

Oneg'low

Tier 2 Solo

A monstrous gorilla-like monster with a dangling light above its head like an anglerfish, sharp fangs, and wicked claws. Called a Oneg'low as you only see one glow before your doom...

Motives & Tactics: Lure in, rip, tear

Difficulty: 15 | **Thresholds:** 10/20 | **HP:** 10 | **Stress:** 5

ATK: +3 | **Claws:** Melee | 2d6+3 phy

Experiences: Lure Them In +2

FEATURES

Hypnotic Glow - Passive: If a creature ends its spotlight within Close range of the Oneg'low, it must make a Presence reaction roll. On a fail, it becomes Entranced. While Entranced, it cannot willingly move away from the Oneg'low, and may not make attacks against the Oneg'low. An Entranced creature may make a Presence action roll on their spotlight, on a success they are no longer Entranced. Once a creature has been Entranced it cannot be Entranced again until after a Long Rest.

Lure and Pounce - Action: If a creature within Very Close range of the Oneg'low is Entranced, mark a **Stress** to leap to Melee distance and make an attack roll at Advantage against the target. On a success, deal 2d10+6 physical damage.

Relentless (2) - Passive: The Oneg'low can be spotlighted twice per GM turn. Spend fear as usual to spotlight them.

Momentum - Passive: When a Oneg'low makes a successful attack against a PC, gain a Fear.