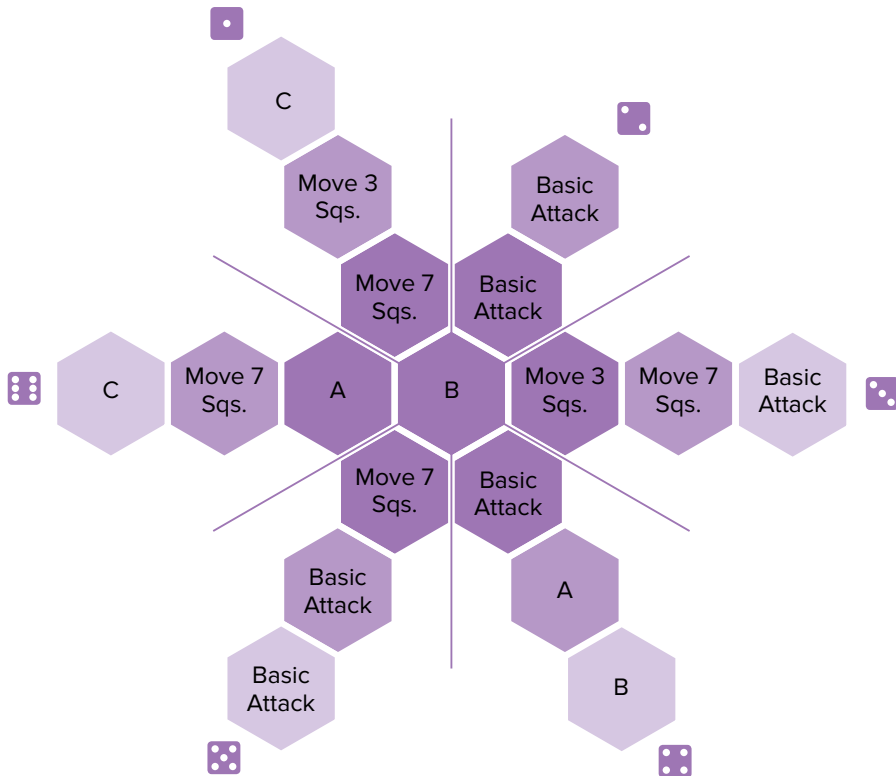


THRESHERBEAST

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 a d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.



DEFAULT CHARACTERISTICS

HP:

Toughness: 10

Resistance: 4

Rank: Elite

Type: Beast

Bloodthirsty: Moves toward and Attacks Hero with highest Current HP.

Wide Attacks: Basic Attacks targeting a Hero also target all other Heroes adjacent to that Hero.

Thick Hide: Negate the Damage and Effect of any Action used by a Hero if it does not Penetrate, Critical Hit, have the **PIERCING**, or **AUTO-CRIT** Property.

OPTIONAL MODIFIERS

Extended Range: +2 Range on all Thresherbeast's Actions.

Name	Type	Range	Effect
BASIC ACTIONS			
[Storyteller only] Actions per Turn: 2			
Goring Charge VS	Melee	2	Deal 1d10 + 10 Damage VS. If Thresherbeast successfully performed a Move Action this Turn, Goring Charge does PIERCING Damage.
SPECIAL ABILITIES			
Skullbash AUTO-HIT	A	2	Deal 2d10 + 10 Damage VS. Target Hero and Thresherbeast suffers DAZE .
Shake It Off	B	-	Remove all Stacks of 1 Condition. If there are multiple Conditions, assign each Condition to a number and roll a Die to determine which is removed. If any Stacks are removed, this Foe gains +2 and.
Sundering Swipe VS	C	2	Deal 3d10 Damage VS to all Heroes. Hit Heroes suffer 4 Stacks of VULNERABILITY VS .