Action Hex Grid

⚀	⚁

|			
⚄	A	Basic Attack	
	Basic Attack	Move 5 Sqs	Basic Attack	⚂
	B	Basic Attack	
	⚄		⚃

STALKROW

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.
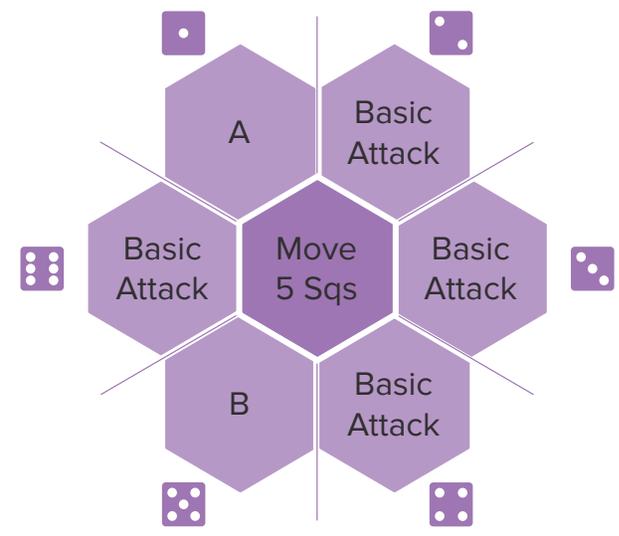
HP: ___/25　🛡 **Toughness:** 4　🛡 **Resistance:** 6　**Rank:** 💀 Grunt　**Type:** Beast　**Size:** 1x1

DEFAULT CHARACTERISTICS

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

Aetherfeast: Stalkrow Moves toward and Targets Hero with highest 🛡.

Evasive: Checks that include at least 1 Stalkrow suffer 1 Stack of *DISADVANTAGE*.

OPTIONAL MODIFIERS

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

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

Darkness (Local Field Effect): -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 🏹.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Peck *vs* 🏹	Melee	1	Deal 1d10 + 10 Damage *vs* 🛡.
SPECIAL ABILITIES			
Shadespike *AUTO-HIT*	A	3	*Shadespike* Targets Hero with the highest 🏹. Deal 1d10 + 5 Damage *vs* 🛡 to Target Hero and that Hero suffers -1 🏹 *vs* 👤 until the end of the Encounter.
Duskburst *vs* 👤	B	3	-1 🏹 to Hit Heroes until the End of the Encounter.

EMBERWIND
WAILING SONG

KNIGHTINGALE

KNIGHTINGALE

TURN BLOCK:

1. Read the Default Characteristics. Optional Modifiers may also be used.

2. Roll 1d6.

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

DEFAULT CHARACTERISTICS

Gloomhunter: Knightingale Moves toward and Targets nearest Hero occupying a Square with *Darkness (Local Field Effect)*. If no Heroes occupy a Square with *Darkness (Local Field Effect)*, Knightingale Moves toward and Attacks nearest Hero.

Darkness (Local Field Effect): -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 🖌.

Umbral: Knightingale's occupied and all adjacent Squares have *Darkness (Local Field Effect)*. Squares of *Darkness (Local Field Effect)* from Umbral move with Knightingale.

Darkness (Local Field Effect): -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 🖌.

OPTIONAL MODIFIERS

Suffocating Darkness: Knightingale is immune to *BURNING*.

Nightvision: Actions used by Knightingale ignore 🖌 bonus granted by *Darkness (Local Field Effect)* to Heroes.

