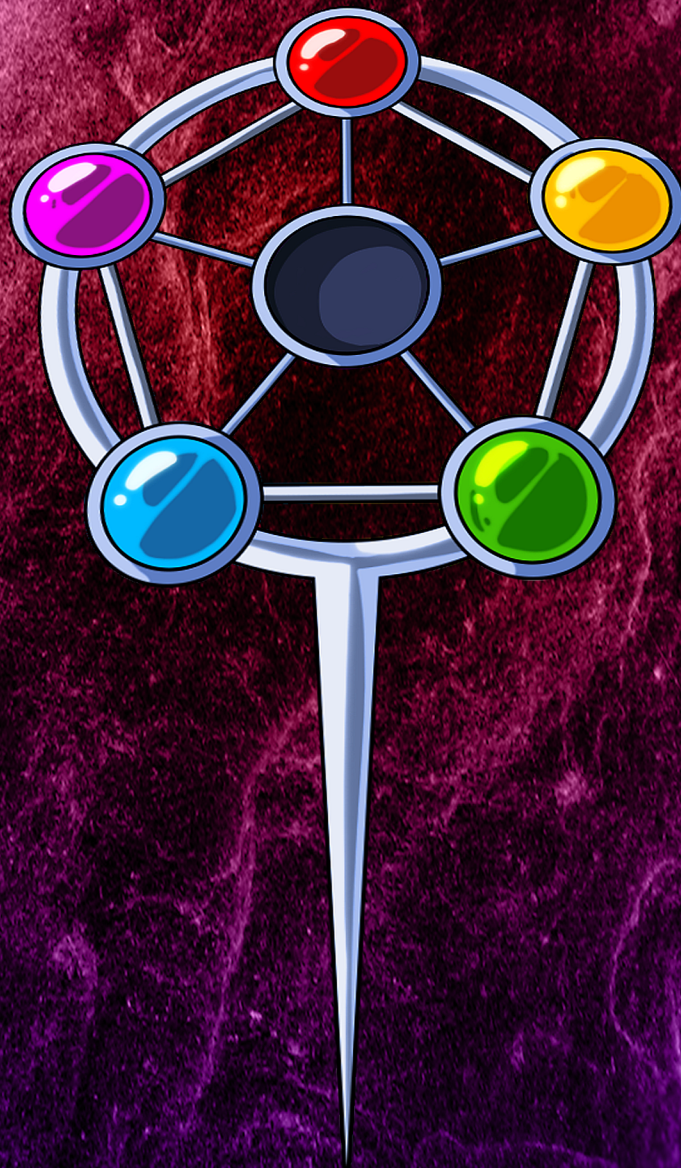


SEEDS OF HARMONY

BESTiARY



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CHAPTER 1: RULES FOR MONSTERS

This compendium presents different stats for monsters and creatures.

All creatures listed will have relative traits, feats who are relevant to be considered, but those strictly related to improving a Hit Roll or a Dodge, are not signed for simplify the lists. Any Creature is considered to have always the relative Weapon Proficiency of each weapon listed in his stats. Notice that come Creatures will have different weapons/attacks listed, but that's just to indicate which one they could use, depending on the situation.

Since Creatures could have different type of attacks, it's important to specify that a Creature could attack with one or the another unless one of the attacks has a multiple ThR modifier, allowing to attack more than once (same effect of the Extra Attack Feat).

Example:

A Creature who can perform a Bite attack or a Claw attack, usually can only decide to attack with one, not both

Creatures who are able to perform multiple attacks are quite rare.

Fighting against Monsters and Creatures:

Fighting against Monsters or Creatures can be different from fighting other "humanoid" species, because usually they do not use any kind of weapon, but will use claws, talons, tentacles or else, so it could be complicated for those who are used to fight opponents who use the same combat style. To represent this difference a character is not able to Parry an attack made with a Bite, Slam or similar attacks who are too large for a weapon to parry. It is still possible to Block the attack with a shield, but only if the attack is at maximum one size larger than the shield, except for Bucklers. Even so is up to the GM to decide which kind of incoming attack can be parried with a weapon or not.

Example:

A Character is fighting a Timberwolf who tries to bite him. The character is using only a Mace, so he is unable to Parry the attack with the weapon, but it's able to dodge it as usual. If the character were equipped with a Medium Shield he was able to Block the Bite Attack.

The GM can still allow the character to Parry certain attacks, but that could cause the weapon to be stuck and it will force the character to try to free it.

Example:

The player still wants to Parry the Attack with the mace, by interposing the weapon between him and the Timberwolf, who ends up biting the handle

In this case the character will be no longer able to use the mace until the Timberwolf looses his grip, but also, the Timberwolf could even disarm the character instead.

So it's up to the GM to decide if he allows to parry certain attacks or not, except when taking into account a size difference.

Monster's Category and Sub-type:

Every creature has a Category (and sometimes a Sub-type) who describes what it actually is. This is important to know since some feats, spells or even special abilities can grant different results depending on the Creature's Category or Sub-type, like dealing additional Damage, granting bonuses and so on. If the creature has more than one Category/Sub-type, any feat/spell/special ability will only affect it once, even if the same will affect different type of Categories.

Example:

A feat deals +2 Damage to both Animals and Reptiles, and it will be used on a creature with the Animal and Reptile Category/Sub-type. In this case, the feat will only add +2 Damage instead of +4.

A Creature's Category always substitutes the Sub-type, for the same purpose.

Example:

A Character is hitting a Creature with the Arcane Beast Category and Fire Sub-type. The character has a Feat who allows him to deal 2 additional Damages against Arcane Beasts and 1 additional damage against Fire Creatures. In this case the Character will only deal 2 additional Damages to the creature.

If different sources will deal additional damage to a creature, only the higher damage will be used, while other sources will only add +1 Damage. Also, the source who deals damage to a Category will be still considered as Higher than the damage dealt against Sub-types.

Example:

A Character is hitting a creature with a Sword who deals 2 additional damages against Beasts, but he has also a Feat who grants +4 damages against Oniric Creatures. Since the creature is considered Beast as Category and Oniric Creature as Sub-type, the character will still count the source of the Sword as Higher, and he will then deal 3 additional damages (+2 from the sword, and only +1 from the feat)

Creature Size:

The creature Size is also important to consider, since it makes even harder or impossible to parry or block an incoming attack, since the creature would be too strong that the parry will have no effect at all. Unless specified in the Special Abilities list, a creature is considered Medium-Sized. It is possible to Block a creature attack while using a shield of the same size of the incoming attack, but still, even if the player manages to successfully block it, the attack will probably damage the shield. The following table shows the size of the attacks performed by a creature, depending on his actual size.

| Creature Size | Bite | Claw/Hand/Hoof/Slam | Tentacle/Tail |
|---------------|----------|---------------------|---------------|
| Small | Small | Small | Small |
| Medium | Medium | Small | Medium |
| Large | Large | Medium | Large |
| Huge | Huge | Large | Huge |
| Gigantic | Gigantic | Huge | Gigantic |
| Colossal | Colossal | Gigantic | Colossal |

Combat Behavior:

Every creature follows a certain Behavior during combat, that is described in the apposite creature section.

Still, as General Rule, creatures with a very low Cunning Value (or even none at all) will usually perform simple actions, like moving and attacking, unless their combat Behavior will say otherwise. Those creatures will never perform Attacks of Opportunity unless those who provoke them will do something that would obviously provoke that action.

Example:

A Character is fighting a Skeleton, and then decides to drink a Potion. Usually doing that would provoke an attack of opportunity, but since the skeleton is just a mindless creature, he will do nothing about. Still, if the character will move around the skeleton while inside his reach, for more than 1,5 m (5 ft) the skeleton will obtain an Attack of opportunity since the character allows him to do so.

Is up to the GM to decide if a creature acts or does nothing, unless his combat Behavior says otherwise.

List of Feats:

Amphibian:

If the Creature has Gills or similar ways to breathe underwater, it can also survive outside of the water for a certain amount of time or can just survive in both environments (up to the GM to decide).

Beam Attack (x):

The creature is able to perform a Beam Attack which is a powerful ray of arcane energies which counts as a Ranged Attack with a Ranged Line. A Beam Attack has an Attack Value usually specified in the brackets while the damage is based on the Creature's Size, unless her description say otherwise. It is possible to use a Shield to try to block a Beam Attack as long as the size of the shield is one size lesser than the Creature's Size, which means that is not possible to Block a Beam Attack from a Gigantic or a Colossal Creature. If the Beam Attack is able to destroy a Shield, the Attack will hit the Creature behind. Same applies to obstacles which grant Cover. When a Beam Attack is successfully blocked, its damage will be dealt to the Shield instead. Certain Creatures are able to perform a Focused Beam Attack, which will simply last longer, dealing more damage but causing an overheat. Living Creatures can only maintain a Focused Beam Attack for two Rounds before starting overheating, which causes them to suffer 1d3+2 Direct Damage per every excessive round, while Constructs, Elemental and Oniric Creatures can sustain it for 3 Rounds instead. While a regular Beam Attack is simply a quick burst of energy in a straight line, a Focused Beam Attack is a sustained beam which can automatically hit creatures trying to move through it. Yet, certain Creatures can also move the Focused Beam to follow a certain pattern, usually by moving their head from where the beam is emitted, but only by 3 m (10 ft) for every 2 Sizes starting from Medium. Moving the Focused beam Attack will make it deal the same Damage of a regular one, but it can hit multiple Creatures not located in a straight line. Moving a Focused Beam Attack has an additional Initiative Slowdown of -1 for every 3m (10 ft) of movement covered. A Beam Attack Requires 1 Action and has an Initiative Slowdown of -1, while a Focused beam Attack requires 2 Actions except for Huge and larger creatures which will require 1 Action but it has an initiative slowdown of -2. When performing a Focused beam Attack the Creature can't Move, except for Constructs.

Note: Depending on the height of the creature or how his head is placed, the beam can be used to hit creatures with a different angle.

| Creature Size | Range | Damage | Focused Damage |
|---------------|---------------|--------|----------------|
| Small | 4,5 m / 15 ft | 1d3+3 | None |
| Medium | 6 m / 20 ft | 1d6+3 | 2d6+2 |
| Large | 9 m / 30 ft | 2d6+3 | 3d6+4 |
| Huge | 12 m / 40 ft | 2d6+5 | 3d6+6 |
| Gigantic | 15 m / 50 ft | 2d10+5 | 3d10+7 |
| Colossal | 18 m / 60 ft | 3d10+6 | 3d10+9 |

Blind Perception (x):

This ability allows the creature to detect other creatures without using his eyes, but with other senses.

The Blind Perception reach is usually 9 m (30 ft) unless it's specified otherwise in the creature's description.

The Creature can still use sight or hearing, if able to do so, but usually it must choose which one uses to detect others.

The blind perception could ignore the opponents Concealment, if within the Blind Perception range, and is usually specified in the description.

- **Blood:**

The creature is able to smell blood (even when shed or if a creature is bleeding) within 15 m (50 ft) or even for a double distance if the source is downwind.

- **Corruption:**

The creature is able to detect the corruption inside other creatures within 12 m (40 ft). The higher the Corruption Score, the more it will be visible to the creature, while those with a corruption score of 2 or less would also obtain a 50% Concealment or probably ignored unless performing hostile actions against the creature. The creature is also able to detect when a spell is cast as long as it has one the following descriptors: [Chaos], [Hatred], [Nightmare], [Obscure]. Shadow Creatures are automatically detected, but usually ignored.

- **Heat:**

The creature is able to detect the heat emitted by the environment and other living creatures, but it will have some difficulties to detect heat through solid objects and obstacles, or even through other creatures, since a large one could cover smaller behind her. If the creature is inside an environment with higher temperatures, every other creature within the perception range will obtain a 50% or even 75% Concealment. Environments with an extremely high temperature could even temporarily blind the creature.

- **Scent:**

The creature is able to smell other creatures within the blind perception range, and works similar to the Scent Special Ability, except that the creature is unable to follow a scent trail. Still, strong smells or scent could be detected even if over the blind perception range.

- **Sound:**

The Creature is able to detect any sound emitted within 15 m (50 ft), even if soft sounds can only be detected within 6 m (20 ft). The Creature is not able to detect sounds coming beyond solid objects and obstacles. Talking, running and fighting will produce a certain amount of noise that can be easily detected by the creature. The higher the noise, the further the detection can occur.

- **Telluric:**

The creature can detect any movement within the Blind Perception range. Anyone detected in this way will lose his Concealment against the creature, but at the same time, creatures who stand still will not be detected at all as long as they don't move away. If a creature who was moving stops, the creature with this ability can still remember the location, and try to attack it. In that case the opponent will still obtain a 50% Concealment for 1 Round, then it will no longer be possible to be detected again. A creature who stands still can not be attacked in any way, unless by attacks with an area of effect as usual.

Breath Attack (x):

The creature is able to perform a Breath Attack, like the fire breath of a dragon. A Breath Attack has an Attack Value usually specified in the brackets while the damage is based on the Creature's Size, unless her description say otherwise. It is possible to use a Shield to try to block a Breath Attack as long as the size of the shield and creature match. If the character successfully Blocks the Breath Attack (that it's considered a Ranged Attack) the damage will be dealt to the Shield. There are three types of Breath Attacks who are available for larger creatures, while those creature who aren't big enough can usually perform only the simple Burst. It's always specified in the creature's Combat Behavior if it's able to perform only a Burst or other type of Breath Attacks. A creature is still limited to perform a certain amount of Breath Attacks, since it will empty his glands. If that happens, the creature will need some time before it will be able to perform a breath attack again. Some elementals are able to perform a Breath Attack more often, since they do not have glands, but are limited in other ways. Starting from Huge creatures, the Breath Attack will cover an area where it hits, instead of a single creature, as seen in the table below. A creature needs to actually move outside that area to successfully Dodge the breath attack as long as it has any Action left. If the creature has no more action or is unable to move, it will be automatically hit.

Note: Depending on the height of the creature or how his head is placed, the breath could pass over some opponents within the creature, and hit others behind them.

- **Burst:**

The creature emits a quick burst from his mouth into a general direction. This type is considered a Ranged Attack and hits the first thing on the creature's Ranged Line. If the burst is strong enough to destroy the first obstacle hit, it could continue on his trajectory dealing a reduced damage by half. Requires One Action.

- **Barrage:**

The creature emits a prolonged burst of flames while rotating his head, allowing to hit multiple target on a straight line or a curved line, usually in a 45° from his head, while larger creatures can also have a 90° angle. The Attack Value is reduced by 2 since the creature is moving his head, but this type of attack ignores any Concealment since it simply hits a generic point on his Ranged Line and is not aimed directly against something. If the barrage hits an obstacle and is not able to destroy it, the attack will not be able to hit those creatures behind it, but even if the Barrage is able to destroy the obstacle, it will not hit other creatures if it's over half the range of the Barrage Attack.

If the destroyed object is before the half of the Barrage Range they will also hit everything is behind it within 1d3x1,5 m (1d3x5 ft) or less, if the barrage range is shorter.

A Barrage requires Two Actions and is resolved with an Initiative Slowdown of 2.

- **Torrential:**

Larger and powerful creatures are able to perform a Torrential Breath Attack, usually erupting a large amount of fire, acid or else from their mouth. This attack usually completely depletes the creature's glands but inflicts a huge amount of damages in a specified area for a long period of time. This attack requires Two Actions and is resolved with an Initiative Slowdown of 5. Notice that the Torrential Attack lasts until the next creature turn, so anything that enters the area of the torrential attack will be hit. Those who dodge this attack are forced to move away during their next turn by spending one action. Those who are not aware of the incoming attack or are unable to move, will be automatically hit. A Torrential Attack has an increased area of effect, as seen in the table below.

| Creature Size | Range | Damage | Torrential Damage | Area / Torrential Area |
|---------------|---------------|--------|-------------------|--------------------------------|
| Small | 3 m / 10 ft | 1d3+3 | No | Single Creature / None |
| Medium | 4,5 m / 15 ft | 1d6+3 | No | Single Creature / None |
| Large | 6 m / 20 ft | 2d6+3 | 3d6+3 | Single Creature / 1,5 m (5 ft) |
| Huge | 9 m / 30 ft | 2d10+3 | 3d10+4 | 1,5 m (5 ft) / 3 m (10 ft) |
| Gigantic | 12 m / 40 ft | 3d10+4 | 4d10+5 | 3 m (10 ft) / 4,5 m (15 ft) |
| Colossal | 15 m / 50 ft | 4d10+5 | 5d10+6 | 4,5 m (15 ft) / 6 m (20 ft) |

Breathless:

The Creature doesn't need to breathe, so its immune to Drowning but also Immune to Gasses and Inhalation Damage.

Carapace / Chitin Carapace (x):

The creature's NDR is increased by 1 against the indicated Damage.

Climbing Speed (x):

The creature is able to move for an amount of meters (or feet) per Round, while climbing a natural surface as long as it passes a Climb Check even if it's not possible to climb a smooth surface unless the creature has another Special Ability that allows to do so.

A climbing creature is not able to run or charge but it still can move twice per round.

Cold Blooded:

The creature obtains a +5% to any Morale Check, and ignores any Fear and Terror Check. Even so, any Fear and Terror Check are resolved as Negative Morale Check, but a Cold Blooded creature can only become *Doubtful* and it will never flee by panic, but can retreat if it thinks that it should be a better option or if it had enough. If influenced by any Spell (or Special Ability that counts as a Spell) who causes Fear or Terror, the creature will also become *Disoriented*, since is not used to the new sensation.

Construct:

A Construct is an object animated by powerful magic or by ancient technologies (usually based on magic). Since they are not living being, they are immune to the following: Backstab, Bleeding, Critical Hit, Diseases, Drowning, Fear, Mind-affecting Abilities and Spells, Morale Checks, Necrotic Damage, Non-Lethal Damage, Pain, Poison, Sneak Attack, Status Effects, Suffocation and Terror. Constructs also do not need to perform Shock Tests, since they aren't living creatures. A Construct has a Hardiness Value, based on the material he is based on, and also has a certain amount of Resistance Points. A Construct is immune to Critical Hits, unless suffering damage to a particular vulnerable zone or points (like a Core), but it's not guaranteed, since not all the Construct are build in the same way. If this specification is not written, they do not suffer from Critical Hits at all.

