



STALKKROW [Veteran]

HP: /35 **Toughness: 4** **Resistance: 6** Rank: Grunt Type: Beast Flow: 3 Size: 1x1

DEFAULT CHARACTERISTICS

Territorial: Does not Move unless a Hero is within 5 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.)

Night Predator: Stalkrow has 1 Stack of *ADVANTAGE* on Damage dealt by Actions used by Stalkrow that Target at least 1 Hero occupying a Square with *Darkness (Global/Local)* Field Effect.

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.