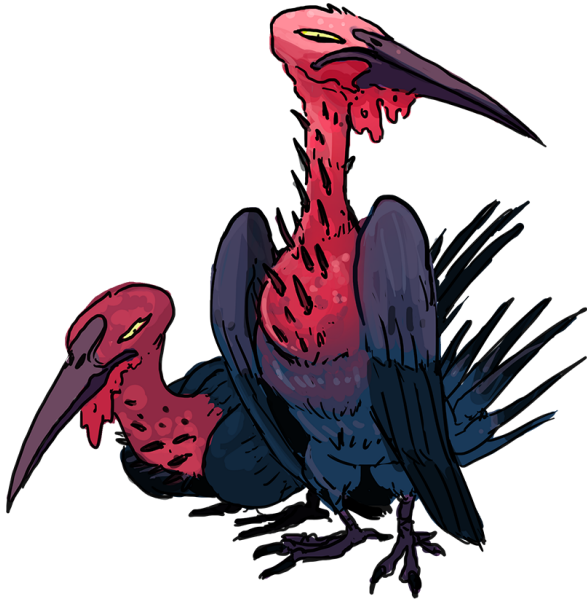


III. RUIN BEAST



The ruins are full of wildlife that has adapted to their unique environment over time - or have been changed or warped by it. Wherever there are dungeons or a Blight, there are Ruin Beasts. They are the most common monsters found afield in the blight-stricken areas of Arden Eld, and the most likely to wander adrift.

Beasts fit into a dungeon ecosystem much the same as they do in more mundane ecosystems outside of their unnatural environments. There are many biologists and naturalists across Arden Eld undertaking the hard work of categorizing the dizzying number of species that are found every week by intrepid adventurers. Many beast organs and excretions are extremely useful in medicine, research, industry, and even cosmetics, and teams of hunters are often sent out to bag a particularly beast once its kind are sighted.

Some naturalists are more in favor of conservation, and argue that despite their strange origins, the beasts of the great dungeons, though dangerous and unusual, should be treated as just another part of the natural world. They're more interested in studying the beasts and preventing them from harming local communities than actively poaching them.

Not all ruin beasts are hostile, and some are in fact quite docile unless provoked. However, nearly all of them are capable of tremendous bursts of strength and power when enraged, a byproduct of their harsh environment - and necessary for survival.

Faction template

To make any foe a Beast, you can add the following traits. All Beasts have these traits.

Monsters: Beasts do not negotiate. They might flee if losing a fight badly or act out of self preservation.

- **Motivations:** Beasts have simple motivations, which are typically for territory or food. Ruin beasts in particular are often affected by the blighted energies of unconfined ruins, which can mutate them or drive them sick or mad. Sometimes it is possible to cure these beasts of their afflictions.

All beasts have the **enrage** trait

Special Mechanic: Enrage

Enrage: Gain +1 action when bloodied.

FOES



BRAWLER BEAST

Beasts with thick hides, strong limbs, and monstrous tempers. These dungeon-dwelling beasts enforce their territory through raw aggression and muscle. The energies of the dungeons have given them prodigious size.

Special Traits: Enrage

Primal Strength: All the beast's abilities have *collide*: foes are *winded*. *Winded* foes take 2 damage instead.

Smash (1 action, true strike, melee attack): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Shove 1. If the beast or its target is bloodied, increase shove to 3.

Wild Toss (1 action, repeatable): The beast hurls an adjacent ally, removing them from the battlefield, then placing them in range 3. That ally deals 2 damage to adjacent foes when landing.

Charge (2 actions, end turn): *Effect:* The beast chooses a foe in range 2 and becomes *sturdy*. At the end of that foe's next turn, the beast *rushes* up to 4, with each space moving towards that foe, phasing through characters. Characters the beast passes through are shoved 1 to either side and take 2 damage. If the beast ends this movement adjacent to their foe, that foe is *winded* and must save or take 2[D]+fray and become *stunned*, or [D]+fray on a successful save. Then, this effect ends.

CHAPTER 1+

Stone Lizard

Thick hides and stony hides make these large beasts almost impossible to tell from boulders.

Curl Up: When defeated, this character curls up and becomes a height 1 boulder *object*.

Rolling Boulder (1 action): The lizard gathers momentum, then rolls 4 spaces in a straight line, or as far as possible, *rushing*. After it stops moving, it deals damage to all adjacent foes equal to the spaces it rushed, then shoves them 1.

Halitoad

The enormous and foul-smelling Halitoad uses its long tongue to strangle and digest its prey.

Stench: This beast has aura 1. Foes in the aura take +1 curse on attacks and saves.

Replace **Wild Toss** with **Tongue Flick (1 action, repeatable):** The toad shoves a character in range 3 one space towards it, or 3 spaces if the toad or its target is bloodied.

Horned Rooter

Large omnivores that use their horns to tear up dungeon stones and get at the roots and insects within.

Special Traits: Size 2

Earthbreaker (1 action): The Rooter either creates a height 1 debris *object* in range 3, or removes an object in that range. Characters adjacent to the object when it is placed or removed take 2 damage.

CHAPTER 2+

Wild Toss can be used on foes.

Howler

Part ape, part wolf, the Howler is a hyper aggressive monster with a bad temper.

Special Traits: Counter

Howl (2 actions, 1/combat): All foes in range 2 take 2 damage, are *winded*, and must save or be *stunned*.

Iron Driver (1 action, usable when bloodied): The Howler grabs an adjacent character, removing them from the battlefield, then *rushes* 2 spaces in any direction, placing them in a free adjacent space and slamming them into the ground repeatedly. That foe is *slashed* and must save or take 3 damage, three times or just 1 damage, three times on a successful save.

CHAPTER 3

Wild Toss range increases to 5 and deals 3 damage when the beast is bloodied.

Baggoth

Enormous beast found in overgrown dungeons. Its long tusks, thick and shaggy coat of hair, and sword-length claws make it a formidable opponent. Though fierce in appearance and quick to anger it spends most of its day sleeping and mostly forages for carrion, berries, and roots.

Special Traits: Size 3, Speed 2, Sturdy

Shaggy Mass: The Baggoth blocks line of sight and provides cover as though it was a height 3 object.

Rancor: Foes that end their turn adjacent to the Baggoth take 3 damage and are *slashed*.

Terraslam (2 actions, attack, true strike, melee, breach 2, usable when bloodied): *On hit:* 2[D]+Fray. *Miss or area effect:* fray. *Effect:* Create a pit under the attack target, and one or two height 1 debris object in the area. *Effect:* Increase damage on hit or miss by +[D] against *winded* or *slashed* foes.



STALKING BEAST

Beasts of unusual intelligence or cunning that have learned to track and hunt the unlucky creatures that wander too deep into dungeons,

becoming lost or disoriented and making them perfect prey. Unfortunately, this includes many adventurers.

Camouflage: If this beast ends its turn adjacent to an object or inside difficult or dangerous terrain, it gains *stealth*.

Ambush (1 action, attack, melee): On hit: [D]+fray. Miss: fray. *Effect:* Beast may dash 2 before making the attack. *Effect:* if made from *stealth*, deals bonus damage and *dazes* its target.

Harass (1 action, mark): The Stalking beast marks a foe in range 3. While marked, at the end of that foe's turn, the beast can remove itself from the battlefield, then return in any adjacent space to them. If the marked foe is not adjacent to any allies, the beast deals 6 damage to them, then gains *stealth*.

Rake (1 action, area effect, unerring, line 4, repeatable): Foes in the area take 2 damage. The Stalking Beast may dash to any space in the area after this action resolves, with *phasing*.

CHAPTER 1+

Aetherachnid

A large, spider-like beast that has the uncanny ability to phase through matter.

Special Traits: Phasing

Phase Shift (Free action): Teleport the beast and all its adjacent allies 1 space in any direction.

Teleporting poison (1 action): A foe in range 2 is blinded and teleported 1. Bloodied foes are teleported 3 instead.

