

HUNTERS TO HUNTED

TIER 2 EVENT

A group of big game hunters are in the midst of trying to capture a mother Tuskhulk and her young, when a troop of baboons attack the hunters.

Motives & Tactics: Choose a side, plea for assistance, defeat all enemies

Difficulty: 14

Potential Adversaries: Baboons (Juvenile, Adult, Shaman, Leader), Beasts (Hyena Pack, Tuskhulk, Aurelion, Giant Mosquitoes), Big Game Hunters (Trapper, Blaster, Master Of The Hunt)

FEATURES

The Hunt - Passive: Attempting to capture the Tuskhulk's uses a *Countdown (12)*. It ticks up or down according to the following criteria:

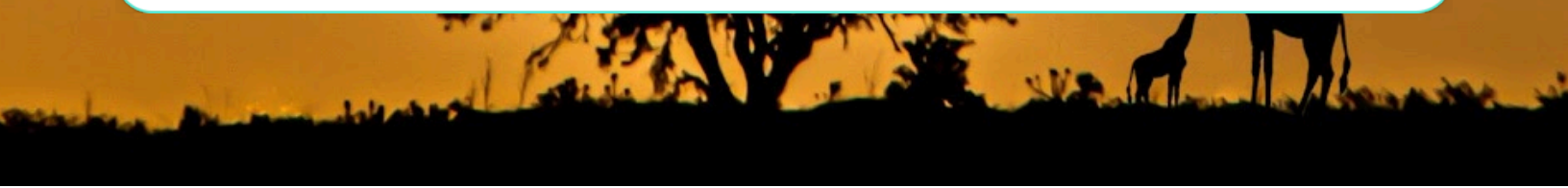
- **The mother Tuskhulk is defeated:** Tick Down 3
- **A Baboon Shaman or Leader is defeated:** Tick Down 2
- **A Baboon Adult or Juvenile is defeated:** Tick Down 1
- **A trap or net is removed from a Tuskhulk:** Tick Up 1
- **A Big Game Trapper or Blaster is defeated:** Tick Up 2
- **A Big Game Master Of The Hunt is defeated:** Tick Up 3

If the PC's decide to side with the Big Game Hunter's, the countdown begins at 12. Once the countdown triggers, the Tuskhulk's have been captured and the PC's become the enemy of the Baboons.

If the PC's decide to side with the Baboons, the countdown is reversed and begins at 0, counting up to 12. Once triggered, the Tuskhulk's have been rescued and the PC's become the enemy of the Big Game Hunter's.

THIRD PARTY - ACTION: Spend a **Fear** to summon 2d4+1 Laughing Hyena Pack's within Close range of a Tuskhulk. They immediately take their turns, targeting the most vulnerable or scavenging the defeated.

RETREAT! - REACTION: Once the countdown has triggered. The defeated group withdraw their forces and flee to gather their strength and plot their next move.



AURELION MAN-EATER'S LAIR

TIER 2 EXPLORATION

A vibrant, thriving oasis of the savanna, crowned by a towering rock promontory that looms like the grand balcony of a mighty king's palace.

Motives & Tactics: King of the savanna, many eyes and ears, summon subjects, dominate.

Difficulty: 14

Potential Adversaries: Baboons (Juvenile, Adult, Shaman, Leader), Beasts (Hyena Pack, Tuskhulk, Aurelion, Giant Mosquitoes, Glass Snake)

FEATURES

AURELION SERVANTS - PASSIVE: All creatures within the lair are suffering from the Aurelion Man-Eater's Regal Subjugation feature. The *CHARMED* work together to build and maintain the area as their master commands. Creatures that would be natural predators and prey work together in harmony and all of them follow the whim of the Aurelion like servants to their king. The creatures act as eyes and ears for the Aurelion and report everything they know back to them.

Loyal Subjects - Action: Spend a **Fear** to roll a d4. The resulting roll equals one of the following encounters:

- **1** - A Baboon Shaman and 2d4+1 Baboon Juvenile's approach the PC's and insist they must pay tribute to their king (Aurelion). The Baboons are *Charmed* and are actually luring the PC's into an ambush, where they are the tribute. A PC may make a **Instinct** Reaction roll, on a success they see that the creatures are *Charmed* and they have ill intentions. On a failure, the PC doesn't notice the *Charmed* effect or detect the ill intention, the Aurelion ambushes and attacks a PC with its *Pounce* feature advantage and all PC's in Far range lose a **Hope**. The Baboons join in the fight and protect the Aurelion.
- **2** - 3 Big Game Trappers & 2 Big Game Blasters are *Transfixed* by the rock promontory which the Aurelion treats like a thrown. The hunters are unable to move or act. The beheaded corpse of a Big Game Blaster lies on the ground adjacent to the Big Game Hunters. The hunters attempted to slay the Aurelion, but now they are a living pantry for the Aurelion Man-Eater. The *Charmed* creatures keep the hunters alive. The condition ends if the hunters take damage.
- **3** - 2d4+1 Laughing Hyena Packs are *Terrified*. They are shaking and giggle nervously. The hyenas desperately want to escape the lair, but they are too scared to risk being spotted by the Aurelion. The PC's can try and guide the hyenas out the lair with a **Presence** roll. On any failure, the Aurelion notices and attacks.
- **4** - 3d4+3 Baboon Adult Warriors are stood in a circle, screeching and whooping with red eyes, frothing at the mouth as they watch two of the warriors in the centre fighting. These Baboons are *Frenzied* and attack anything they see. The PC's can attempt to sneak past with a **Finesse** roll. On any failure, the Baboons attack the PC's.

