



**HP:**  /75

**Toughness:** 4

**Resistance:** 8

**Rank:** Awakened

**Type:** Rift

#### DEFAULT CHARACTERISTICS

**Cavalier:** Moves toward and Targets the last Hero who used a Ranged Action. If no Hero has used a Ranged Action, this Foe skips its Turn.

**Natural Environment:** Immune to Concentrated Miasma (Local Field Effect).

#### OPTIONAL MODIFIERS

**Chitin Plating:** Reduce Ranged Damage taken by Spinecrawler by 10.

**Steady Feet:** Cannot be knocked **PRONE**.

# SPINECRAWLER

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 a d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

Name	Type	Range	Effect
<b>BASIC ACTIONS</b>			[Storyteller only] Actions per Turn: 3
<b>Spine Shot</b> VS.	Ranged	5	Deal 1d10 + 10 Damage VS . Hero suffers 1 Stack of <b>VULNERABILITY</b> VS .
<b>SPECIAL ABILITIES</b>			
<b>Nightwave</b>	A	0(+1)	Each use of Nightwave increases Range by +1. All Heroes within Range suffer 2 Stacks of <b>POISON</b> VS .
<b>Spineburst VS</b> [Acrobatics OR Endurance]	B	2	Deal 2d10 +10 Damage VS  to all Heroes within Range. Spinecrawler suffers <b>FRAGILITY</b> .