Wailicat

A lithe, furred beast that leaps forth from hiding with an ear splitting yowl.

Pounce (1 action, end turn): The cat gains *stealth*. Choose a foe in range 3. If, at the end of that foe's next turn, they are still in range 3 of the cat, it may teleport adjacent to them and deal 6 damage, ending this effect.

Dungeon Jelly

A phantasmal jellyfish-like beast that is so thin and light it can float through the air. Its cloud of toxin is potent and sought after by thrill seekers.

Special Traits: Flying

Aura of Distortion: Aura 1. Allies inside the aura have *evasion* and foes are *blinded*+. Becomes *aura 2* when bloodied.

CHAPTER 2+

Ambush dash becomes fly 2

Burrower

A heavy clawed mammal that chews up and digests raw stone into a slurry which it uses to make its lair.

Earthslide: The Burrower is at home in the earth, granting it the following benefits:

- Has *phasing*.
- While inside a pit, has *evasion*.
- Ambush creates a pit under its target, hit or miss.

Replace **Harass** with **Burrow (1 action):** The Burrower marks a foe in range 8. The Burrower digs down and creates a *pit* under itself. While marked, at the end of that foe's turn, the beast can remove itself from the battlefield, then return in any adjacent space to them, dealing 3 damage to them. If the marked foe is not adjacent to any allies, the beast deals 3 damage three times to them, then gains *stealth*.

CHAPTER 3

Ambush gains +1 boon and can critically hit (+[D]) when this beast is bloodied.

Skinner Shrike

A nasty terrestrial bird that has the habit of collecting trophies of its fallen prey to impress mates.

Stalking Slasher (1 action): Until the start of its next turn, the Shrike gains aura 1. Itself and allies in the aura gain *evasion*. When it or an ally in the aura successfully evades an attack, it can *daze* the attacker, then self or the triggering ally gains *stealth*, and can teleport 2.

Fowl Play (1 actions, usable when bloodied): *Effect:* Teleport 4, then deal 4 damage to an adjacent foe. Can repeat this effect, but must choose a different foe in range each time unless a foe has already been chosen by this ability, or this effect has triggered three times.

SYMBIOTE

Odd beasts that have evolved a cooperative or parasitic relationship with other dungeons

denizens, using them for survival or food as needs be.

Traits: Shelter, Diaga

Beast Traits: Enrage

Latch: Starts combat sharing the same space as another ally the same size or larger. While latched on, can't move, but instead moves with its host. Being moved out of its host's space ends this effect. If the Symbiote would be shoved, teleported, or removed from the battlefield, it can pass a save to avoid the effect and become immune to these effects until the end of the current turn. Can latch on to a new adjacent allied character with 1 action or its standard move.

Scrabble (1 action, melee attack, range 2):

Autohit: 2 damage, twice.

Pheromone Blast (1 action): A foe in range 4 is *pacified*, then shoved either 1 space towards or away from the Symbiote.

Spur (1 action, repeatable): The character the symbiote is latched on to dashes 3 and may deal 2 damage to an adjacent character of the symbiote's choice.

Berserk (2 actions): The Symbiote's host becomes *sturdy*, gains +1 action, and gains +1 boon on all attacks and saves. These effects last until the end of the host's next turn.

CHAPTER 1+

Ruin Ape

Small and intelligent simians that form symbiotic, if slightly one-sided, relationships with other monsters.

Malicious Screeching: While the Ape or its host is bloodied, it has aura 2. Foes in the aura are *branded*+, take bonus damage, and take 2 piercing damage if they end their turn there.

Bubble Fish

A Lungfish that covers the head of monsters or kin, acting as a filtration system for the fetid air of dungeons.

Bubble Barrier: While the fish or its host are bloodied, the fish and its host have *evasion*. Any foe that starts or ends its turn adjacent to the host while the barrier is active is shoved 1 away from it. *Collide:* Foe is *stunned*.

Aethertick

This slow moving bug absorbs Aether, which can tear at the life force of living beings and warp space around it. It has the uncanny ability to teleport arrows or even bolts of magic partially out of existence.

Turn Bolts: While the Tick or its host are bloodied, it has aura 2. Attacks from outside the aura against characters in the aura gain +1 curse and deal half damage.

Replace **Spur** with **Aether Warp (1 action, repeatable)**: The Aethertick and its host teleport 3

CHAPTER 2+

Gains **defiance**.

Yellow Creeper

This parasitic creature is a symbiotic fungus with deadly spores that it uses to control other creatures.

Spore (1 action): The Creeper puts down two terrain effects in free spaces in range 3. Characters that pass through these spaces gain spore infestation, with the following effects:

- While they have the infestation, they are branded+.
- When a character with a spore infestation is defeated, they release an explosion around them, dealing [D]+fray as a blast 1 (self) area effect and pacifying all characters within. Pacified characters take maximum damage.
- Spore infestation can be removed if a character is cured, instead of any other of cure's regular effects.

Puppet (free action): A character with spore infestation is shoved 3 spaces in a direction of the creeper's choosing, then may deal fray damage to an adjacent character of the Creeper's choice.

Detonate Thralls (2 actions): Any number of characters with spore infestation explode as if defeated, ending the infestation.

CHAPTER 3

If latched on, if **enraged**, also grants + 1 action to its host. This stacks with a host's enrage.

Nialla's Corpseflower

A carnivorous flower that grows over fierce dungeon beasts. The flower feeds off carrion by putting its host to sleep mid-meal.

Acid Burst: When the Flower or its host take damage, all adjacent foes take 1 piercing damage.

This effect can trigger any number of times a round, and does not break *pacified*.

Pacifying Spores (2 actions, range 5, blast 1): Area effect: Foes are *pacified*, then must save or take [D]+fray, or just fray damage on a successful save. *Pacified* foes take double damage.

Morpheus (1 actions): A foe in range 6 is *pacified* and must save. On a failed save, they become so sleepy that they cannot attack, dash, fly, or teleport on their following turn, then this effect ends.

BLIGHT BEAST

Beasts that are soaked in the corruptive energies of the deep arkenruins. Most of them are incredibly poisonous, some by regular toxins, and yet others through being able to channel the sickening energies of the dungeon cores.

Blight Splash: Attacks deal 1 piercing damage on hit or miss to all foes in range 2 of the target as an *area effect*.

Biotic (1 actions, pierce, ranged attack 8, cross 1): *On hit:* [D]. *Miss or area effect:* 1 damage. *Effect:* Foe is *shattered*. *Effect:* At round 3+, deals bonus damage and increase effect area to cross 2.

Deluge (1 action, repeatable): The beast flies 2, then deals 2 piercing damage to a foe in range 6.

Blight Lob (2 actions, end turn): The Beast creates a cross 1 area of *difficult terrain* in range 8. Characters in the area when it is created take 3 piercing damage as an *area effect*, and characters standing in the area are *vulnerable*+.

CHAPTER 1+

Ruin Centipede

These huge, man sized insects are a potent symbol of bad luck in most villages.

Vile (1 action): A foe in range 5 becomes *vulnerable*, then create two *dangerous* terrain spaces in free adjacent spaces.

Gulper

This amphibian exudes a thick layer of slime when threatened, which it can spit as a weapon.

Slime Spit (1 actions): The Gulper shoots a line 6 stream of slime. Characters caught in the area

when it is created are shoved 1. Allies are shoved 2 instead, and can be shoved in any direction.
Collide: Foe takes 1 piercing damage twice and is *shattered*.

Ironfeather

This greedy avian's feathers are spine-like and can be shot like quills at range.

Special Traits: Flying

Feather spray (1 action, Breach 1): *Area effect:* Characters take 1 piercing damage twice and are shoved 1. Then, the Ironfeather may fly 2 spaces for every foe caught in the area.

CHAPTER 2+

At round 3+, Blight Lob only costs 1 action.

Blast Beetle

Volcanic beetles with chemical blood and spit so volatile that it ignites on contact with the air.

