

# FOSSIL CRYPTIC

The cave-diving humans who first found fossil cryptics initially thought they were the fossilized reanimated skeletons of creatures predating recorded history. When the explorers' priest presented a holy symbol and attempted to turn the cryptics, he learned these fossilized bones aren't mindless undead—and seconds later, he wound up crushed to death by a pillar of stone.

## Primal Sentries

In truth, these living fossil amalgamations are inhabited by elemental spirits. Fossil cryptics are found in places of otherworldly beauty with a connection to an elemental plane of Quintessence, often in caves that have remained untouched for eons or whose tunnels are laced with veins of priceless metal in exquisite fractal patterns. Elemental spirits from that plane inhabit the fossils of creatures who once protected the site, carrying on their legacy. Archaeologists, miners, and others who disturb a cryptic's domain are ground into dust and subsumed into the creature's own form.

## Bones of the Earth

Though fossil cryptics vary wildly in their chosen shape and form, all contain a central cluster of fossils atop a churning column of rock and metal. With malleable limbs extending from their earthy core, cryptics move with unsettling speed.

## Ancient Intelligence

Fossil cryptics often warn trespassers to leave their domains, speaking threats in ancient languages before attacking. Should trespassers persist, cryptics weaponize columns of stone at range and can manipulate the ground around them, pushing and pulling friend and foe alike into the best positions for battle.

## Fossil Cryptic Languages

Many fossil cryptics speak Phorialtic, but they are known to also use the ancient languages of the ruins they inhabit.

### Fossil Cryptic Malice

#### Malice Features

At the start of a fossil cryptic's turn, you can spend Malice to activate one of the following features.

🗨️ **Floor Mosaic** **3 Malice**  
The fossil cryptic slides one creature on the ground up to 5 squares. If the creature is prone, this forced movement ignores stability.

🦴 **Solo Action** **5 Malice**  
The fossil cryptic takes an additional main action on their turn. They can use this feature even if they are dazed.

🏗️ **Stone Pillars** **5 Malice**  
Two pillars of stone 1 square wide either thrust up out of the ground or jut down from the ceiling anywhere on the encounter map, to a height of up to 5 squares. A creature in the area of a pillar before it appears is knocked prone on its surface. If the creature comes into contact with the ceiling above or the floor beneath the pillar and has **M < 2** they are restrained (save ends).

☠️ **Choking Dust** **10 Malice**  
The air across the encounter map is thick with dust until the end of the encounter. Each enemy in the dust is suffocating. Additionally, at the end of each round, each enemy in the dust makes a **Might test**.  
≤11 Until the end of the enemy's next turn, their stability is reduced to 0, and any forced movement effects targeting them gain a +2 bonus to the distance moved.  
12-16 The enemy's stability is halved (EoT).  
17+ No effect.



## Fossil Cryptic

Elemental

Level 2 Solo

EV 48

1L

Size

8

Speed

250

Stamina

3

Stability

5

Free Strike

Immunity: —

Movement: Burrow

Weakness: —

**M**ight +3**A**gility +2**R**eason +1**I**ntuition +1**P**resence 0

## Solo Monster

**End Effect:** At the end of each of their turns, the cryptic 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 cryptic can take two turns each round. They can't take turns consecutively.

## ★ Churning Trunk

The cryptic is constantly surrounded by a 1 aura of swirling debris that obscures their form. Ranged abilities that target the cryptic take a bane. Additionally, any enemy who enters the aura for the first time in a round or starts their turn there takes 5 damage.

## ★ Seismic Step

The cryptic ignores difficult terrain. Additionally, they have line of effect to any creature with concealment if that creature is touching the ground.

## Sand Slam 2d10 + 3

Melee, Strike, Weapon

Melee 2

## Signature Ability

Main action

Two creatures or objects

≤11 8 damage; **A**<1 slide 212-16 12 damage; **A**<2 slide 2, prone17+ 15 damage; **A**<3 slide 3, prone and can't stand (EoT)

**Effect:** If a target made prone this way is already prone, they are instead restrained (EoT).

## Stone Bone Storm 2d10 + 3

Area

6 × 1 line within 1

Main action

Each enemy in the area

≤11 4 damage; **M**<1 push 212-16 7 damage; **M**<2 prone17+ 10 damage; **M**<3 prone

**Effect:** The cryptic reforms their body and appears in an unoccupied space in the area.

## Stoneshift

Ranged

Ranged 5

Maneuver

One creature or object on the ground

**Effect:** The cryptic slides the target up to 3 squares.

**2 Malice:** The ability targets one additional target.

## Dissipate

Self

1 Malice

Triggered action

Self

**Trigger:** The cryptic takes damage.

**Effect:** The cryptic halves the damage, ignores any nondamaging effects associated with it, and shifts up to 3 squares.

## Shatterstone 2d10 + 3

Area

2 burst

5 Malice

Triggered action

Each enemy in the area

**Trigger:** The cryptic uses the Dig maneuver to resurface.

**Effect:** Before using the Dig maneuver, the cryptic moves up to their speed. They then create the burst when they breach the surface.

≤11 4 damage; push 2

12-16 7 damage; push 3, prone

17+ 10 damage; push 4, prone

## First Warning Quake

Area

10 burst

Villain Action 1

Each enemy in the area

**Special:** A target must be on the ground.

**Effect:** Each target makes a **Might test**.

≤11 Prone and can't stand (EoT)

12-16 Prone

17+ No effect.

## Final Warning Fissure

Area

5 burst

Villain Action 2

Each enemy in the area

**Special:** A target must be on the ground.

**Effect:** The area drops 2 squares and is difficult terrain. Each target enemy falls, while each target ally drops safely. Additionally, each target enemy makes an **Agility test**.

≤11 9 damage; prone

12-16 5 damage

17+ The target moves to the nearest unoccupied space outside the area.

## No Escape 2d10 + 3

Ranged

Villain Action 3

**Effect:** The cryptic makes an initial power roll that calls down stone pillars from the ceiling.

Ranged 10

Two creatures or objects

≤11 5 damage; prone; **M**<1 restrained (save ends)12-16 9 damage; prone; **M**<2 restrained (save ends)17+ 12 damage; prone; **M**<3 restrained (save ends)

The cryptic then makes a second power roll that raises stone pillars from the floor.

Ranged 10

Two creatures or objects on the ground

≤11 2 damage; vertical slide 2

12-16 3 damage; vertical slide 4

17+ 4 damage; vertical slide 6; if this movement brings the target into contact with the ceiling, they are restrained (save ends).