



# SCYTHILLID

Size on map: 2 x 2

## 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.

## DEFAULT CHARACTERISTICS

**Blindfighter:** At the start of each Round, all Heroes roll a Stealth Check. Scythillid moves toward and Targets the nearest Hero who failed their Stealth Check. If no Hero fails their Stealth Check, Scythillid Moves toward and Targets the Hero with the highest Stealth roll result.

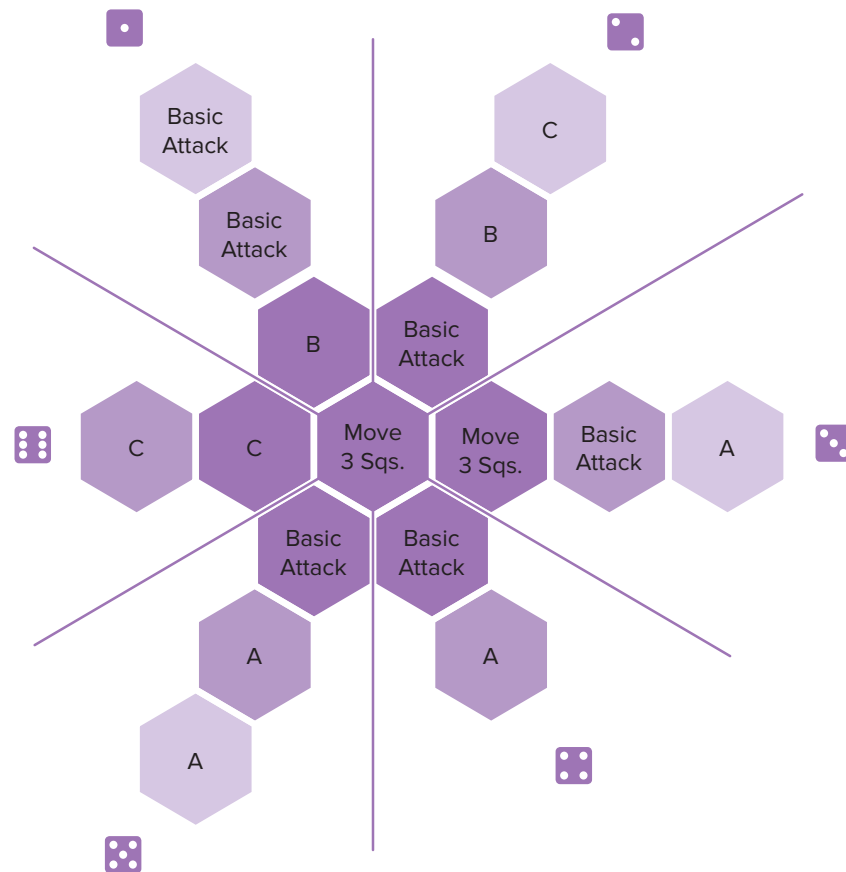
**Gluttony:** +3 and +1 whenever Scythillid heals HP.

**Impervious:** If Scythillid's is equal to or exceeds 15, Scythillid's Actions cannot be Cancelled.

## OPTIONAL MODIFIERS

**Frightful Visage:** At the start of each Round, all Heroes roll a Check. Heroes who fail their Check suffer **CHILLED**.

**Voracious Appetite:** +2 Damage to Scythillid's Basic Attack whenever Scythillid heals HP.



HP:  /500

Toughness: 0

Resistance: 0

Rank: Elite

Type: Ebonspawn

Name	Type	Range	Effect
<b>BASIC ACTIONS</b>			[Storyteller only] Actions per Turn: 3
<b>Meat Hook</b> VS	Ranged	5	Deal 1d10 + 10 Damage VS . Hero is Pulled to an unoccupied Square adjacent to Scythillid and is knocked <b>PRONE</b> VS .
<b>SPECIAL ABILITIES</b>			
<b>Devour</b> VS	A	1	-4 Dodge to Hero's  Check. 3d10 + 10 Damage. Scythillid heals HP equal to Damage taken (after Barrier Values).
<b>Consuming Rage</b> VS	B	7	The first Action next Turn by All Heroes within Range must be a Basic Attack or that Hero skips their Turn.
<b>Awaiting Maw</b> <b>AUTO-HIT</b>	C	2	<i>Trig. Cond:</i> If a Hero within Range uses a Basic Melee Attack, <i>Trig. Effect:</i> Cancel that Action and deal 10 <b>PIERCING</b> Damage to that Hero. -1 to 1 Special Action Limit of that Hero until the end of the Encounter.