Devour (x):

By spending Two Actions, the creature can perform a Devour Attack.

A Devour Attack follow the same rules of Hand to Hand Combat, and the creature uses his Bite ThR Modifier. If the creature successfully hits his opponent, it can immediately perform a HtH (Strength) Counter Check who will deal the indicated Damage to the victim in case of success. The devour attack can only be used against creatures of one Size smaller than the creature's one, and will deal damage for each round the creature passes a HtH Check. While Devouring, the creature is unable to perform any other attacks, but it can decide to use the other attacks, while holding his victim in his mouth. The creature is able to raise his head if obtains a result 5 point higher than a creature who is two or more size smaller, or 10 or higher if one size smaller. Creatures of three size smaller does not require any particular difference since they are too small to be a bother.

Example:

A Dragon successfully hits an adventurer with his Devour Attack, obtaining a result of 36 on his HtH while the poor adventurer obtains only a 17. Since the creature obtains a result higher, he will then raise his head so it will be able to look around while chewing him.

A Devouring Creature who is able to raise his head can then decide to spit the victim away within 1,5 (5 ft) for every size difference from the creature and the victim. The creature is considered to be Falling, and it will suffer the relative Falling Damage.

The creature can also decide to simply grab the victim, dealing half the Damage, and then spit it away.

The Devoured Creature can try to deal damage to the creature's mouth only with weapon small enough to fit a tight space, dealing Minimal Direct Damage since the inside of the mouth usually isn't protected by the creature's Skin.

If there there is no damage specified in the description, the creature will simply deal his Bite Damage.

Raising the head is resolved with an Initiative Slowdown of 2, then the creature can inflict damage to the victim.

A Devouring Creature can also try to *Swallow* his victim, if its small enough.

Elemental:

Elementals are creatures of pure energy, and they are usually composed by a natural element, like, fire, earth or ice.

Even if they posses a sort of intelligence, usually they have simple minds and they are not able to comprehend emotions or to understand things as we do. They are immune to: Backstab, Bleeding, Diseases, Drowning, Fear, Mind-affecting Abilities and Spells, Morale Checks, Necrotic Damage, Non-Lethal Damage, Pain, Poison, Sneak Attack, Status Effects, Shock Tests, Suffocation and Terror. Elementals can only suffer a Critical Hit from sources who inflict Arcane Damage. Since Elementals aren't living creatures, they have a Hardiness value and Resistance Points. Sneak Attacks and Backstabs will only grant up to +1 Damage against an Elemental.

Eldritch:

Eldritch Creatures are immune to Mind Effects and Spells, unless the source is specified to only affect Eldritch Creatures.

Extended Reach (x):

The creature is considered to have a reach value with all his attacks, like claws, bite and slam.

The creature can attack any creature within his reach, as usual, even if sometime other creatures could block the possibility to hit others behind, if bigger enough. In some cases the creature would have an extended reach only for certain attacks, like only his claws but not the bite. That's usually specified in the creature's description.

Fast Healing (x):

The Creature is able to recover the indicated amount of HP by spending 10 MP every 1d3 Rounds, plus 1 additional round for every use of this ability. This ability has no effect if the creature suffers from one of the following Status Effects: Disoriented, Exhausted, Poisoned or Stunned. If the Creature is Bleeding, this Ability will simply stop the effect and only heal 1 HP.

Fear:

The creature causes *Fear* as described at page 130 of the Core Rules.

Flight Speed (x):

This special ability simply represents the Flight speed of a creature and is used to determine her flight movement per Round

Creatures with a Flight Speed follow the same rules about Flying as explained at page 131 of the Core Rules.

Creatures with a Flight Speed are considered *Able to Fly*.

Gills:

The Creature is able to Breathe Underwater, but can't survive outside of it unless it's also Amphibian.

Hold Breath:

A Creature with this ability can hold his breath for a number of rounds 5 times her Constitution value.

Gigantic Creatures will also obtain +10 extra Rounds, while Colossal will obtain +20 rounds.

Immunity to (x):

The creature is Immune to the indicated Damage, Effect or situation.

Improved Grab (x):

The creature is able to start a Grab and Hold maneuver if successfully hits with the indicated attack.

The Creature obtains a +2 to its HtH maneuver performed with the indicated Attack.

Levitate (x):

Instead of moving using legs or similar appendices, the creature is able to magically levitate, which allows the creature to basically hover over the surface of items and terrain with ease. A Levitating Creature always requires a surface within 3 m (10 ft) beneath or around it to move but can't levitate if there is nothing within reach. A Levitating creature without any surface used for levitation will simply slowly fall until it reaches a required surface. Falling from higher heights can increase the speed with the creature falls but usually nothing that could kill it since when within an eventual surface it will simply slow down again until the levitation is restored. A Levitating creature is slowed by a medium Encumbrance while a heavy encumbrance will simply prevent it from levitating and even cause to fall as a regular object of the same size will fall. If the Creature reaches 1 MP or less it will be no longer able to levitate until the MP are restored to 3 or more.

A Levitating Creature obtains a +4 for resisting being Knocked Down and even so, it will automatically raise again unless held down, where it still obtains a +4. A Levitating Creature which is pushed by Magic will be always pushed by an additional 1d3x1,5 m (1d3x5 ft).

If the Creature also has a Flight Speed it can Levitate in any direction without any surface required and can swap between flying and levitating at any time.

Magic Resistance (x/y):

The creature has the natural (or supernatural) ability to be resistant to magic. The creature gains a bonus to Counter Characteristic Checks or other Checks required to resist Spells and Spell-like Abilities.

Example:

A Creature with Magic Resistance (+2/+5%) means that it always obtain a +2 to resist Counter Characteristic Checks and a +5% to any percentage check the Spell will impose to resist, like Shock Tests, etc.

Monstrous Constitution:

The creature has an unnatural resistance or his size allows it to sustain a large amount of damage.

A creature with this Special Ability calculates his HP by multiplying his Constitution value by a certain number, based on his size.

A Small creature with this Ability will use his entire Constitution value instead.

| Creature Size | Base HP |
|---------------|----------|
| Small | Full CON |
| Medium | +5 HP |
| Large | CON x1,5 |
| Huge | CON x2 |
| Gigantic | CON x3 |
| Colossal | CON x4 |

Oniric Creature:

Creatures originated from the Dream World, commonly called Oniric Creatures, tend to do not follow the same physics rules as other creatures do. An Oniric creature does not actually breath, but still since they are based on the collective thought of other creatures they seem to do so and most importantly they think that they are able to do so. An Oniric creature ignores all Status Effects, like Drowning or Suffocation as long as it thinks that is not effecting her. If the creature thinks that the Status Effect is actually having an effect on her, the rules will be applied normally, even if an Oniric Creature is Immune to the following: Diseases, Drowning, Poison and Suffocating.

Example:

Even if an Oniric creature is immune to Poisons, if the creature thinks that a poison or substance could kill her, she will actually die.

Internal anatomy is also basically non existent, since Oniric creatures are animated by magic, except for those kind of Oniric Sub-type creatures who are adapted to live in the Material World, so they actually grow a sort of organs, bones and else, even if their function isn't really guaranteed. When injured, Oniric creatures will bleed a strange substance mostly similar to watercolors or oil painting. Oniric creatures have a 30% chance to simply ignore the additional Damage dealt by a Critical Hit, but they can still suffer the other effects as usual. An Oniric Creature obtains a +4 to any Willpower Counter Check or a +15% to any Mind-Affecting Spell. It's important to notice that not all the creatures with Oniric Category or Sub-Type have this special ability, but usually those creature who are generated or conjured from the Dream World.

Plant:

This kind of creature is often a sort of sentient plant, reanimated by magic.

Even if a plant could, or could not be considered a living being, plants are immune to the following: Backstab, Drowning, Fear, Mind-Affecting Spells and abilities, Morale Checks, Pain, Shock Effects, Status Effects, Terror. Plants are immune to diseases and poisons that do not affect plants, still they can be affected by magical versions of them. Some creatures are able to "Bleed" chlorophyll, but that is usually specified in their description. If not, a Plant is also immune to Bleeding. Plants do not have HP but Resistance Points and a Hardiness Value. The creature's Hardiness is increased by 1 against Impaling and Piercing Damage. If the creature is inside a zone with high vegetation, will obtain a +10% bonus to Hide. A Critical Hit against a Plant will only subtract 1 additional Resistance Point per weapon size, starting from One Handed Weapons. Pole arms count as Two Handed Weapons.

Rage:

For 1d3 times a Day, the creature can become Enraged. As long as the creature is enraged, it obtains a +1 Bonus to Damage dealt by Melee Attacks, Hit Points, Strength Counter Checks and HtH (Strength) Counter Checks. The creature also suffers a -10% penalty to any skill that requires attention or concentration. The rage lasts for a number of Round equal to 1d3+1 plus the Willpower modifier of the creature (if present)

Scale Skin (x vs y):

The creature's NDR or DR is increased by the indicated amount, against certain source of damage.

Example:

Scale Skin (+1 vs Piercing) will increase the creature's NDR (or DR) by 1 against Piercing Damage.

Scent:

The creature has a noticeable sense of smell and is able to discern different smells even from a certain distance.

A creature with this special ability obtains the same benefits of the Track Feat, but using his sense of smell instead of his eyes.

The creature can smell a scent trail by concentrating for an entire round, unless it's passed more than one hour from the passage of the source of the scent. There is still a 35% chance that the creature will loose the trail or it simply takes the wrong direction, who increases by 2% for every 10 minutes passed after the source left the trail. The creature can also use this ability to spot hidden enemies nearby as long as it's in a natural environment, since usually an urban environment presents different odors who could confuse the creature or cover the trail of smell. Strong or pungent odors will probably confuse the creature who is forced to perform a Shock Test or being Stunned for 1d3 Round while being unable to use this ability. The creature also suffers a -10% penalty in case the odor is too strong while in other cases the creature will simply flee away from the source, even if successfully passes the Shock Test.

Shadow Creature:

Shadow Creatures are generated by Arcane Anomalies, from an excessive use of Dark Magic or by the influence of the Netherworld.

A Shadow Creature is immune to the following: Bleeding, Diseases, Drowning, Fear, Mind-Effecting Spells and Abilities, Necrotic Damage, Non-Lethal Damage, Petrification, Poison, Shock Test, Status Effects, Suffocation, Terror.

Shadow Creatures usually ignore any Morale Check, unless in a situation which involves the direct contact with sunlight or spells with the [Light] descriptor. In that case, the Shadow Creature will flee (or simply avoid) from the source or at least find a cover as fast as possible

A Shadow Creature has a 25% Chance to ignore any Critical Hit it should suffer. A Shadow Creature always have a 25% Concealment who can be added to any other concealment granted by Darkness, while in a zone with Dim Light it simply increases at 30%.

This concealment is immediately lost if the creature is directly illuminated by Sunlight or by a Spell with the [Light] descriptor.

Size:

A creature's Size indicates how big the creature is in comparison to a medium-sized creature.

A creature obtains different modifiers based on his Size.

- **Small:**

The creature increases his Dodge value by 1, but reduced by 2 his HtH (Strength). A Small creature consider his strength value as 2 point lesser, when calculating his carrying capacity. A Small creature obtains a number of HP equal to half his constitution value (min. 1), plus eventual modifiers. A Small Creature can attack creatures within 1,5 m (5 ft) but they will not trigger any Attack of Opportunity if moving within that range. If the small creature uses a Reach Weapon, it will increase his reach to 1,5 m (5 ft) instead of 3 m (10 ft).

- **Large:**

The creature suffers a -1 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 4. Usually a Large creature occupies two squares on the combat grid (3 m / 10 ft) if it's a creature who stands on two legs, or occupies a square of 2x2 (3x3 m / 10x10 ft).

- **Huge:**

The creature suffers a -1 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 8. Usually a Huge creature occupies an area of 4,5 m (15 ft) on the combat grid. A Huge creature can obtain up to a 70% to his Shock Test. A Huge creature suffers 2 Direct Damage per round when *Bleeding*, instead of 1.

- **Gigantic:**

The creature suffers a -2 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 12. Usually a Gigantic creature occupies an area of 6 m (20 ft) on the combat grid. A Gigantic creature can obtain up to an 80% to his Shock Test. A Gigantic creature suffers 3 Direct Damage per round when *Bleeding*, instead of 1.

- **Colossal:**

The creature suffers a -2 to Dodge Ranged Attacks from creatures of one size smaller (or lesser), and increases his HtH (Strength) by 14. Usually a Colossal creature occupies an area of 7,5 m (25 ft) on the combat grid. A Colossal creature can obtain up to a 90% to his Shock Test. A Colossal creature suffers 4 Direct Damage per round when *Bleeding*, instead of 1.

Skeletal Creature:

Weapons who inflict Piercing Damage, with the *Small* and/or *Light* Special Rule will inflict *Minimal Damage* against the creature. The Creature Hardiness is increased by 2 against non-enchanted weapons who inflict Slashing or Piercing Damage. Sources who inflict Bludgeoning Damage will obtain a +1 bonus while trying to pass the creature Hardiness and will subtract 1 additional RP unless the source has the *Small* special rule.

Slow but Purposeful:

The creature is not able to Run or Move Fast but is able to perform a Charge. His initiative value is reduced by 2 and any action performed, except moving, is resolved with an Initiative Slowdown of 1, except during a Charge or if the creature is raging or under the effect of a spell who increases his speed.

Spell Immunity:

Spell immunity means that the creature is immune to a certain type of spell, usually specified in the description.

Spider Legs / Adherent Paws:

The creature is able to move to any kind of surface, even ceilings, using his climbing speed. The creature can Move Fast but is not able to perform a Charge while walking or when moving through a ceiling or a lateral wall. A creature with Spider Legs can perform a non-linear charge by passing on a lateral surface, as long as it finishes the charge movement on a plane surface again in a straight line from where it started.

Spit Attack:

A spit attack is considered a Ranged attack performed with a Throwing weapon.

It is often important to keep track where the spit could land, since it lasts for 1d3+1 round before evaporating, and any creature who moves on will suffer the relative damage and also, it could be a corrosive spit who could damage items and buildings.

Swarm:

A Swarm is composed by an unspecified number of tiny creatures. A Swarm usually covers a space of 2x2 squares but it never blocks a line of sight unless it's able to fly. A Swarm doesn't have a hit roll modifier, but instead, it will automatically deal damage, by spending one action, to those creatures which are in its same occupied space. A Swarm can move over and remain in the same Space occupied by other larger creatures, without any penalty. A Swarm is immune to Hand to Hand maneuvers except those type of maneuvers which can influence the entire swarm at once, such as being pushed away by a spell or an attack made by a huge or larger creature. Is still up to the gm to decide. Every successful hit against a Swarm will only deal 1 Damage to it, but Swipe Attacks can deal 1 Damage per square covered by the attack. Attacks performed by Large or bigger Creatures will instead deal 1d3 Damage to a Swarm. Breath Attacks from Huge or bigger creatures could immediately destroy a Swarm. Spells and items with an Area of Effect will also deal 1d3 Damage per Square covered, while if they deal Fire Damage, the Damage per Square will be increased to 2d3. If something exceptionally large falls on the swarm it will probably be able to completely squish it unless the swarm is able to fly. A Swarm will never try to move through a zone where it could suffer damage. A Swarm could be kept at bay by fire or by one or more torches, even if is still up to the GM to decide. A Character which is in the same Square of a Swarm requires a Concentration Check to being able to Cast a Spell, which becomes hard if the Swarm Can Fly or if the Swarm has dealt damage to the Character in the same Turn.

Swarms are immune to Mind Effects and Spells with the [Mind] Descriptor, even if there could be occasions where a Swarm can be scared off, but is up to the GM to decide.

Sweep Attack / Tail Sweep:

Instead of performing his regular attacks, the creature can perform a Sweep Attack (or Tail Sweep) with his claw (or tail). This attack follows the same rules as the *Broad Slash* Feat, and uses the creature's reach if present. If the creature hits the opponent with a result equal or higher than 10 points compared to his dodge/parry result, it can decide to also try to Knock him Down as long as the opponent is at least one size smaller than the creature. If the opponent is two size smaller (or even less) the creature only needs a result higher by 5 points to be able to perform a Knock Down. The opponent can try to resist to being knocked Down as long as it was aware of the incoming Sweep Attack. The Tail Sweep follows the same rules, but it will hit the opponents located on the back area of the creature.

This attack requires 2 Actions and is resolved with an Initiative Slowdown of 3.

Swimming Speed (x):

When swimming, the creature has a movement speed equal to the indicated amount, per round. As long as the creature is swimming in Calm Waters, it does not need to perform any Swim Check. The creature can "run" and perform a Charge in any linear direction as long as such action is completely performed inside the same area of water, even if trying to run or charge while in turbulent waters could be difficult, requiring a relative Swim Check. A creature can usually perform a quick dash instead of running, unless it's a creature who can swim fast.

Tear to Pieces (x):

The creature can start a Combat maneuver against prone or Knocked Down opponents once per round, if it's able to reach them. As long as the creature successfully *Hold* his opponent down, it will automatically deal a certain amount of Damage, specified in the brackets, or dealing his Bite or Claw Damage if no damage is specified.

Terror:

The creature causes *Terror* as described at page 130 of the Core Rules.

Thick Chitin / Carapace / Hide / Scales:

Piercing Damage dealt by Throwing or Ranged Weapons will always inflict Minimal Damage to the creature. Those weapon will also be unable to obtain a Critical Hit, unless using Hunting Arrows or Hunting Javelins, but in that case the Critical Hit will only inflict *Bleeding* or normal damage.

Tiny Creature:

A tiny creature is often too small to have a set of statistics of his own, and usually they aren't supposed to enter combat at all, with some exceptions like venomous snakes or carnivore fishes. A Tiny creature does not have any reach, so it needs to be directly nearby another creature to attack it and it will never perform attack of opportunity. A Tiny creature will always fail a HtH (Strength) check, unless it is possible for it to perform a HtH (Dexterity) Check.

