



HP: /25 Toughness: 4 Resistance: 6 Rank: Grunt Type: Beast Size: 1x1

DEFAULT CHARACTERISTICS

Territorial: Does not Move unless a Hero is within 7 Squares.

Aetherfeast: Moves toward and Attacks Hero with highest .

Evasive: Actions that include at least 1 Stalkrow suffer 1 Stack of *DISADVANTAGE*. (*DISADVANTAGE*: Roll an additional 1d20 and take the worst roll.)

OPTIONAL MODIFIERS

Nightvision: Actions used by Stalkrow ignore bonus granted by *Darkness* (Global/Local Field Effect) to Heroes.

Gloomhaven: If Stalkrow is occupying a Square with *Darkness* (Global/Local Field Effect), Ranged Actions that include at least 1 Stalkrow as a Target suffer 1 additional Stack of *DISADVANTAGE*.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 2

Peck vs Melee 1 Deal 1d10 + 10 Damage vs .

SPECIAL ABILITIES

Shadespike
AUTO-HIT A 3 Targets Hero with the highest . Deal 1d10 + 5 Damage vs . That Hero suffers -1 vs until the End of the Encounter.

Duskburst vs B 3 -1 to all Heroes within Range until the End of the Encounter.

STALKROW

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.