

Name: **SLAUGHTERSWARM** [Veteran]

HP: /75

Toughness: 8

Resistance: 6

Rank: Awakened

Type: Beast

Flow: 4 Size: 2 x 2

DEFAULT CHARACTERISTICS

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

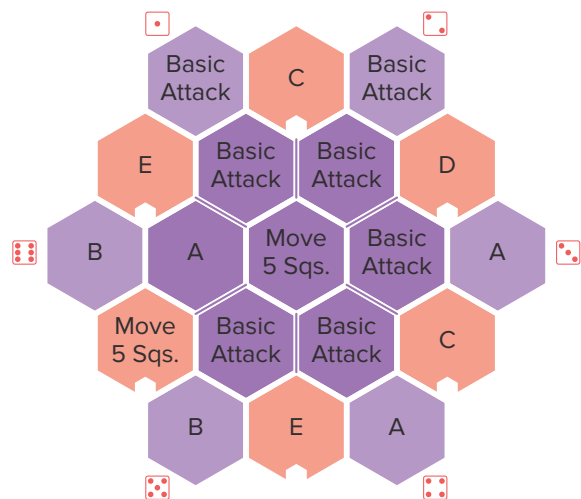
Tunnel Vision: Moves toward nearest Hero.

Immediacy: Attacks nearest Hero.

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

OPTIONAL MODIFIERS

Aetherfeast: Moves toward and Attacks Hero with highest Resistance.



Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Bite vs	Melee	1	Deal 2d10 + 5 Damage vs . Hero suffers 4 Stacks of VULNERABILITY vs .
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SPECIAL ABILITIES

Cannibalize	A	3	Remove 1 Grunt Foe within Range from the Encounter. Slaughter Swarm is fully healed.
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Overwhelming Swarm vs [Acrobatics OR Athletics]	B	2	Deal 2d10 + 5 Damage vs . Hero suffers PARALYSIS vs [Endurance OR Focus].
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LEARNABLE SPECIAL ABILITIES

Gnashing Fangs vs	C	2	Any current Stacks of VULNERABILITY or FRAGILITY on all Heroes within Range cannot be removed until the End of the Encounter.
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Teeth Twister <i>AUTO-HIT</i>	D	5	Move up to 5 Squares toward Hero furthest from Slaughter Swarm. Deal 1d10 + 10 Damage vs to each Hero adjacent to Slaughter Swarm during and after its movement.
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Consume Aether	E	-	<i>Trig. Cond.:</i> If a Hero uses a Spell that includes Slaughter Swarm as a Target, <i>Trig. Effect:</i> Cancel that Action and Slaughter Swarm heals 10 HP.
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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.

