

## Angulotl Clawfish Ranchers (18 EV)

### Angulotl Malice

- «3» **Leapfrog:** Until the end of the round, when an angulotl moves through an inactive angulotl's space, the inactive angulotl can use a free triggered action to jump 3 squares.
- «5» **Resonating Croak:** Each angulotl in the encounter puffs out their throat and starts loudly droning. Any non-angulotl adjacent to an angulotl makes an Intuition test.
  - ≤11: 5 sonic damage; slowed (EoT)
  - 12-16: 4 sonic damage
  - 17+: No effect.
- «7» **Rainfall:** An angulotl calls clouds to cover the encounter map and unleash rain until the end of the round. Any creature or object that is exposed to the sky is wet until the end of the encounter.

### 12 x Clawfish (Level 1 Minion Brute)

Size 1S, Angulotl, Animal (EV 3 for 4 minions)

M 0; A +2; R -3; I -2; P +1

Speed 5 (climb, swim)

Immunity: lightning 3, poison 2

With Captain: Gain an edge on strikes

Squad 1 (20/15/10/5):

Squad 2 (20/15/10/5):

Squad 3 (20/15/10/5):

- **Free Strike:** M1/R5 (Weapon); 2 damage
- **Hookclaw** (Sign.): *Melee 1 (Strike, Weapon)*.  
**Roll + 2;** {2/4/5} damage; {roll 17+} grabbed.  
*Effect:* Any target grabbed this way takes 2 lightning damage at the start of each of their turns.
- **Shocking:** At the start of each of their turns, the clawfish deals 2 lightning damage to each wet enemy within 2 squares.

### 4 x Angulotl Pollywog (Level 1 Minion Harrier)

Size 1S, Angulotl (EV 3 for 4 minions)

M 0; A +2; R -2; I -2; P 0

Speed 6 (climb, swim)

Immunity: poison 2

With Captain: +2 bonus to speed

Squad 1 (16/12/8/4):

- **Free Strike:** M1/R5 (Weapon); 1 poison
- **Nip** (Sign.): *Melee 1 (Strike, Weapon), creature only*.  
**Roll + 2;** {1/2/3} poison damage; the pollywog can shift {X/1/3} square(s).
- **Quick Snack:** Any angulotl who can target the pollywog with a melee free strike can eat them as a maneuver. The angulotl regains 4 Stamina and is wet until the end of their next turn.

### 2 x Angulotl Needler (Level 1 Horde Artillery)

Size 1S, Angulotl, Humanoid (EV 3)

M 0; A +2; R +1; I 0; P -1

Speed 5 (climb, swim)

Immunity: poison 2

Stamina 10:

Stamina 10:

- **Free Strike:** M1/R15 (Weapon); 2 poison
- **Blowgun** (Sign.): *Ranged 15 (Strike, Weapon), creature only*.  
**Roll + 2;** {4/6/7} poison damage.  
*Spend «2»:* A target who has M < 2 is weakened (save ends). A target weakened this way takes 2 poison damage at the start of each of their turns.
- **Toxiferous:** Whenever an adjacent enemy grabs the needler or uses a melee ability against them, that enemy takes 2 poison damage.

## Angulotl Homeguard Scouts (27 EV)

### Angulotl Malice

- «3» **Leapfrog:** Until the end of the round, when an angulotl moves through an inactive angulotl's space, the inactive angulotl can use a free triggered action to jump 3 squares.
- «5» **Resonating Croak:** Each angulotl in the encounter puffs out their throat and starts loudly droning. Any non-angulotl adjacent to an angulotl makes an Intuition test.
  - ≤11: 5 sonic damage; slowed (EoT)
  - 12-16: 4 sonic damage
  - 17+: No effect.
- «7» **Rainfall:** An angulotl calls clouds to cover the encounter map and unleash rain until the end of the round. Any creature or object that is exposed to the sky is wet until the end of the encounter.

### 16 x Angulotl Cleaver (Level 1 Minion Ambusher)

**Size 1S**, Angulotl, Humanoid (EV 3 for 4 minions)

**M 0; A +2; R 0; I +1; P 0**

**Speed 6** (climb, swim)

**Immunity:** poison 2

**With Captain:** +1 damage bonus to strikes

**Squad 1** (16/12/8/4):

**Squad 2** (16/12/8/4):

**Squad 3** (16/12/8/4):

**Squad 4** (16/12/8/4):

- **Free Strike:** *M1/R5 (Weapon)*; 2 damage
- **Hop and Chop** (Sign.): *Melee 1 (Strike, Weapon)*.  
**Roll + 2;** {2/4/5} damage.  
*Effect:* The cleaver jumps up to 4 squares before or after making this strike.
- **Toxiferous:** Whenever an adjacent enemy grabs the cleaver or uses a melee ability against them, that enemy takes 1 poison damage.