Rocket jump (free action): The Beetle flies 2
Explosive Demise: When defeated, explodes in a blast 1 area effect centered on it. Characters inside are shoved 1 away from the origin space and must save or take [D]+fray, or fray on a successful save.

Acid Ignition (2 actions, piercing, ranged attack 6, blast 2, Round 3+ only): *On hit:* 2[D]+fray. *Miss or area effect:* [D]+fray. *Effect:* Deals bonus damage to and can critical hit ([D]) vulnerable foes.

CHAPTER 3

At round 3+, Blight Splash triggers three times.

Red Worm

A massive, muscular worm the size of a person, found only in deep dungeons. Resilient and able to tunnel through solid rock by exuding a powerful acid. Exists only to eat.

Dig: Can phase through terrain and characters.

Dweller in Dark: The Worm has the following abilities

- Immune to blinded
- May use its standard move to teleport from the area of any pit to any other pit in range 4
- Has *resistance* while inside a pit

Tunnel (2 actions): The Red Worm creates a pit under itself, then another pit in range 6. It then removes itself from the battlefield and re-emerges in the second pit. When it emerges, it

deals 1 piercing damage three times to all foes in range 2 as an *area effect*.

UNIQUES

CHAPTER 1+

Beast pack

A pack of hunting beasts, such as molven, grox, or wolf lizards.

Cornered: When half its members are remaining or less, this pack gains +1 action.

Pack Attack (1 actions, melee attack): On hit: [D]+fray. Miss: fray. *Effect:* Up to three other members can dash 2, then deal 2 damage to the attack target.

Hunting Tactics (1 actions): A beast in range 3 of a pack member gains *stealth* and can dash 2.

Vicious Howl (1 actions, repeatable): A foe in range 3 of a pack member is *winded*. *Winded* foes take 2 piercing damage instead.

Drag Down (1 action, mark): A foe in range 2 of a pack member is *marked*. While marked, they are *winded*+ while adjacent to any pack members.

Harpy

Birdlike beasts with pale faces and soothing voices, they use their resonant throat sacs to hypnotize prey and draw them closer. They often use these talents to hypnotize cabals of other monsters to protect their nests.

Special Traits: Flying

Ear Splitting Song: The Harpy has aura 1. Foes in the aura gain +1 curse on saves and do not save against statuses at the end of their turn. The aura increases to aura 2 when the Harpy is bloodied.

Sonic Screech (1 action, ranged attack, line 6): On hit: [D]+fray. Miss or area effect: Fray. *Effect:* Foe is *branded*.

Hypnagogia (1 action): A character in range 8 of the Harpy becomes *pacified*. If already *pacified*, the character becomes unable to dash until the end of their next turn.

Frenzied Song (1 action): Allies in range 3 of the Harpy can dash 1 and immediately save against all statuses.

Song of Deadly Soothing (1 action): Foes in range 3 of the harpy must save or become shoved as far as possible towards the harpy and *pacified*, or just shoved 1 towards it on a successful save.

Barghest

A dog-like beast with a fleshless, skull-like face. It feeds off carrion and is drawn to the aftermath of battles. Its body is so suffused with corrupted aether from the meat it feeds on that it can flicker ghost-like in and out of reality.

Special Traits: Phasing

Aetherflesh: The Barghest can teleport 5 instead of taking a standard move.

Open Wound (1 action, melee attack): On hit: [D], Miss: 1 damage. Effect: The character gains an open wound. While wounded, it takes [D] again at the end of its turns. This effect does not stack, and ends instead if the character ends their turn adjacent to an ally.

Reality Flicker (1 action): The Barghest or an adjacent ally can teleport 3

Bane Hunter: (1 action, mark): The Barghest releases an unearthly howl, marking a character in range 4. That character gains aura 2. While the Barghest is in the aura, that character takes bonus damage from all sources and cannot attack.

Iron Jaw (1 action, repeatable): The Barghest dashes 3 spaces in any direction. An adjacent foe when it starts moving must save or be dragged them with it, shoving its target towards it until its adjacent. Bloodied foes fail the save.

Canoptic Swarm

Swarms of bats, beetles, centipedes, or other carrion-eaters that have fed upon corpses in the deep ruins and become instilled with an uncanny hunger.

Traits: Size 2

Amorphous: Can share space with other characters. Any foes that end their turn inside its space take fray damage. Does not provide obstruction, but characters treat its space as difficult terrain.

A Hundred Maws (1 actions, melee attack, true strike): On hit: [D]+fray. Miss: fray. Effect: Deals bonus damage to characters inside its space.

Effect: All Characters inside its space take 2 damage

Swarm Surge (1 action, repeatable): The Swarm *rushes* 2. Allies inside its space can also *rush* 1.

Consume (1 action, multimark): A foe inside the swarm's area is marked. While marked, they are *slashed* if they start or end their turn inside or adjacent to the swarm, and they take 2 damage if they are inside the swarm and it uses an ability.

Bicorn

An equine monster with a forked, spiral horn, which it can use to channel ambient aether into deadly, reality bending bolts.

Aetherskin: When bloodied, becomes *intangible* until the end of its next turn.

Lightning Gallop (1 action, combo): Dash 2 with *phasing*. If this movement is in a straight line, increase to dash 4. When this dash finishes, deal 2 piercing damage to a foe in range 4.

• **Spiral Horn (2 actions, pierce, ranged attack, line 8):** Attack: On hit: [D], twice. Miss or area effect: 1 damage, twice. Effect: Create a volatile mote, a *terrain effect*, next to every character in the line. When the Bicorn passes through a mote, it picks it up and increases the hit and miss damage of this ability by +2 permanently. (so picking up one would make it do [D]+2, twice, and 3 damage, twice on a miss, for example).

Destabilize (1 action): A foe in range 6 becomes *vulnerable*. If that foe moves more than 1 space on its next turn, it also takes 2 damage twice.

Surge Shift (1 action): Remove the Bicorn or an ally anywhere from the battlefield, then place the Bicorn or that ally in range 2 of its original location.

CHAPTER 2+

Bonabra

An enormous ruin beast resembling a cross between a hippopotamus and a massive, corpulent ape. It spends most of its day sleeping, and the rest eating. Though usually content to feed on trees and local dungeon flora, it is an incredibly strong hunter capable of insane bursts of speed and aggression, as creatures that

disturb its rest are capable of finding out. Many adventurers have been shocked at the sight of one of these rotund giants tearing a demon in half.

Special Traits: Size 3

Bounteous Rest: The Bonabra starts combat asleep. This has the following effects:

- The Bonabra is *immobile*
- It cannot act or move outside of its turn, and only takes one action on its turn.

If the Bonabra is damaged at all by a foe's ability, it wakes up and flies into an unstoppable rage. It also wakes up at the start of round 4. If combat ends before then, or all its allies are defeated before then, the Bonabra remains asleep and is instantly defeated.

Unstoppable Rage: If the Bonabra wakes up for any reason, it flies into an unstoppable rage, granting it the following benefits:

- The Bonabra is *unstoppable*
- It gains 3 actions, can use its Unstoppable Rage abilities, and can only use those abilities, dash, interact, and standard move.

Regular

Sheltering Mass: The Bonabra blocks line of sight and can be used as cover as though it was a height 3 object.

Roll over (1 action): The Bonabra removes itself from the battlefield, then places itself anywhere in 1 space of its original location. Characters inside its area when it returns take 4 piercing damage and are removed from the battlefield, then placed outside its space as close as possible to its original location and shoved 1.

Peaceful Snore (1 action): All allies of the Bonabra in range 2 of it can immediately save against all statuses and dash 1. Allies at 25% hp or lower are additionally *cured*.

Unstoppable Rage:

Crimson Rampage (1 action, true strike, pierce, breach 2): *On hit:* [D]+Fray. *Miss or area effect:* [D]+fray. Effect: Deals maximum damage against *stunned* characters.

Headbutt (1 action, repeatable): A character adjacent to the Bonabra is shoved 4. Collide: Character takes [D]+fray and is *stunned*.

