

# Tomb Husk

## Ancient soldier

- Long decayed corpse
- Animated by a Winter Spirit
- Methodical fighting
- Equipped with weapons and armour

## Tomb Husk

- 6 hits
- Any armour
- Any weapons
- 2 Hero Points
- 1 Heroic Call for appropriate weapon

**Undeath Returning** - Unless executed, will rise again to full hits/limbs after 15 seconds

**Vulnerabilities** - Instantly destroyed by a successful CLEAVE or IMPALE call