

Scablin

The light is bad, the light is always bad, and because of that it looks like a man, just for a moment, hunched and scrabbling through the rubbish of the ruined farmhouse. But then it straightens up, sensing prey, and it's anything but a man. The thing's flesh is a cratered ruin of scabs and keloid scars, its torso a malformed lump of flesh peppered with eyes and teeth, no two of its limbs remotely the same length or thickness. It launches itself forward with a horrible gurgle.

Lore: Scablins are profane lumps ripped from the quasi-immortal flesh of the troll and cast away in that great beast's never-ending pain. Sometimes these lumps retain enough vitality to pull themselves into cancerous man-shapes and slouch off into the endless dark. While not truly intelligent, each scablin is born knowing that it has been rejected by its creator and that it is despised. Scablins instinctively seek to propitiate the troll in order to secure its forgiveness and approval. They do this by scavenging for shiny trinkets and baubles, as well as uncorrupted flesh to bring back to their progenitor. The troll devours such offerings, and often the scablins who return to its presence as well. Perhaps this is a form of reconciliation.

Scablins look like hideously misshapen human beings, covered in scabs, scar tissue, and weeping sores, flesh split by the lumpen growths of unnecessary and pointless organs. They do not radiate killing light like the troll that birthed them, but their flesh *is* deadly poisonous to any mad or desperate enough to consume it.

Scablin are as likely to be found alone as they are to be discovered scavenging in packs of up to half a dozen.

Biomes: The Plain of Ash

Vitality: 8

Base movement: 1

Scablin moves: Scablins possesses the following moves:

- *Smite:* The scablin strikes at an enemy with its lumpy, misshapen fists. Select one *close* target; that target must roll to defend. On a miss, they suffer 3 harm. On a 7-9, they suffer 1 harm. On a 10+, they avoid the attack.
- *Tackle:* The scablin lurches forward, hurling itself at an enemy and knocking them down with its fearsome bulk. Select one *close* or *medium* target, move to *close*; that target must roll to defend. On a miss, they suffer 2 harm and are *knocked down*; target loses their next movement. On a 7-9, they suffer 2 harm *or knocked down*; target loses their next movement (player's choice). On a 10+, they avoid the attack.
- *Flail About:* The scablin wildly swings its deformed limbs, striking at nearby enemies. Target a single *close* enemy twice, or two *close* enemies once; targets must roll to defend against each attack directed against them. On a miss, they suffer 2 harm. On a 7-9, they suffer 1 harm. On a 10+, they avoid the attack.

Death deck: When any scablin is attacked, draw a number of cards from the death deck equal to the number of attacks, then resolve them in the order drawn unless a trap card is drawn. If more than one scablin is on the battlefield, all scablins present draw from the same death deck when attacked.

TRAP CARD • Weapon Trapped: The scablin traps the offending weapon within its seething flesh, locking it tightly within an embrace of muscle and bone. *Cancel all damage and other effects regardless of the results of the attack. Ignore any other death cards drawn.* If attacked with a melee weapon, the attacker is *disarmed* and cannot retrieve their weapon until the scablin is killed. Then the scablin hurls debris at its attacker if they are at *close* or *medium* range, inflicting 3 harm and *knocked down*; target loses their next movement. Reshuffle the discard pile back into the death deck after this card resolves.

Arms (x3): On a miss, the scablin **reacts** with *Flail About*. On a 7+, inflict harm to the scablin.

Torso (x7): On a miss, the scablin **reacts** with *Smite*. On a 7+, inflict harm to the scablin.

Back (x5): On a miss, nothing happens. On a 7-9, inflict harm to the scablin. On a 10+, inflict harm +1 to the scablin.

Leg (x3): On a miss, the scablin **reacts** with *Tackle*. On a 7-9, inflict harm to the scablin. On a 10+, inflict harm to the scablin and stun the monster's leg: It cannot move or use an attack or reaction which requires movement until after its next turn.

Face: On a miss, the scablin **reacts** with *Tackle*. On a 7-9, inflict harm to the scablin and it **reacts** with *Tackle*, but the attacker adds +1 to defense. On a 10+, destroy the scablin's brain: the beast instantly perishes.

Extra rules: The scablin has a number of additional rules, detailed below:

- A character with *craftsman* can use a dead scablin to create one *irradiated bait*: a gore-stinking goblet of apparently human flesh, capable of enticing those monsters that consider man-meat an acceptable repast. Anything foolish enough to consume this bait begins combat with its vitality depleted by 4, and is *disoriented* during the first two rounds: it always takes its turn second in those rounds, rather than first as is normal for monsters.