To make things simpler, all Tiny creatures will have the same statistics, even if the GM can change those as he likes.

| | | | | | | | | | | | |
|------|----|------------|---------------|----------|--|--|-----|--------|----------|----|----------|
| | | HP | 1 | Attack | | | ThR | Damage | Critical | AP | Type |
| | | MP | 11 | Variable | | | +2 | 1 | 20% | 0 | Variable |
| Str | 1 | Movement | 4,5 m (15 ft) | | | | | | | | |
| Dex | 13 | Init | +13 | | | | | | | | |
| Con | 1 | NDR | 0 | | | | | | | | |
| Cun | 2 | MDR | 0 | | | | | | | | |
| Will | 8 | ThR | +1 | | | | | | | | |
| Wis | 11 | Dodge | +4 | | | | | | | | |
| Man | 11 | Parry | - | | | | | | | | |
| | | HtH | -/+7 | | | | | | | | |
| | | Shock Test | 10% | | | | | | | | |

Undead:

An Undead is a creature reanimated by foul spells or strange magic. An Undead creature is immune to the following: Backstab, Bleeding, Critical Hit, Disease, Drowning, Fear, Necrotic Damage, Non-Lethal Damage, Pain, Poison, Shock Test, Sneak Attack, Status Effects and Terror. An Undead without a Cunning value is also immune to any Mind-Effecting Spell or ability, and to Morale Checks, unless the spell/ability/effect states otherwise. If the creature has a Cunning value, it will obtain a +4 and +10% to resist any Mind-Effecting Spell, ability, illusion and also against Fear and Terror.

Uneasiness:

The creature inflicts a -5% penalty to any Morale, Fear and Terror Check to any living creature within 6 m (20 ft), who can be combined with other penalties but this effect can not stack with the same effect of others creatures nearby, or the same Spell. A group of at least two creatures with this special ability will count to be formed by an additional creature while performing a charge, except against mindless creatures or other creatures who are immune to Fear and/or Terror.

Venomous Bite (x):

A Creature which deals damage with its bite attack will increase the victim's Toxicity by the same amount specified in the brackets.

Vulnerable to x (y):

The creature is vulnerable to a specific source and it will suffer additional damage equal to the number specified in the brackets.

Example:

A creature Vulnerable to Lunar Silver (1), if hit with a weapon made of Lunar Silver, will suffer 1 additional damage

The additional Damage is applied only if the source actually manage to pass the creature's DR (any) or Hardiness. Vulnerable to Damage ignores any Damage Resistance the creature could have, but it does not ignore Damage Immunity.

Wall Climb:

The creature is able to move, run and charge on any solid surface, using his Climbing Speed except for ground speed.

Wrecker:

Unarmed Attacks made by the creature will always subtract 2 additional RP for every successful hit.

The creature always destroy a Small Shield who blocks his attacks, and even Medium Shields if the creature Size is Huge or larger.

Unarmed Attacks are considered to have the Crushing Special Rules and will subtract 5 additional RP against structures, walls and barriers and even spells with the Descriptor [Barrier] and/or [Wall].

CHAPTER 2: LIST OF CREATURES

ANIMALS

Category:
Animal

Badger

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|----------|
| | | HP | 8 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 6 | Bite | +4 | 1d3+3 | 23% | 0 | Piercing |
| Str | 12 | Movement | 9 m (30 ft) | | | | | | |
| Dex | 12 | Init | +13 | | | | | | |
| Con | 12 | NDR | 1 | | | | | | |
| Cun | 2 | MDR | 0 | | | | | | |
| Will | 10 | ThR | +2 | | | | | | |
| Wis | 8 | Dodge | +4 | | | | | | |
| Man | 6 | Parry | - | | | | | | |
| | | HtH | +5/+6 | | | | | | |
| | | Shock Test | 39% | | | | | | |

Feats and Special Abilities:
Fighter, Rage, Rapid Reaction, Scent, Size (Small)

Skills:
Listen +8%, Sneak +8%, Spot +2%

Bear (Black)

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|----------|
| | | HP | 16 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 6 | Bite | +4 | 1d3+4 | 24% | 0 | Piercing |
| Str | 15 | Movement | 9 m (30 ft) | | | | | | |
| Dex | 12 | Init | +12 | | | | | | |
| Con | 14 | NDR | 1 | | | | | | |
| Cun | 2 | MDR | 0 | | | | | | |
| Will | 10 | ThR | +2 | | | | | | |
| Wis | 7 | Dodge | +3 | | | | | | |
| Man | 6 | Parry | - | | | | | | |
| | | HtH | +9/+6 | | | | | | |
| | | Shock Test | 44% | | | | | | |
| | | | | Claw | +4 | 1d3+4 | 25% | 0 | Slashing |

Feats and Special Abilities:
Fighter II, Scent, Tough

Skills:
Climb +5%, Listen +8%, Search +9%, Spot +8%, Survival (Forest) +10%
A Black Bear increases his Climb by +10% when trying to climb trees.

Bear (Brown)

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|---------------|------------|---------------|-----------------|-------------|-----------------|
| Str | 22 | HP | 26 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 6 | Bite | +7 | 1d6+6 | 24% | (-1) | Piercing |
| Dex | 12 | Movement | 12 m (40 ft) | | | | | | |
| Con | 22 | Init | +12 | Claw | +7 | 1d3+6 | 25% | (-1) | Slashing |
| Cun | 2 | NDR | 2 | | | | | | |
| Will | 11 | MDR | 0 | | | | | | |
| Wis | 9 | ThR | +3 | | | | | | |
| Man | 6 | Dodge | +5 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +16/+6 | | | | | | |
| | | Shock Test | 62% | | | | | | |

Feats and Special Abilities:

Fighter, Scent, Size (Large), Tough II, Tear to Pieces (1d3+5)

Skills:

Climb +5%, Listen +10%, Search +8%, Spot +8%, Survival (Forest) +10%

Bear (Cave)

Cave Bears are fierce predators who are even bigger and stronger than a regular brown bear. Some scholars have theorized that they have survived through centuries from a prehistoric age, sometimes even sleeping for decades, and then awakening just to roam around, devouring everything they'll find.

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|---------------|------------|---------------|-----------------|-----------|-----------------|
| Str | 24 | HP | 50 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 9 | Bite | +8 | 1d6+7 | 26% | -1 | Piercing |
| Dex | 12 | Movement | 9 m (30 ft) | | | | | | |
| Con | 24 | Init | +12 | Claw | +8 | 1d3+7 | 26% | -1 | Slashing |
| Cun | 2 | NDR | 4 | | | | | | |
| Will | 16 | MDR | 1 | | | | | | |
| Wis | 10 | ThR | +4 | | | | | | |
| Man | 6 | Dodge | +4 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +17/+6 | | | | | | |
| | | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Fear, Monstrous Constitution, Rending Claws, Scent, Size (Large), Sweep Attack, Tear to Pieces (1d3+6), Tough

Skills:

Listen +11%, Search +9%, Spot +11%, Survival (Mountain) +10%

Dire Bat

| | | | |
|-------------|-----------|-------------------|---------------------|
| Str | 8 | HP | 4 |
| Dex | 13 | MP | 9 |
| Con | 8 | Movement | 1,5 m (5 ft) |
| Cun | 2 | Init | +14 |
| Will | 13 | NDR | 1 |
| Wis | 4 | MDR | 1 |
| Man | 8 | ThR | +3 |
| | | Dodge | +3 |
| | | Parry | - |
| | | HtH | +2/+6 |
| | | Shock Test | 29% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|----------|
| Bite | +4 | 1d3+1 | 24% | 0 | Piercing |



Feats and Special Abilities:

Blind Perception (Sound), Flying Speed (12 m/20 ft), Rapid Reaction

Skills:

Listen +15%, Sneak +12%

Combat Behavior:

Dire Bats become aggressive only when disturbed and will simply swarm upon those which caused too much noise.

Dire Rat

| | | | |
|-------------|-----------|-------------------|--------------------|
| Str | 8 | HP | 3 |
| Dex | 13 | MP | 11 |
| Con | 6 | Movement | 6 m (20 ft) |
| Cun | 2 | Init | +14 |
| Will | 8 | NDR | 1 |
| Wis | 5 | MDR | 1 |
| Man | 11 | ThR | +2 |
| | | Dodge | +4 |
| | | Parry | - |
| | | HtH | +3/+6 |
| | | Shock Test | 27% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|----------|
| Bite | +3 | 1d3+1 | 23% | 0 | Piercing |



Feats and Special Abilities:

Climbing Speed (6 m), Fighter, Improved Shock Test, Rapid Reaction, Scent, Size (Small)

Skills:

Climb +10%, Hide +13%, Jump +5%, Listen +9%, Search +6%, Sneak +9%, Swim +10%

Combat Behavior:

Dire Rats are even more aggressive than common rats, and they will simply attack when disturbed, even if they will flee if scared off somehow or when too much of them are getting killed.

Dog (Combat Dog)

| | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|--------------|------|----|-----|----|-----|-------|------|----|----------|---|-----|---|----|----|--------|--|--|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>13</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>13</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>6</td></tr></table> | Str | 14 | Dex | 13 | Con | 13 | Cun | 2 | Will | 13 | Wis | 8 | Man | 6 | HP | 15 | Attack | | | | ThR | Damage | Critical | AP | Type |
| | Str | 14 | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 13 | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 13 | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 6 | | | | | | | | | | | | | | | | | | | | | | | |
| | MP | 7 | Bite | | | | +6 | 1d6+3 | 24% | 0 | Slashing | | | | | | | | | | | | | | |
| | Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 1 | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +9/+6 | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 45% | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Fierce Charge, Fighter, Furious Charge, Pounce (Improved), Scent, Tear to Pieces, Tough, Tough Skin, Track

Skills:

Jump +8%, Listen +11%, Sneak +8%, Spot +9%, Swim +6%

Equipment:

None, even if sometimes their owner will make them wear a light armor, increasing their DR to 3.

Combat Behavior:

This kind of dogs are trained to attack on sight or to attack only after a certain signal of their owner or trainers.

They are trained to fight to the death or until another signal is given.

Dog (Guard Dog)

| | | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|--------------|------|----|-----|-------|-----|---|----------|----|-----|---|-----|---|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>13</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>13</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>6</td></tr></table> | Str | 14 | Dex | 13 | Con | 13 | Cun | 2 | Will | 13 | Wis | 8 | Man | 6 | HP | 12 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 13 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 13 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 6 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 7 | Bite | | +5 | 1d6+2 | 23% | 0 | Slashing | | | | | | | | | | | | | | |
| | Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | | | | | | | | | | | | | | | | | | | | | | |
| DR | 2 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +7/+6 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 43% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Scent, Tough

Skills:

Jump +6%, Listen +15%, Sneak +8%, Spot +11%, Swim +6%

Equipment:

Light Armor (Studded)

Combat Behavior:

Guard Dogs are trained to bark against strangers, usually waiting for their masters to give a signal, or they usually attack them until they run away. If the trespassers are not afraid of them, they usually attack without hesitating, but depends on the training they receive.

Some guard dog are equipped with studded armors.

Dog (Stray Dog)

You can also use this stats for generic medium-sized dogs. Bandits and outlaws are followed by dogs occasionally.

| | | | | | | | | | | | | | | | | |
|---|----------|-------------|-----|----|-----|---|-----|---|------|---|-----|---|-----|---|----|---|
| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>6</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>7</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>6</td></tr></table> | Str | 12 | Dex | 12 | Con | 6 | Cun | 2 | Will | 7 | Wis | 8 | Man | 6 | HP | 6 |
| | Str | 12 | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | |
| | Con | 6 | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | |
| | Will | 7 | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | |
| | Man | 6 | | | | | | | | | | | | | | |
| | MP | 6 | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | |
| NDR | 0 | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | |
| HtH | +6/+6 | | | | | | | | | | | | | | | |
| Shock Test | 25% | | | | | | | | | | | | | | | |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|----------|
| Bite | +4 | 1d6+1 | 20% | 0 | Slashing |

Feats and Special Abilities:

Scent

Skills:

Jump +6%, Listen +10%, Sneak +2%, Spot +8%, Swim +3%

Combat Behavior:

Stray Dogs can travel alone or in packs. They aren't a real threat for someone who is capable to defend himself, even if in large numbers could become quite dangerous. Stray dogs are usually aggressive to strangers, but they will run away if their opponents are too strong.

Wild Boar

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--------------|-----|--------|----------|------|----------|-----|---|------|----|-----|---|-----|---|----|----|---|--|--|--|--|--|--------|-----|--------|----------|----|------|-------|----|-------|-----|------|----------|
| <table><tr><td>Str</td><td>15</td></tr><tr><td>Dex</td><td>10</td></tr><tr><td>Con</td><td>15</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>15</td></tr><tr><td>Wis</td><td>6</td></tr><tr><td>Man</td><td>6</td></tr></table> | Str | 15 | Dex | 10 | Con | 15 | Cun | 2 | Will | 15 | Wis | 6 | Man | 6 | HP | 17 | <table><tr><td>Attack</td><td>ThR</td><td>Damage</td><td>Critical</td><td>AP</td><td>Type</td></tr><tr><td>Tusks</td><td>+5</td><td>1d6+3</td><td>25%</td><td>(-2)</td><td>Slashing</td></tr></table> | | | | | | Attack | ThR | Damage | Critical | AP | Type | Tusks | +5 | 1d6+3 | 25% | (-2) | Slashing |
| | Str | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Tusks | +5 | 1d6+3 | 25% | (-2) | Slashing | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +9/+5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 50% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Cripple, Fierce Charge, Furious Charge, Fighter, Scent, Tough

Cripple:

When a boar scores a Critical Hit, it always renounces to the Additional Damage to deal 1d3 Piercing Direct Damage, inflicting a Cripple effect. This Status effect lasts until the injured creature receives the adequate healing. If the boar inflicts the Cripple effect three times against the same creature, in the same combat, the effect is permanent and can only be healed by Thaumaturgy.

Skills:

Listen +8%, Spot +8%

Combat Behavior:

Wild Boars will simply charge any creature who disturb them, without thinking about. If heavily wounded or scared, it will simply flee as fast as possible, unless while defending their offspring.

Wolf

| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>13</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>11</td></tr><tr><td>Wis</td><td>11</td></tr><tr><td>Man</td><td>6</td></tr></table> | Str | 14 | Dex | 13 | Con | 13 | Cun | 2 | Will | 11 | Wis | 11 | Man | 6 | HP | 15 | <table><tr><th>Attack</th><th>ThR</th><th>Damage</th><th>Critical</th><th>AP</th><th>Type</th></tr><tr><td>Bite</td><td>+5</td><td>1d6+3</td><td>24%</td><td>0</td><td>Slashing</td></tr></table> | | | | | Attack | ThR | Damage | Critical | AP | Type | Bite | +5 | 1d6+3 | 24% | 0 | Slashing |
|--|--------------|-----|--------|----------|-----|----------|-----|---|------|----|-----|----|-----|---|----|----|---|--|--|--|--|--------|-----|--------|----------|----|------|------|----|-------|-----|---|----------|
| | Str | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Bite | +5 | 1d6+3 | 24% | 0 | Slashing | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +8/+6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 43% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Fierce Charge, Fighter, Furious Charge, Rapid Reaction, Scent, Tough

Skills:

Listen +10%, Sneak +12%, Spot +8%, Jump +6%, Survival (Forest) +11%

Combat Behavior:

Wolves usually hunt in packs, and they usually try to isolate the weaklings or the younger. They can be very careful and patient, but hunger can make them more careless. If their prey fights back too hard, they will simply run away to avoid to being all killed.

Wolf (Dire Wolf)

Like Cave Bears, the Dire Wolves are giant prehistoric wolves which can be still fund nowadays. Dire Wolves can be very dangerous especially if they travel in packs.

| <table><tr><td>Str</td><td>20</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>20</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>13</td></tr><tr><td>Wis</td><td>11</td></tr><tr><td>Man</td><td>6</td></tr></table> | Str | 20 | Dex | 12 | Con | 20 | Cun | 2 | Will | 13 | Wis | 11 | Man | 6 | HP | 24 | <table><tr><th>Attack</th><th>ThR</th><th>Damage</th><th>Critical</th><th>AP</th><th>Type</th></tr><tr><td>Bite</td><td>+8</td><td>1d6+5</td><td>26%</td><td>(-2)</td><td>Slashing</td></tr></table> | | | | | | Attack | ThR | Damage | Critical | AP | Type | Bite | +8 | 1d6+5 | 26% | (-2) | Slashing |
|--|--------------|-----|--------|----------|------|----------|-----|---|------|----|-----|----|-----|---|----|----|--|--|--|--|--|--|--------|-----|--------|----------|----|------|------|----|-------|-----|------|----------|
| | Str | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Bite | +8 | 1d6+5 | 26% | (-2) | Slashing | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +17/+6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 63% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Fear, Fierce Charge, Furious Charge, Fighter II, Knock Down, Pounce (Improved), Rapid Reaction II, Scent, Size (Large), Tough II, Tear to Pieces

Skills:

Listen +10%, Sneak +12%, Spot +9%, Jump +8%, Survival (Mountain) +11%

Combat Behavior:

Dire wolves follow the same tactics of normal wolves, but still they are even more aggressive and are also able to tackle down larger prey.

ALTERED CREATURE

As the name suggest, an Altered Animal is a creature who has been altered by magic, obtaining some peculiar or strange traits and abilities.

Special Ability: Arcane Alteration:

The creature has been changed by magic in some way, becoming bigger, or smarter or obtaining an unusual ability that others of the base species do not have. An altered creature obtains a +2 Bonus to any Willpower and Mana Counter Check to resist the effects of Spells.

Blood-Eyed Howler Monkey

A strange yet fierce kind of exotic animal, the Blood-eyed Howler Monkeys have the size of a gorilla but are more cunning than the average monkey, enough to let them set up ambushes or to understand and learn from their mistakes. This kind of monkey can only be found in the jungles of the southern regions.

