

# Acari

These naturally occurring parasites live on the shells of the Koru Behemoths, providing balance to the huge, mobile ecosystems. They remove waste and protect from other things that would disrupt the order of things on the Behemoths' shells. Things like adventurers.

*Acari opilione*



## Opilione

The most aggressive species of acari, and typically the first to respond to foreign organisms such as thrill-seeking adventurers.

6<sup>th</sup> level wrecker [BEAST]

Initiative +12

**Serrated claws +10 vs. AC** – 25 damage

**C: Spiked tail whip +8 vs. AC (up to 3 engaged enemies)** – 30 damage

*Natural 16+:* Target is in Pain (-2 to all defenses, -1 to attacks) until the end of their next turn.

**AC 20**

PD 16

MD 13

**HP 110**

## Orbitada

This species of acari is large and slow moving, but very well armored.

Large 6<sup>th</sup> level blocker [BEAST]

Initiative + 5

**Clubbed forelegs +12 vs. AC** – 15 damage

*Natural 16+:* Make a second clubbed forelegs attack against the same target.

*Impenetrable carapace:* Natural attack rolls against the orbitada must be 13+ or the attack does only miss damage.

**AC 22**

PD 18

MD 15

**HP 170**



*Acari orbitada*

# Pyemot

These acari prefer to attack their enemies with poisoned barbs from a distance, only moving in to feed on the corpses.



Acari pyemot

6<sup>th</sup> level wrecker [BEAST]

Initiative +12

**C: Plated headbutt +7 vs. PD** - 8 damage, and the target is knocked away and prone.

**R: Poison barb +12 vs. PD** - 10 damage, 5 ongoing poison damage

*Potent poison:* The ongoing damage from *poison barb* is cumulative.

AC 20  
PD 15  
MD 16

HP 80

Acari varroa destructor



# Varroa Destructor

The only acari that is not naturally occurring, most believe the Diabolist plants them on the Koru Behemoths to cause trouble with the peaceful creatures. On their own they're nothing more than a nuisance to the behemoths, but even so, the other acari seem to tolerate them for some reason.

6<sup>th</sup> level spoiler [ABBERATION]

Initiative +7

**Jagged mandibles +10 vs. AC** - 22 damage

*Natural 16+:* Target is in Pain (-2 to all defenses and -1 to attacks) until the end of the destructor's next turn.

**C: Toxic stinger +8 vs. PD** - 12 damage, 4 ongoing damage, save ends

*Armored carapace:* The natural attack roll must be 15+, or it only does half damage.

AC 21  
PD 18  
MD 13

HP 140

# Trombid

The smallest and weakest of the acari species, they're no larger than a common farm goat. Unlike goats, they tend to swarm their prey while eating it alive.

6<sup>th</sup> level mook [BEAST]

Initiative +8

**Gnashing teeth +6 vs. AC** - 8 damage.

*Miss:* 3 damage.

AC 19  
PD 16  
MD 12

HP 35 (mook)



Acari trombids