



PLAGUE BRUTE

Size on map: 2 x 2

TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.

HP: /125 Toughness: 10 Resistance: 6 Rank: Elite
Type: **Beast**

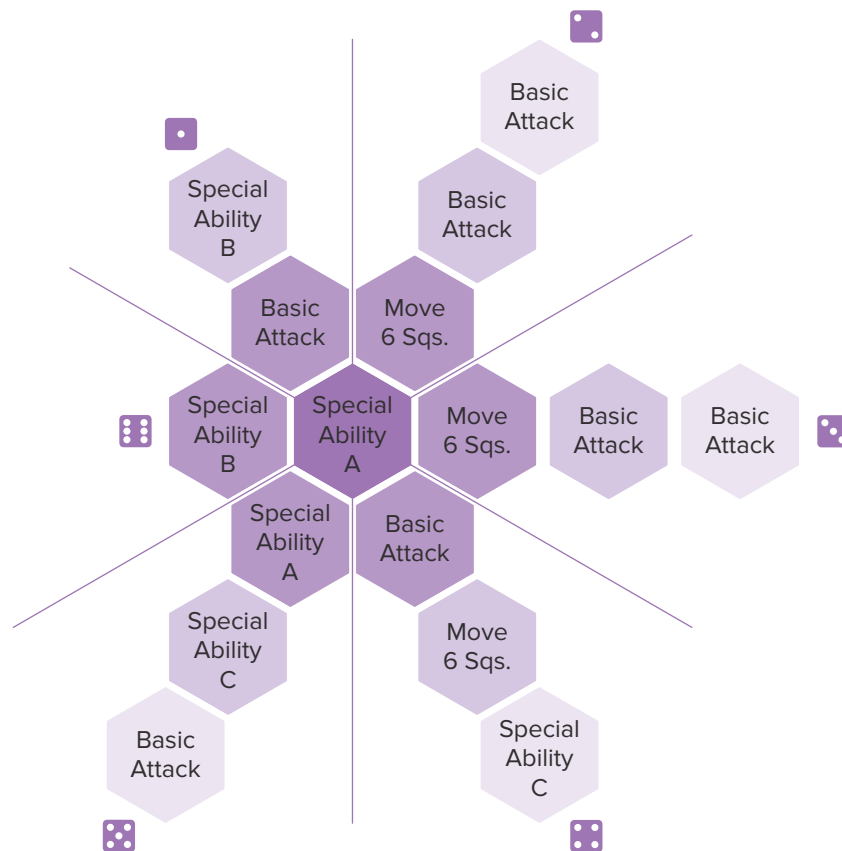
DEFAULT CHARACTERISTICS

Unpredictable: Assign a number to each non-fallen Hero on a d4. Roll a d4 at the start of Foe's Turn. Foe moves toward and Attacks that Hero this Turn. Reroll if roll result is unassigned to a Hero.

Iceblood: Heroes within 3 Squares of this Foe who Successfully Hit Foe suffer 1 Stack of Chilled vs .

OPTIONAL MODIFIERS

Mob Mentality: Prefers to Flank Heroes whenever possible.



Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Icebane Bite vs	Melee	2	Deal 1d10 + 10 Damage vs and Hero suffers 1 Stack of Chilled vs .
SPECIAL ABILITIES			
Pounce AUTO-HIT	A	5	Move up to 5 Squares toward Hero furthest from Foe and deal 2d10 + 10 Damage vs . Hero is knocked Prone vs .
Dreadshiver vs	B	3	All Heroes within Range takes 10 PIERCING Damage per Stack of CHILLED .
Hunter's Prowl	C	-	-10 Accuracy to all Hero Actions that Target this Foe until the Start of next Turn.