First Appearance:

Daring Do and the Marked Thief of Marapore (Book)

Category:

Arcane Beast

| | | | | | | | | | |
|------|----|------------|-------------|--------|-------|--------|----------|------|-------------|
| | | HP | 18 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 23 | Bite | +7 | 1d3+4 | 28% | (-1) | Slashing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 16 | Init | +16 | Slam | +7/+7 | 1d3+5 | 25% | (-1) | Bludgeoning |
| Dex | 14 | NDR | 3 | | | | | | |
| Con | 16 | MDR | 3 | | | | | | |
| Cun | 4 | ThR | +4 | | | | | | |
| Will | 14 | Dodge | +6 | | | | | | |
| Wis | 9 | Parry | - | | | | | | |
| Man | 15 | HtH | +10/+8 | | | | | | |
| | | Shock Test | 51% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Climbing Speed (6 m/20 ft), Fierce Charge, Fighter II, Pounce (Improved), Rage, Rapid Reaction, Scent, Tough

Skills:

Climb +15%, Hide +15%, Jump +20%, Listen +12%, Search +8%, Sneak +8%, Spot +12%

Combat Behavior:

These strange monkeys are capable to plan and perform simple and rudimentary hunting tactics, but are also able to learn by observation, if they are still limited in their understanding. A common tactic is that they hide inside the vegetation surrounding common path of other creatures, they they will simply jump out and rush their opponents, while trying to separate those who seems more weak or unable to defend themselves. If in large numbers they can also arrive to perform a frontal attack, while few of them will sneak behind their opponents and then attack those who are distracted. They usually try to use Fierce Charge and or Pounce as soon as possible. They tend to became enraged if surrounded of after suffering some damage.

Giant Crab (Large)

It is not known how such crabs reach this unnatural size, but many theorize that is the effect of some spell went wrong or by exposition to certain substances or arcane energies.

Category:
Aquatic

Sub-type:
Arcane Beast

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|----------|
| | | HP | 38 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 23 | Claw | +7 | 1d10+5 | 25% | -1 | Slashing |
| | | Movement | 6 m (20 ft) | | | | | | |
| Str | 20 | Init | +11 | | | | | | |
| Dex | 12 | NDR | 6 | | | | | | |
| Con | 24 | MDR | 4 | | | | | | |
| Cun | 2 | ThR | +3 | | | | | | |
| Will | 15 | Dodge | +5 | | | | | | |
| Wis | 6 | Parry | +8 | | | | | | |
| Man | 15 | HtH | +16/+6 | | | | | | |
| | | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Amphibian, Arcane Reserve, Carapace (Piercing), Crab Claw, Fighter, Gills, Improved Grab, Monstrous Constitution, Resistance to Slashing Damage (1), Size (Large), Slow and Purposeful, Tough II, Vulnerable to Lunar Silver (3)

Crab Claw:

A Giant Crab always have a bigger Claw which uses to fight, while the other is too small to b even considered harmful. The bigger claw allows to Parry Attacks as if it's a shield of the same Crab's size and also grants him a Cover of 70% against frontal attacks. If the Claw is destroyed somehow, the damage and Cover will be halved.

Skills:

Hide +10%, Search +5%, Spot +5%, Swim +10%

Vampiric Jackalope

Bigger and meaner than the regular cute Jackalopes, a Vampiric Jackalope are surprisingly dangerous but are often underestimated due to their appearance. Vampiric Jackalopes are omnivore but they really love to eat other creatures except for their bones. Despite other altered creatures, Vampiric Jackalopes are somewhat more smart than their regular kin and are aware that some creatures, usually Equestrian Races, could find them Cute, so they will act as cute little bunnies until their prey is close enough for them to strike or will let to be taken as a pet only to lure the rest of their pack to where such creatures live, so they can attack within the a couple of days.

Category:

Arcane Beast

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|-----------|
| | | HP | 8 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 21 | Bite | +5 | 1d6+2 | 28% | -1 | Shredding |
| | | Movement | 6 m (20 ft) | | | | | | |
| Str | 12 | Init | +15 | | | | | | |
| Dex | 14 | NDR | 1 | | | | | | |
| Con | 12 | MDR | 3 | | | | | | |
| Cun | 4 | ThR | +3 | | | | | | |
| Will | 13 | Dodge | +5 | | | | | | |
| Wis | 12 | Parry | - | | | | | | |
| Man | 15 | HtH | +6/+7 | | | | | | |
| | | Shock Test | 65% | | | | | | |



Feats and Special Abilities:

Arcane Alteration, Arcane Reserve, Blind Perception (Blood), Dash, Fierce Charge, Fighter, Furious Charge, Improved Pounce, Improved Shock Test, Murderously Cute, Pounce, Size (Small), Tough

Murderously Cute:

While calm, Vampiric Jackalopes appear as a regular Jackalope Bunny, with their cute fluffy tails, cute fluffy tummies and so on. When Equestrian Races interact with a Vampiric Jackalope while calm, they have to pass a Hard Sense Motive Check to understand that there is something wrong with them, while other sentient races only require a regular Skill Check.

Skills:

Bluff +5%, Listen +12%, Hide +15%, Jump +14%, Sneak 15%, Spot +12%

Combat Behavior:

Vampiric Jackalopes often ambush their prey or let unaware creatures to get close only to suddenly jump on them. They will always try to use their Improved Pounce Feat, which will also obtain the benefits of the Fierce Charge and Furious Charge feat even if they fail to Knock Down their opponents. They will always prioritize biting those Creatures which are bleeding and will chase them down until too tired. While not entirely intelligent, they seems to be aware of the fact that Equestrian Races often find them cute and are more willingly to approach them with no hostile intentions, which is usually used by the Vampiric Jackalope to get close to them and then strike suddenly or to just being able to flee from difficult situations.

AQUATIC

Aquatic Creatures are intended to those which mostly live underwater, which can be oceans, rivers and lakes. The Category Aquatic is simplified and can include different types of fauna, such as Mammals, Crustaceans, Fishes and so on.

Category:

Aquatic

Aquatic Imp

Aquatic Imps often infest lakes and ponds, but can also be found in those caves nearby the sea. Aquatic Imps are clever enough to understand that making a hole in a boat would make it sink and are often seen causing havoc during night time to those villages near sea shore or lakeside, damaging items, cutting fishing nets and so on. Aquatic Imps aren't really evil per se, nor are all hostile towards other creatures, and some occasions where lonely Imps where actually shy or helpful to adventurers have been recorded more than once.

| | | | |
|------|----|------------|-------------|
| | | HP | 6 |
| | | MP | 23 |
| | | Movement | 6 m (20 ft) |
| | | Init | +15 |
| | | NDR | 3 |
| | | MDR | 2 |
| | | ThR | +3 |
| | | Dodge | +5 |
| | | Parry | - |
| | | HtH | +6/+7 |
| | | Shock Test | 43% |
| Str | 13 | | |
| Dex | 13 | | |
| Con | 12 | | |
| Cun | 5 | | |
| Will | 13 | | |
| Wis | 8 | | |
| Man | 16 | | |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|----------|
| Bite | +4 | 1d3+2 | 31% | - | Piercing |
| Claw | +4 | 1d3+3 | 27% | - | Slashing |



Feats and Special Abilities:

Amphibian, Arcane Reserve, Darkvision, Fighter, Gills, Rapid Reaction II, Resistance to Fire (3), Shock Resistance, Size (Small), Swimming Speed (6 m / 20 ft), Vulnerable to Moon Silver (1)

Skills:

Climb +13%, Hide +11%, Jump +12%, Listen +9%, Sneak +14%, Spot +9%, Swim +14%

Dire Angler Fish

| | | | |
|------|----|------------|-------|
| | | HP | 6 |
| | | MP | 8 |
| | | Movement | - |
| | | Init | +14 |
| | | NDR | 1 |
| | | MDR | 1 |
| | | ThR | +3 |
| | | Dodge | +3 |
| | | Parry | - |
| | | HtH | +4/+7 |
| | | Shock Test | 32% |
| Str | 12 | | |
| Dex | 14 | | |
| Con | 12 | | |
| Cun | 2 | | |
| Will | 8 | | |
| Wis | 9 | | |
| Man | 8 | | |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|----------|
| Bite | +4 | 1d3+3 | 28% | (-1) | Piercing |



Feats and Special Abilities:

Darkvision, Gills, Luminous Antennae, Size (Small), Swimming Speed (6 m / 20 ft)

Luminous Antennae:

All Angler Fishes have a curious Antennae which can emit light which are used to lure their prey close enough to them to be eaten. Dire Angler Fish can illuminate an area with Dim Light with their Antennae of 1 m (3 ft), but they usually generate a smaller amount of light to not reveal their presence.

Skills:

Hide +9%, Spot +12%, Swim +12%

Combat Behavior:

Dire Angler Fishes usually prefer to use their Antennae to lure a prey close so they can bite it off, but can also attack if startled or to fend off intruders.

Dire Crab

| | | | |
|-------------|-----------|-------------------|--------------------|
| | | HP | 5 |
| | | MP | 8 |
| | | Movement | 3 m (10 ft) |
| Str | 12 | Init | +12 |
| Dex | 12 | NDR | 4 |
| Con | 10 | MDR | 0 |
| Cun | 2 | ThR | +2 |
| Will | 7 | Dodge | +2 |
| Wis | 6 | Parry | - |
| Man | 8 | HtH | +4/+6 |
| | | Shock Test | 29% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|----------|
| Claw | +3 | 1d3+3 | 25% | - | Slashing |



Feats and Special Abilities:

Amphibian, Carapace (Piercing), Gills, Size (Small), Swimming Speed (3 m / 10 ft)

Skills:

Hide +6%, Spot +8%, Swim +10%

Swamp Monster

One of the most dangerous creatures that can be found in a Swamp is a Swamp Monster. These large carnivores restlessly hunt everything smaller than them when hungry until they are fed enough, at which point they return to their lair to slumber. Since their digestion often takes a lot of time, they will usually sleep for a long period of time, usually four to five days or even more, depending of how much they have engorged. During winter they will hibernate instead.

First Appearance:

S05 Ep21 - Scare Master

| | | | |
|-------------|-----------|-------------------|--------------------|
| | | HP | 37 |
| | | MP | 23 |
| | | Movement | 6 m (20 ft) |
| Str | 22 | Init | +12 |
| Dex | 12 | NDR | 4 |
| Con | 22 | MDR | 2 |
| Cun | 2 | ThR | +4 |
| Will | 15 | Dodge | +5 |
| Wis | 8 | Parry | - |
| Man | 15 | HtH | +17/+6 |
| | | Shock Test | 65% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|----------|
| Bite | +5 | 1d3+5 | 32% | - | Piercing |

| | | | | | |
|------|----|-------|-----|---|-----------|
| Claw | +7 | 1d6+5 | 25% | - | Shredding |
|------|----|-------|-----|---|-----------|

| | | | | | |
|-------|-------|-------|-----|---|-----------|
| Claws | +6/+6 | 1d6+5 | 25% | - | Shredding |
|-------|-------|-------|-----|---|-----------|



Feats and Special Abilities:

Amphibian, Arcane Reserve, Darkvision, Fear, Fighter, Gills, Monstrous Constitution, Resistance to Acid (3), Resistance to Poison (+15%), Scale Skin (+1 vs Slashing and Bludgeoning), Scent, Size (Large), Swimming Speed (4,5 m / 15 ft), Tough II, Vulnerable to Lunar Silver (2)

Skills:

Hide +12%, Listen +10%, Spot +13%, Swim +18%

Combat Behavior:

Swamp Monsters lurk the in those swamps which are part of their territory, and prefer to ambush their prey from underwater, even if they will still try to chase them on land if they are forced to. If things go bad for them they will try to grab a victim and return into the water, where they know it would probably drown, and return to the safety of their lair. If attacked inside their lair they will defend it at all cost.

Arimaspi

An Arimaspi is a rare Cyclopean creature who usually lives on those mountains far from civilization or where ancient fortress stands abandoned from centuries. Arimaspi are lone and greedy creatures, who have an insane obsession for gold who they constantly seek and hunt, such as even the typical Griffin obsession for gold pales in comparison. It is not known why the Arimaspi are so obsessed with gold, such as they hoard in their lairs situated deep inside the mountains. In some rare occasions, such hideouts are also guarded by other creatures hired (or kidnapped) by the Arimaspi, since even if they do not talk a comprehensible language, they are able to understand the common language of the region they live in, and usually they give other lesser rewards to those without scruples, such as gems, weapons or other things stolen by the Arimaspi. Usually only the older Arimaspi do so, since the younger are too savage to even consider such things, but fortunately, an elder Arimaspi is even more rare among his kind.

First Appearance:

S5 Ep08 - The Lost Treasure of Griffonstone

Category:

Arcane Beast

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|---------------|--------------|---------------|-----------------|-------------|--------------------|
| | | HP | 38 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 27 | Slam | +8/+8 | 1d6+8 | 26% | [-1] | Bludgeoning |
| Str | 26 | Movement | 12 m (60 ft) | | | | | | |
| Dex | 14 | Init | +15 | | | | | | |
| Con | 18 | NDR | 3 | | | | | | |
| Cun | 7 | MDR | 4 | | | | | | |
| Will | 18 | ThR | +4 | | | | | | |
| Wis | 7 | Dodge | +7 | | | | | | |
| Man | 16 | Parry | - | | | | | | |
| | | HtH | +21/+6 | | | | | | |
| | | Shock Test | 67% | | | | | | |

Feats and Special Abilities:

Ambidexterity, Arcane Reserve, Born within the Rocks, Fear, Gold Seeker, Monstrous Constitution, Rapid Reaction, Reach (3 m / 10 ft), Size (Huge), Tough

Born Within the Rocks:

An Arimaspi increases his hide modifier from +9% to +30% when hiding in an environment filled with rocks or with a high percentage of rocks and stones, but not if within such materials used or buildings unless raw.

Gold Seeker:

The huge single eye of an Arimaspi has an enchanted ability to individuate any source of gold with activating an effect similar to the *Gem Finder* spell, with the first upgrade and following modifiers:

- The Spell is considered an Advanced Spell
- The base range is 15 m (50 ft) who can be doubled to 30 m (100 ft) by spending the double of MP
- The gold detected shines brightly but if there are different amounts of gold, the larger one will shine more, unless one of such sources is also enchanted somehow. In this case, the powerful the enchantment, the brighter it will shine, while the rest of the gold will shine less.
- The spell has difficulties to pass through other refined metals who have been worked by artisans, if thick enough.
- The spell remains active for 1 minute and has the following descriptors: [Divination] and [Earth].
It's not possible to counter this effect directly, but any spell with the [Barrier], [Shield] or [Wall] descriptors could reduce or contrast his effects.

Skills:

Climb +15%, Concentration +10%, Hide +9%, Intimidate +15%, Jump +25%, Listen +13%, Search +10%, Sneak +15%, Spot +13%, Survival (Mountains) +25%

Combat Behavior:

The Arimaspi is a cunning predator, even if still limited by his feral behavior. The Arimaspi are able to hide, follow and learn from their victims to a certain degree, usually observing their Behavior and understanding when they are more active and when less. An Arimaspi always tries to set up an ambush, by concealing himself in a favorable environment or by attacking during night time when most of the creatures sleep or are less active. They strike fast and then flee away with their prize, which usually is something related with gold somehow, such as a golden statuette or a chest filled with coins. Even so, they tend to not stay too much into combat if they are able to run away, since their skin isn't very resistant and a lot of smaller creatures could easily overrun them. When an Arimaspi successfully grabs the gold he is looking for (the brighter one), he will automatically pass a Morale Check, increasing it by 1, for 1d3+2 rounds.

BUFOGREN

Bufogrens are strange large frog-like creatures with multiple eyes, a foul breath and a sensible hearing. Bufogrens live in swamps and will always try to avoid other noisy creatures unless disturbed when sleeping. Most of their attacks are caused by unaware travelers and adventurers which due to their clumsy movements could cause a noise that even if not that loud, for the Bufogren its quite annoying. While most of the Bufogrens are simple minded, there are some, usually those more old, which slowly learn to understand a single language and even talk some simple sentences, usually after years of listening to other more intelligent races talk.

First Appearance:

S08 Ep17 - The End in Friend

Category:

Arcane Beast

Sub-type:

Aquatic

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-----------|--------------------|
| | | HP | 36 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 20 | Slam | +5 | 1d6+6 | 25% | 0 | Bludgeoning |
| | | Movement | 6 m (20 ft) | | | | | | |
| Str | 20 | Init | +12 | | | | | | |
| Dex | 12 | NDR | 3 | | | | | | |
| Con | 16 | MDR | 2 | | | | | | |
| Cun | 6 | ThR | +3 | | | | | | |
| Will | 13 | Dodge | +4 | | | | | | |
| Wis | 8 | Parry | - | | | | | | |
| Man | 14 | HtH | +18/+6 | | | | | | |
| | | Shock Test | 59% | | | | | | |

Feats and Special Abilities:

Amphibian, Arcane Reserve, Foul Breath, Gills, Monstrous Constitution, Multy-eyed, Resistance to Piercing (1), Sensible Hearing, Size (Huge), Swimmign Speed (3 m / 10 ft), Tough II

Foul Breath:

When a Bufogren talks, all the creatures within 1,5 m (5 ft) in front of him must pass a Shock Test (Poison) or become Sick for 1d10+5 Minutes or just 1 Round if the test is successfully passed. The breath is so smelly that also causes eyes to weep as long as the smell affect them, inflicting a -10% to Spot and Search Checks and a -2 to Ranged Attacks. An Angered Bufogren will often use his breath as offensive weapon by spending 2 Action and emitting a cloud of foul breath in a cone of 3 m (10 ft) in front of him, once every 1d3+4 Rounds. Breathing a Bufogren foul breath will increase the Creature's Toxicity by 1d3 per Round of exposition or by 1 if the Shock test is successfully passed.

Multy-eyed:

Due to its many eyes, a Bufogren sides are considered as its facing front to the purpose of interacting with Feats and Spells which have a different effect on a Creature side, such as *Backstab*.

Sensible Hearing:

Loud noises are perceived as even more noisy by a Bufogren, forcing him to make a Shock Test or become Stunned for 1d3 Rounds. Sonic Damage will inflict a -10% penalty to the Check.

Skills:

Jump +14%, Listen +25%, Spot +14%, Swim +13%

BUG-BEAR

Bugbears are strange creatures half bear and half bumblebee. Extremely aggressive, they usually prey on smaller creatures even if they have already eat or even if not provoked at all. Bugbears are able to destroy and ravage entire farms and small villages, so they are hunted down as soon as possible, even if it would be a dangerous task.