### 8 x Angulotl Dart (Level 1 Minion Artillery)

**Size 1S**, Angulotl, Humanoid (EV 3 for 4 minions)

**M 0; A +2; R +1; I 0; P 0**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**With Captain:** +4 bonus to ranged distance

**Squad 1** (12/9/6/3):

**Squad 2** (12/9/6/3):

- **Free Strike:** *M1/R8 (Weapon)*; 2 poison
- **Poison Dart** (Sign.): *Ranged 8 (Strike, Weapon)*, *creature only*.  
**Roll + 2;** {2/4/5} poison damage.  
*Effect:* The dart gains an edge on this ability against any target who has less than full Stamina.
- **Toxiferous:** Whenever an adjacent enemy grabs the dart or uses a melee ability against them, that enemy takes 1 poison damage.

### 1 x Angulotl Needler (Level 1 Horde Artillery)

**Size 1S**, Angulotl, Humanoid (EV 3)

**M 0; A +2; R +1; I 0; P -1**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**Stamina 10:**

- **Free Strike:** *M1/R15 (Weapon)*; 2 poison
- **Blowgun** (Sign.): *Ranged 15 (Strike, Weapon)*, *creature only*.  
**Roll + 2;** {4/6/7} poison damage.  
*Spend «2»:* A target who has M < 2 is weakened (save ends). A target weakened this way takes 2 poison damage at the start of each of their turns.
- **Toxiferous:** Whenever an adjacent enemy grabs the needler or uses a melee ability against them, that enemy takes 2 poison damage.

### 2 x Angulotl Slink (Level 1 Horde Ambusher)

**Size 1S**, Angulotl, Humanoid (EV 3)

**M +1; A +2; R 0; I 0; P 0**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**Stamina 15:**

**Stamina 15:**

- **Free Strike:** *M6/R5 (Weapon)*; 2 damage
- **Tonguelash** (Sign.): *Melee 6 (Strike, Weapon)*.  
**Roll + 2;** {4/6/7} damage; pull {2/4/6}.  
*Effect:* The target is wet (save ends). Any ally targeted by this ability ignores the damage, is wet until the end of the encounter, and is pulled up to 6 squares, ignoring stability.
- «2» **Hop To It:** Free Maneuver. *Self.* The slink jumps up to 3 squares. If they have cover or concealment when they land, they can attempt to hide.
- **Adhesive:** The slink excretes a sticky residue into their square at the end of each of their turns. Any non-angulotl who enters or leaves the square is stuck, and must use a maneuver to break free or be restrained until the end of their turn. Objects are likewise affected, and a creature must use a maneuver to remove an object from the square.
- **Toxiferous:** Whenever an adjacent enemy grabs the slink or uses a melee ability against them, that enemy takes 2 poison damage.

## Angulotl Corrupted Clutch (34 EV)

### Angulotl Malice

- «3» **Leapfrog:** Until the end of the round, when an angulotl moves through an inactive angulotl's space, the inactive angulotl can use a free triggered action to jump 3 squares.
- «5» **Resonating Croak:** Each angulotl in the encounter puffs out their throat and starts loudly droning. Any non-angulotl adjacent to an angulotl makes an Intuition test.
  - ≤11: 5 sonic damage; slowed (EoT)
  - 12-16: 4 sonic damage
  - 17+: No effect.
- «7» **Rainfall:** An angulotl calls clouds to cover the encounter map and unleash rain until the end of the round. Any creature or object that is exposed to the sky is wet until the end of the encounter.