Scablin-meat bait must be used or disposed of within a week of its creation, or else it becomes so putrid and toxic that it begins spreading sickness and disease into the area around wherever it is stored.

Troll

It towers three times the height of a human being. It shares the general shape of a person, but little else. Its legs are two great weeping fleshy pillars. Its misshapen arms end in a forest of fingers sprouting from fingers. The grotesque lump that is its head sports one massive watery eye the size of a dinner plate, next to a great socket crowded with dozens of normal-sized eyes. A horrid, cold light flares within its mouth and nostrils with each labored breath. It roars, shaking dust loose from the ruins it forever haunts.

Lore: The troll is a tormented giant, its flesh run to riot. Once it was the keeper of a great magical tower. The profane byproducts of mighty sorceries were sealed away within the sump of this tower, their terrible and poisonous radiance harnessed to power the tower's beneficial enchantments, which granted longevity and health to all those who lived within hundreds of miles. During the fall of the old world the tower's enchantments ruptured and its stones shattered. The power of its corrosive curses and life-giving blessings both came to reside in the tortured body of the tower-keeper. He is now over a century old, flesh both eternally

regenerating and raddled with cancerous growths, and long since mad with pain and shame at what he has become.

No one remembers the troll's origins now. They only know not to go near the cursed tower that serves as its lair. The troll's original form has long since been swallowed under hundreds of aberrant growths, keloid scars, and seething masses of redundant flesh and organs. It has swelled into a colossus standing thrice the height of a normal man. Its vast, hungry maw is studded with fingers and teeth. When the pain of the troll's many cancerous growths becomes too severe, it rips great bleeding hunks of its flesh free and flings them away. Some simply decompose into deadly, irradiated offal, while others gain a kind of half-life and scurry away into the dark. These rogue growths are the monsters known as scablins.

When the troll suffers injury—or inflicts injury upon itself—its body quickly repairs the damage, injured flesh flaring and swelling with poisonous radiance. These repairs are careless and haphazard, though, and each incidence of regeneration leaves the troll more deformed and hideous than before.

The troll, lost in its endless pain and madness, has conceived a hunger for uncorrupted flesh. Most of the time it lacks the coherence to venture forth and hunt for itself, but when it crosses paths with human beings, it instinctively seeks to devour them, hoping that its riotous body can learn to be whole again in the process of digesting healthy meat.

Biomes: The Plain of Ash

Vitality: 50

Base movement: 1

Troll moves: The troll possesses the following moves:

- *Smash:* The troll stoops low and smashes at its prey with a massive, misshapen hand. Select one *close* target, who must roll to defend. On a miss, they suffer 5 harm. On a 7+, they avoid the attack. On a 10+, they avoid the attack and gain +1 to attack the troll on their next turn.
- *Kick:* The troll swings one trunk-like leg, sending an opponent flying. Select one *close* target, who must roll to defend. On a miss, they suffer 4 harm, are knocked back 1, and are *knocked down*; target loses their next movement. On a 7-9, they suffer 1 harm and *knocked down*; target loses their next movement. On a 10+, they avoid the attack.
- *Hurl:* The troll snatches up an opponent in one massive fist and hurls them away. Select one *close* target, who must roll to defend. On a miss, they suffer 3 harm, are knocked back 2, and are *knocked down*; target loses their next movement. On a 7+, they avoid the attack.
- *Flop:* The troll lumbers forward and hurls itself to the ground, flailing and smashing at the earth with its massive limbs. Target one opponent at *close* or *medium* range, move to *close*, and that target as well as all other opponents within *close* range must roll to defend. On a miss, the primary target suffers 3 harm, while secondary targets suffer 2 harm. On a 7-9, the primary target suffers 2 harm, while secondary targets avoid the attack. On a 10+, they avoid the attack and gain +1 to attack the troll on their next turn. Any target that has been *knocked down* since their last turn who takes harm from this move takes 1 additional harm.
- *Regenerative Surge:* The troll's hideous flesh shudders and roils, bleeding off cold, poisonous radiance as its wounds pull themselves shut. The troll restores 1 vitality, and all opponents within

close range must roll to defend. On a miss, the target suffers 1 harm from this awful radiation. On a 7+, they avoid the attack. *See the troll's extra rules for additional information about this move.*

Death deck: When the troll is attacked, draw a number of cards from the death deck equal to the number of attacks, then resolve them in the order drawn unless a trap card is drawn.