Gigakaiser (1 action): The Bonabra dashes 2, then an adjacent character takes fray damage and is *stunned*. Stunned characters must additionally *sacrifice* 25% of their maximum hp. Characters at 25% hp or lower are instantly defeated.

Megacrab

A massive crab with a thorny shell that has adapted to life away from water. It burrows beneath loose soil in dungeons, where it mimics boulders.

Traits: Size 2, Armor 10

Flip Over: When taking damage more than its armor total, loses all armor, becomes *stunned*, and all attacks against it deal bonus damage. These effects last until the end of its next turn.

Claw Slam (2 actions, +1 curse, true strike, melee attack, breach 1): *On hit:* 3[D]+fray.

Miss or area effect: fray. Effect: The crab can spend additional actions on this attack. Every extra action it spends on it gives it bonus damage and +1 boon.

Claw Jab (1 action, true strike, line 3): Area effect: Fray damage.

Water Jet (1 action, stance): The Crab creates a line 5 area effect drawn adjacent to it while in this stance. When the crab moves, it can reposition this effect, but reduces its size by 1. Characters that move into the area or start their turn there take 2 damage, are shoved 2 and must save or become *winded*. *Winded* foes fail this save and take 4 damage instead. When the area reaches 0, the stance ends.

Landshark

A fish that uses its spiny body and an exuded slime to burrow through loose dirt or rock between stays in underground pools.

Beast Traits: Enrage

Landswim: The shark has *evasion* and *phasing*. The shark cannot move through objects. If the shark *collides* with an object, it is *stunned* and loses this trait until the end of its next turn.

Dart: At the start of its turn, the land shark shoves itself as far as possible towards the closest foe, with each space of its movement moving closer to that foe. If the closest foe is standing on an object, as soon as the shark would move onto the object's space, it *collides* with it and stops moving.

Gnaw (1 actions, melee attack, +1 boon): *On hit:* 3 damage, three times. *Miss:* once.

Sand Blast (1 action, repeatable): A foe in range 2 is *blinded*. Blinded foes take 3 damage.
Anklebiter (1 action, breach 1): Area effect: All foes in the area not standing on an object take fray damage and must save or become dazed. *Dazed* foes take fray damage again on a failed save.

Floatfish

An airborne eel that uses sacs of buoyant liquid, which it can emit as a vapor, to propel itself around. It can inject this liquid into the bodies of its prey, causing them to float helplessly into the air, where it snatches them up.

Special Traits:, Flying

Aetherskin: When bloodied, becomes *intangible* until the end of its next turn.

Pearlescent Bubble (1 action, combo): The fish spits out three bubbles in range 4.

Pearlescent Bubble

Terrain Effect

Terrain effect: When a character enters the bubble's space, it pops, *shattering* them, shoving them 3 in any direction, and creating a space of difficult terrain. *Shattered* characters are *stunned*. Collide: Character also takes fray damage twice.

- **Slime Stream (2 actions, ranged attack, line 8, combo):** *Attack:* On hit: 2[D]+fray. Miss or area effect: [D]+fray. Effect: Shove all characters 2 spaces in the direction of the line. *Effect:* At round 3+, deals bonus damage and *shatters* target.

Floating Toxin (1 action, multimark): The fish shoots a spiny dart into the bloodstream of a character in range 6, marking them. While marked, the character has *flying*, cannot dash, rush, or teleport, cannot benefit from *sturdy*, and is shoved 2 in a random direction at the end of their turns. Roll 1d6 for the direction, relative to the map (1: fish chooses, 2: up, 2: down, 3: left, 4: right, 6: character chooses). A character can save against this mark after being shoved this way, ending it on a success.

CHAPTER 3

Doomcloak

This terrifying batlike creature uses its leathery wings to abduct and choke creatures with a

soporific acid, taking them to its nest and storing them in pods made of bone meal and spit for later digestion.

Special Traits: Flying, Sturdy, Counter, Defiance

Chasing Claw (1 action, melee attack, true strike): On hit: [D]+fray. Miss: fray. Effect: shove 1, and Doomcloak can *fly* 1. Effect: Deals bonus damage to *choked* foes.

Rake (1 action, area effect, line 3, repeatable): Foes in the area take fray damage. The beast may teleport to any space in the area after this action resolves.

Acid Stream (1 action, true strike, line 4): *Area effect:* Foes in the area take 2 damage and are shoved 1.

Choke (2 actions, stance): *Stance:* The Doomcloak gains vigor 1, then moves into an adjacent foe's space, sharing it, with the following effects:

- While in this stance, both this beast and its chosen foe are *immobile*.
- The choked foe takes [D]+fray damage at the start of their turn, ignoring vigor, and cannot gain vigor while being smothered.
- When the Doomcloak takes damage, the choked foe take 2 piercing damage. This effect can trigger any number of times.
- When the Doomcloak's vigor is broken or replaced, this stance ends, removing it, and placing it into an adjacent space.

UNIQUE ELITES

CHAPTER 1+

KELPIE

This horselike predator dwells in shallow pools of stagnant water that are found in blighted regions. Like a crocodile, it is an ambush predator, its slimy skin acting as an adherent. It is surprisingly intelligent and will often act injured or pass itself off as an ordinary horse in order to lure Kin close to it to attack.

HP: 56

Elite: Takes 2 turns

Cursed Deep: At the start of combat, creates two *terrain effects*, blast 1 areas of cursed *deep water*. The center space is a pit, and all other spaces are difficult terrain. None can be placed within range 3 of each other.

Aquatic: Can move through all spaces of its own *deep water* areas normally, and has *evasion* in those areas.

Adhere (interrupt 1): When damaged by an ability from an adjacent foe, the kelpie can force that foe to make a save or adhere to its hide. While adhered, the foe cannot move or be placed more than 1 space from the kelpie, and when the kelpie moves or teleports, they are removed from the battlefield, then placed adjacent to the kelpie when it stops moving. They can save to repeat this effect at the end of their turn. A kelpie can only adhere to one character at once, and can choose which to keep or lose.

Savage fang (1 actions, melee attack, +1 boon): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Deal 3 damage to all foes adjacent to the Kelpie. *Effect:* Deals bonus damage to characters inside its deep water zones or characters adhered to the kelpie.

Waterspout (1 action, repeatable): The Kelpie spurts fetid water, *blinding* a foe in range 3. *Blinded* foes, or foes inside its deep water zone, take 4 damage.

Submerge (1 action): A character inside one of the Kelpie's deep water zones is teleported to any space inside one of its other zones. Foes can pass a save to avoid this effect, but are *dazed* on a successful save.

Sink (1 actions): The Kelpie disperses into seaweed and water and reappears in any space inside one of its deep water zones, teleporting.

HELLHOUND

A spiny dog-like creature with an incredible stomach. It is able to unhinge its jaws to gaping proportions to feed on toxic dungeon refuse, the which it boils into a fetid slurry in a special organ, swallowing and chewing into stone to help the digestion process. As an offshoot of this bizarre diet, the hellhound can belch clouds of poisonous and incredibly flammable gas.

HP: 64

Special Traits: Size 2

Corrosive Gas (Round Action): At the start of the round, the Hellhound creates two terrain effect spaces in free spaces in range 6. The area is *dangerous terrain*, and all damage against characters other than the hound at least partly in the space becomes *piercing*.

Blast (1 actions, ranged attack 6, blast 1, pierce): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* At round 4+, becomes blast 2

Hellish Breath (1 action, breach 1, repeatable): *Area effect:* All characters take 2 piercing damage and are shoved 1. Corrosive gas clouds can also be moved 1 space towards or away from the Hellhound, which could cause them to enter characters' spaces.

Spitfire (1 action, pierce, multimark): Mark a character in range 6. At the end of that character's next turn, if that character is still marked, the Hellhound shoots a fiery blast for a blast 1 explosion area effect. Characters within must save. On a successful save, they take fray damage. On a failed save they take [D]+fray. If the explosion would include one or more spaces of corrosive gas, it detonates the area, destroying it but dealing fray damage to all characters in the area per space detonated. Then, this effect ends.