Swarmhost: Whenever Knightingale becomes *FALLEN*, roll 1d4.
1: Spawn 1 Stalkrow in an unoccupied adjacent Square.
2: Spawn 2 Stalkrows in an unoccupied adjacent Squares.
3: Spawn 3 Stalkrows in an unoccupied adjacent Squares.
4: Spawn 4 Stalkrows in an unoccupied adjacent Squares.
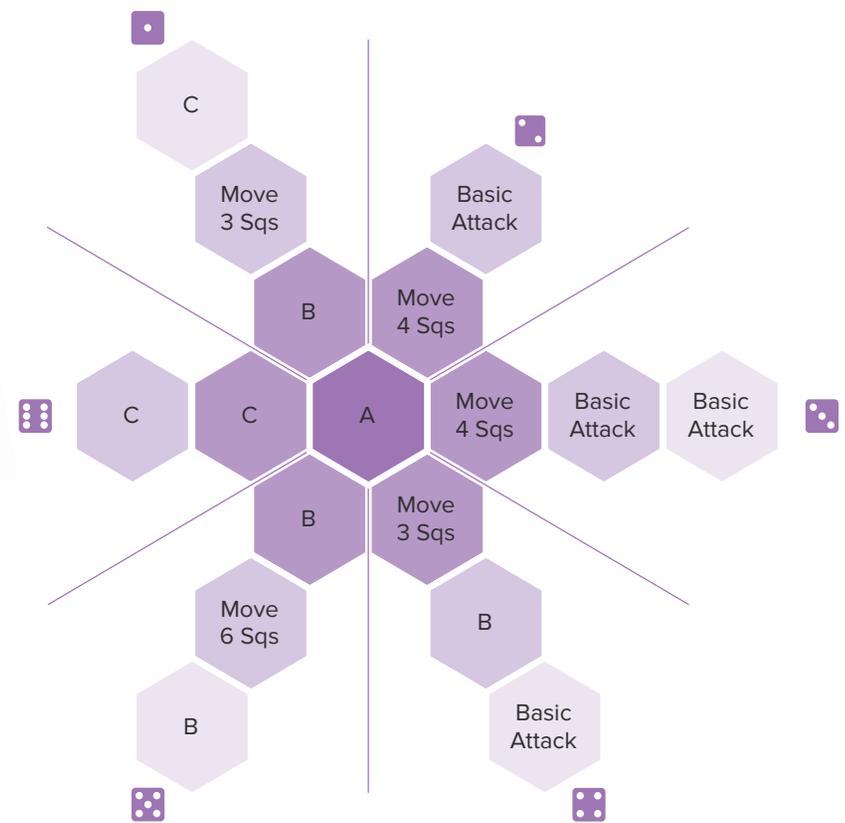
HP: /175	🛡 **Toughness:** 4	🛡 **Resistance:** 6

Rank: 🐏 Elite **Type:** Ebonspawn **Size:** 1x1

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Claymore vs 🖌	Melee	1	Deal 2d10 + 5 Damage *vs* 🛡 +5 Damage to Heroes occupying a Square with *Darkness (Local Field Effect)*.
SPECIAL ABILITIES			
Cimmerian Cloak	A	3	*Trig. Cond.:* Until the start of the next Round, if Knightingale is included as a Target of a Hero's Ranged Action, *Trig. Effect:* That Hero makes a 🖌 Check. If that Hero fails their Defence Check, Cancel that Action and Hit Hero Teleports to an unoccupied Square adjacent to Knightingale. If that Action was a Basic Ranged Attack or Exploit, Knightingale gains +1 🛡 until the end of the Encounter. If that Action was a Spell, Knightingale gains +1 🛡 until the end of the Encounter.
Consuming Darkness	B	3	Remove all Local Field Effects from all Squares except *Darkness (Local Field Effect)*.
Grimtooth vs 👤	C	5	Deal 1d10 + 10 Damage *vs* 🛡 to Hit Heroes occupying Squares with *Darkness (Local Field Effect)*.

