

# ARIXX NEST

The heroes face an arixx beneath the ground.

## Arixx Nest Groups

Group	Creatures
1	Arixx (first turn)
2	Arixx (second turn)

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, arixx has 120 Stamina.
- For three heroes, the arixx has 80 Stamina and can't use the Solo Action Malice feature.

## ANIMAL REMAINS

The ribs of the cattle carcasses are very sharp and can be used as a weapon. Any creature forced moved into a wall containing cattle ribs takes 3 damage.

## WEAKENED FLOOR

A creature who moves onto a weakened square falls into a 4-square-deep pit. Climbing the walls of the pit doesn't require a test.

## TACTICS

The arixx starts combat by targeting as many creatures as possible Claw Swing and remains on the surface to use Acid Spew. Then the arixx attempts to grab the nearest creature and then take them underground with the Dig Maneuver to feast upon them beneath the dirt. The arixx reemerges at the end of the second round, using Sinkhole. During the third round of combat, the arixx moves into position to use Acid and Claws.

The arixx uses Malice to get extra actions on their turn when they aren't burrowed with Solo Action and Dirt Devil or Geyser to target hard-to-reach foes.

## ENDING THE ENCOUNTER

The arixx fights until reduced to 0 Stamina, and each hero earns 2 Victories.

If the heroes leave the nest, the arixx doesn't pursue them, wanting to defend their home.

## STAT BLOCKS

### ARIXX MALICE

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

#### Burning Maw ◆ 3 Malice

The arixx dribbles acid over their mandibles. Their next strike has an edge and deals an additional 3 acid damage.

#### Solo Action ◆ 5 Malice

The arixx can take an additional action on their turn. The arixx can use this feature even if they are dazed.

#### Geyser ◆ 5 Malice

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 an affected square must make 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.

#### Earth Sink ◆ 7 Malice

The area of the encounter map suddenly quakes and slowly sinks into the ground. Each grounded creature is A<1 knocked prone. Until the end of the encounter, each creature who starts their turn on the ground and can't burrow must spend 1 extra 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.