CHAPTER 2+

KINFISHER

This bizarre creature is a land-dwelling lungfish the size of a draft horse, a relative of the land shark. It uses its enormous jaws to burrow through solid rock and a fleshy lure to draw in unwary travelers. At a distance, the lure can look like a wounded person, a bobbing lantern, or a fleeing spy - at least until the fish's unlucky prey gets close enough to realize where they are standing.

HP: 64

Special Traits: Immobile, Size 2
Elite: Takes 2 turns

Lure (Round Action): At the start of the round as a free action, the Fisher puts a lure out adjacent to a foe of its choice. The lure is a size 1 *intangible* summon.

Perfect Camouflage: The Fisher is *intangible* unless there's a character adjacent to its Lure

Lure Spines (1 action, melee attack, range 3, true strike): *On hit:* [D]+fray. *Miss:* fray. *Effect:* This attack can only be made from the Lure's location instead of the Kingfisher's main body.

The Maw (1 action, melee attack, true strike): *On hit:* 3[D]+fray. *Miss:* [D]+fray. *Effect:* Foe must save or be *stunned*. *Effect:* Deals bonus damage to *winded* foes.

Reel in (1 action): The fisher moves its lure up to 4 spaces towards it, then shoves all adjacent characters to the lure the same amount in the same direction. Characters can pass a save to reduce this shove to 1.

Acid Spit (1 action, range 6): Area effect: Foes take 3 damage and must save or be *winded*.

Submerge (1 action, usable when bloodied, end turn): The Kingfisher submerges into the ground, removing itself from the battlefield, then resurfaces in free space in range 4, even to an occupied area. When it resurfaces, characters in its area take fray damage, are removed then placed in the closest adjacent space of its choice, then shoved 1.

BASILISK

A pale, man-sized serpentine beast that eats and digests stone, wriggling through dungeon walls like a worm through a corpse. In order to process its prey more efficiently, its body and saliva secretes a magical toxin that can corrupt the aether of living flesh, desiccating them and turning them to stone, though the effect is reversible with treatment. Canny and older basilisks will keep gruesome 'pantries' of petrified statues for later consumption.

HP: 56

Elite: Takes 2 turns

Special Traits: *Phasing*

Stone Pantry: Has *evasion* while adjacent to an object. In addition, if this beast ends its turn adjacent to an object, it gains *stealth*

Petrification: Some of the Basilisk's abilities inflict petrification, which has the following effects:

- When a character gains petrification, give them a token.
- If a character reaches 3+ tokens, at the end of their turn, discard all petrification tokens, then they are *defeated*, removed from the battlefield, and replaced by a height 1 lifelike statue *object* with 10 hp. Return them to the battlefield and *rescue* them when the statue is destroyed. They can take a turn as normal starting with next round.
- A character can get rid of 1 petrification token if at the end of their turn for each of the following that is true: they have not attacked, they have not moved.

Toxic Spine (1 action, attack, unerring, range 3, combo): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Create a toxic pool difficult terrain effect space under the attack target with the effect: Foes that end their turn in this space gain 1 petrification.

• **Toxic Lash (2 actions, attack, melee, combo):** *On hit:* 2[D]+fray. *Miss:* fray. *Effect:* Inflict 1 petrification on the attack target.

Tail Slash (1 action): A foe in range 2, takes 2 damage, is *dazed*, and infected with a petrifying poison. At the end of their next turn, they take 1 petrification unless they end that turn adjacent to one or more allies. Then, this effect ends. This effect does not stack.

Gall Stone (1 action): The Basilisk creates a height 1 object, a pillar of toxic stone, in range 4. Foes that end their turn adjacent to one or more of these pillars gain 1 petrification per pillar.

CHAPTER 3

GIGANTAPEDE

Enormous burrowing insects that feed off livestock and large animals unlucky enough to fall into their nests. Generally ignore Kin unless provoked - then they have enough acid to melt a knight in full armor.

HP: 80

Special Traits: *Defiance, Sturdy*

Elite: Takes 2 turns a round.

Chitinous Coil: The Gigantapede occupies an arc 6 space instead of a normal space for its size. Only its first and last space (the head and the tail) are attackable or can be used to make attacks or abilities, but its entire body causes obstruction and engagement. Keep track of which is the head, and which is the tail. Only one space can be hit if both are included in the area of an attack or ability (attacker chooses which). When it moves, move its head, then rearrange its body in any valid configuration.

Iron Scales (Round Action): At the start of the round, either the Gigantapede's head or tail becomes immune to all damage until the end of the round. The Gigantapede can choose which starts immune, but the effect must swap back and forth.

Thrash (1 action, true strike, melee attack):
On hit: [D]+fray. *Miss:* fray. *Effect:* Foe must save or be *stunned*. Can be made from the head or tail.

Spiny body (1 action, repeatable): All foes adjacent to the Gigantapede take 3 damage

Acid spray (1 action, line 4): *Area effect:* Characters inside must save or take 3, damage 3 times, or just once on a successful save. *Effect:* Can only be made from the head.

Stinger (1 action, multimark, 1/round): A character adjacent to the Gigantapede's tail is marked. While marked, they are *slashed+*, and shoved 2 in a direction of the Gigantapede's choice at the start of their turn. A character can end this mark by hitting the Gigantapede with an attack.

Burrow (1 action, end turn): All characters adjacent to the Gigantapede's head are shoved 1, then remove it from the battlefield. It's head then resurfaces in a new space in range 5, returning it to the battlefield. Place its body in any configuration.

UNIQUE LEGENDS

I. APEX

The absolute pinnacle of the ferocious wildlife that roam the blight lands, the Apexes are incredible dangerous, aggressive beasts that are the primal lords of their kind. These beasts are naturally occurring in some blight land species, but also occur when a particular beast gains unnatural power and strength from exposure to blighted food or soil. Apexes are incredibly durable, aggressive, and intelligent for beasts of their type, and display a range of incredible natural abilities, from shooting lightning from specially shaped scales, to venomous fangs, to clouds of steam generated from special glands.

Thrill seekers, researchers, profiteers, and foolhardy adventurers alike pursue these beasts and seek to hunt or capture them for not only their rare and bizarre physiology, but also in hopes of curing them, studying them, or preventing them from preying on the hapless or unwary.

HP: 55 per player characters (min: 110).

Speed: 5 (Dash 3)

Special Traits: Size 2

Legend: Takes 1 turn for each player character

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Might of the Wild: The Apex has three unique abilities, depending on what type of beast it is. Choose or roll for them. The third ability only becomes usable during its second phase.

Hunting Grounds: Before the fight, the GM places three cross 1 difficult terrain areas on the map. None can be placed in range 2 of each other. Each area is a *hunting ground*. The Apex gains +1 boon on attacks and deals bonus damage to characters in hunting grounds.

Monster Hunt: A foe that ends their turn inside any space of a *hunting ground* can attempt to make a ploy against the Apex by using the natural environment, as long as the Apex is in range 3.

- Making a ploy is a free action that ends a character's turn.

- That player describes to the GM the impressive stunt they pull against the Apex, then rolls 1d6 and hands the die to the GM.
- While the Apex has the die, it takes bonus damage and one of its Might of the Wild abilities is disabled, has no effect, and cannot be used, chosen by the player. It reduces the die by 1 at the end of each of its turns. When a die would be reduced to 0, discard it.
- Each hunting ground can only be used once to disable the Apex.
- The Apex can keep multiple dice at once (track which ability they are disabling) and the bonus damage effect from them stacks.

PHASES

The Apex enters phase II at round 4 or later.

ACTIONS

The Apex has the following action combos in all phases:

Bound (1 action, 2/round): The Apex *rushes* 3, then deals 2 damage to adjacent foes and shoves them 1. If it starts this movement inside a Hunting Ground, it can *rush* 5 or *fly* 3 instead.