### 8 x Clawfish (Level 1 Minion Brute)

**Size 1S**, Angulotl, Animal (EV 3 for 4 minions)

**M 0; A +2; R -3; I -2; P +1**

**Speed 5** (climb, swim)

**Immunity:** lightning 3, poison 2

**With Captain:** Gain an edge on strikes

**Squad 1** (20/15/10/5):

**Squad 2** (20/15/10/5):

- **Free Strike:** *M1/R5 (Weapon)*; 2 damage
- **Hookclaw** (Sign.): *Melee 1 (Strike, Weapon)*. **Roll + 2;** {2/4/5} damage; {roll 17+} grabbed. *Effect:* Any target grabbed this way takes 2 lightning damage at the start of each of their turns.
- **Shocking:** At the start of each of their turns, the clawfish deals 2 lightning damage to each wet enemy within 2 squares.

### 12 x Angulotl Cleaver (Level 1 Minion Ambusher)

**Size 1S**, Angulotl, Humanoid (EV 3 for 4 minions)

**M 0; A +2; R 0; I +1; P 0**

**Speed 6** (climb, swim)

**Immunity:** poison 2

**With Captain:** +1 damage bonus to strikes

**Squad 1** (16/12/8/4):

**Squad 2** (16/12/8/4):

**Squad 3** (16/12/8/4):

- **Free Strike:** *M1/R5 (Weapon)*; 2 damage
- **Hop and Chop** (Sign.): *Melee 1 (Strike, Weapon)*. **Roll + 2;** {2/4/5} damage. *Effect:* The cleaver jumps up to 4 squares before or after making this strike.
- **Toxiferous:** Whenever an adjacent enemy grabs the cleaver or uses a melee ability against them, that enemy takes 1 poison damage.

### 8x Angulotl Pollywog (Level 1 Minion Harrier)

**Size 1S**, Angulotl (EV 3 for 4 minions)

**M 0; A +2; R -2; I -2; P 0**

**Speed 6** (climb, swim)

**Immunity:** poison 2

**With Captain:** +2 bonus to speed

**Squad 1** (16/12/8/4):

**Squad 2** (16/12/8/4):

- **Free Strike:** *M1/R5 (Weapon)*; 1 poison
- **Nip** (Sign.): *Melee 1 (Strike, Weapon)*, *creature only*. **Roll + 2;** {1/2/3} poison damage; the pollywog can shift {X/1/3} square(s).
- **Quick Snack:** Any angulotl who can target the pollywog with a melee free strike can eat them as a maneuver. The angulotl regains 4 Stamina and is wet until the end of their next turn.

### 1 x Angulotl Needler (Level 1 Horde Artillery)

**Size 1S**, Angulotl, Humanoid (EV 3)

**M 0; A +2; R +1; I 0; P -1**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**Stamina 10:**

- **Free Strike:** *M1/R15 (Weapon)*; 2 poison
- **Blowgun** (Sign.): *Ranged 15 (Strike, Weapon)*, *creature only*. **Roll + 2;** {4/6/7} poison damage. *Spend «2»:* A target who has  $M < 2$  is weakened (save ends). A target weakened this way takes 2 poison damage at the start of each of their turns.
- **Toxiferous:** Whenever an adjacent enemy grabs the needler or uses a melee ability against them, that enemy takes 2 poison damage.

### 2 x Angulotl Slink (Level 1 Horde Ambusher)

**Size 1S**, Angulotl, Humanoid (EV 3)

**M +1; A +2; R 0; I 0; P 0**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**Stamina 15:**

**Stamina 15:**

- **Free Strike:** *M6/R5 (Weapon)*; 2 damage
- **Tonguelash** (Sign.): *Melee 6 (Strike, Weapon)*. **Roll + 2;** {4/6/7} damage; pull {2/4/6}. *Effect:* The target is wet (save ends). Any ally targeted by this ability ignores the damage, is wet until the end of the encounter, and is pulled up to 6 squares, ignoring stability.
- «2» **Hop To It:** Free Maneuver. *Self.* The slink jumps up to 3 squares. If they have cover or concealment when they land, they can attempt to hide.
- **Adhesive:** The slink excretes a sticky residue into their square at the end of each of their turns. Any non-angulotl who enters or leaves the square is stuck, and must use a maneuver to break free or be restrained until the end of their turn. Objects are likewise affected, and a creature must use a maneuver to remove an object from the square.
- **Toxiferous:** Whenever an adjacent enemy grabs the slink or uses a melee ability against them, that enemy takes 2 poison damage.