EMBERWIND
WAILING SONG

Action wheel:
- A (top-left) — ⚀
- Basic Attack (top-right) — ⚁
- Basic Attack (left) — ⚅
- Move 5 Sqs (center)
- Basic Attack (right) — ⚂
- B (bottom-left) — ⚄
- Basic Attack (bottom-right) — ⚃
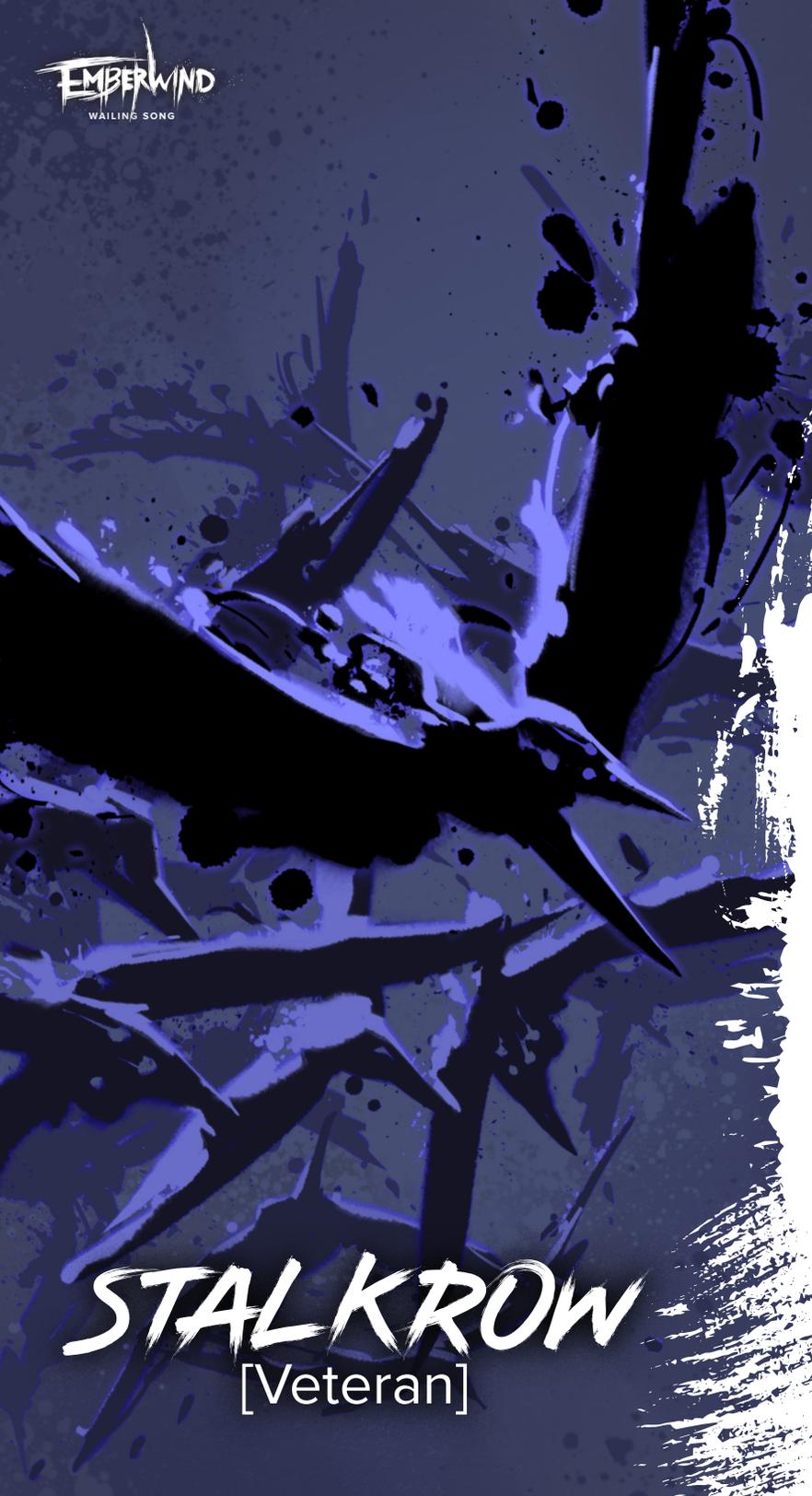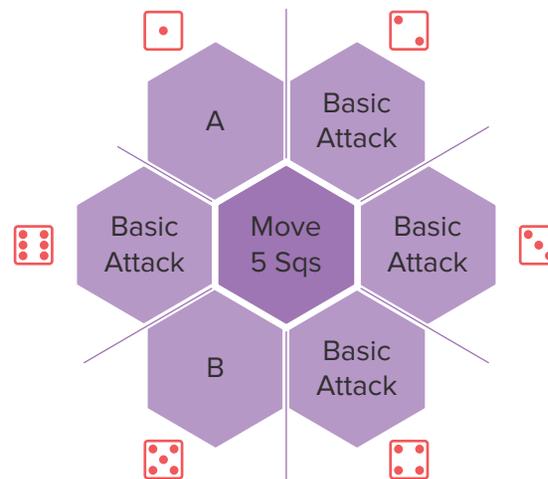
| HP: /35 | 🛡 Toughness: 4 | ✚ Resistance: 6 | Rank: Grunt | Type: Beast | Size: 1x1 |

