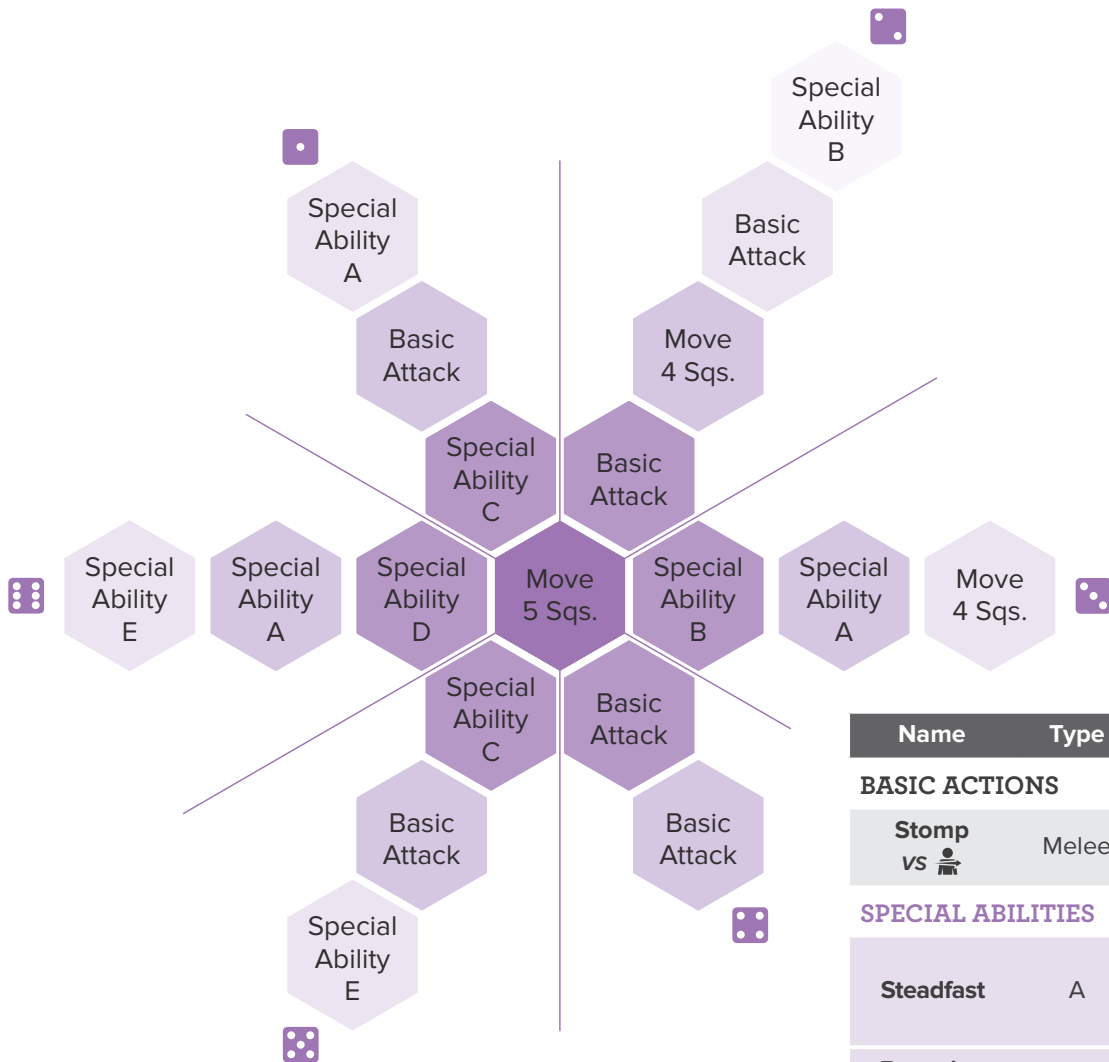


EMBERWIND

GRAVEHIDE
WARBEAST





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: /750

Toughness: 20

Resistance: 10

Rank: Boss

Type: Beast

DEFAULT CHARACTERISTICS

Defensive Fighter: Moves toward and Attacks the last Hero who targeted Gravehide Warbeast. Skips Turn if it hasn't been Targeted yet.

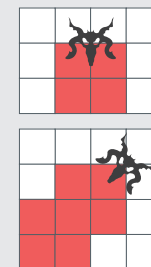
Earthshaker: Whenever Gravehide Warbeast takes a Move Action, all Heroes are knocked **PRONE VS** .

OPTIONAL MODIFIERS

Thickheaded: Foe takes 1/2 Damage from Actions that Target it from the front (i.e. actions used by Heroes occupying red Squares in diagram). Reduce Damage before Barrier Values are applied.

Gravehide Warbeast turns to face the Hero who last Targeted it.

(See diagram on right.)



Name	Type	Range	Effect
BASIC ACTIONS			[Storyteller only] Actions per Turn: 4
Stomp vs	Melee	2	Deal 2d10+5 Damage vs to all Heroes within Range. +5 Damage to PRONE VS Heroes.
SPECIAL ABILITIES			
Steadfast	A	-	Remove all Sustain Effects from Gravehide Warbeast. Heroes cannot take Trigger Actions against Gravehide Warbeast until the start of its next Turn.
Battering Charge vs	B	7	Move up to 7 Squares toward nearest Hero. Deal 1d10 +15 Damage vs to all adjacent Heroes and they are pushed back 5 Squares (if possible).
Bonerattle Quake vs	C	2	Deal 1d10 PIERCING Damage to all Heroes within Range and they suffer from PRONE VS .
Bonerattle Wail vs [Endurance]	D	7	All Heroes within Range suffer PARALYSIS VS .
Unburden	E	-	Remove all Stacks of 1 Condition from Gravehide Warbeast. If it is suffering from multiple Conditions, assign each to a number and roll to see which it removes.