

Name: **SLITHERSPINE** [Veteran]

HP: /100

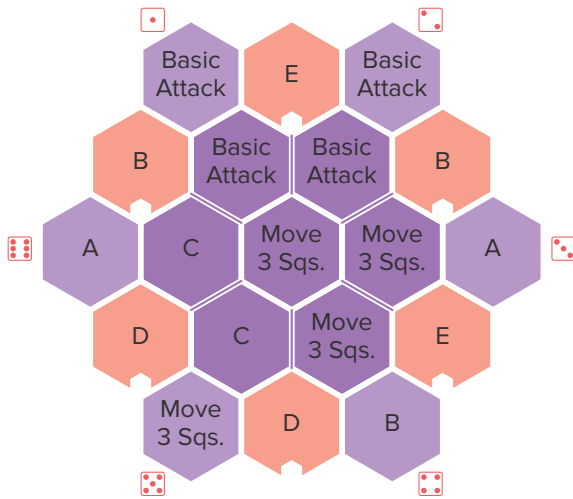
Toughness: 4

Resistance: 12

Rank: Awakened

Type: Rift

Flow: 4 Size: 2 x 2



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.

Unstoppable: Move Actions cannot be Cancelled.

Name	Type	Range	Effect
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BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

Lash vs Melee 2 Deal 1d10 + 10 **vs** . Deal 5 *PIERCING* Damage.

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 Range. Slitherspine suffers from *FRAGILITY*.

LEARNABLE SPECIAL ABILITIES

Grappling Barb vs C 5 Targets 2 furthest Heroes within Range. Deal 1d10 + 10 Damage **vs** . Hero(es) are moved to an unoccupied Square adjacent to Slitherspine.

Elongate D - +2 Range on all Actions during Slitherspine's next Turn.

Chilling Grasp vs E 5 *Trig. Cond.:* If a Hero Moves or Shifts, *Trig. Effect:* Cancel that Hero's Move Action. That Hero suffers *CHILLED vs* .

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.