



HP: /35 **Toughness: 4** **Resistance: 4** Rank: Grunt Type: Beast Size: 1x1

DEFAULT CHARACTERISTICS

- Territorial:** Does not Move unless a Hero is within 7 Squares.
- Tunnel Vision:** Moves toward nearest Hero.
- Immediacy:** Attacks nearest Hero.
- Natural Environment:** Immune to Concentrated *Miasma* (Local Field Effect).

OPTIONAL MODIFIERS

- Bonded:** Targets the last Hero that targeted the Houndmaster.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Bite vs	Melee	1	Deal 1d10 + 5 Damage vs Hero suffers 1 Stack of VULNERABILITY vs

SPECIAL ABILITIES

Shoaling Pod	A	5	Remove this Foe and another adjacent Slaughterfish from the Encounter. Replace them with 1 Slaughterswarm with full HP.
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SLAUGHTERFISH

- 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.