

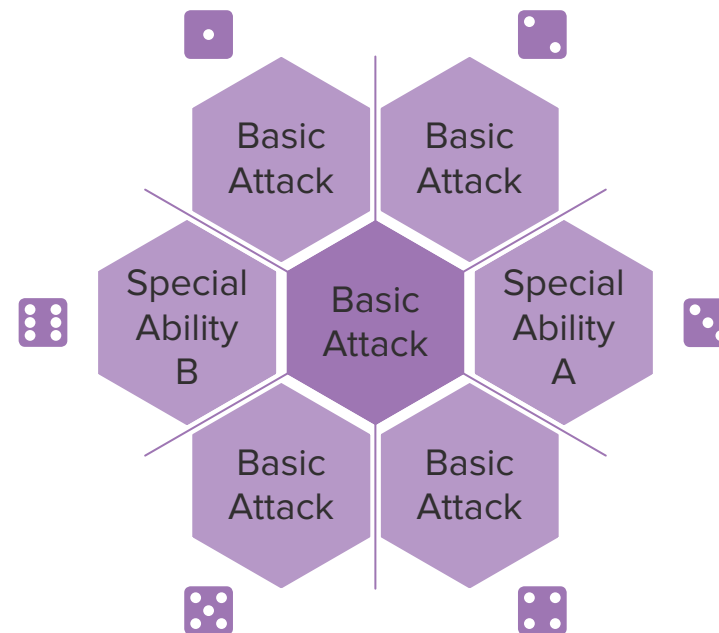


# LANDCASTER STAG

Size on map: 1 x 1

## 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  /30

Toughness: 2

Resistance: 6

Rank: Awakened

Type: Beast

## DEFAULT CHARACTERISTICS

**Static Fighter:** Foe does not move and Targets nearest Hero.

**Blessed Demise:** When this Foe becomes Fallen, the nearest wounded Foe heals 10 HP.

## OPTIONAL MODIFIERS

**Mirrorforce:** Heroes who deal damage to this Foe using a Spell Action also lose HP equal to 1/2 of the Damage dealt after Barrier Values have been applied.

Name	Type	Range	Effect
<b>BASIC ACTIONS</b>			
[Storyteller only] Actions per Turn: 4			
<b>Spirit Strike</b> vs	Ranged	7	Deal 1d10 + 5 Damage vs .
<b>SPECIAL ABILITIES</b>			
<b>Grasping Earth</b> vs	A	7	<i>Trig. Condition:</i> If a Hero moves, <i>Trig. Effect:</i> Cancel that Hero's Action.
<b>Rallyhorn</b>	B	7	Nearest wounded Foe heals 5 HP.