

## [WC] Eldrazi Ruiner



The Eldrazi Ruiner is a massive creature with four arms and a long, snake-like body. Its tail ends in a protrusion of tentacles that it uses to whip any creature that comes within range. The Ruiner spawns Scions that it shepherds to do its bidding. The Ruiner feeds on the life energy of its foes.

**Attributes:** Agility d8, Smarts d10(A), Spirit d12, Strength d12+6, Vigor d12

**Skills:** Fighting d10, Intimidation d12, Notice d8, Stealth d8

**Pace:** 6; Parry: 7; Toughness: 18 (4)

### Special Abilities:

- **Armor +4:** Thick plates.
- **Bite and Claws:** Str+d8.
- **Drain:** Anyone Shaken or wounded by a tail attack must make a Vigor roll or suffer 1 level of Fatigue. When this is successful, the Ruiner gains 1 point of Toughness.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** +2 to recover from Shaken.
- **Improved Frenzy:** One extra Fighting attack at no penalty.
- **Improved Sweep:** May attack all adjacent foes.
- **Large:** Attackers are +2 to attack rolls against the Ruiner due to his large size.
- **Shepherd of Scions:** The Ruiner can spend an Action to spawn a Scion on any empty space adjacent to itself. It can have three spawn active at any given time.
- **Size +6:** The Ruiner measures 30' long.
- **Tail:** Str+d8, +1 Reach.
- **Terror (-1):** those who see the Ruiner must make a Spirit (-1) test or roll on the Terror Effects Table (AIC Keeper's Guide, p.182).

## Eldrazi Scion



Scions are large, armored, crab-like creatures with a mass of tentacles sprouting from their face. They use their tentacles to grapple their prey and drain their life force.

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Notice d6, Stealth d6

**Pace:** 8; **Parry:** 6; **Toughness:** 10 (3)

### Special Abilities:

- **Armor +3:** Scions have thick shells.
- **Drain:** Anyone grappled by a tentacle attack must make a Vigor roll or suffer 1 level of Fatigue.
- **Grapple:** A Scion which succeeds in a grapple maneuver inflicts Str damage on subsequent rounds.
- **Horror (-1):** Those who see a Scion must make a Spirit (-1) test or roll on the Horror Effects Table (A!C Keeper's Guide, p.181).
- **Improved Frenzy:** One extra Fighting attack at no penalty.
- **Sacrifice:** At the bidding of the Ruiner, a Scion may have its life force devoured. When this happens, the Scion explodes using a MBT and inflicts 2d8 damage. The Ruiner also gains 1 point of Toughness.
- **Size +1:** These creatures weigh over 300 pounds.