Savage swipe (1 action, attack, range 2, melee, combo): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Foe and all adjacent foes to its target are *slashed*. *Slashed* foes take fray damage again.

• **Ram (1 action, true strike, attack, melee):** *On hit:* [D]+fray and shove 2. *Miss:* fray and shove 1. *Effect:* Apex may dash up to 4 before making this attack.

• **Primeval Crusher (2 actions, attack, range 2, blast 1, melee):** *On hit:* 2[D]+fray. *Miss or area effect:* [D]+fray. *Effect:* Create a pit under the attack target. Characters already in pits are *stunned*. *Effect:* Apex may dash 1 either before or after this attack.

Rear up (1 action, combo, end turn): The Apex slams the ground in a breach 1 *area effect*. Foes inside take fray damage, then it rears up. At the end of the *very next* turn, it lands, shoving all foes inside 3. *Collide:* Foe is *slashed*.

• **Steaming Rage (1 action, combo):** The Apex shove all adjacent foes 1, then gains vigor 1. Its next attack deals bonus damage, and gains *pierce*. However, after it attacks, the Apex loses any vigor it has.

- **Gargantua Pinch (1 action, combo):**
An adjacent character must save. On a successful save, they take fray damage and are shoved 2 in any direction. On a failed save, the Apex picks them up in jaws or paws, removing them from the battlefield. At the start of that character's next turn, the Apex tosses them, placing them back on the battlefield in a free adjacent space to the Apex, then shoving them 2. Collide: Character is *winded*.

PHASE II (ROUND 4+)

Hidden Might: The apex's third Might of the Wild ability becomes active.

Terminus Howl (Round Action): At the start of the round, all foes take piercing damage equal to the round number +2, ignoring cover. This damage cannot reduce a foe below 1 hp.

MIGHT OF THE WILD

Might of the Wild abilities can be used **twice a round**, in any combination, plus **once more** if there are 4 or more player characters.

Roll or choose two abilities.

1. Toxic

Toxic Cloud (1 action): The Apex creates a cross 1 area of dangerous terrain (which the Apex ignores) in free space in range 5. Foes inside the area are blinded+. If the Apex uses this ability again, it can either create a new cloud, or blow its existing clouds 2 spaces in any direction, which could cause them to overlap characters. It can have up to 2 clouds at once. Clouds last indefinitely, but evaporate if this ability is weakened.

2. Thick Hide

Harden (1 action): The Apex gains vigor 1 as its armor hardens. The next time it takes damage from a foe's ability, the armor explodes, ending this vigor, and *dazing* and dealing 4 piercing damage to all foes in range 2 as an *area effect*.

3. Spines

Sanguine Barb (1 action): The Apex impales a character in range 6 with a barb. While this effect is active, they take 1 piercing damage for each space they move, dash, or are

shoved. The effect can be removed if a character doesn't move for their entire turn, or if they are *cured*.

4. Horned

Primal Charge (1 action): The Apex *rushes* 3, then shoves an adjacent foe 2 spaces. Collide: Foe takes fray damage twice and is *slashed*.

5. Brutal Strength:

Stone Toss (1 action): Effect: A foe in range 3 takes 3 damage and is shoved 1, then create a height 1 boulder *object* next to them. Collide: Foe is *stunned*.

6. Burrowing

Earthglide: The Apex has Phasing
Seismic Geyser (1 action): The Apex chooses a foe in range 5 that has not acted yet. At the end of that foe's turn, a geyser erupts under them, dealing fray damage and inflicting *winded* as a cross 2 *area effect* centered on them. *Winded* foes take [D]+fray instead. This effect ends if it hasn't activated yet and this ability is weakened.

7. Chameleonic

Blend in: If the Apex starts its turn in difficult or dangerous terrain, it gains *stealth*.
Primal Ambush (1 action): The Apex disappears from sight, removing itself from the battlefield. It then re-appears adjacent to any player character in range 3, placing it in free adjacent space. They must save or take 2 damage, four times and be *dazed*, or just 2 damage, twice on a successful save.

8. Winged

Winged: The Apex's standard move is *fly* 5, and all its dashes or rushes may be replaced with a *fly*. This trait deactivates if weakened.
Talon Snatch (1 action): The Apex soars into the air, removing it from the battlefield, then returns with at least one space in range 2. When it takes off, it can pick up an adjacent foe, dealing fray damage and forcing them to save. On a failed save, they are removed with the Apex, then placed adjacent after it lands. On a successful save, they are shoved 1.

9. Lashing Tail

Tail Sweep (1 action): The Apex sweeps their tail in an arc 4 *area effect*. Foes inside take 2 damage and are all shoved 2 in a direction of the Apex's choice. *Collide:* Foes take 2 damage again.

10. **Carrion Eater**

Carrion Stash (1 action, end turn): The Apex digs up some stashed carrion and eats it. Create a pit in an adjacent space. During their next turn, all their abilities deal *bonus damage* and their attacks gain +1 boon and may critical hit (+[D]).

11. **Sonic Shriek**

Shriek (1 action): The Apex releases a shriek, affecting all foes in range 2. Foes take 2 damage, once, for each space between them and the Apex (so foes at range 2 would take 2 damage, twice etc). If the Apex is inside a Hunting Ground, this effect increases to range 3.

12. **Element Breath**

Primal Elements (1 action): The Apex releases a blast of ice, fire, sand, or some other element, creating a breach 2 *area effect*. Foes inside take 2 damage, then must save or be shoved 2 and *blinded*, or just shoved 1 on a successful save. Then create up to two *dangerous terrain pit* spaces in the area (fire, water, quicksand, etc).

TACTICS

The Apex is a fairly straightforward Legend. It can stack up a lot of bonus damage with its abilities, especially using its Hunting Grounds, but players can also use these hunting grounds to temporarily disable its extra abilities. Players must be careful since they have limited hunting grounds available and their effects are erratic.

TROPHIES

Apex Fang

Uses: 3

Effect: At the start of combat you may call on the power of this fang to temporarily magically transform into a beastlike form, spending one or more uses of this ability. Roll 1d12 per use spent. You gain the use of the rolled ability from the

Might of the Wild table and any associate traits for the rest of combat.

Apex Mantle

Uses: One expedition

Effect: You can don this cloak of Apex hide to show your dominance during this expedition. You deal bonus damage to beasts, and at the start of one combat, you may summon a **beast pack** mob with 6 members. The mob is allied to you.

CHAPTER 1+

II. CHIMAERA

Some beasts of the blighted lands are especially susceptible to the warping energies of the arkenruins, absorbing them with such rapidity that they become enormous, multi-headed monstrosities, infused with tremendous aetheric and physical might. Occasionally these creatures are created when beasts of several types are fused by rogue aether surges. Even more rarely, these creatures are intentionally created by rogue wrights, unscrupulous lowlander clans, or ultra wealthy and morally loose guild barons looking for a pet monster. Any way they come into the world, the results are always horrifying, and the resultant beast is always a maddened, rampaging mess.

HP: 55 per player characters (min: 110).

Special Traits: Size 2

Legend: Takes 1 turn for each player character

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Monstrous Heads: The Chimaera has three heads, chosen or rolled for from the following list, each unique.

- Each head has 1/3 of the Chimaera's total hp, rounded up.
- When dealing damage to the Chimaera, a character must choose which head they are damaging, and can only target one head at once. Heads that are reduced to 0 hp are defeated. Damage that 'spills over' on one head is lost.
- Each head has unique set of abilities. Abilities become more powerful the less heads there are.

- Statuses, marks, or other effects only affect the currently acting head.

Each time the Chimaera takes a turn, it takes a turn with only one of its heads. A different head must act from the last head that acted, unless there is only one head left. The Chimaera is only defeated when all three heads are defeated.

PHASES

The Chimaera has the following actions in all phases:

Bound (1 action, 2/round): The Chimaera *rushes* 3 or flies 1, then deals 2 damage to adjacent foes and shoves them 1.