### **1 x Angulotl Wave (Level 1 Horde Controller)**

**Size** 1S, Angulotl, Humanoid (EV 3)

**M** 0; **A** 0; **R** 0; **I** +2; **P** +2

**Speed** 5 (climb, swim)

**Immunity:** poison 2

**Stamina** 10:

- **Free Strike:** *M1/R8 (Magic)*; 1 holy
- **Refulgent Beams** (Sign.): *Ranged 8 (Magic, Strike), two creatures or objects.*  
**Roll + 2;** {3/4/5} holy damage; R < {X/1/2}, the target is illuminated (save ends).  
*Effect:* An illuminated creature or object can't hide or become invisible, and any strike made against an illuminated target gains an edge.
- «2» **Noxious Bubble:** Main Action. *Area 2 cube of unoccupied space within 10 (Magic, Ranged), special.* A bubble of toxic gas fills the area, ready to pop. If any creature or object touches the bubble or if the bubble takes damage, it bursts. Each angulotl adjacent to the bubble is wet until the end of the encounter, and each enemy adjacent to the bubble makes a Might test.
  - ≤11: 3 poison damage; the target is wet and weakened (save ends)
  - 12-16: 2 poison damage; the target is wet (save ends)
  - 17+: 1 poison damage; the target is wet (EoT)
- **Toxiferous:** Whenever an adjacent enemy grabs the wave or uses a melee ability against them, that enemy takes 2 poison damage.

## Angulotl Assault Squad (48 EV)

### Angulotl Malice

- «3» **Leapfrog:** Until the end of the round, when an angulotl moves through an inactive angulotl's space, the inactive angulotl can use a free triggered action to jump 3 squares.
- «5» **Resonating Croak:** Each angulotl in the encounter puffs out their throat and starts loudly droning. Any non-angulotl adjacent to an angulotl makes an Intuition test.
  - ≤11: 5 sonic damage; slowed (EoT)
  - 12-16: 4 sonic damage
  - 17+: No effect.
- «7» **Rainfall:** An angulotl calls clouds to cover the encounter map and unleash rain until the end of the round. Any creature or object that is exposed to the sky is wet until the end of the encounter.

### 8 x Clawfish (Level 1 Minion Brute)

**Size 1S**, Angulotl, Animal (EV 3 for 4 minions)

**M 0; A +2; R -3; I -2; P +1**

**Speed 5** (climb, swim)

**Immunity:** lightning 3, poison 2

**With Captain:** Gain an edge on strikes

**Squad 1** (20/15/10/5):

**Squad 2** (20/15/10/5):

- **Free Strike:** *M1/R5 (Weapon)*; 2 damage
- **Hookclaw** (Sign.): *Melee 1 (Strike, Weapon)*. **Roll + 2;** {2/4/5} damage; {roll 17+} grabbed. *Effect:* Any target grabbed this way takes 2 lightning damage at the start of each of their turns.
- **Shocking:** At the start of each of their turns, the clawfish deals 2 lightning damage to each wet enemy within 2 squares.

### 12 x Angulotl Cleaver (Level 1 Minion Ambusher)

**Size 1S**, Angulotl, Humanoid (EV 3 for 4 minions)

**M 0; A +2; R 0; I +1; P 0**

**Speed 6** (climb, swim)

**Immunity:** poison 2

**With Captain:** +1 damage bonus to strikes

**Squad 1** (16/12/8/4):

**Squad 2** (16/12/8/4):

**Squad 3** (16/12/8/4):

- **Free Strike:** *M1/R5 (Weapon)*; 2 damage
- **Hop and Chop** (Sign.): *Melee 1 (Strike, Weapon)*. **Roll + 2;** {2/4/5} damage. *Effect:* The cleaver jumps up to 4 squares before or after making this strike.
- **Toxiferous:** Whenever an adjacent enemy grabs the cleaver or uses a melee ability against them, that enemy takes 1 poison damage.

### 12 x Angulotl Dart (Level 1 Minion Artillery)

**Size 1S**, Angulotl, Humanoid (EV 3 for 4 minions)

**M 0; A +2; R +1; I 0; P 0**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**With Captain:** +4 bonus to ranged distance

**Squad 1** (12/9/6/3):

**Squad 2** (12/9/6/3):

**Squad 3** (12/9/6/3):

- **Free Strike:** *M1/R8 (Weapon)*; 2 poison
- **Poison Dart** (Sign.): *Ranged 8 (Strike, Weapon)*, *creature only*. **Roll + 2;** {2/4/5} poison damage. *Effect:* The dart gains an edge on this ability against any target who has less than full Stamina.
- **Toxiferous:** Whenever an adjacent enemy grabs the dart or uses a melee ability against them, that enemy takes 1 poison damage.

