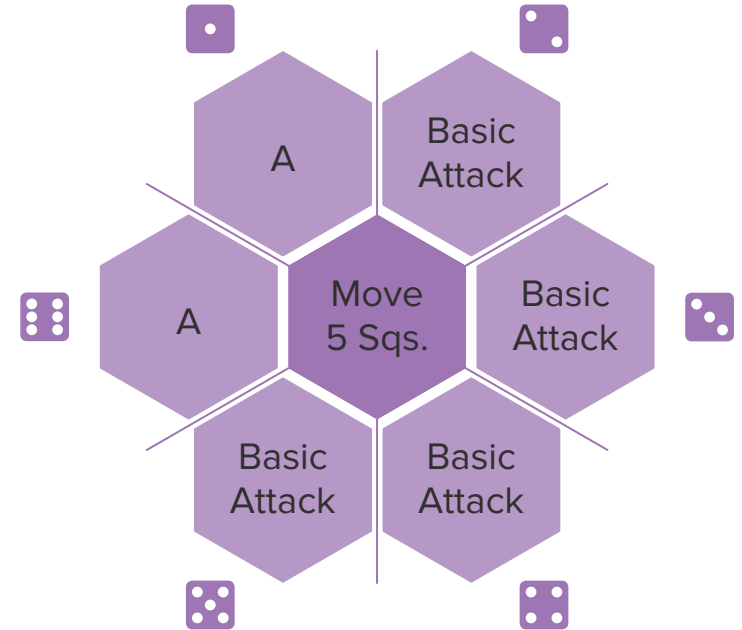


SLAUGHTER FISH

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.



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

Aetherfeast: Moves and Attacks Hero with highest Resistance.

HP	/35
Toughness:	4
Resistance:	4
Rank:	Grunt

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	-	Remove this Foe and another adjacent Slaughterfish from the Encounter. Replace them with 1 Slaughterswarm with full HP.