Triple Threat (1 action): The Chimaera rushes 1, then deals 2 damage to an all adjacent foes. *Two heads:* Increase damage to 3. *Final head:* Also shove all foes 1.

Each time the Chimaera loses a head, its phase changes. Abilities become more powerful with less heads.

Phase I: Three heads

No additional effects.

Phase II: Two heads

The Chimaera is *sturdy*.

Phase III: One head

Feral Rage: The Chimaera gains +1 action and becomes *unstoppable*.

Chimaera Heads (d10 3 times, reroll repeats, or pick 3)

1. Lion

Lion's pride: While the Lion is undefeated, reduces damage to all other heads by 3, as if from Armor.

Savage bite (1 action, melee attack, range 2, true strike): On hit: [D]+fray. Miss: fray damage

Roar (1 action): Adjacent characters take fray damage, are shoved 1 and become *slashed*. *2 heads:* Affects foes in range 2, and slashed foes must save or be *stunned*. *final head:* Affects all foes, everywhere, and ignores cover.

2. Bull

Bull's Fortitude: While the Bull is undefeated, the Chimaera is immune to being shoved.

Headbutt (1 action, melee attack, true strike): On hit: [D]+fray and shove 1. Miss: fray. *Collide:* Foe is *winded*. *Effect:* The Chimaera can dash 2 spaces before making this attack.

Rampant Galloping (1 actions): *Effect:* The Bull rushes 1, twice. Each time it rushes, it deals 2 damage to all adjacent foes and shoves them 1.

Two heads: Rushes twice. *Final head:* Rushes three times.

3. Serpent

Serpent's Guile: While the Serpent is alive and undefeated, bloodied foes deal only half damage to the Chimaera.

Numbing Bite (1 action, melee attack): On hit: On hit: [D]+fray. Miss: Fray. *Effect:* Foe is pacified. This attack does not break the pacified condition and deals bonus damage to pacified foes.

Poison Bliss (2 actions): The Serpent creates a cross 1 terrain effect in range 4. The area is dangerous terrain for foes and foes are *pacified*+inside. While at least partly inside the area, the Serpent attacks and saves with +1 boon. This area lasts until used again. *Two heads:* Costs 1 action. *Final head:* The Serpent can have up to three of these areas active.

4. Crocodile

Crocodile's Savagery: While the Crocodile is undefeated, the Chimaera's attacks can critical hit (+[D]).

Open Wound (1 action, melee attack): *On hit:* [D], *Miss:* 1 damage. *Effect:* The character gains an open wound. While wounded, it takes [D] again at the end of its turns. This effect does not stack, and ends instead if the character ends their turn adjacent to an ally.

Death Roll (2 action): The Crocodile chooses a foe in range 3. At the end of the *very next* player turn, if that foe is still in range 3, the Chimaera lunges. It can remove itself from the battlefield, then place itself adjacent to that foe, who must save. Foes are *dazed* and take 2[D]+fray on a failed save, or just fray damage on a successful

save. *Dazed* foes fail the save. *Two heads*: Range 5. *Final head*: No maximum range.

5. Toad

Toad's Repulsion: While the Toad head is alive, all heads have *counter*.

Tongue (1 action, melee attack, range 3):

On hit: [D]+fray. Miss: Fray. Effect: The target is shoved 2 towards the chimaera.

Swallow Whole (1 actions): A adjacent character must save or be swallowed whole. On a successful save, they are *winded*. Remove them from the battlefield. At the start of their turn, the toad spits them out, placing them in any adjacent space to the chimaera's current location, then shoving them 2 spaces. Collide: Character takes [D]+fray. *Two heads*: Winded characters fail the save. *Final head*: Character also takes damage on being spit out equal to 25% of their maximum hp.

6. Baboon

Baboon's Malice: While the Baboon head is undefeated, all the Chimaera's damage is *piercing*.

Deep Breath (1 action, combo): Adjacent foes to the Chimera are shoved 1 towards or away from it.

• **Fiery Detonation (2 actions, ranged attack 6, pierce blast 1, combo)**: On hit: 2[D]+fray Miss or area effect: [D]+fray. Effect: Deals bonus damage for every object caught in the area. *Two heads*: Attack target must save or be *stunned*. *Final head*: Does not need to combo with Deep Breath.

Pyroclast (1 action, range 8, blast 1):

Characters in the area takes 2 piercing damage. Summon a height 1 *object* in the area.

7. Wolf

Wolf's Brutality: While the Wolf head is undefeated, the Chimaera gains *stealth* if it ends its turn with no foes adjacent.

Savage Claw (1 action, melee attack, arc 3):

On hit: [D]+fray. Miss or area effect: Fray. Effect: Deals bonus damage to blinded foes. Effect: May dash 2 after using this ability.

Shadow Breath (1 actions, breach 1): Area effect: fray damage and foes must save or become *blinded*. *Two heads*: Breach 2. *Three heads*:

Deals fray damage twice instead. *Bloodied* foes take fray damage three times instead.

8. Goat

Goat's Wisdom (Round Action) : While the goat is alive, at the start of the round, mark a visible space. At the end of the round, a meteor smashes into the space, inflicting fray damage twice in a blast 2 *area effect* centered on the space to all foes within and *stunning* any foe in the center space. Then, create a height 1 comet object anywhere in the area.

Cross Bolt (2 actions, Ranged attack, range 8, cross 1): On hit: 2[D]+fray . Miss or area

effect: fray. Effect: Attack target is *vulnerable*. Effect: Shove all foes in the area 1.

Primal Meteor (2 actions): All characters not in cover from the Chimaera must save or take fray damage twice and become *vulnerable*, or once on a successful save. Then, summon a height 1 meteor *object* adjacent to any character affected. *Two heads*: Fray damage three times on a failed save. *Final head*: Fray damage five times on a failed save.

9. Chicken

Chicken's Spite: While the Chicken head is undefeated, all attacks against the Chimaera take +1 curse.

Peck (1 action, melee attack, true strike, pierce): *Autohit*: fray. *Two heads*: Fray, twice.

Final head: Three times.

Return to Egg (2 actions): A character in range 6 becomes *pacified* and starts to be encased in a stone egg. If they don't attack during their turn, the petrification effect ends. Otherwise, at the end of that character's next turn, they must save. On a failed save, they are encased in stone, removing them from the battlefield and becoming replaced with a destructible (10 hp) height 1 egg object. Until the is destroyed, they cannot take a turn. When it's destroyed, they are returned to the battlefield in the space they left and can take a turn as normal.

10. Bear

Bear's Vitality: While the Bear is undefeated, the Chimaera's Juggernaut trait triggers twice at the start of the round.

Icy path (1 action, Attack, true strike, Arc 6): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Deals bonus damage per status affecting the target.

Cold Feet (1 action): A character in range 8 is *slashed*. Unless that character moves at least 3 spaces on their next turn, at the end of that turn they are also *stunned*. *Two heads:* Also *winds* characters. *Final head:* Also deals fray damage to a chosen character, and fray damage again if they fail to move.

TROPHIES

Chimaeric Ichor

Uses: 2 expeditions

Effect: You coat your weapon in Chimaera ichor. While coated, your attacks turn into a triple strike, causing two aetheric copies of your weapon to strike out after the ability resolves, each copy dealing 3 piercing damage to a foe in range 3 of you.

Chimaera Bile

Uses: 3

Effect: Drinking a vial of purified Chimaera bile is a powerful curative. It can be drunk as a *free action* to cure yourself and grant yourself *regeneration* and *defiance*.

However, it also causes cosmetic mutation, and prolonged use can be fatal. After drinking a vial of Chimaera blood, roll 1d12 and consult the heads table. You gain minor beastlike mutations that are similar to the chosen beast (like claws, hair, slit eyes, fangs, scales, etc). The mutations last until the end of the following interlude, or until you choose.

