

The Grunwald Beast

Dieter pushed his soot stained face over the chimney edge, enough for his eyes to get a glimpse of the steward, the librarian and the four servants, all sitting in a circle, chanting under the gibbous moon. He then pulled himself out of the chimney, an awkwardness of movement marking his understanding of stealth. His effort would be enough, though. The gathering ignored him as he approached. They ignored him as he pulled out his warhammer and brought it down into Hanna's temple. They ignored him as his eyes widened, staring at the painting in the middle of their circle. The Eye, its pupil dilated, the blackness swirling until it was clear, a claw taking shape, pushing against it like it was a viscous membrane.

A gunshot! He felt the bullet pass his ear, bouncing nimbly off the canvas surface and darting into a cultist's grinning face. Behind him, Bruenor swung his legs off the chimney edge, smoking pistol in hand.

It was too late. A green, luminous fog engulfed the summoning circle, its light merging with that of Morrslieb. The steward's eyes rolled back in his skull and his back arched.

With an obscene, watery pop, the claw pierced the painting's membrane and pushed itself towards the night sky, revealing a shoulder covered in mangy, wet fur, with a membranous wing running along the entire thing. Its other wing quickly followed and, with a great push, the creature pulled itself out from the torn painting and landed in the middle of the summoning circle.

Dieter looked at the creature towering over the crowd and felt his legs sinking, quickly accompanied by the roof over Aschaffenberg's bedchamber. They began to fall...

Name The Grunwald Beast							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	-	64%	56%	42%	30%	40%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	48	6	5	5	-	-	-

Talents: Flier, Natural Weapons, Night Vision, Leathery Hide (4), Strike Mighty Blow (+1 DMG), Strike to Injure (+1 Crit), Terrifying, Will of Iron, Unstoppable Blows (-30% Parry or choose to attack instead of parrying), Dodge Blow.

Sturdy: The Beast's wounds are arranged in a **Damage Table** (see below). Opponents may aim for different body parts, represented by columns. Alternatively, a 1d6 determines the affected column.

Damage spills onto the right column if the affected one is full, but the creature's damage threshold is applied again, every time this happens. The different cells represent critical effects on the creature.

Once the entire table is full, the creature must pass a Toughness check every time it takes damage or be killed.

Large target: +10% to attacks against it.

Man sized opponents suffer 20% STR penalties against it. The beast has +20% to all STR tests against man sized opponents.

Chaos Aura: +2 TB versus regular weapons.

Instability: If the beast fails to inflict a wound on a turn in which it is wounded, it suffers 1d10 wounds. It suffers an extra 1d10 if the wound was inflicted with a holy or magical weapon.

Rushed ritual: The beast suffers 1d10 wounds from instability every turn, taking into account normal damage reduction, but not its Chaos Aura (this is what will eventually banish it back to The Realm of Chaos if it is not stopped by other means).

Special actions:

Trample: At the end of any round in which the beast made an attack, after all other attacks (including the opponent's attacks) have been resolved, the beast may make a trample attack as a free action. This is resolved vs an agility test (-10% if target has already dodged this turn), except it hits everyone in base contact with it, except for one random square in its back arc. The square can be determined by a successful perception check, as a free action.

Crush: All out attacks have impact.

Sweeping blows: Any opponent hit in the creature's front arc (4 squares, 2 for each arm) is thrown 1d6 squares away, modified by an opposite STR roll.

Reach: The Beast may use all out attacks on enemies up to 1 square away. If anything is caught between The Beast and its victim, it also suffers a standard attack (which can sweep). Only models in base to base contact can be thrown.

Critical Knockdown: 3+ degrees of success in any check can be used to knock down an opponent. The opponent can oppose the roll with an adequate check.

Bite: The Beast may attempt to lock its jaws into an opponent in base to base contact with it, as a half action. This is resolved using the Grappling rules, but the beast counts as having AP for this attack.

Damage Table					
LL	LA	B	B	RA	RL
	W			W	
M		M	W		M
T					T
	T	W	M	A	
A	A	T	T	T	A
M	A	A	A	A	M

Consult the following list for effects depending on the number of wounds scored on letter cells:

T: extra safe spot during **Trample** for each T.

M: -1 movement for 1, -2 for 3, no more dodge for -5.

A: -5% WS for 1, -10% for 3, -1 attack for 5.

W: 1 requires STR check to fly away. 3 will considerably slow it down even if it does fly away (allowing the party to follow it). 4 prevents it from flying.

Entire arm column gone (LA or RA): **sweeping blows** can no longer be made with that arm. The Beast loses **Reach**.

Entire body column gone (B): -10% Toughness, -10% STR.

Entire leg column gone (LL or RL): -10% Agility.