First Appearance:

S05 Ep09 - Slice of Life

Category:

Chimera

Sub-type:

Animal, Insect

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|------|----------|
| | | HP | 40 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 33 | Bite | +5 | 1d3+6 | 25% | -1 | Bite |
| | | Movement | 3 m (10 ft) | | | | | | |
| Str | 23 | Init | +12 | Claw | +9 | 1d6+6 | 30% | -2 | Slashing |
| Dex | 12 | NDR | 5 | | | | | | |
| Con | 24 | MDR | 5 | Sting | +7 | 1d3+5 | 27% | (-3) | Impaling |
| Cun | 4 | ThR | +5 | | | | | | |
| Will | 15 | Dodge | +6 | | | | | | |
| Wis | 6 | Parry | - | | | | | | |
| Man | 16 | HtH | +18/+6 | | | | | | |
| | | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Arcane Reserve III, Buzzing, Dash, Fear, Fighter II, Fierce Charge, Flight Speed (9 m / 30 ft), Furious Charge, Levitation (4,5 m / 15 ft), Monstrous Constitution, Multi-attack, Resistance to Physical Damage (2), Size (Large), Sting, Tough II, Vulnerable to Lunar Silver (3)

Buzzing:

As long as the Bugbear is fluctuating, he will produce a clear buzzing noise with his insect wings, and is unable to Sneak.

Multi-attack:

A Bugbear is able to perform up to 4 attacks with his four claws, by spending Two Actions. If he does so, he suffers a -1 to his ThR for each consecutive attack after the first. The third and fourth attack are resolved with an Initiative Slowdown of 1.

Sting:

When a Bugbear performs a Charge, he uses his Sting to trying to impale his opponents. The Sting is considered to have the Anti-Infantry Special Rule.

Skills:

Hide +1%, Listen +8%, Search +11%, Sneak +10%, Spot +9%, Survival (Any) +8%

Combat Behavior:

Bugbears usually try to ambush their prey, charging forward with their sting and then finishing them off with their claws. If surrounded they try to distribute their attacks equally, or they will always try to take down the strongest of their opponents. Bugbears usually do not bite their opponents unless they are able to grab and hold them. Against Large creatures (or bigger) they do not use their sting since it would be less useful. A Bugbear usually is able to analyze his surrounding and to decide to continue a fight or to flee away. They usually try to allure those who seems to strong to be taken down, into a difficult terrain for them to move, like a bog or a swamp, since the bugbear is capable to levitate and avoid to being slow down or even trapped within the muddy soil.



CERBERUS

Cerberi are huge three-headed canids which were often used to guard specific places in ancient time but are mostly extinct nowadays.

First Appearance:

S02 Ep20 - It's About Time

Category:

Beast

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|---------------|------------|---------------|-----------------|-----------|------------------|
| | | HP | 56 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 17 | Bite | +7 | 1d10+7 | 24% | -1 | Shredding |
| | | Movement | 12 m (40 ft) | | | | | | |
| Str | 26 | Init | +12 | | | | | | |
| Dex | 12 | NDR | 5 | | | | | | |
| Con | 28 | MDR | 6 | | | | | | |
| Cun | 3 | ThR | +4 | | | | | | |
| Will | 17 | Dodge | +5 | | | | | | |
| Wis | 7 | Parry | - | | | | | | |
| Man | 15 | HtH | +23/+6 | | | | | | |
| | | Shock Test | 70% | | | | | | |

Feats and Special Abilities:

Fear, Furious Charge, Monstrous Constitution, Resistance to Fire (5), Resistance to Heat (+10%), Scent, Size (Huge), Three Heads are Better than One

Three Heads are Better than One:

Since a Cerberus possess three heads, each head will roll separately for its own Initiative Turn, but only the one with the higher score is the one which is allowed to perform movement for the entire body and have 2 Actions, while the other heads will only have one action to perform. The Heads also prevents the use of Feats and Spells which have effect on a creature's Side, such as Backstab, and as long as one of the heads is able to see an opponent, the entire creature is considered to be aware of its incoming attacks.

Skills:

Climb +10%, Hide +5%, Listen +17%, Search +12%, Sneak +5%, Spot +16%, Survival (Tartarus) +18%, Swim +10%

Combat Behavior:

Cerberi always try to defend the territory they live in or the place they were instructed to guard, but will often prefer to scare off trespassers rather than actually kill them, unless their intentions force them to do so.

Orthros

An Orthros is a sub-species of Cerberus with only two heads and a more regular size, such as of normal medium-sized dogs.

First Appearance:

S04 Ep22 – Trade Ya!

| | | | | | | | | | | | |
|------|----|------------|-------------|--------|--|--|-----|--------|----------|----|-----------|
| | | HP | 15 | Attack | | | ThR | Damage | Critical | AP | Type |
| | | MP | 14 | Bite | | | +7 | 1d10+7 | 24% | -1 | Shredding |
| Str | 13 | Movement | 9 m (30 ft) | | | | | | | | |
| Dex | 12 | Init | +12 | | | | | | | | |
| Con | 13 | NDR | 2 | | | | | | | | |
| Cun | 2 | MDR | 3 | | | | | | | | |
| Will | 12 | ThR | +3 | | | | | | | | |
| Wis | 5 | Dodge | +3 | | | | | | | | |
| Man | 13 | Parry | - | | | | | | | | |
| | | HtH | +8/+6 | | | | | | | | |
| | | Shock Test | 70% | | | | | | | | |

Feats and Special Abilities:

Fighter, Furious Charge, Resistance to Fire (1), Scent, Tough, Two heads are Better than One

Two Heads are Better than One:

Works the same way of Three Heads are Better than One, except that an Orthros has only two heads.

Skills:

Climb +5%, Hide +3%, Listen +10%, Search +8%, Sneak +8%, Spot +10%, Swim +8%

CHANGELINGS

First Appearance:

S02 Ep26 - A Canterlot Wedding (Part 2)

Category:

Shapeshifter

Changelings Special Abilities:

Doppelgänger:

A Changeling can copy the shape of a creature of the same size, or smaller, that they observe for at least 3 entire Rounds and spending 15 MP. This is a Spell-like effect who has the [Transmutation] descriptor, but can only be countered by those effects who could force the changeling to return normal or those effect who negates any form of magic. A Changeling Drone is only capable to copy the size and shape of a creature, but is not able to talk at all, while the Praetorians are also able to imitate the voice as long as they listen how the creature talks, even if could require up to 1 minute. Is also important that those who know well the copied creature could notice some differences such as the way of speech or movements, but this detail is up to the GM to define, even if drones are usually more easy to spot.

This effect lasts 2 Hours and can be activated as a free action when the creatures finishes to observe the victim. The spell can be renewed again by spending 10 MP for 2 additional hours. For praetorians the duration is doubled.

Notice that this spell will also try to replicate the same Strength, Dexterity and Constitution of the copied Creature, but only Praetorians can actually do that, while drones will simply maintain their own.

Emotion Devourer:

The most peculiar ability of a Changeling is his ability to literally feed on other's emotions, especially those positive, which the negative one will grant almost no nutrition. A Changeling is capable to feed on those creatures who are somehow considered sentient, while animals and other creatures will also grant small to almost no nutrition. A Changeling can start feeding on a creature's emotions after he successfully grapples it or if close enough to it while unsuspected and both must perform a Counter Mana Check. If the Changelings wins, he will temporarily reduces the victim's Cunning, and Wisdom values by 1 per round and the willpower value by 1 every 3. When both the victim's Cunning and Wisdom are reduced to 6, the effect immediately ends and the victim will become apathetic and confused, without being able to understand what is going on or to do complex actions or even combat. This effect can only be healed with magic even if the creature recover 1 characteristic point to a single one every 3 days of rest. If the feeding is interrupted before one of the characteristics reaches 6, the victim will only become Disoriented for 1d3+1 Rounds. If a Changeling is able to Feed on a creature's emotions for at least 2 Rounds, he will obtain the same effects of having a positive Morale Value of 1 for 1d3 minutes. A Changeling is unable to feed on Constructs, Elementals, Insects, Plants and Undeads while some Oniric Creature will grant a noticeable nutrition, Obscure or Shadow Creature will actually Poison the changeling. Those creatures with a Corruption score of 7 or more are usually considered as hideous by Changelings who will never feed on them.

Heat Weakness:

All Changelings are naturally weakened by excessive high temperatures, such as those of a Desert or within Lava. As long as they remain in an environment with such temperatures, they are always considered Exhausted.

Changeling Drone

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-------|-------|-----|-------------|----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>10</td></tr><tr><td>Cun</td><td>7</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>7</td></tr><tr><td>Man</td><td>15</td></tr></table> | Str | 12 | Dex | 12 | Con | 10 | Cun | 7 | Will | 12 | Wis | 7 | Man | 15 | HP | 10 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 10 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 7 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 7 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 15 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 26 | Bite | | +3 | 1d3+2 | 25% | 0 | Piercing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | Hoof | | +3 | 1d3+3 | 25% | 0 | Bludgeoning | | | | | | | | | | | | | | | |
| NDR | 1 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +6/+6 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 34% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve II, Changeling Rush, Climbing Speed (4,5 m / 15 ft), Doppelgänger, Emotion Devourer, Flight Speed (12 m / 40 ft), Heat Weakness, Hoof Kombat, Iron Will, Rapid Reaction, Stable Flight, Uneasiness, Wall Climb

Skills:

Climb +15%, Concentration +10%, Hide +8%, Jump +5%, Listen +8%, Search +8%, Sneak +8%, Spot +8%

Changeling Rush:

A Changeling who is fluctuating at at least 12 m (40 ft) from the ground, can overcharge himself and then fall directly to the ground, creating a small arcane explosion on the impact.

The overcharge has a cost of 10 MP and will inflict 1d6+1 Arcane damage to both the Changeling and to everyone within 1,5 m (5 ft).

By spending 5 additional MP, and increasing the distance by +3 m (+10 ft), the impact will deal +1d6 Arcane Damage to both the changeling and those caught within the explosion, up to a total of 3d6+1 Arcane Damage to both the Changeling and those caught in the radius. It is possible to halve the damage taken with a successful Dexterity Check (the Changeling is unable to avoid the damage).

If the Changeling survives, is considered stunned for 1 Round.

This Feat is resolved with an Initiative slowdown of -2 with an additional -2 for every additional d6 of damage.

A Creature who suffers at least 10 Damages by the impact, must pass a Shock Test (Magic) or become Stunned for 1 Round.

If the Check is successfully passed, the creature will become Dazzled instead.

Changeling Soldier

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-------|-------|-----|-------------|----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>12</td></tr><tr><td>Cun</td><td>7</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>7</td></tr><tr><td>Man</td><td>16</td></tr></table> | Str | 14 | Dex | 14 | Con | 12 | Cun | 7 | Will | 14 | Wis | 7 | Man | 16 | HP | 15 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 7 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 7 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 16 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 28 | Bite | | +5 | 1d3+4 | 28% | (-1) | Piercing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +16 | Hoof | | +6 | 1d3+4 | 28% | 0 | Bludgeoning | | | | | | | | | | | | | | | |
| NDR | 3 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +6 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +9/+7 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 45% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve II, Changeling Rush, Climbing Speed (4,5 m / 15 ft), Doppelgänger, Emotion Devourer, Fierce Charge, Fighter, Flight Speed (12 m / 40 ft), Furious Charge, Heat Weakness, Hoof Kombat, Improved Pounce, Iron Will, Rapid Reaction II, Stable Flight, Tough, Uneasiness, Wall Climb

Skills:

Climb +15%, Concentration +10%, Hide +11%, Jump +12%, Listen +11%, Search +9%, Sneak +13%, Spot +11%

Changeling Praetorian

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-------|-------|-----|-------------|----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>15</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>13</td></tr><tr><td>Cun</td><td>7</td></tr><tr><td>Will</td><td>15</td></tr><tr><td>Wis</td><td>7</td></tr><tr><td>Man</td><td>16</td></tr></table> | Str | 15 | Dex | 14 | Con | 13 | Cun | 7 | Will | 15 | Wis | 7 | Man | 16 | HP | 17 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 15 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 13 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 7 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 15 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 7 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 16 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 33 | Bite | | +7 | 1d3+5 | 35% | -1 | Piercing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +16 | Hoof | | +8 | 1d3+5 | 30% | 0 | Bludgeoning | | | | | | | | | | | | | | | |
| DR | 4 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 4 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +5 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +6 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +10/+7 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 53% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve III, Armor Proficiency (Light), Changeling Praetorian, Changeling Rush, Climbing Speed (4,5 m / 15 ft), Dauntless, Doppelgänger, Emotion Devourer, Fierce Charge, Fighter II, Flight Speed (12 m / 40 ft), Furious Charge, Heat Weakness, Hoof Combat, Improved Pounce, Improved Stomp, Iron Will, Rapid Reaction II, Shock Resistance, Stable Flight, Tough, Uneasiness, Wall Climb

Skills:

Climb +18%, Concentration +13%, Hide +11%, Intimidate +10%, Jump +13%, Listen +12%, Search +9%, Sneak +13%, Spot +11%

Changeling Praetorian:

A Changeling Praetorian grants a +5% bonus to Morale Checks to any Changeling Drone and Soldier within 15 m (50 ft)

As long as there are up to 5 Changelings within 9 m (30 ft) to the Praetorian, all the Changelings obtains a +10% to any Fear and Terror Check caused by Creatures and Monsters, but has no effect against spells.

Praetorians don't become Disoriented if they loose the mind-contact with their queen.

Equipment:

Chitin Armor, Chitin Helmet

Chitin Armor:

A Chitin Armor counts as a Light Armor with a -3% penalty to Skills and increases the wearers' DR by 1 against both Piercing and Bludgeoning Damage.

Combat Behavior:

Changelings will follow any order of their Queen without questions. While Drones usually will simply rush against their enemies, swarming with their numbers, Soldiers are also known to use some basic tactics and are also capable to try to sneak past their foes and then ambushing from behind. Since also there are more Drones than Soldiers, they are also often used to perform a Changeling Rush who could end in their destruction. Soldiers always try to charge their enemies, performing a Pounce every time they can and then use their Bite to deal more damage as they can. Praetorians are more rare and stronger than the Changeling Soldiers, and usually wear a Chitin Armor to distinguish them from the rest of the other Changelings. They function as commander and can make the lesser Changelings be more efficient in combat if in large numbers

If a Changeling score a Critical Hit it always choose to increase his damage, unless against armored foes, where they could try to cause a Bleeding Effect or reduce their DR by 1. While engaged in combat only Soldiers and Praetorians often performs stomp attacks while the Drones are more simple in their tactics and just rush their enemies.

QUEEN CHRYSALIS

| | | | | | | | | | | | | | | | | | | | | | | |
|--|------------|-------------|------|-------|-------|-----|-------------|----------|------|----|-----|----|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>18</td></tr><tr><td>Dex</td><td>16</td></tr><tr><td>Con</td><td>20</td></tr><tr><td>Cun</td><td>13</td></tr><tr><td>Will</td><td>26</td></tr><tr><td>Wis</td><td>13</td></tr><tr><td>Man</td><td>50</td></tr></table> | Str | 18 | Dex | 16 | Con | 20 | Cun | 13 | Will | 26 | Wis | 13 | Man | 50 | HP | 38 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 18 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 16 | | | | | | | | | | | | | | | | | | | | |
| | Con | 20 | | | | | | | | | | | | | | | | | | | | |
| | Cun | 13 | | | | | | | | | | | | | | | | | | | | |
| | Will | 26 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 13 | | | | | | | | | | | | | | | | | | | | |
| | Man | 50 | | | | | | | | | | | | | | | | | | | | |
| | MP | 110 | Bite | +8 | 1d6+5 | 25% | -1 | Piercing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +18 | Hoof | +10 | 1d6+6 | 28% | 0 | Bludgeoning | | | | | | | | | | | | | | | |
| NDR | 5 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 7 | Magic | +12 | ? | ? | ? | ? | | | | | | | | | | | | | | | |
| ThR | +5 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +9 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +17/+8/+14 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 80% | | | | | | | | | | | | | | | | | | | | | |

Traits:

Grudge (Dragons), Hatred (Celestia), Horn

Feats and Special Abilities:

Arcane Reserve VI, Armor Proficiency (Light), Armored Spellcaster II, Climbing Speed (6 m / 20 ft), Doppelgänger, Emotion Devourer, Empower Spells, Epic Arcane Reserve III, Epic Toughness, Extend Spells, Fast Healing (5), Fear, Fierce Charge, Fighter III, Flight Speed (12 m / 40 ft), Furious Charge, Heat Weakness, Hoof Combat, Improved Pounce, Iron Will, Magic Affinity II, Mobile Protection, Monstrous Constitution, Rapid Reaction II, Stable Flight, Supreme Hive Queen, Tenacious Spellcaster, Tough II, Trample (18/1d6+5), Wall Climb

Supreme Hive Queen:

Chrysalis is capable to telepathically communicate with her brood within a range of 1,5 km (7500 ft), while the closer she is, the more articulate thoughts or sensations she can send to them. She also has total control over them as long as they stay within her area of effect, while if she is injured or weakened somehow, such area will drastically shrink up to few meters (feet).

Certain spells with the [Shield] or [Wall] Descriptor could interfere or even reduce the effectiveness of this ability.

A Drone or Soldier left alone will become Disoriented for 1d3+2 Minutes, then it will randomly act or just wander erratically, usually even forgetting to change his shape.

Chrysalis is capable to use the Emotion Devourer special ability even without holding her opponents and is also able to use the effect on every creature within 9 m (30 ft) but only those with a Career Rank of Competent or lower.

Chrysalis is also immune to any Mind-affecting Feat, Spell or ability and is Immune to Fear and Morale Checks.

Skills:

Authority +35%, Bluff +25%, Climb +16%, Concentration +20%, Hide +16%, Intimidate +30%, Jump +12%, Knowledge (Arcane) +15%, Knowledge (Ancient History) +10%, Listen +15%, Search +12%, Sense Motive +15%, Sneak +15%, Spot +18%

Spells:

These spells are always cast as Expert Spells.

