

## Fiend

Type — melee

A horrifying four legged lurker in the shadows, feeds on whatever it can hunt, flesh or energy. It has evolved to instil terror into the heart of its prey, hence its abilities.

LoS — 5 squares

Move speed — 2 squares

HP — 8

Damage — 3 / 4

Ability — silence / blind

Silence — target can't use abilities or spells for 1 turn

Blind — target can't use basic attack for 1 turn