III. WYRM

When the world was young and still scalding and steaming from the raw energies of its creation, the Wyrms were born. Massive, serpentine beasts, they emerged from the molten earth fully formed, or so the legend goes. These ancient beast gods ruled the land for a time, and then their age passed, as all ages will, and the world changed. The wyrms went into hibernation, curling up and sinking into the earth, resting in

unceasing slumber. As they slept, they conserved their energy, for another age, when they could emerge and feed, growing fat and strong again.

Wyrms have a primal aetherstone instead of their heart. This allows them to channel unbelievable raw energies that were present when the world was young, and spit scouring divine fire that turns nearly all matter to ash.

Occasionally, over the history of Arden Eld, a wyrm will naturally awake from its long sleep. The emergence of a wyrm is a cataclysmic event similar to a volcanic eruption or a natural disaster. The land quakes and belches forth poison gas and magma, plants wither, and wildlife flees from the eruption site. It quickly establishes a hunting grounds and rules over a massive territory as a primeval monarch, culling herds of animals (including kin) to acceptable populations to maintain its feeding stock.

More recently, the Churn has awakened more and more Wyrms, an unfolding calamity with no easy solution and terrifying consequences.

HP: 50 per player character (min 100)

Special Traits: Size 3, Sturdy

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Dragonfire: The wyrm's blighted fire scorches the very soul. When an ability inflicts *dragon fire*, all of its targets *sacrifice* 25% of their max hp.

Path of Ruin: Many of the Wyrms' abilities key off a particular map edge, called the *Path of Ruin*. The GM decides and announces the initial Path of Ruin edge at the beginning of combat, then it moves clockwise at the start of each round.

MAP

This fight is best on a 10x10 or 12x12 map

PHASES

The Wyrms enter phase II when bloodied.

PHASE I

Devastate (Round Action, True Strike, Path of Ruin): At the end of every round, as a *path of*

ruin effect, the Wyrms mark out an area that extends from the entire *path of ruin* edge up to 4 spaces from that edge. The Wyrms can not voluntarily enter this area. At the end of the round, it scours the area as a massive *area effect*. Characters inside must save or take 2[D]+fray damage and be *stunned*, or [D]+fray on a successful save.

Sirocco (Round action, Path of Ruin): At the start of every odd numbered round, the Wyrms create a twisting, burning tornado, a one space mobile *terrain effect*, in range 3. The Sirocco is difficult and dangerous terrain. At the end of the round, as a *path of ruin* effect, all Siroccos move 3 spaces towards the *path of ruin*. After each space of this move, they shove all adjacent foes 1 space away from them and inflict *dragonfire*. Siroccos last indefinitely.

Gigabeam (Interrupt, 1/round, Path of Ruin): *Trigger:* A foe in range 6 of the Wyrms starts their turn. *Effect:* At the end of that foe's turn, the Wyrms fire a massive beam as a *path of ruin* effect. If that foe ends their turn within range 3 of the Wyrms, they are inflicted with *dragonfire*. If not, then the beam sweeps across the entire battlefield and hits *all* foes, inflicting *dragonfire* on all of them.

Blazing Wind (1 action, 1/round, path of ruin): As a *path of ruin* effect, all foes must choose: Take 4 damage or else be shoved 1 towards the path of ruin. If they cannot move, they take the damage automatically.

Liquify (1 action, 2/round): The Wyrms liquifies the ground beneath a foe's feet in range 3. That foe becomes *immobile*. The liquified rock space beneath them can be targeted as an immobile destructible object and is automatically hit by attacks and effects from characters other than the Wyrms. It has 5 hp. If the affected character would be inflicted with *dragon fire*, the rock melts and is destroyed instead of *dragon fire's* normal effects.. When the rock is destroyed, this effect ends.

Molten Eruption (1 action, 1/round): The Wyrms create a height 2 blight pillar object in free space in range 5. The pillar and all orthogonal spaces to it are dangerous terrain. When it is created, adjacent foes take 2 piercing damage.

Jaws of Death (1 action, combo): The Wyrms rushes 2, then an adjacent foe must choose: stand their ground or flee.

- *Stand your ground:* Become *slashed* and take fray damage. Then save, or also be inflicted with *dragonfire* on a failed save.
 - *Flee:* Be shoved 5 spaces. The Wyrms can choose the direction of this shove, and can change directions mid-shove.
- **Seismic Geyser (1 action):** The Wyrms chooses a foe in range 5 that has not acted yet. At the end of that foe's turn, a geyser erupts under them, dealing fray damage and inflicting *winded* as a cross 2 *area effect* centered on them. *Winded* foes take [D]+fray instead.

Ancient Fury (1 action, attack, true strike, melee, breach 1): *On hit:* [D]+fray and shove 2. *Miss or area effect:* Fray damage and shove 1. *Effect:* The Wyrms may rush 1 before this attack.

- **Gigacrush (2 actions, attack, range 3, melee, cross 1, true strike, combo):** *On hit:* 2[D]+fray. *Miss or area effect:* [D]+fray
- **Rage of Arden (1 actions, attack, pierce, range 6, combo, path of ruin):** *On hit:* [D]+fray. *Miss:* fray. *Effect:* The Wyrms soars into the air. It removes itself from the battlefield, then as a *path of ruin* effect draws a line *area effect* 3 spaces wide straight across the battlefield, starting on the side opposite the *path of ruin* edge, and ending with the *path of ruin* edge. Foes inside take piercing fray damage. Then the Wyrms returns to the battlefield, placing itself adjacent to any foe in the area, or in its original location if there are no foes in the area.

PHASE II (WHEN BLOODIED)

As phase I, but all *Path of Ruin* effects activate twice: once directed towards where the Path of Ruin *currently* is, and then once where it *will be* next round.

In addition, the Wyrms gains the following round action, which activates at the start of the next available round:

Zetaflare (Round Action, true strike, divine): The Wyrms chooses a foe at the start of the round. At the end of the round, after all other effects have resolved, all foes not in range 2 of that foe take 5 *divine* damage, ignoring cover.

TROPHIES

Worm Gut

Uses: 1 expedition

Effect: Wrap your armor or weapon with the power of the worm, imbuing you with its fury. For this expedition, at the start of any combat, *you* can choose your own *path of ruin* edge. At the end of the round, you may choose to shove all characters 1 space towards that edge, then deal fray damage to them if they are in range 4 of that edge.

Tail Sword

Uses: 1 expedition

Effect: The tailbone of a Worm has a remarkable sword shape and is razor sharp. While wielding such a magnificent weapon, your attacks against bloodied characters inflict *dragonfire*. Legends are immune to this effect.

BEAST TROPHIES

Tech	Description and Effect	Uses
Yellow spore sack	As an action, you may toss this sack of spores. Characters in a blast 1 area in range 3 are <i>branded</i> and you may shove them 1 in any direction.	5
Drift Oil	Use as an action to splash the oil about, reversing gravity and drifting into the air. You and every other character in range 2 may fly 3 in a direction of their choice.	3
Howler Venom	Venom from a howler beast. You can apply during any attack to grant it bonus damage, pierce, and inflicts <i>slashed</i> .	2
Screecher gland	Step on the screecher gland as an action to make a horrible screeching noise. Characters in a blast 1 area centered on you, including you, must save or become <i>stunned</i>	3
Landshark cape	You may use this cape as a free action and dive into the earth. Dash 4 spaces in a straight line with phasing. You are intangible while dashing.	3
Kelpie head	As an action, you can hold this severed head up. It spurts fetid water at all foes in range 4. Those foes are shoved 1. Collide: They take [D]+fray and are also <i>blinded</i> .	3
Stalker scales	This expedition, when ending your turn adjacent to an object or inside difficult or dangerous terrain, gain <i>stealth</i>	2 expeditions
Gigantapede stinger	This huge stinger is big enough to be used as an offhand weapon. Your attacks this expedition gain Effect: Deal 2 piercing damage to an adjacent foe.	1 expedition
Chimaera Hide	Wrap yourself in tough, rippling, Chimaera hide. This expedition, you automatically succeed on all saves against statuses or other effects at the end of your turn.	1 expeditions