DEFAULT CHARACTERISTICS

Territorial: Stalkrow does not Move unless a Hero is within 5 Squares.

Aetherfeast: Stalkrow Moves toward and Targets Hero with highest ✚.

Evasive: CAP Checks that include at least 1 Stalkrow suffer 1 Stack of *DISADVANTAGE*.

Night Predator: Stalkrow has 1 Stack of *ADVANTAGE* on Damage Rolls that Hit at least 1 Hero occupying a Square with *Darkness (Local Field Effect)*.

OPTIONAL MODIFIERS

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

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

Darkness (Local Field Effect): -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 🏃.

Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 2
Peck *vs* 🏃	Melee	1	Deal 1d10 + 10 Damage *vs* 🛡.
SPECIAL ABILITIES			
Shadespike *AUTO-HIT*	A	3	*Shadespike* Targets Hero with the highest D. Deal 1d10 + 5 Damage vs ✚ to Target Hero and 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
[Veteran]

Name: KNIGHTINGALE [Veteran]

HP: /175 | **Toughness:** 4 | **Resistance:** 6 | **Rank:** Elite | **Type:** Ebonspawn | **Size:** 1x1

DEFAULT CHARACTERISTICS

Gloomhunter: Knightingale Moves toward and Targets nearest Hero occupying a Square with *Darkness (Local Field Effect)*. If no Heroes occupy a Square with *Darkness (Local Field Effect)*, Knightingale Moves toward and Attacks nearest Hero.

Darkness (Global/Local Field Effect): -4 **A** to **CAP** Checks to Actions that include a Foe occupying this Square. Heroes occupying this Square have +4 🏃.

Umbral: Knightingale's occupied Square and all Adjacent Squares have *Darkness (Local Field Effect)*. Squares of *Darkness (Local Field Effect)* move with Knightingale.

OPTIONAL MODIFIERS

Suffocating Darkness: Knightingale is immune to *BURNING*.

Nightvision: Actions used by Knightingale ignore 🏃 bonus granted by *Darkness (Local Field Effect)* on Heroes.