Arcane Bolt (14 MP, Up. II), Arcane Shield (8 MP), Hypnosis (22 MP), Mirror Transmutation (60 MP)

Combat Behavior:

Chrysalis usually never fights alone, but is often followed by her brood. Even so, she is a dangerous foe thanks to her ability to trample and the fast healing. While she can loose her temper extremely fast, she is also capable to came up with mischievous plans, usually using her natural ability to change her appearance and hide her true intentions until the right time to strike.

Chrysalis always uses her subjects to weaken her enemies and then finish them quickly but is no longer a reckless fighter as when she where younger and prefer to act only when she is sure to minimize the risks for herself.

She rarely uses the Arcane Shield spell, since she prefer to use her MP to cast offensive spells or to heal herself.

Even so, she could use it as emergency to buy some time for healing and then run away.

Note:

It is suggested to read the IDW Comic "Fiendship is Magic" dedicated to Chrysalis, to better understand why she is unavailable for a long time (and why she hates dragons).

CHIMERA

The term chimera is usually used to indicate a creature formed by the mixture of two or more animals.

Even if is still not know how a chimera is generated, many scholars and sages have theorized that a chimera is always created by the interaction of the arcane energies from the Dreamworld with our reality. The most classic example of a chimera is a creature who is a mixture of a tiger and a ram, with a tail shaped as a snake. Those creatures present primitive intelligence, while others are also able to learn, to speak or at least to understand other living creatures.

First Appearance:

S04 Ep17 - Somepony to Watch over Me

Category:

Chimera

Sub-type:

Animal, Reptile

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|-----------------|------------|---------------|-----------------|-------------|--------------------|
| | | HP | 39 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 17 | Bite | +7 | 1d6+7 | 25% | -1 | Slashing |
| | | Movement | 9 m (30 ft) | Claw | +9 | 1d6+5 | 24% | -2 | Shredding |
| | | Init | +14 | Headbutt | +8 | 1d6+5 | 30% | [-1] | Bludgeoning |
| Str | 20 | NDR | 4 | | | | | | |
| Dex | 12 | MDR | 5 | | | | | | |
| Con | 22 | ThR | +4 | | | | | | |
| Cun | 6 | Dodge | +7 | | | | | | |
| Will | 13 | Parry | - | | | | | | |
| Wis | 8 | HtH | +15/+7 | | | | | | |
| Man | 16 | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Fear, Fierce Charge, Headbutt, Heat Resistance (+25%), Improved Dodge III, Improved Shock Test, Rapid Reaction, Resistance to Diseases and Poisons (+15%), Resistance to Fire (4), Size (Large), Snake Head, Thick Hide, Three Heads are Better than One, Tough III, Vulnerable to Lunar Silver (2)

Headbutt:

When Charging, the Chimera uses his Ram (or Goat) head to perform a Headbutt. If the Headbutt obtains a Critical Hit the Chimera always renounces to Additional Damage to inflict 1d3 Direct Damage and Stun his opponent for 1 Round. A creature hit by this attack must immediately perform a Counter HtH (Strength) Check or being pushed back by 1,5 m (5 ft). If the chimera obtains a result higher by 10 or more points, the victim is also Knocked Down.

Snake Head:

The Snake Head can only perform a Bite with the following modifications: it deals 1d3+5 Piercing Damage with 1d3 additional Poison Damage if manages to actually injury his victim. The poison damage also increases the victim's Toxicity by 1d6. If obtains a Critical Hit, the snake head always renounces the additional damage to cause a *Bleeding* effect. A Bleeding creature will increase his Toxicity by 1d6+3 Instead of only 1d6. The Snake head has the *Extended Reach* (3m / 10 ft) Special Rule and is usually faced on the opposite direction of the other heads. As long as the snake head is alive, the chimera negates any *Backstab* and *Sneak Attack* if it's aware of the incoming attack. The Snake Head always swap his initiative with one of the other heads if obtains the higher Initiative Score. The Snake Head can be considered a separate creature with 17 HP and a NDR of 4, but is able to Dodge the first 3 Attacks without any penalty. If the Snake Head dies, the Chimera suffers 1d6+3 Direct Damage but it will never reach 0 HP in this way, remaining with only 2 HP instead.

Three Heads are Better than One:

This chimera has three heads. Commonly the two frontal heads are of a Lion and a Goat or a Tiger and a Ram, while the snake tails is usually a viper, even if chimeras who are found in a desert environment have the tail shaped as a cobra. A Chimera rolls three different Initiative, one for each head and can perform up to three actions, distributed within the heads but only one of them can decide to move as an additional action, while the other two have only access to one action. A Chimera counts as 7 creatures when charging or is being charged by medium-sized creatures or as 15 when charging or being charged by Small Creatures. Against Large or bigger creatures, it counts as 3. Only the Lion (or Tiger) head can decide to perform a Bite Attack, instead of a Claw Attack.

Skills:

Listen +13%, Search +8%, Sneak +15%, Hide +15%, Spot +15%

Combat Behavior:

Usually a chimera simply rushes against his opponents trying to perform a Headbutt, and then proceeds to attack him or his allies nearby if there are any. The snake head usually does not enters combat unless against creatures who are trying to attack the chimera from behind or by the sides. If not engaged, the snake head usually will guard the surrounding or it will simply watch the fighting. If the chimera runs away, the snake head will try to bite those who are trying to follow them, if within range.

CHUPACABRA

Chupacabras are strange creatures which resemble a sort of mixture between a large feline and a reptile. While the dark-blue head resembles the one of a panther and the frontal body has a thick fur, the rest of the body is more similar to the one of a lizard, with purple-blue scales. Chupacabras usually hunt small creatures, such rabbits, jackalopes, goats and sheep (the latter are the also the cause of their name) but can also try to hunt other creatures, especially if alone, if they are very hungry or angered for some reason.

First Apparition:
MLP IDW Comic Issue #3

Category:
Chimera

| | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|--------------|------|----|-----|----|-------|-------|------|----------|----------|---|-----|---|----|----|--------|--|--|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>13</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>12</td></tr><tr><td>Cun</td><td>3</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>9</td></tr></table> | Str | 13 | Dex | 13 | Con | 12 | Cun | 3 | Will | 12 | Wis | 8 | Man | 9 | HP | 14 | Attack | | | | ThR | Damage | Critical | AP | Type |
| | Str | 13 | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 12 | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 3 | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 9 | | | | | | | | | | | | | | | | | | | | | | | |
| | MP | 10 | Bite | | | | +4 | 1d6+2 | 20% | -1 | Piercing | | | | | | | | | | | | | | |
| | Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | Claw | | | | +5 | 1d3+3 | 23% | (-1) | Slashing | | | | | | | | | | | | | | | |
| NDR | 1 | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +7/+6 | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 40% | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:
Climbing Speed (4,5 m / 15 ft), Fierce Charge, Scale Skin (+1 vs Bludgeoning), Scent, Tough, Uneasiness, Vulnerable to Lunar Silver (2)

Skills:
Hide +17%, Jump +11%, Listen +17%, Search +9%, Sneak +17%, Spot +10%

Combat:
Chupacabras are simple hunters, which prefers to hide from their preys and then perform quick and brutal ambushes.

Cockatrice

While the shape of a Cockatrice could be described as weird, it is an extremely dangerous creature who is usually avoided. Even so, the Cockatrice is a mischievous creature which hunts small rodents, birds or else, but it also feed on carrion and arcane wastes. The most dangerous feats of a Cockatrice is her Petrifying Gaze, who is able to turn creatures to stone or just partially petrify them.

First Apparition:
S01 Ep17 - Stare Master

Category:
Arcane Creature

Cockatrice

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|----------|
| | | HP | 10 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 37 | Beak | +6 | 1d3+2 | 28% | -1 | Piercing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 6 | Init | +14 | | | | | | |
| Dex | 13 | NDR | 2 | | | | | | |
| Con | 13 | MDR | 4 | | | | | | |
| Cun | 4 | ThR | +3 | | | | | | |
| Will | 16 | Dodge | +6 | | | | | | |
| Wis | 11 | Parry | - | | | | | | |
| Man | 17 | HtH | +2/+6 | | | | | | |
| | | Shock Test | 33% | | | | | | |

Feats and Special Abilities:
Arcane Reserve III, Dash, Magic Resistance (2/+5%), Petrifying Gaze, Rapid reaction, Resistance to Poison (+15%), Scale Skin (+1 vs Piercing and Slashing), Size (Small), Tough II, Uneasiness, Vulnerable to Lunar Silver (1)

Petrifying Gaze:
A Cockatrice is capable to use her Petrifying Gaze on a single Creature within 6 m (20 ft), as long as she manages to watch it directly in the Creature's eyes. The Gaze requires a Counter Mana Check and if the victim fails, it will slowly turn into stone starting from the lower limbs. The process requires 1d3+2 Rounds which at the end, the victim will completely turn into stone becoming Petrified. If the Cockatrice obtains a result higher by 10 points or more, the petrification process will require half the time. When the process starts, the Creature is unable to look away but could try to do it with a Counter Willpower Check. The Petrifying Gaze costs 10 MP to be used, but if it fails at the first try, the Cockatrice immediately recovers half of the cost. A Creature who does not directly watches the Cockatrice has a 50% chance to avoid the gaze, but the Cockatrice will also obtain the same percentage as Concealment. Notice that the cost of this ability is paid only if the Cockatrice watches a Creature in the Eyes. If the eye contact is interrupted before the transformation is complete, the creature will slowly return to a normal state within 1d6+4 Minutes. If the Cockatrice stares the same creature once, more, the process will start over, but the rounds will be re-rolled again, unless only 1 was left. Huge Creatures or larger will only have a part of their body being turned into stone, but it would be a very painful experience.

Skills:
Jump +10%, Hide +11%, Listen +10%, Search +8%, Sneak +9%, Spot +9%

Combat Behavior:
Cockatrices are lone hunters, but usually will try to stay away from others unless hungry. When in danger, they will simply try to petrify such attackers but if the tactics doesn't work well or if there are too many, it will simply run away.

Mutant Cockatrice (Gigantic)

*In some extremely rare occasions, a Cockatrice could mysteriously grow to unexpected dimensions, becoming a terrifying monster capable to destroy entire villages. Luckily tho, it will loose the Petrifying Gaze ability while in such state, and become even more stupid.
The only known sights of such creatures where during the passage of a comet every thousands of years.*

First Appearance:

MLP IDW Comic #4

| | | | | | | | | | | | | | | | | | | | | | | | | |
|---|--------|----------|-------------|------|---|-----|-------|-----|----|----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>28</td></tr><tr><td>Dex</td><td>8</td></tr><tr><td>Con</td><td>28</td></tr><tr><td>Cun</td><td>1</td></tr><tr><td>Will</td><td>24</td></tr><tr><td>Wis</td><td>6</td></tr><tr><td>Man</td><td>30</td></tr></table> | | Str | 28 | Dex | 8 | Con | 28 | Cun | 1 | Will | 24 | Wis | 6 | Man | 30 | HP | 88 | Attack | | ThR | Damage | Critical | AP | Type |
| | | Str | 28 | | | | | | | | | | | | | | | | | | | | | |
| | | Dex | 8 | | | | | | | | | | | | | | | | | | | | | |
| | | Con | 28 | | | | | | | | | | | | | | | | | | | | | |
| | | Cun | 1 | | | | | | | | | | | | | | | | | | | | | |
| | | Will | 24 | | | | | | | | | | | | | | | | | | | | | |
| | | Wis | 6 | | | | | | | | | | | | | | | | | | | | | |
| | | Man | 30 | | | | | | | | | | | | | | | | | | | | | |
| | | MP | 55 | Beak | | +8 | 1d6+8 | 28% | -1 | Piercing | | | | | | | | | | | | | | |
| | | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +8 | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 4 | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 6 | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +26/+4 | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 80% | | | | | | | | | | | | | | | | | | | | | | | |

| | | | | | | |
|-----------|--|----|--------|-----|------|----------|
| Tail Slam | | +8 | 1d10+8 | 25% | [-3] | Crushing |
|-----------|--|----|--------|-----|------|----------|

Feats and Special Abilities:

Arcane Reserve III, Magic Resistance (3/+5%), Monstrous Consitution, Immunity to Poison, Extended Reach (4,5 m / 15 ft), Scale Skin (+2 vs Piercing and Slashing), Size (Gigantic), Tail Slam, Thick Scales, Terror, Tough II, Vulnerable to Lunar Silver (5)

Skills:

Jump +35%, Listen +8%, Search +5%, Sneak +2%, Spot +5%

Combat Behavior:

Such creatures are too stupid to even think to do something complex, so they will simply chase everything it moves, even trying to crush down small houses or shelters.

CRAGADiLE

Cragadiles are huge creatures which resemble a crocodile entirely made of stones and rocks. Fierce and extremely territorial, the Cragadiles only inhabits swamps presents in Arcane or Everfree Forests, or those zones which is present an Arcane Anomaly related to the earth or acid. Cragadiles usually live inside small ponds or lake, even made of acid or similar substances and patiently wait for a prey to get close, just for suddenly burst out and attack them. They also use to rest within the rocks and are often confused by large boulders.

First Apparition:

S04 Ep02 - Princess Twilight Sparkle (Part 2)

Category:

Arcane Creature

Sub-type:

Elemental (Earth)

| | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-----|----|-----|----|-------|-----|-----|----------|-------|-----|------|-------------|--------|--|--|--|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>22</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>30</td></tr><tr><td>Cun</td><td>5</td></tr><tr><td>Will</td><td>18</td></tr><tr><td>Wis</td><td>5</td></tr><tr><td>Man</td><td>14</td></tr></table> | Str | 22 | Dex | 12 | Con | 30 | Cun | 5 | Will | 18 | Wis | 5 | Man | 14 | HP | 45 | Attack | | | | | ThR | Damage | Critical | AP | Type |
| | Str | 22 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 30 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 5 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 18 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 5 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 14 | | | | | | | | | | | | | | | | | | | | | | | | |
| | MP | 23 | Bite | | | | | +9 | 1d6+6 | 27% | -1 | Piercing | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +11 | Tail Slam | | | | | | | | | | +7 | 1d6+7 | 24% | [-2] | Bludgeoning | | | | | | | | | | |
| DR | 6 | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +18/+6 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 80% | | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Amphibian, Arcane Reserve, Fear, Fighter II, Gills, Immunity to Acid, Immunity to Poison, Improved Grab, Monstrous Constitution, Resistance to Electrical Damage (15), Size (Large), Slow and Purposeful, Stone Scales, Swim Speed (3 m / 10 ft), Tail Sweep, Vulnerable to Cold (3)

Stone Scales:

A Cragadile increases its DR against Physical Damage by 2 except against Enchanted Weapons or Weapons made of Lunar Silver.
A Cragadile increases its Hide modifier from +5% to +25% if is submerged or to +30% if he is surrounded by an environment rich of stones and rocks.

Skills:

Hide +5%, Listen +5%, Sneak +5%, Spot +9%

Combat Behavior:

Cragadiles will follow the same tactics of normal crocodiles, by simply waiting for a prey, while being almost submerged underwater. They are also used to use their tail to defend themselves against those who attack them from behind.

CREEP

Those creatures who are called Creeps by the common folk, are the result of the interaction between the Dreamworld and the Nether, a horrible, dark and gloomy place where there is no sun, and everything is obscured by a perpetual twilight or darkness.

Creeps have different forms and Behaviors, and usually their presence is a signal of the corruption of the entire zone, usually by black magic or by and arcane anomaly.

Category:

Nightmare

Sub-type:

Obscure

Crawler

Being common in ancient or haunted ruins, those small creatures owe their name since they do not have any legs, so they simply crawl on the ground with their slender arms, who also use to attack their victims. Crawlers are scared by sunlight or other strong sources of light, except by Dim Light. Crawlers are somehow related with Stalkers by appearance, since they look like slender creature made of solid darkness.

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-----------|----------------|
| | | HP | 3 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 15 | Claw | +4 | 1 | 20% | -4 | Obscure |
| Str | 4 | Movement | 6 m (20 ft) | | | | | | |
| Dex | 13 | Init | +14 | | | | | | |
| Con | - | NDR | 1 | | | | | | |
| Cun | 2 | MDR | 2 | | | | | | |
| Will | 13 | ThR | +2 | | | | | | |
| Wis | 5 | Dodge | +4 | | | | | | |
| Man | 14 | Parry | - | | | | | | |
| | | HtH | +0/+7 | | | | | | |
| | | Shock Test | - | | | | | | |

Feats and Special Abilities:

Climbing Speed (6 m), Rapid Reaction, Shadow Creature, Size (Small), Uneasiness, Vulnerable to Lunar Silver (1), Wall Climb

Skills:

Listen +5%, Sneak +10%, Hide +10%, Spot +9%

Combat Behavior:

Crawlers always move silently when approaching their victims, and then manage to rush them in large numbers, but since they are not very cunning, they do not always try to sneak behind them. A Crawler is a simple creature who will simply attack the first creature nearby and they never perform Attacks of Opportunity at all. Crawlers are immediately vaporized by strong burst of Light, like the *Dazzle* Spell.



Drooler

Even if the upper body of a drooler is a sort of snake-like creature with a pair of jaws similar to those of an insect, they are actually a sort of fungal formation. Droolers are extremely patient creatures, who will simply wait inside their cocoon until something moves within their perception range, and then they simply burst outside, trying to bite them. Even if they usually prey small vermin and animals, they are capable to arrack anything that moves nearby, except for other Creeps. This creature is called Drooler since it constantly drools a strange mucus from their mouth. This substance is often spit against creatures who are too far away from them.

