rival EV 48

1M	5	220	0	10
Size	Speed	Stamina	Stability	Free Strike
Immunity: Damage 2		Weakness: —		
Movement: —				
M ight 0	A gility +1	R eason +5	I ntuition +4	P ersistence +3

★ **Undead Summoner**
The summoner can command up to two squads of minions with a maximum of 8 minions per squad. They can only have one squad of signature minions active at any time.
At the start of each of the summoner's turns, up to four **skeletons** appear in unoccupied spaces within 5 squares of the summoner. On each of the summoner's turns, they direct the squad of skeletons to move and use a main action.

☒ **Strike for Me** **Signature Ability**
Magic, Ranged, Strike Main Action
⚔ Ranged 10 🌀 One creature or object
Effect: Each of the summoner's minions within 5 squares of the target makes a free strike against the target. The target takes an additional 5 damage for each of the Summoner's squads that joined the attack.

☒ **Call Forth** **1+ Malice**
Magic, Ranged Main action
⚔ Ranged 10 🌀 Special
Effect: The summoner summons the listed number of minions for their malice cost into unoccupied spaces within distance. If the minions are a part of a new squad, the summoner directs the squad to move and use a main action on each of their turns.

📌 **Death Strikes Back**
— Triggered Action
⚔ Ranged 10 🌀 Self or one ally
Trigger: The target is targeted by a strike.
Effect: The summoner summons a **grave knight** into an unoccupied space adjacent to the target. They become the new target of the strike. The target can shift into any square adjacent to the minion.

★ **Rivalry**
At the start of an encounter, the summoner chooses one creature within their line of effect. Both the summoner and the creature can add a d3 roll to power rolls they make against each other.

SKELETON **SIGNATURE MINION HARRIER**
Undead 1 Malice per minion summoned

1M	6	5	0	1
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 5, poison 5		Weakness: —		
Movement: Climb				
Free Strike Damage Type: —				
M ight +1	A gility +5	R eason +3	I ntuition +3	P ersistence +1

★ **Bonetrops**
When the skeleton is reduced to 0 Stamina, their square becomes difficult terrain for enemies. The first time any enemy enters this space, they take 2 damage and end this effect.

GRAVE KNIGHT **MINION BRUTE**
Undead 3 Malice for two minions

1M	6	15 / 15	1	5
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 5, poison 5		Weakness: —		
Movement: —				
Free Strike Damage Type: —				
M ight +5	A gility +4	R eason +3	I ntuition +3	P ersistence +4

🗡 **Knight Strike** 2d10 + 5 **Signature Ability**
Melee, Strike, Weapon Main Action
⚔ Melee 1 🌀 One creature or object per minion
≤11 5 corruption damage; **M** < 3 bleeding (EoT)
12–16 7 corruption damage; **M** < 4 bleeding (EoT)
17+ 9 corruption damage; **M** < 5 bleeding (Save Ends)

★ **To the Grave**
When the grave knight is reduced to 0 Stamina, they make a melee free strike before being destroyed.

CEASELESS MOURNLING **MINION CONTROLLER**
Undead 5 Malice for three minions

2	5	10/10/10	5	3
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 5, poison 5		Weakness: —		
Movement: Burrow				
Free Strike Damage Type: Sonic				
M ight +5	A gility +5	R eason +2	I ntuition +4	P ersistence +1

★ **Always Crying**
At the end of the mourning's turn, each enemy within 1 of the mourning takes 2 sonic damage and can't shift until the start of the mourning's next turn.

★ **Immutable Form**
The mourning's shape can't change via any external effects.

★ **Rupture**
The first time the mourning burrows out of the ground on their turn, they make a free strike against each adjacent enemy.

ZOMBIE TITAN **MINION DEFENDER**
Undead 7 Malice for one minion

4	4	50	5	7
Size	Speed	Stamina	Stability	Free Strike
Immunity: Corruption 5, poison 5		Weakness: —		
Movement: —				
Free Strike Damage Type: —				
M ight +5	A gility -1	R eason +2	I ntuition +4	P ersistence +5

★ **Big Stomp**
The titan's melee free strikes **M** < 5 knock the target prone.

★ **Overwhelming Size**
The titan can move through enemies at normal speed. If the titan ends their turn in a prone size 2 or smaller creature's space, the creature can't stand.

★ **Flesh to Mountains**
When the titan is reduced to 0 Stamina, their space becomes difficult terrain. If a creature was prone underneath the titan when the titan is killed, they take 10 damage and are restrained (save ends).