Swarmhost: When Knightingale becomes *FALLEN*, roll 1d4.
1: Spawn 1 Stalkrow in an unoccupied adjacent Square.
2: Spawn 2 Stalkrows in an unoccupied adjacent Squares.
3: Spawn 3 Stalkrows in an unoccupied adjacent Squares.
4: Spawn 4 Stalkrows in an unoccupied adjacent Squares.
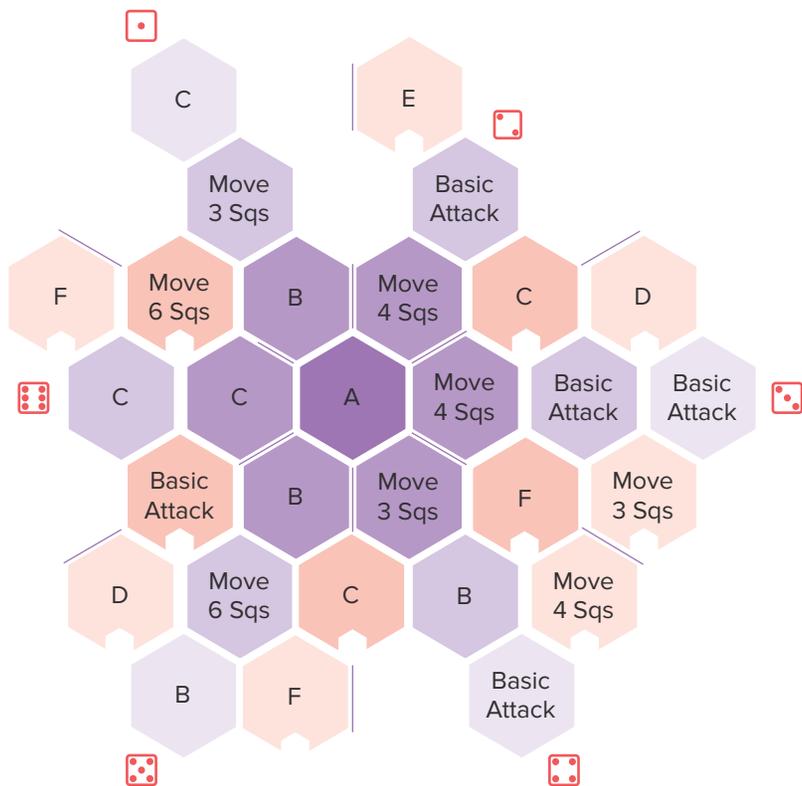
Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Claymore *vs* 🏃	Melee	2	Deal 2d10 + 10 Damage *vs* 🛡. If Target Hero fails their 🏃 Check, all Heroes occupying a Square with *Darkness (Local Field Effect)* take 5 *PIERCING* Damage.

SPECIAL ABILITIES

Name	Type	Range	Effect
Cimmerian Cloak	A	-	*Trig. Cond:* Until the start of the next Round, if Knightingale is included as a Target of a Hero's Ranged Action, *Trig. Effect:* That Hero makes a 🏃 Check. If that Hero fails their Defence Check, Cancel that Action and Hit Hero Teleports to an unoccupied Square adjacent to Knightingale. If that Action was a Basic Ranged Attack or Exploit, Knightingale gains +2 🛡 until the end of the Encounter. If that Action was a Spell, Knightingale gais +2 🛡 until the end of the Encounter.
Consuming Darkness	B	3	Remove all Local Field Effects from all Squares except for *Darkness (Local Field Effect)*.
Grimtooth *vs* 👤	C	5	Deal 1d10 + 10 Damage *vs* 🛡 tp Hit Heroes occupying Squares with *Darkness (Local Field Effect)*.

LEARNABLE SPECIAL ABILITIES

Name	Type	Range	Effect
Shadowgrasp	D	1	*Trig. Cond.:* If a Hero takes a Move Action, *Trig. Effect:* That Hero makes a 👤 Check. If that Hero fails their Defence Check, Cancel that Action and Hit Hero is Knocked *PRONE*.
Respite's Revenge	E	Field	Assign a Number to each non-*FALLEN* Hero in a Square withou *Darkness (Local Field Effect)*. Roll 1d6. The Hero asigned the Roll Result suffers *SLEEP vs* 👤. If no Hero is assigned to the Roll Result, nothing happens.
Fearsome Slash *vs* 👤	F	2	Deal 2d10 + 5 Damage *vs* 🛡 to Hit Hero and that Hero is Pushed 2 Squares directly away from Knightingale (if possible).

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