Droolers often infest humid artificial environments, like dungeons, wells and moats.

| | | | | | | | | | |
|------|----|------------|-------|--------|-----|--------|----------|------|----------|
| | | HP | 8 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 15 | Bite | +6 | 1d3+3 | 28% | (-2) | Slashing |
| | | Movement | - | | | | | | |
| Str | 12 | Init | +12 | Spit | +6 | 1d6+2 | - | -1 | Acid |
| Dex | 12 | NDR | 2 | | | | | | |
| Con | 6 | MDR | 3 | | | | | | |
| Cun | 2 | ThR | +3 | | | | | | |
| Will | 13 | Dodge | +5 | | | | | | |
| Wis | 5 | Parry | - | | | | | | |
| Man | 14 | HtH | +7/+7 | | | | | | |
| | | Shock Test | 35% | | | | | | |

Feats and Special Abilities:

Blind Perception (Movement, 6 m / 20 ft), Spit Attack (6 m /20 ft)), Standing Still, Tough, Vulnerable to Lunar Silver (2)

Standing Still:

A Drooler is unable to move from his position, and can not be pushed or even hurl away.

A Drooler can still be Knocked Down.

Skills:

Listen +2%, Hide +15%, Spot +8%

Combat Behavior:

Drooler will simply hide in their cocoon until something moves nearby then they simply try to bite it. They use their Spit Attack against those creatures who are trying to flee or who are too far away from them.

Gaunt

A Gaunt is a dreadful huge creature, black like a night without stars, who haunt desolated and remote places or arcane anomalies caused by dark magic or by the collapsing of the arcane weave. Like the Stalkers, the Gaunts are patient hunters who also take advantage of their size to catch their victims. Their most frightening peculiarity is their ability to project a Spectral Light from the center of their hollow head, who will cause such terror in the living creatures that they will simply stand still, paralyzed by fear. Even if a gaunt possesses enough intelligence to understand a language, usually the Canterlottian or even the High Canterlottian, they do not seem to actually pay attention to those who try to communicate with them, but they are able to listen and change their Behaviors according on what they hear. A Gaunt has no eyes and is only able to sense the environment within 9 m (30 ft) thanks to their link with the arcane weave, but usually ignores any object and structure, unless while trying to catch his victims.

| | | | | | | | | | | | | | | | | | |
|---|--------|----------|---------------|-----|----|-----|---|-----|---|------|----|-----|---|-----|----|----|----|
| <table><tr><td>Str</td><td>26</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>6</td></tr><tr><td>Will</td><td>22</td></tr><tr><td>Wis</td><td>6</td></tr><tr><td>Man</td><td>25</td></tr></table> | | Str | 26 | Dex | 14 | Con | - | Cun | 6 | Will | 22 | Wis | 6 | Man | 25 | HP | 45 |
| | | Str | 26 | | | | | | | | | | | | | | |
| | | Dex | 14 | | | | | | | | | | | | | | |
| | | Con | - | | | | | | | | | | | | | | |
| | | Cun | 6 | | | | | | | | | | | | | | |
| | | Will | 22 | | | | | | | | | | | | | | |
| | | Wis | 6 | | | | | | | | | | | | | | |
| | | Man | 25 | | | | | | | | | | | | | | |
| | | MP | 56 | | | | | | | | | | | | | | |
| | | Movement | 7,5 m (25 ft) | | | | | | | | | | | | | | |
| Init | +10 | | | | | | | | | | | | | | | | |
| NDR | 7 | | | | | | | | | | | | | | | | |
| MDR | 7 | | | | | | | | | | | | | | | | |
| ThR | +6 | | | | | | | | | | | | | | | | |
| Dodge | +7 | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | |
| HtH | +21/+7 | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|---------|
| Claw | +10 | 1d6+8 | 25% | -6 | Obscure |

Feats and Special Abilities:

Arcane Reserve V, Blind Creature, Blind Sight (Corruption), Blind Sight (Sound), Constrict (1d3+3 Obscure Damage), Extended Reach (4,5 m / 15 ft), Improved Grab (Claw), Resistance to Magic (4/+10%), Shadow Creature, Slow and Purposeful, Spectral Light, Spell Immunity, Tough III, Size (Huge), Terror, Vulnerable to Lunar Silver (4)

Spell Immunity:

A Gaunt is immune to the effects of any Spell or Special Ability who alter or are based on the sight of a creature to properly work. They are immune to Illusions and are not affected by the Darkness Spell (even a similar one).

Spectral Light:

A Gaunt can emit an intense spectral light from the center of his hollowed head. The light can be directed up to 12 m (40 ft) and it will illuminate an area with a range of 4,5 m (15 ft). If a creature is illuminated by the Spectral Light, the Gaunt will immediately be aware of his presence, ignoring any Concealment it could have. The Gaunt can then intensify the light upon his prey, reducing the illuminated area with a range of only 1,5 m (5 ft). A creature illuminated by the intense light is considered to be Dazzled and must immediately perform a Terror Check for every Round they remain exposed by the light. A Failure indicates that the creature is only able to perform a Single Action per round, while a critical failure obtained with a result of 20 or more points higher than the value needed to pass the terror check, will cause an unspeakable terror on the victim who will simply do nothing or it will just crouch on itself, trembling in fear. Only a single creature can be influenced by the fear effect, while others will simply perform a Fear Check. The Spectral Light has no effect on creatures who are immune to any Mind-Affecting Ability or who are immune to Terror, still the Gaunt is able to use it to detect them.

Skills:

Listen +10%, Sneak +28%, Hide +9%

Combat Behavior:

A Gaunt usually wanders silently without a precise direction, and it can be even harmless if carefully avoided. A Gaunt usually preys creatures with a High Mana value or a High Corruption Score, even if they simply try to ignore any other Creep, Undead, Construct, Slime or elemental, unless provoked. As long as they are not hunting, they do not use their spectral light, simply walking in a generic direction until they hear a noise or they perceive something in the distance, like a powerful spell who is being cast. When they spot a prey they immediately try to illuminate it with their Spectral Light and they they will focus on it, trying to grab it if is standing still and then simply consuming his essence until a hollow husk will remain. They can also grab other medium-sized (or smaller) opponents, and then toss them away or against other creatures nearby. A tossed creature can be launched up to 7,5 m (25 ft) away and it will suffer the same amount of damage by a 4 m (12 ft) fall. A Gaunt never tries to dodge ranged attacks, except for spell with the [Light] descriptor. If focusing their light on a victim, they do not even try to dodge any attack at all, unless severely injured or if attacked by weapons made with Lunar Silver or Solar Steel.



Observer (Tiny Creature)

Observers are another strange fungal formation, like Droolers, but they are harmless creatures who just observe their surrounding. An observer looks like a long stem with an eye on the end. Usually a single observer sprouts up to three or four stems with different heights, even if they can grow to be 2 m tall (6 ft). Like the Droolers, they usually grow in humid environments.

Skills:
Spot +15%

Stalker

Stalkers are the most classic example of a Creep. Those thin and slender creatures made by pure darkness looks more like a solid shadow who can walk. A Stalker has no scent at all, and they usually are extremely silent except when they want to be heard or when they attack someone, with a creepy snatching sound. Stalkers are afraid by sunlight or strong sources of light, except Dim Light. Stalkers are smart creatures even if they do not seem to understand any language, they are capable to determine when a creature is afraid, scared or angry. They are also able to perform rudimentary strategies and ambushes, and are even capable to flee from a dangerous situation, to return later. Those who are able to hear a Stalker will usually describe the sound as a strange and creepy thrill.

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|---------|
| | | HP | 5 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 21 | Claw | +5 | 1d3+2 | 25% | -5 | Obscure |
| Str | 12 | Movement | 9 m (30 ft) | | | | | | |
| Dex | 14 | Init | +14 | | | | | | |
| Con | - | NDR | 1 | | | | | | |
| Cun | 11 | MDR | 3 | | | | | | |
| Will | 14 | ThR | +4 | | | | | | |
| Wis | 11 | Dodge | +6 | | | | | | |
| Man | 14 | Parry | - | | | | | | |
| | | HtH | +6/+8 | | | | | | |
| | | Shock Test | - | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Backstab, Climbing Speed (3 m), Resistance to Magic (1), Shadow Creature, Uneasiness, Vulnerable to Lunar Silver (1), Wall Climb

Skills:
Listen +10%, Sneak +22%, Hide +15%, Spot +10%

Combat Behavior:

As their name suggest, Stalkers are extremely patient creatures, who follow their victims even for a long time, studying their movement and Behaviors. They usually prefer to attack isolated victims in large numbers, usually sneaking behind them without being noticed. Against more enemies they usually split in two groups, while the first one attracts the attention, the smaller group will sneak behind them to strike them mercilessly with their Backstab.



DARK HOUND

Despite their names, Dark Hounds are four legged creatures who looks more like a horrible rodent with the shape of a hirsute wolf. Dark Hounds are aggressive creatures who became frenzied by the smell of blood, and are usually domesticated or conjured by cruel individuals or by evil sorcerers and witches. When a Dark Hound dies it wills tart to melt into a goo of a black oily substance. It is theorized that Dark Hounds are native of the Nether, but some of them where able to reach the Material World during particular Anomalies in the Arcane Weave or by a Conjuraton Spell gone wrong.

Category:

Beast

Sub-type:

Obscure

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------------|---------------|------------|---------------|-----------------|-------------|-----------------|
| | | HP | 13 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 11 | Bite | +4 | 1d6+2 | 23% | (-1) | Slashing |
| | | Movement | 12 m (40 ft) | | | | | | |
| Str | 13 | Init | +14 | | | | | | |
| Dex | 14 | NDR | 3 | | | | | | |
| Con | 13 | MDR | 2 | | | | | | |
| Cun | 2 | ThR | +3 | | | | | | |
| Will | 12 | Dodge | +5 | | | | | | |
| Wis | 6 | Parry | - | | | | | | |
| Man | 10 | HtH | +7/+7 | | | | | | |
| | | Shock Test | 38% | | | | | | |

Feats and Special Abilities:

Bloody Frenzy, Fierce Charge, Scent, Uneasiness

Bloody Frenzy:

When a Dark Hound smells the scent of blood caused by a *Bleeding* Effect, it will obtains a +2 to his ThR for 1d3+3 Round. Roll the duration for all the Dark Hounds within 12 m (40 ft), but as long as this ability is active, any other *Bleeding* Effect will not increase it any further.

Skills:

Hide +5%, Jump +10%, Listen +10%, Search +9%, Sneak +10%, Spot +12%

Combat Behavior:

Dark Hounds will always try to start a fight by charging their opponents, to obtain the benefits from the *Fierce Charge* Feat used to score a Critical Hit and then cause a Bleeding Effect.



DRAGON

First Appearance:

S01 Ep01 - Friendship is Magic (Baby Dragon)

S01 Ep07 - Dragonshy (Adult Dragon)

S02 Ep21 - Dragonquest (Young-adult Dragon)

S07 Ep01 - School Daze (Adolescent)

Category:

Dragon

Dragon (Baby)

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|----------------------|------------|---------------|-----------------|-------------|-----------------|
| | | HP | 7 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 14 | Bite | +3 | 1d3+1 | 20% | 0 | Piercing |
| | | Movement | 6 m (20 ft) | | | | | | |
| Str | 6 | Init | +12 | Breath Attack | - | 1d3+3 | - | (-1) | Fire |
| Dex | 12 | NDR | 3 | | | | | | |
| Con | 10 | MDR | 2 | | | | | | |
| Cun | 10 | ThR | +2 | | | | | | |
| Will | 12 | Dodge | +3 | | | | | | |
| Wis | 8 | Parry | - | | | | | | |
| Man | 13 | HtH | +2/+6 | | | | | | |
| | | Shock Test | 38% | | | | | | |

Feats and Special Abilities:

Breath Attack (12, Fire), Immune to Lava, Low-light Vision, Resistance to Fire (5), Scale Skin (+1 vs Piercing), Shock Resistance, Size (Small), Thick Scales, Tough

Skills:

Hide +8%, Intimidate +1%, Listen +5%, Search +5%, Sense Motive +5%, Spot +5%, Survival (Dragon Lands) +5%

Combat Behavior:

Baby Dragons are easily scared off, but some of them could try to stand against foes which have more or less their size, such as Equestrian Races.

Dragon (Adolescent)

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|----------------------|--------------|---------------|-----------------|-------------|-----------------|
| | | HP | 9 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 16 | Bite | +4 | 1d3+2 | 21% | 0 | Piercing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 11 | Init | +13 | Breath Attack | - | 1d3+3 | - | -1 | Fire |
| Dex | 13 | NDR | 4 | | | | | | |
| Con | 12 | MDR | 3 | | | | | | |
| Cun | 10 | ThR | +3 | | | | | | |
| Will | 13 | Dodge | +4 | | | | | | |
| Wis | 10 | Parry | - | | | | | | |
| Man | 15 | HtH | +6/+6 | | | | | | |
| | | Shock Test | 46% | Claws | +4/+4 | 1d3+2 | 23% | (-1) | Slashing |

Feats and Special Abilities:

Breath Attack (13, Fire), Fighter, Flying Speed (12 m/40 ft), Immune to Lava, Low-light Vision, Resistance to Fire (6), Scale Skin (+1 vs Impaling and Piercing), Shock Resistance, Size (Small), Thick Scales, Tough

Skills:

Climb +7%, Hide +9%, Intimidate +6%, Jump +8%, Listen +8%, Search +8%, Sense Motive +6%, Spot +8%, Survival (Dragon Lands) +9%

Combat Behavior:

Adolescent Dragons are still small but more resilient than baby dragons, but they aren't too dangerous yet even if they are more wise and able to fly.

Dragon (Young-adult)

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|-------------|---------------|------|-------|-------|-------|-----|----------|-----------|----|-----|----|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>18</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>16</td></tr><tr><td>Cun</td><td>10</td></tr><tr><td>Will</td><td>15</td></tr><tr><td>Wis</td><td>10</td></tr><tr><td>Man</td><td>17</td></tr></table> | Str | 18 | Dex | 14 | Con | 16 | Cun | 10 | Will | 15 | Wis | 10 | Man | 17 | HP | 22 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 18 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 16 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 10 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 15 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 10 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 17 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 19 | Bite | | +7 | 1d6+5 | 23% | [-1] | Shredding | | | | | | | | | | | | | | |
| Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | | |
| Init | +15 | Breath Attack | | - | 1d6+3 | - | -2 | Fire | | | | | | | | | | | | | | | |
| NDR | 5 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 4 | Claws | | +6/+6 | 1d3+5 | 28% | -1 | Slashing | | | | | | | | | | | | | | | |
| ThR | +5 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +7 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +12/+7 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 47% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Breath Attack (15, Fire), Fighter II, Flying Speed (15 m/50 ft), Furious Charge, Immune to Lava, Low-light Vision, Rapid Reaction, Resistance to Fire (10), Scale Skin (+2 vs Impaling and Piercing), Shock Resistance, Thick Scales, Tough II

Skills:

Authority +8%, Climb +13%, Hide +9%, Intimidate +13%, Jump +15%, Listen +11%, Search +13%, Sense Motive +8%, Spot +11%, Survival (Dragon Lands) +11%

Combat Behavior:

Young-adult Dragons are extremely competitive and prone to cause havoc just for the sake of it. Still not powerful as an Adult Dragon they can still cause a lot of trouble for the unprepared adventurers.

Dragon (Adult)

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|--------------|---------------|------|---------|--------|--------|------|-----------|-----------|----|-----|----|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>30</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>30</td></tr><tr><td>Cun</td><td>12</td></tr><tr><td>Will</td><td>20</td></tr><tr><td>Wis</td><td>13</td></tr><tr><td>Man</td><td>22</td></tr></table> | Str | 30 | Dex | 14 | Con | 30 | Cun | 12 | Will | 20 | Wis | 13 | Man | 22 | HP | 68 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 30 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 30 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 20 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 13 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 22 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 27 | Bite | | +9 | 2d6+10 | 28% | -2 | Shredding | | | | | | | | | | | | | | |
| Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | | |
| Init | +16 | Breath Attack | | - | 2d10+3 | - | -3 | Fire | | | | | | | | | | | | | | | |
| NDR | 7 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 6 | Claws | | +10/+10 | 1d10+8 | 28% | -2 | Shredding | | | | | | | | | | | | | | | |
| ThR | +6 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +8 | Tail Slam | | +9 | 2d6+8 | 25% | [-3] | Crushing | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +27/+7 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 75% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Breath Attack (18, Fire), Extended Reach (Bite, 4,5m/15 ft), Fear, Fighter III, Flying Speed (18 m/60 ft), Furious Charge, Immune to Lava, Low-light Vision, Monstrous Constitution, Rapid Reaction, Resistance to Fire (15), Scale Skin (+2/Bludgeoning, Piercing, Slashing), Scent, Shock Resistance, Size (Huge), Tail Sweep, Thick Scales, Tough II

Skills:

Authority +13%, Climb +16%, Hide +7%, Intimidate +22%, Jump +20%, Listen +15%, Search +20%, Sense Motive +12%, Spot +15%, Survival (Dragon Lands) +22%

Combat Behavior:

Adult Dragon are capable to cause some serious damage to anything they fight and are particularly proud of setting stuff on fire. They often jump into battle close to their foe, causing Fear and performing Breath Attack against more targets as possible. Being extremely territorial they won't easily give up a fight, no matter the situation, but are still not completely stupid and will try to flee if grievously injured

Pseudo Dragon

A Pseudo Dragon is a sort of distorted version of a dragon: clumsy and with a brain no more bigger than a pickle, is still capable to bring the pain to those which startle him.

First Appearance:

S2E21 - Dragon Quest

Category:

Dragon

Sub-type:

Arcane

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-----------|------|-------|-------|------|-------------|-----------|------|----|-----|---|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>20</td></tr><tr><td>Dex</td><td>6</td></tr><tr><td>Con</td><td>18</td></tr><tr><td>Cun</td><td>1</td></tr><tr><td>Will</td><td>13</td></tr><tr><td>Wis</td><td>1</td></tr><tr><td>Man</td><td>15</td></tr></table> | Str | 20 | Dex | 6 | Con | 18 | Cun | 1 | Will | 13 | Wis | 1 | Man | 15 | HP | 22 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 20 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 6 | | | | | | | | | | | | | | | | | | | | |
| | Con | 18 | | | | | | | | | | | | | | | | | | | | |
| | Cun | 1 | | | | | | | | | | | | | | | | | | | | |
| | Will | 13 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 1 | | | | | | | | | | | | | | | | | | | | |
| | Man | 15 | | | | | | | | | | | | | | | | | | | | |
| | MP | 21 | Bite | +3 | 1d6+4 | 30% | -2 | Shredding | | | | | | | | | | | | | | |
| | Movement | 7,5 mt | | | | | | | | | | | | | | | | | | | | |
| Init | +6 | Tail Slam | +2 | 1d6+5 | 25% | [-2] | Bludgeoning | | | | | | | | | | | | | | | |
| NDR | 2 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 8 | | | | | | | | | | | | | | | | | | | | | |
| ThR | -1 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | - | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +14/+3 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 65% | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Climb Speed(1,5 mt / 5 ft), Fighter, Immune to Lava, Scale Skin (+3 vs Bludgeoning, Piercing and Slashing), Resistance to Heat (+20%), Resistance to Magic (+10%), Shock Resistance, Size (Large), Tough II, Vulnerable to Lunar Silver (1)

Skills:

Listen +11%, Search +1%, Spot -10%

Combat Behavior:

Pseudo Dragons are too stupid to understand what’s going on most of the time, but are still easily scared by sudden and loud sounds or when they feel pain. They will simply try to bite those who startle or bother them and if such tactics fails they will probably run away, usually by finding refuge into the nearby lava.

