



HP: **Toughness:** 4 **Resistance:** 4 **Rank:** **Grunt** **Type:** Rift **Size:** 1x1

DEFAULT CHARACTERISTICS

Parasitic Bond: At the start of each Round, if Heartwurm is beside a higher Ranked Foe, that Foe loses 10 HP and Heartwurm fully Heals.

Bloodthirsty: Moves toward and Targets Hero with highest Current HP.

OPTIONAL MODIFIERS

Life Siphon: At the start of each Round, -1 Max HP to all adjacent Combatants.

Name	Type	Range	Effect
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BASIC ACTIONS [Storyteller only] Actions per Turn: 2

Infected Bite vs	Melee	1	Deal 1d10 + 5 Damage vs . Hero suffers 3 Stack of <i>POISON</i> vs .
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SPECIAL ABILITIES

Heartseize vs	A	5	Targets Hero with the most Fast and Free Actions. Until the end of that Hero's next Turn, that Hero loses 5 HP for each Action used.
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HEARTEATERS

- 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.