

BLOOD MOTHER

Size on map: 1 x 1

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP:
Toughness: 0
 Resistance: 0
 Rank: Boss
 Type: TBD

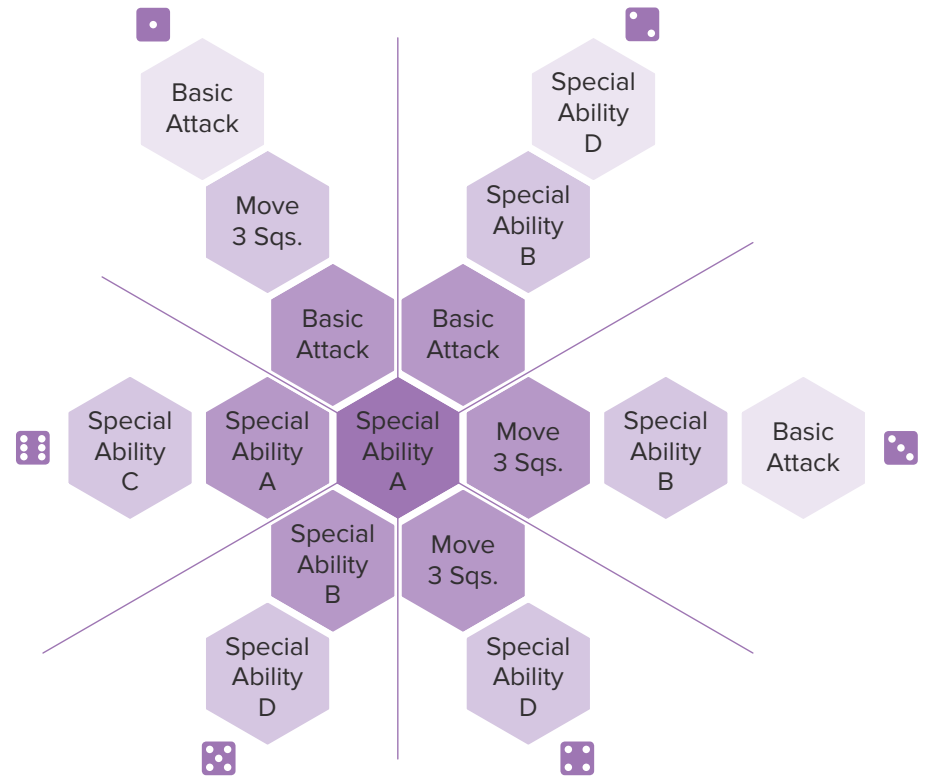
DEFAULT CHARACTERISTICS

Bloodthirsty: Moves toward and Targets Hero with highest HP.

Undying: During her Turn, if Blood Mother is Fallen while there is at least 1 non-Fallen Carrion-Type Foe on the Battlefield, remove Fallen from Blood Mother, she heals 100 HP, and then takes her full Turn.

OPTIONAL MODIFIERS

Bloodletting: Convert all Blood Mother Damage formulas into “Lose HP” instead.



Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Tear Flesh vs	Melee	1	Deal 2d10 + 10 Damage vs .
SPECIAL ABILITIES			
Bloodsong	A	5	Remove Fallen from nearest Fallen Carrion-Type Foe and that Foe heals 10 HP.
Dreadgaze <i>AUTO-HIT</i>	B	5	Dreadgaze cannot be Cancelled. <i>Trig. Cond.:</i> If a Hero uses a Trigger Action that Targets Blood Mother or a Carrion-Type Foe, <i>Trig. Effect:</i> That Hero rolls a Check. If that Hero fails, Cancel their Trigger Action and they suffer 1 Stack of CHILL .
Sanguine Ichor	C	3	Blood Mother loses 100 HP. Fully Heal and remove all Conditions from all Carrion-Type Foe within Range.
Blood Altar vs	D	10	Deal 3d10 + 5 Damage vs . All Blood Thralls deal PIERCING Damage to that Hero next Round.