

Lupine Wraith

Tier 2 Solo

A wolf reanimated by powerful magic. Its glowing green eyes search out prey that it will hunt tenaciously.

Motives & Tactics: Hunt, Stalk, Maul

Difficulty: 15 | **Thresholds:** 18/30 | **HP:** 8 | **Stress:** 5
ATK: +4 | **Haunted Maw:** Melee | 1d8+5 mag & 1d10+2 phy

Experiences: Hunting Instincts +3

FEATURES

Lingering Crunch - Action: Mark a stress to make an attack roll. If it hits, deal 2d10+8 magic damage. In addition, if it hits you may spend a Fear to give the target the Cursed condition and start a countdown of D6. While Cursed, all action rolls are made at disadvantage. When the target makes an action roll, the countdown decreases by 1. The Cursed condition is removed when the countdown ends or when the scene ends.

Fearful Visage - Passive: If a PC fails an attack roll against the Lupine Wraith, they must pass a Presence reaction roll or mark a Stress

Momentum - Reaction: When the Lupine Wraith makes a successful attack against a PC, you gain a Fear

Relentless (2) - Passive: The Lupine Wraith can be spotlighted twice per GM turn, spending Fear to do so as normal.