

# Eredin

## Vulnerabilities

Hanged Man's Venom

## Abilities

### Charge

If a target moves more than 8m away from Eredin, it can charge and make a powerful attack at -4 which does 11d6 damage, knocks the target back 4m and knocks them prone. If they strike anything while flying back, the target takes appropriate ramming damage as if from a horse.

### Resistances

Armor makes them take only half damage from **piercing**, **bludgeoning**, **poison**, **slashing**, **fire** and **bleeding**.

### Crushing Force

Due to the incredible force with which he punches, Eredin cannot be parried and does double ablation damage to weapons, shields, or armor.

## Threat

Hard  
Difficult

## Bounty

7000 Crowns

## Armor

36

INT	8	STUN	10
REF	12(8)	RUN	21
DEX	12(8)	LEAP	4
BODY	12	STA	60
SPD	7	ENC	120
EMP	6	REC	12
CRA	4	HP	145
WILL	12	VIGOR	3
LUCK	0		

Illustration by Lorenzo Mastroianni

## Skills

Athletics +8
Awareness +6
Brawling +8
Courage +10
Dodge/Escape +5
Endurance +10
Melee +8
Intimidation +10
Leadership +14
Resist Coercion +14
Resist Magic +14
Staff/Spear +8
Stealth +3
Swordsmanship +8
Tactics +8
Wilderness Survival +6

## Loot

Crowns (8d10)
The White Frost
Mundane Items (1d6)
King of the Hunt Armor



<b>Height</b>	Around 2,1 meters
<b>Weight</b>	Usual human weights
<b>Environment</b>	Anywhere
<b>Intelligence</b>	Human-level
<b>Organization</b>	Unique

## Weapons

Name	DMG	Effect	ROF
The White Frost (Sword)	9d6	Bleed (100%), Long Reach, WA+3	1