

ARIXX		LEVEL 1 SOLO		
Arixx, Beast		EV 36		
Stamina 200		Size 2 / Stability 2		
Speed 5 (burrow)		Free Strike 5		
Might +3	Agility +1	Reason -3	Intuition +1	Presence -4
Solo Monster				
Solo Turns The arixx takes up to two turns each round. They can't take turns consecutively.				
End Effect At the end of their turn, the arixx can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.				
Soft Underbelly				
A prone creature gains a double edge on melee strikes against the arixx instead of taking a bane.				
Bite (Action) ◆ 2d10 + 3 ◆ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 2		Target One creature or object		
♦ ≤11	9 damage			
★ 12–16	13 damage; grabbed			
* 17+	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 (Action) ◆ 2d10 + 3				
Keywords Melee, Strike, Weapon				
Distance Melee 2		Target Two creatures or objects		
♦ ≤11	5 damage; A<1 grabbed			
★ 12–16	8 damage; A<2 grabbed			
* 17+	11 damage; A<3 grabbed			
Effect The arixx can vertically slide each grabbed target up to 3 squares.				
Spitfire (Action) ◆ 2d10 + 3				
Keywords Ranged, Strike, Weapon				
Distance Ranged 10		Target Two creatures or objects		
♦ ≤11	4 acid damage			
★ 12–16	6 acid damage			
* 17+	7 acid damage; prone			
Effect The areas on the ground beneath each target are covered in burning acid. An enemy who enters an affected square for the first time on their turn or starts their turn there takes 2 acid damage.				
Dirt Devil (Action) ◆ 2d10 + 3 ◆ 3 Malice				
Keywords Area, Melee				
Distance 3 burst		Target Each enemy in the burst		
Effect The arixx flings rocks and debris everywhere. They have a double edge on the power roll if the arixx started their turn underground. The affected area is considered difficult terrain for enemies.				
♦ ≤11	4 damage			
★ 12–16	6 damage; push 2			
* 17+	7 damage; push 4			
Dust Cloud (Maneuver)				
Keywords Area				
Distance 1 burst		Target Special		

Effect The arixx kicks up dust into the affected area until the start of their next turn. An enemy has a bane on power rolls while occupying an affected square or targeting a creature occupying an affected square. The arixx then moves up to their speed.

Skitter (Triggered Action)

Keywords — **Distance** Self **Target** Self
Trigger The arixx takes damage.
Effect The arixx halves the damage and shifts up to 3 squares after the triggering effect resolves.

Earthwalk

Difficult terrain composed of earth or loose rock doesn't cost the arixx extra movement.

Acid Spew (Villain Action 1) ◆ 2d10 + 3

Keywords Area, Weapon
Distance 10 x 2 line within 1 **Target** Each creature and object
 ♦ ≤11 5 acid damage
 ★ 12–16 8 acid damage
 * 17+ 11 acid damage

Effect The ground within the affected area is covered in a puddle of acid. An enemy who enters an affected square for the first time on their turn or starts their turn there takes 2 acid damage.

Sinkhole (Villain Action 2)

Keywords — **Distance** Self **Target** Self
Effect The arixx shifts up to their speed. If the arixx ends this move underground and within 2 squares of a creature, the arixx uses Bite against the creature and can then use the Dig maneuver.

Acid and Claws (Villain Action 3) ◆ 2d10 + 3

Keywords Area, Melee, Weapon
Distance 2 burst **Target** Each creature in the burst
 ♦ ≤11 5 acid damage; M<1 weakened (save ends)
 ★ 12–16 8 acid damage; M<2 weakened (save ends)
 * 17+ 11 acid damage; M<3 weakened (save ends)