TRAP CARD • Grab and Bite: The troll lumbers forward, grabbing up its attacker in both hands and raising them up to its gaping mouth, then biting down in a welter of blood and terrible, rotten light. *Cancel all damage and other effects regardless of the results of the attack. Ignore any other death cards drawn.* The troll moves up to 2 bands toward its attacker; if this places it in *close* range, it grabs them, bites them, and hurls them aside. They suffer 8 harm, then land at *medium* range where they are *knocked down*; target loses their next movement. Reshuffle the discard pile back into the death deck after this card resolves.

Foot (x4): On a miss, the troll **reacts** with either *Kick* or *Smash*. On a 7-9, inflict harm to the troll. On a 10+, inflict harm to the troll, and it suffers -1 movement on its next turn.

Leg (x4): On a miss, the troll **reacts** with *Kick*. On a 7-9, inflict harm to the troll. On a 10+, inflict harm to the troll and stun the beast's leg; it cannot use *Kick* until after the end of its next turn.

Knee (x2): On a miss, the troll **reacts** with *Flop* or *Hurl*. On a 7-9, inflict harm -1 to the troll. On a 10+, inflict harm to the troll and all *Kick* attacks until after the end of the troll's next turn cannot knock back or knock down.

Knobby Hip (x2): On a miss, the troll **reacts** with *Flop*. On a 7-9, inflict harm to the troll and it **reacts** with *Flop*. On a 10+, inflict harm.

Shuddering Torso (x4): On a miss, nothing happens. On a 7+, inflict harm to the troll.

Flank (x2): *Gain a +1 bonus on this attack.* On a miss, nothing happens. On a 7+, inflict harm to the troll.

Rear (x2): *Gain a +2 bonus on this attack.* On a miss, nothing happens. On a 7+, inflict harm to the troll.

Forearm (x2): On a miss, the troll **reacts** with *Smash*. On a 7-9, inflict harm to the troll and it **reacts** with *Smash*. On a 10+, inflict harm to the troll.

Fist (x2): On a miss, the troll **reacts** with *Hurl*. On a 7-9, inflict harm to the troll. On a 10+, inflict harm to the troll and mangle one of its hands: set this card aside from the death deck for the rest of the battle and all defense rolls against *Hurl* gain +1 while the card is set aside.

Shoulder (x2): *Suffer a -1 penalty on this attack.* On a miss, nothing happens. On a 7+, inflict harm to the troll.

Lumpen Head (x2): On a miss, the troll **reacts** with *Flop*. On a 7-9, inflict harm to the troll. On a 10+, inflict harm and stagger the troll, causing it to lose its next turn.

Nested Eyes: On a miss, the troll **reacts** with *Smash*. On a 7-9, inflict harm +1 to the troll. On a 10+, inflict harm +1 disorient the troll; it fails to use any **reactions** until after the end of its next turn.

Swollen Eye: On a miss, the troll **reacts** with *Smash* or *Hurl*. On a 7-9, inflict harm +1 to the troll and it **reacts** with *Smash*, but the defense roll against it is at +1. On a 10+, inflict harm +1 and rupture the troll's massive eye: set this card aside from the death deck for the rest of the battle and all defense rolls against the troll gain +1 while the card is set aside.

Roiling Flesh: On a miss, the troll **reacts** with *Regenerative Surge*, and if any cards have been set aside from the death deck, it returns one of those cards and shuffles the death deck. On a 7-9, inflict no harm to the troll and it **reacts** with *Regenerative Surge*. On a 10+, inflict harm to the troll.

Extra Rules: The troll has a number of special rules, detailed below:

- The troll cannot choose when to use the *Regenerative Surge* move. Instead, *Regenerative Surge* occurs automatically after the troll finishes taking its turn each round. If something causes the troll to forfeit its turn, it does not use *Regenerative Surge*. Certain death cards can also direct the troll to use *Regenerative Surge* as a reaction.
- Once the troll's vitality falls to 15 or less, *Regenerative Surge* grows stronger. It now restores 2 vitality, and no roll to defend against its deadly light is possible; characters *close* to the troll simply take 1 unavoidable harm.
- When the troll dies, its flesh splits apart in a blaze of deadly radiance and its body falls to pieces. Everyone on the battlefield must roll to defend. On a miss, they suffer 2 harm. On a 7+, they avoid the attack.
- When the troll dies and its body falls to pieces, one of those pieces shudders to life as a maddened scablin (see p. XX) for each character that failed to defend against the troll's death-radiance. The scablins immediately attack, desperately seeking healthy flesh to prolong their fading existence. Their aggression is futile, for the scablins will perish within a day no matter what; but they are no less dangerous for that.
- The troll is immune to the harmful effects of *irradiated bait*.