### 2 x Angulotl Needler (Level 1 Horde Artillery)

**Size 1S**, Angulotl, Humanoid (EV 3)

**M 0; A +2; R +1; I 0; P -1**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**Stamina 10:**

**Stamina 10:**

- **Free Strike:** *M1/R15 (Weapon)*; 2 poison
- **Blowgun** (Sign.): *Ranged 15 (Strike, Weapon)*, *creature only*. **Roll + 2;** {4/6/7} poison damage. *Spend «2»:* A target who has M < 2 is weakened (save ends). A target weakened this way takes 2 poison damage at the start of each of their turns.
- **Toxiferous:** Whenever an adjacent enemy grabs the needler or uses a melee ability against them, that enemy takes 2 poison damage.

### 2 x Angulotl Slink (Level 1 Horde Ambusher)

**Size 1S**, Angulotl, Humanoid (EV 3)

**M +1; A +2; R 0; I 0; P 0**

**Speed 5** (climb, swim)

**Immunity:** poison 2

**Stamina 15:**

**Stamina 15:**

- **Free Strike:** *M6/R5 (Weapon)*; 2 damage
- **Tonguelash** (Sign.): *Melee 6 (Strike, Weapon)*. **Roll + 2;** {4/6/7} damage; pull {2/4/6}. *Effect:* The target is wet (save ends). Any ally targeted by this ability ignores the damage, is wet until the end of the encounter, and is pulled up to 6 squares, ignoring stability.
- «2» **Hop To It:** Free Maneuver. *Self.* The slink jumps up to 3 squares. If they have cover or concealment when they land, they can attempt to hide.
- **Adhesive:** The slink excretes a sticky residue into their square at the end of each of their turns. Any non-angulotl who enters or leaves the square is stuck, and must use a maneuver to break free or be restrained until the end of their turn. Objects are likewise affected, and a creature must use a maneuver to remove an object from the square.
- **Toxiferous:** Whenever an adjacent enemy grabs the slink or uses a melee ability against them, that enemy takes 2 poison damage.

### **1 x Angulotl Daybringer (Level 1 Leader)**

**Size 1M**, Angulotl, Humanoid (EV 12)

**M** +3; **A** +2; **R** 0; **I** +2; **P** 0

**Speed** 5 (climb, swim); **Stability** 1

**Immunity:** poison 3

**Stamina** 80

- **Free Strike:** *M1/R5 (Weapon)*; 4 acid
- **Acid Grasp** (Sign.): *Melee 1 (Strike, Weapon), two creatures or objects.*  
**Roll + 3;** {7/10/13} acid damage; A < {1/2/3}, dazed (save ends).  
*Effect:* The next time the target makes a strike against the daybringer, the target takes 4 acid damage after the strike is resolved.  
*Spend «1»:* The daybringer jumps up to 3 squares before or after using this ability.

- **Sun Lamp:** Maneuver. *Self.* The daybringer expands their throat to make it resemble the sun until the start of their next turn. During that time, each angulotl who starts their turn within 10 squares of the daybringer regains 5 Stamina and gains a +3 bonus to speed until the end of their turn.
- **Tongue Slap:** Triggered (*the target makes a strike against the daybringer or an ally that isn't a critical hit*).  
*Melee 5, creature only.* The outcome of the strike's power roll is reduced by one tier.  
*Spend «2»:* The target is pulled up to 4 squares after the strike resolves.
- **Moisturizing End Effect:** At the end of each of the daybringer's turns, they can either take 5 damage or end the wet effect on an adjacent creature in order to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

- «VA-1» **New Dawn:** *Ranged 10, special.* Four angulotl pollywogs erupt from the daybringer's back and waddle into unoccupied spaces within distance.
- «VA-2» **Plague of Frogs:** *Area 8 burst, self and each ally in the area.* Each target can jump up to 4 squares. Each non-minion target can make a free strike at the end of the jump.
- «VA-3» **It Is Day:** *Special.* The encounter map dries up and each enemy and object on it is illuminated until the end of the encounter. An illuminated creature or object can't hide or become invisible, and any strike made against an illuminated target gains an edge. Additionally, each enemy in the encounter who is wet has that effect end and takes 6 acid damage. Each angulotl in the encounter has a double edge on their next strike.
- **Toxiferous:** Whenever an adjacent enemy grabs the daybringer or uses a melee ability against them, that enemy takes 3 poison damage.

