

Moulder Grand Abomination

Starting

Health

Upgrades

+10 +10 +10 +10

Cost: 1 Food 1 Food 1 Food 1 Food

Starting

Save

Upgrades

4+ 3+

Cost: 1 Food 1 Fuel

Attacks

Vicious Claws

Speed 7 8 9

Cost: 1 Food 1 Ore 1 Fuel

Attacks 8 10 12

Cost: 1 Food 1 Ore 1 Fuel

Hit 3+

Cost: 1 Fuel

Wound 2+

Cost: 1 Fuel

Rend 3

Cost: 1 Food

Damage 3 4

Cost: 1 Food 1 Ore

Dripping Fangs

Speed 6 7

Cost: 1 Food 1 Ore

Attacks 5 6

Cost: 1 Food 1 Fuel

Hit 3+

Cost: 1 Ore

Wound 2+

Cost: 1 Ore

Rend 2

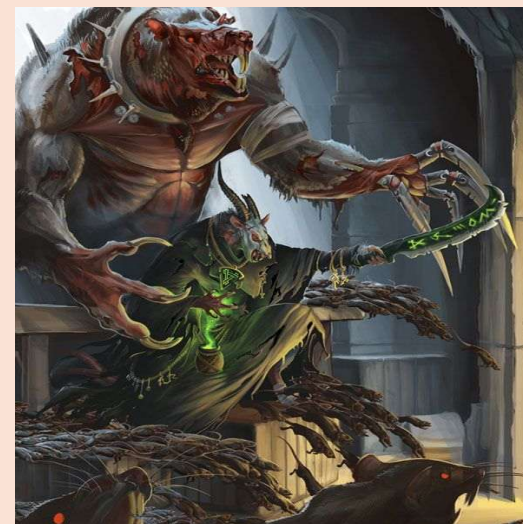
Cost: 1 Food

Damage 3

Cost: 1 Food

Crit Mortal

Cost: 1 Realm-stone



Abilities

"It Grew Back?!"

Once per game Heal 4D6

Cost: 1 Food, 1 Ore, 1 Fuel

Damn Thing Won't Die

Once per game When health reaches 0: Roll a dice on a 4+, you don't die. Gain 5 health instead

Cost: 1 Food, 1 Ore, 1 Fuel

Enhanced Roll a 2+ and gain 10 health instead

Cost: 1 Realm-stone

Give It An Extra Head

Passive Double the number of Fang attacks

Cost: 1 Food, 1 Ore, 1 Fuel

Stinger

Once per game -5 to all Speed profiles on enemy attacks for one turn

Cost: 1 Food, 1 Ore, 1 Fuel

Stitch on Some Extra Legs

Passive +2 Speed to all weapon profiles

Cost: 1 Food, 1 Ore, 1 Fuel

Enhanced +3 Speed instead

Cost: 1 Realm-stone

Brain In a Jar

Once per game Crit Effects don't work against you for one turn

Cost: 1 Food, 1 Ore, 1 Fuel