During any of the encounters you may spend an additional **Fear** for the Aurelion Man-Eater (unless already in the scene) to appear on the rock promontory and announce themselves with a terrifying roar. The PC's must make a successful **Presence** reaction roll, on a failure they must **Mark a Stress**.

SUMMON SUBJECTS - REACTION: When the PC's are engaged in combat with the Aurelion Man-Eater, once per scene, you may **Spend a Fear** to roll a d4. The resulting roll allows you to reference the *LOYAL SUBJECTS* feature and summon the adversaries listed within Far range of the Aurelion Man-Eater. The summoned adversaries are under the *CHARMED* condition and this overrules any other condition referenced.

ADVERSARIES

BEASTS

THE BEASTS THAT INHABIT THE SAVANNA ARE FIERCE AND RESILIENT CREATURES. HERE ARE JUST A FEW:

LAUGHING HYENA PACK

TIER 2 HORDE (2/HP)

A pack of hungry and humorous Hyenas.

Motives & Tactics: Scavenge, Encircle, Devour

Difficulty: 14 | **Thresholds:** 10 / 20 | **HP:** 6 | **Stress:** 3

ATK: +0 | **Bite:** Melee 2d6+3 phy

Experience: Teamwork +2

FEATURES

Horde (2d4+1) - Passive: When the Hyenas have marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.

Menacing Laughter - Passive: At the beginning of a PC's spotlight, if they can hear the Hyenas, they must succeed a **Presence Reaction Roll**, or they must **Mark a Stress**.

DESCRIBE ONE
FEATURE THESE
HYENAS HAVE THAT
DIFFERS FROM WHAT
YOU KNOW OF
HYENAS?

WHAT DO THEY EAT?

HOW LARGE ARE
THEIR TUSKS?

HOW MANY TUSKS
DO THEY HAVE?

HOW DO YOU THINK
THEY INTERACT WITH
THE BABOONS, IF
THEY DO?

TUSKHULK

TIER 2 BRUISER

An enormous mammal with a thick hide, prehensile trunk, and huge tusks.

Motives & Tactics: Find Water, Migrate, Defend Young, Charge, Throw

Difficulty: 15 | **Thresholds:** 15 / 25 | **HP:** 7 | **Stress:** 3

ATK: +2 | **Tusks:** Very Close 2d12+3 phy

Experience: Perfect Memory +2

FEATURES

Ramp Up - Passive: You must **Spend a Fear** to spotlight the Tuskhulk. While spotlighted, they can make their standard attack against all targets within range.

Natural Treasure - Passive: The Tuskhulks tusks are highly coveted and sought after, they are certain to fetch a high price and catch attention.

Charge! - Action: **Mark a Stress** to charge through a group within Close range and make an attack against all targets in the Tuskhulk's path. Targets the Tuskhulk succeeds against take 2d6+6 physical damage and are knocked down *Vulnerable*.

Trunk Throw - Action: Choose an opponent within Very Close range and make a standard attack against them. On a successful hit, the target takes **2d8** direct physical damage and is then thrown back to Very Far range.

AURELION MAN-EATER

TIER 2 SOLO

A large majestic lion that stalks the savannah, its magical mane is both revered and feared.

Motives & Tactics: Hunt, Hypnotise, Devour

Difficulty: 15 | **Thresholds:** 13 / 26 | **HP:** 9 | **Stress:** 4
ATK: +3 | **Attack:** Melee | 2d12+3 phy

Experience: Mesmerising Beauty +3, Hunter +3, King Of The Savanna +3

FEATURES

Relentless (2) - Passive: The Aurelion Man-Eater can be spotlighted up to two times per GM turn. Spend **Fear** as usual to spotlight them.

Natural Treasure - Passive: The Aurelion Man-Eater's magical mane is highly coveted and sought after, it is certain to fetch a high price and catch attention.

Pounce - Action: Mark a **Stress** to have the Aurelion Man-Eater leap and make an attack against a target within Close range. On a success, the target takes damage, must **Mark a Stress** and is knocked over, making them *Vulnerable*.

Regal Subjugation - Action : *Countdown (Loop 1d8)*. When the Aurelion Man-Eater takes damage for the first time, activate the countdown. When it triggers, the Aurelion activates its magical mane. All creatures and PC's with sight, that are in front of the Aurelion and within Far range must make a **Presence** Reaction Roll. On a failure the GM rolls a d4 for each target creature or PC that failed, resulting in one of the following conditions determined by the result of the roll:

- **1 - Charmed** - Whilst *Charmed*, they consider the Aurelion as their ally and will defend them. The condition ends once they **Mark either 2 HP or 2 Stress**.
- **2 - Transfixed** - Whilst *Transfixed*, they are unable to move or act. Attacks against them have advantage and deal an extra **2d10 damage**. The condition ends once they take damage or line of sight with the Aurelion is broken.
- **3 - Terrified** - Whilst *Terrified*, they are unable to move closer and do what they can to get as far away from the Aurelion as possible, or break line of sight. The condition ends when they either take damage, or line of sight is broken.
- **4 - Frenzied** - Whilst *Frenzied*, they must use their next spotlight to make a standard attack targeting the closest creature to them. The condition ends once the attack has been made.

Additionally, when the feature is triggered, you may **Spend a Fear** to reroll one of the d4's rolled and potentially change the condition afflicted.

Momentum - Reaction: When the Aurelion Man-Eater makes a successful attack against a PC, you gain a **Fear**.