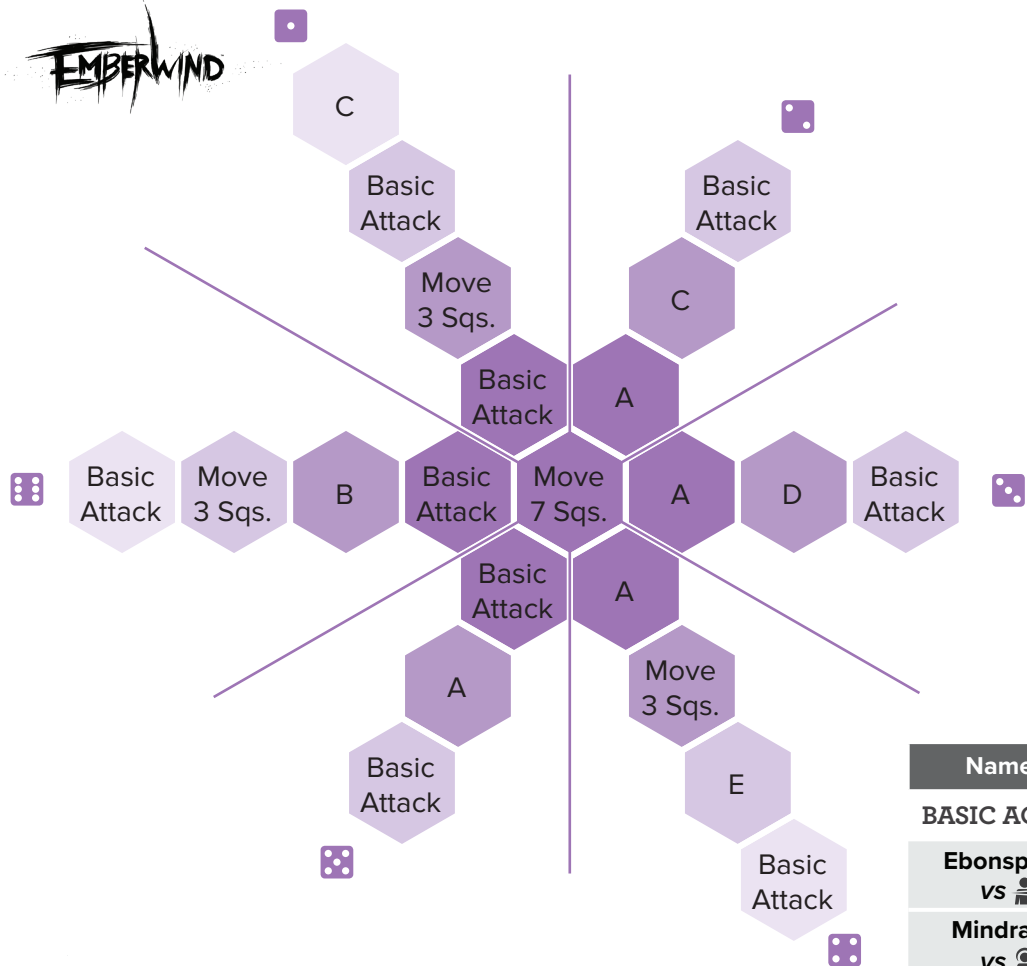


EMBERWIND



SHADESEER



SHADESEER

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:
Toughness: 0
 Resistance: 0
 Rank: ~~3~~ Boss
 Type: Ebonspawn

Name	Type	Range	Effect
BASIC ACTIONS [Storyteller only] Actions per Turn: 4			
Ebonspear vs	Melee	2	2d10 + 10 Damage vs . If Shadeseer Hits a Hero, Shadeseer gains +2 until the End of the Encounter.
Mindraze vs	Ranged	5	Deal 1d10 + 10 Damage vs . Hero suffers -3 and Shadeseer gains +3 until End of the Encounter.

SPECIAL ABILITIES

Sleight of Mind vs [Knowledge]	A	7	All Heroes within Range assign a number to each Class Action Slot, then roll 1d6. Hit Heroes cannot use the rolled Action until the End of the next Round.
Brainblear vs [Focus]	B	Field	All Hit Heroes within Range suffer SILENCE VS .
Warrior's Pride vs [Endurance]	C	5	If Target Hero uses an Action that Targets at least 1 Foe, all Heroes lose 1 Tide-Turner Charge. (Note: Sustained Effects do not Trigger Warrior's Pride.) Warrior's Pride is removed at the start of Shadeseer's next Turn.
Leader's Arrogance vs [Leadership]	D	5	If Target Hero uses an Action that Targets at least 1 Other Hero, all Heroes suffer FRAGILITY VS . (Note: Sustained Effects do not Trigger Leader's Arrogance.) Leader's Arrogance is removed at the start of Shadeseer's next Turn.
Healer's Regret vs [Mend]	E	5	If Target Hero heals HP, all Heroes lose 10 HP. (Note: Sustained Effects do not Trigger Healer's Regret.) Healer's Regret is removed at the start of Shadeseer's next Turn.

DEFAULT CHARACTERISTICS

Aetherfeast: Moves and Attacks Hero with highest within 5 Squares. If no Heroes are within Range, Moves toward and Attacks nearest Hero instead.

Mindcensor: At the start of each Round, all Heroes roll a Focus Skill Check. Until the start of the next Round, Heroes who fail their Focus Skill Check lose 10 HP each time they use an Action that includes Shadeseer as a Target.

Resolute: If Shadeseer's is equal to or exceeds 15, Shadeseer's Actions cannot be Cancelled.

Melee Focused: Executes Melee Attack over Ranged Attack if possible.

OPTIONAL MODIFIERS

Frightful Visage: At the start of each Round, all Heroes roll a Check. Heroes who fail their Check suffer **CHILLED**.

Peace of Mind: Shadeseer's is equal to its .