



HP: **Toughness:** 4 **Resistance:** 6 **Rank:** **Awakened** **Type:** Rift **Size:** 2x2

DEFAULT CHARACTERISTICS

- Mob Masher:** Moves toward and Attacks Hero nearest to another Hero.
- High Traction:** Move Actions are not affected by Elevation.
- Natural Environment:** Immune to Concentrated *Miasma* {Local Field Effect}.

OPTIONAL MODIFIERS

- Steady Feet:** Cannot be knocked Prone..
- Wide Attacks:** Basic Attacks targeting a Hero also target all other Heroes adjacent to that Hero.

Name	Type	Range	Effect
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BASIC ACTIONS [Storyteller only] Actions per Turn: 3

Lash vs	Melee	2	Deal 1d10 + 10 Damage vs .
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SPECIAL ABILITIES

Limb Cage vs	A	1	Deal 1d10 + 5 Damage vs Hero suffers PARALYSIS VS .
Spineburst vs [Acrobatics or Endurance]	B	2	Deal 2d10 + 10 Damage vs to all Heroes within 2 Range. Slitherspine suffers from FRAGILITY .
Grappling Barb vs	C	5	Deal 1d10 + 10 Damage vs Hero is moved to Square adjacent to Slitherspine.

SLITHERSPINE

- 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.