## Solo Arixx (34 EV)

### Arixx Malice

At the start of an arixx's turn, you can spend Malice to activate one of the following features.

- «3» **Burning Maw:** The arixx dribbles acid over their mandibles, causing the next strike they make to gain an edge and deal an extra 3 acid damage.
- «5» **Geyser:** The arixx's underground tunnels swell with pressure, causing a sudden influx of hot gas to burst from a 3-square-by-3-square area anywhere on the surface. Each enemy in the area makes an Agility test.
  - ≤11: 4 damage; vertical push 5
  - 12-16: 4 damage; vertical push 3
  - 17+: The target shifts to the nearest unoccupied space outside the area.
- «5» **Solo Action:** The arixx takes an additional main action on their turn. They can use this feature even if they are dazed.
- «7» **Earth Sink:** The encounter map suddenly quakes, then begins to sink. Each creature on the ground who has  $A < 1$  is knocked prone. Until the end of the encounter, each creature who starts their turn on the ground and can't burrow must spend 1 additional square of movement to leave their starting position, or 2 squares if they start their turn prone or underground. A creature who starts and ends their turn in the same space on the ground and can't burrow sinks 1 square into the ground.

### 1 x Arixx (Level 1 Solo)

**Size 2**, Arixx, Beast (EV 36)

**M +3; A +1; R -3; I +1; P -4**

**Speed 5** (burrow); **Stability 2**

**Stamina 200**

#### • **Solo Monster:**

- **End Effect:** At the end of each of their turns, the arixx can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.
- **Solo Turns:** The arixx can take two turns each round. They can't take turns consecutively.
- **Earthwalk:** Difficult terrain composed of earth or loose rock doesn't cost the arixx extra movement.
- **Soft Underbelly:** A prone creature making a melee strike against the arixx has a double edge on the strike instead of taking a bane.
- **Free Strike:** *M2/R5 (Weapon)*; 5 damage
- **Bite** (Sign.): *Melee 2 (Strike, Weapon)*.  
**Roll + 3;** {9/13/16} damage; grabbed.  
**Effect:** A size 1 target grabbed this way takes 3 acid damage at the start of each of their turns.
- **Claw Swing:** *Melee 2 (Strike, Weapon)*, two creatures or objects.  
**Roll + 3;** {5/8/11} damage;  $A < \{1/2/3\}$ , grabbed.  
**Effect:** The arixx can vertically slide each grabbed target up to 3 squares.
- **Spitfire:** *Ranged 10 (Strike, Weapon)*, two creatures or objects.  
**Roll + 3;** {4/6/7} acid damage; {roll 17+} prone.  
**Effect:** The ground beneath each target is covered in burning acid until the end of the encounter. Any enemy who enters an affected space for the first time in a round or starts their turn there takes 2 acid damage.

- «3» **Dirt Devil:** *Area 3 burst*.  
**Roll + 3;** {4/6/7} damage; push {X/2/4}.  
**Effect:** The arixx flings rocks and debris to fill the area, and has a double edge on the power roll if they started their turn underground. The area is difficult terrain.
- **Dust Cloud:** *Maneuver. Area 1 burst, special*. The arixx kicks up dust to fill the area until the start of their next turn, then moves up to their speed. Any enemy in the area or who targets a creature in the area takes a bane on power rolls.
- **Skitter:** *Triggered (the arixx takes damage)*.  
**Self.** The arixx halves the damage and shifts up to 3 squares after the triggering effect resolves.
- «VA-1» **Acid Spew:** *Area 10 x 2 line within 1 (Weapon)*, each creature and object in the area.  
**Roll + 3;** {5/8/11} acid damage.  
**Effect:** The ground in the area is covered in a puddle of acid until the end of the encounter. Any enemy who enters the area for the first time in a round or starts their turn there takes 2 acid damage.
- «VA-2» **Sinkhole:** *Self*. The arixx shifts up to their speed. If they end this shift above ground and within 2 squares of a creature, they use Bite against the creature and can then use the Dig maneuver.
- «VA-3» **Acid and Claws:** *Area 2 burst (Weapon)*, each creature in the area.  
**Roll + 3;** {5/8/11} acid damage;  $M < \{1/2/3\}$ , weakened (save ends).