



HP /50

Toughness: 4

Resistance: 6

Rank: Grunt

Type: Beast

DEFAULT CHARACTERISTICS

Armour Eater: Moves toward and Targets Hero with highest .

Glimmergleam: Heroes that Target Hydrosnail suffer *DAZE VS* .

OPTIONAL MODIFIERS

Acid Trail: A Square of Acid (Local Field Effect) is applied to each Square the Hydrosnail Occupies or Moves through. Heroes that enter a Square of Acid suffers 5 *PIERCING* Damage and 2 Stacks of *VULNERABILITY VS* .

HYDROSNAIL

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.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Prismatic Spray vs	Melee	3	Deal 1d10 + 10 Damage vs .
SPECIAL ABILITIES			
Harden Shell	A	-	+ 2 and .
Coraline Carapace	B	-	The next Hero that successfully Hits Hydrosnail suffers 2 Stacks of <i>POISON VS</i> .