

# Morgraur



Actions



Life



Will



Command



Size



Ducats



MOVE	DEXTERITY	ATTACK	PROTECTION	MIND
5	3	6	6	1

Weapon	Range	Evasion	Damage	Penetration	Abilities
Colossal Jaws	2"	+2	+2	-3	Aquatic

## Keywords

*Faction (Rashaar), Hero, Rashaar, Monster, Unique*

## Character Abilities

- Brawler (2)
- Fast Swimmer (3)
- Fear (3)
- Limited Movement
- Mindless
- Water Creature

## Serpentine

This character is able to move through spaces smaller than its base to a minimum of 2". It must be able to fit where it ends its activation.

## Swallow Whole

When this character makes a Combat action (not an Attack of Opportunity) against a target character with a Size of 40mm or less and rolls at least 5 Aces, instead of calculating Damage as normal, instead immediately remove the target character from play as a casualty.