ELDRITCH

Eldritch Creatures are often from different world or even dimensions, such as the Chaos Realm or the Nether, while others are simply the weird result of spells and magic gone terribly wrong. Eldritch Creatures are often summoned or created by mistake by spell casters of various competency while in other occasions they are simply able to reach certain locations due to an excessive saturation of magic or by arcane anomalies.

Category:

Eldritch

First Appearance:

S04 Ep09 - Pinkie Apple Pie

S05 Ep07 - Make New Friends but Keep Discord

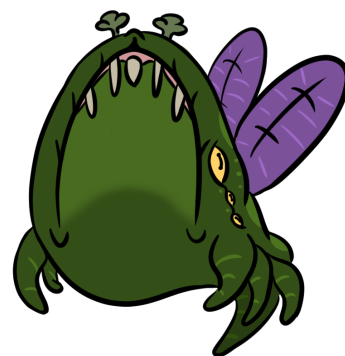
S08 Ep25 - School Raze (Part 1)

IDW Comics

Buzzer

| | | | |
|-------------|-----------|-------------------|--------------------|
| | | HP | 5 |
| | | MP | 20 |
| | | Movement | 3 m (10 ft) |
| Str | 10 | Init | +13 |
| Dex | 12 | NDR | 2 |
| Con | 10 | MDR | 3 |
| Cun | 2 | ThR | +2 |
| Will | 13 | Dodge | +4 |
| Wis | 6 | Parry | - |
| Man | 14 | HtH | +3/+6 |
| | | Shock Test | 38% |

| Attack | ThR | Damage | Critical | AP | Type |
|---------------|------------|---------------|-----------------|-----------|---------------|
| Bite | +3 | 1d3+2 | 22% | - | Arcane |



Feats and Special Abilities:

Arcane Reserve, Buzz, Darkvision, Eldritch, Flying Speed (6 m / 20 ft), Magic Resistance (+1/+5%), Rapid Reaction, Shock Resistance, Size (Small), Uneasiness, Vulnerable to Lunar Silver (1)

Buzz:

When a Buzzer flies and hovers it emits a buzz noise which can be clearly heard from a distance of 15 m (50 ft).

Spellcasters within 3 m (10 ft) from a Buzzer must always pass a Concentration Check if they want to cast a Spell, with a penalty of -5%.

Skills:

Hide +10%, Listen +5%, Spot +7%

Cave Stalker

| | | | |
|-------------|-----------|-------------------|--------------------|
| | | HP | 12 |
| | | MP | 22 |
| | | Movement | 6 m (20 ft) |
| Str | 12 | Init | +13 |
| Dex | 12 | NDR | 3 |
| Con | 12 | MDR | 3 |
| Cun | 3 | ThR | +3 |
| Will | 14 | Dodge | +5 |
| Wis | 7 | Parry | - |
| Man | 15 | HtH | +6/+6 |
| | | Shock Test | 43% |

| Attack | ThR | Damage | Critical | AP | Type |
|---------------|------------|---------------|-----------------|-----------|-----------------|
| Bite | +4 | 1d3+4 | 22% | - | Piercing |

| | | | | | |
|-------------|-----------|--------------|------------|----------|-----------------|
| Claw | +5 | 1d3+4 | 26% | - | Slashing |
|-------------|-----------|--------------|------------|----------|-----------------|



Feats and Special Abilities:

Arcane Reserve, Backstab, Darkvision, Eldritch, Improved Pounce, Magic Resistance (+1/+5%), Pounce, Rapid Reaction, Shock Resistance, Uneasiness, Vulnerable to Lunar Silver (1)

Skills:

Climb +15%, Hide +12%, Listen +10%, Sneak +18%, Spot +17%, Swim +13%

Cave Crusher

Cave Stalkers which live long enough will then eventually become larger and stronger, but also less discrete and more straightforward in their hunting tactics, since their size makes them more bold but also careless.

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-------|-------|-----|-----------|----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>22</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>22</td></tr><tr><td>Cun</td><td>4</td></tr><tr><td>Will</td><td>18</td></tr><tr><td>Wis</td><td>4</td></tr><tr><td>Man</td><td>18</td></tr></table> | Str | 22 | Dex | 12 | Con | 22 | Cun | 4 | Will | 18 | Wis | 4 | Man | 18 | HP | 35 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 22 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 22 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 4 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 18 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 4 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 18 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 32 | Bite | | +6 | 1d6+5 | 24% | - | Piercing | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | Claw | | +7 | 1d6+5 | 28% | - | Shredding | | | | | | | | | | | | | | | |
| NDR | 5 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 7 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +5 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +17/+6 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 65% | | | | | | | | | | | | | | | | | | | | | | |


Feats and Special Abilities:

Arcane Reserve II, Darkvision, Eldritch, Fear, Fighter, Magic Resistance (+2/+10%), Rapid Reaction, Shock Resistance, Size (Large), Tough, Vulnerable to Lunar Silver (1)

Skills:

Climb +15%, Hide +12%, Listen +10%, Sneak +10%, Spot +17%, Swim +17%

Mawligator

| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>13</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>5</td></tr><tr><td>Man</td><td>14</td></tr></table> | Str | 14 | Dex | 13 | Con | 13 | Cun | 2 | Will | 14 | Wis | 5 | Man | 14 | HP | 15 | <table><tr><th>Attack</th><th>ThR</th><th>Damage</th><th>Critical</th><th>AP</th><th>Type</th></tr><tr><td>Bite</td><td>+6</td><td>1d6+4</td><td>24%</td><td>-</td><td>Shredding</td></tr></table> | | | | | Attack | ThR | Damage | Critical | AP | Type | Bite | +6 | 1d6+4 | 24% | - | Shredding |
|--|-------------|--|--------|----------|-----|-----------|-----|---|------|----|-----|---|-----|----|----|----|--|--|--|--|--|--------|-----|--------|----------|----|------|------|----|-------|-----|---|-----------|
| | Str | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Bite | +6 | 1d6+4 | 24% | - | Shredding | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 21 |  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 3 m (10 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +6/+6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 46% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



Feats and Special Abilities:

Amphibian, Arcane Reserve, Darkvision, Eldritch, Fighter, Gills, Magic Resistance (+1/+5%), Rapid Reaction, Shock Resistance, Size (Small), Swimming Speed (4,5 m / 15 ft), Too Many Eyes, Tough, Uneasiness, Vulnerable to lunar Silver (1)

Too Many Eyes:


A Mawligator has so many eyes that it allows him to negate the effects of the Backstab and Sneak Attack feats and all the squares around him are considered his front side. This also means that the Mawligator is considered watching in any direction, for the purpose of determinating the effect of certain spells based on sight, such as *Dazzle*.

Skills:

Hide +8%, Listen +10%, Sneak +8%, Spot +30%, Swim +11%

Moon Slug

Moon Slug are the most common type of Eldritch creature that can be found, which is also a lot to say since Eldritch are pretty rare per se. Moon Slug aren't really slugs or animals of any sort they are more correctly described by scholars as "Animated Arcane Wastes" since they tend to form as result of spell miscast of by strange arcane and alchemical experiments going wrong or just failing. Their name is just a reference to the first Unicorn Maester which actively studied and documented them: the Unicorn Mare Moon Glee, which was a good friend of Stygian the Scholar.

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------------|---|------------|---------------|-----------------|-----------|---------------|
| | | HP | 6 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 22 | Bite | +3 | 1d3+2 | 22% | - | Arcane |
| Str | 12 | Movement | 1,5 m (5 ft) |  | | | | | |
| Dex | 5 | Init | +5 | | | | | | |
| Con | 13 | NDR | 2 | | | | | | |
| Cun | 1 | MDR | 2 | | | | | | |
| Will | 15 | ThR | +1 | | | | | | |
| Wis | 1 | Dodge | +2 | | | | | | |
| Man | 15 | Parry | - | | | | | | |
| | | HtH | +5/+2 | | | | | | |
| | | Shock Test | 45% | | | | | | |

Feats and Special Abilities:


Arcane Reserve, Breathless, Darkvision, Eldritch, Fighter, Magic Resistance (+2/+10%), Shock Resistance, Size (Small), Vulnerable to Lunar Silver (1), Wall Climb

Skills:

Hide +8%, Listen +8%, Sneak +10%, Spot +12%

Moon Spawn

Moon Spawn one of the most dreadful Eldritch Creatures documented by the aforementioned Moon Glee while she was actively working with Stygian the Scholar to document various creatures, and it's another Creature accredited to her due to the controversy and successive banishment of Stygian by Starswirl the Bearded of the young unicorn for unknown reasons. Despite their shape and appearance, Moon Spawns are more faster than the unaware adventurer could think of, due to their seemingly sloppy movements and large mole, but also their tentacles are capable to crush even heavy armors with ease.

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---|------------|---------------|-----------------|-------------|-----------------|
| | | HP | 40 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 21 | Tentacle | +8 | 1d6+5 | 28% | [-1] | Crushing |
| Str | 26 | Movement | 9 m (30 ft) |  | | | | | |
| Dex | 10 | Init | +11 | | | | | | |
| Con | 24 | NDR | 5 | | | | | | |
| Cun | 6 | MDR | 6 | | | | | | |
| Will | 16 | ThR | +4 | | | | | | |
| Wis | 12 | Dodge | +5 | | | | | | |
| Man | 20 | Parry | - | | | | | | |
| | | HtH | +17/+6 | | | | | | |
| | | Shock Test | 65% | | | | | | |

| | | | | | | | |
|--|--|------------------|--------------|---------------|-----------------|-------------|-----------------|
| | | Attack | ThR | Damage | Critical | AP | Type |
| | | Tentacles | +7/+7 | 1d6+5 | 28% | [-1] | Crushing |

Feats and Special Abilities:

Arcane Reserve II, Blind Sight (Arcane), Breathless, Darkvision, Eldritch, Extended Reach (3 m / 10 ft), Fighter, Immune to Acid, Immune to Electrical, Magic Resistance (+2/+10%), Monstrous Constitution, Rapid Reaction, Resistance to Heat (+10%), Resistance to Physical Damage (2), Shock Resistance, Size (Large), Terror, Tough II, Vulnerable to Cold (5), Vulnerable to Lunar Silver (4)

Skills:

Listen +12%, Spot +14%

Combat Behavior:

Moon Spawns always try to prioritize those targets which are able to cast spells, or at least those among them capable to cast the most powerful spells, if there is more than one spell caster. If there is no way to determine such element, the Moon Spawn will simply attack those with the highest Mana Value, close to it. Moon Spawns are also clever enough to try to ambush their prey or to use their tentacles to push away those which stand between them and those which they decide to attack.

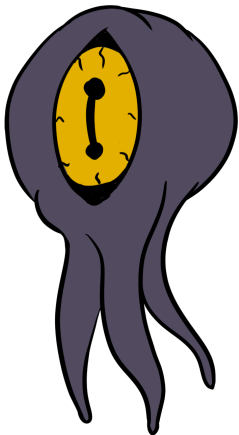
Tartarus Orb

Taratur's Orbs are one of the weird creatures which inhabit the Tartarus but can also be found outside of it if someone manages to escape or if powerful spell miss-cast happen. They can also be found in various Arcane Forests, Everfree Forests and even within Arcane Anomalies of any sort. Tartarus orbs seems to "feed" on arcane wastes and Moon Slugs, even if the process is unclear.

| | |
|------|----|
| Str | 11 |
| Dex | 14 |
| Con | 13 |
| Cun | 6 |
| Will | 18 |
| Wis | 7 |
| Man | 18 |

| | |
|------------|--------------|
| HP | 15 |
| MP | 32 |
| Movement | 1,5 m (5 ft) |
| Init | +15 |
| NDR | 4 |
| MDR | 4 |
| ThR | +3 |
| Dodge | +5 |
| Parry | - |
| HtH | +5/+7/+9 |
| Shock Test | 47% |

| | | | | | |
|-------------|-----|--------|----------|----|--------|
| Attack | ThR | Damage | Critical | AP | Type |
| Beam Attack | +6 | 1d6+3 | - | -1 | Arcane |



Feats and Special Abilities:

Arcane Reserve II, Beam Attack (15), Breathless, Darkvision, Eldritch, Levitate, Magic Resistance (+2/+10%), Rapid Reaction, Shock Resistance, Tough, Vulnerable to Lunar Silver (1)

Skills:

Hide +9%, Listen +11%, Sneak +10%, Spot +12%

Wyrdfish

Mostly common in the Chaos Realm, the Wyrdfish can also be found within Arcane Anomalies related to Water, but are also common inside flooded Dungeons if such location had a Laboratory, a Wizard Study or Enchanted Fountains.

| | |
|------|----|
| Str | 14 |
| Dex | 12 |
| Con | 13 |
| Cun | 3 |
| Will | 14 |
| Wis | 6 |
| Man | 14 |

| | |
|------------|-------------|
| HP | 15 |
| MP | 21 |
| Movement | 6 m (20 ft) |
| Init | +13 |
| NDR | 3 |
| MDR | 3 |
| ThR | +3 |
| Dodge | +5 |
| Parry | - |
| HtH | +8/+6 |
| Shock Test | 52% |

| | | | | | |
|--------|-----|--------|----------|----|----------|
| Attack | ThR | Damage | Critical | AP | Type |
| Bite | +6 | 1d6+5 | 24% | - | Piercing |



Feats and Special Abilities:

Amphibian, Arcane Reserve, Darkvision, Eldritch, Fighter, Gills, Immune to Acid, Magic Resistance (+1/+5%), Rapid Reaction, Shock Resistance, Swimming Speed (9 m / 30 ft), Tough

Skills:

Hide +12%, Listen +11%, Sneak +13%, Spot +12%, Swim +13%

ELEMENTALS

Fire Lizard

Category:

Elemental (Fire)

Sub-type:

Reptile

| | | | |
|-------------|-----------|-------------------|--------------------|
| Str | 14 | HP | 15 |
| Dex | 12 | MP | 16 |
| Con | 13 | Movement | 6 m (20 ft) |
| Cun | 2 | Init | +12 |
| Will | 12 | NDR | 3 |
| Wis | 8 | MDR | 2 |
| Man | 15 | ThR | +3 |
| | | Dodge | +4 |
| | | Parry | - |
| | | HtH | +8/+6 |
| | | Shock Test | 49% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|-----------|
| Bite | +5 | 1d6+2 | 25% | (-2) | Shredding |

| | | | | | |
|---------------|---|-------|---|------|------|
| Breath Attack | - | 1d6+3 | - | (-2) | Fire |
|---------------|---|-------|---|------|------|



Feats and Special Abilities:

Breath Attack (14, Fire), Fighter, Furious Charge, Scale Skin (+1 vs Impaling and Piercing), Immune to Fire, Immunity to Lava, Scent, Resistance to Heat (+20%), Shock Resistance, Tough, Vulnerable to Cold (5)

Skills:

Climb +10%, Spot +7%, Swim +15%

Frost Lizard

Category:

Elemental (Cold)

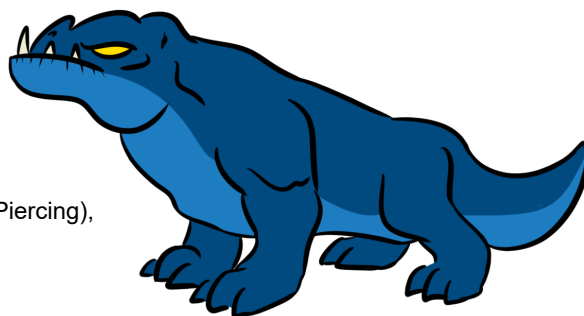
Sub-type:

Reptile

| | | | |
|-------------|-----------|-------------------|--------------------|
| Str | 14 | HP | 15 |
| Dex | 12 | MP | 16 |
| Con | 13 | Movement | 6 m (20 ft) |
| Cun | 2 | Init | +12 |
| Will | 12 | NDR | 3 |
| Wis | 8 | MDR | 2 |
| Man | 15 | ThR | +3 |
| | | Dodge | +4 |
| | | Parry | - |
| | | HtH | +8/+6 |
| | | Shock Test | 49% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|-----------|
| Bite | +5 | 1d6+2 | 25% | (-2) | Shredding |

| | | | | | |
|---------------|---|-------|---|------|------|
| Breath Attack | - | 1d6+3 | - | [-2] | Cold |
|---------------|---|-------|---|------|------|



Feats and Special Abilities:

Breath Attack (14, Cold), Fighter, Furious Charge, Scale Skin (+1 vs Impaling and Piercing), Immune to Cold, Scent, Resistance to Frost (+20%), Shock Resistance, Tough, Vulnerable to Fire (5)

Skills:

Climb +10%, Spot +7%, Swim +15%

Ice Stalker

Ice Stalkers are strange creatures which generates in cold environments with a high concentration of arcane energies. They hunt down living creatures for no apparent reason, but will ignore anything that does not emit heat, such as Undeads, Constructs and so on. While their shape may vary, the common one is similar to a slender humanoid made of ice shards.

Category:

Elemental (Cold)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|------|----|-------|-----|------|------|------|----|-----|---|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>15</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>6</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>15</td></tr></table> | Str | 14 | Dex | 15 | Con | - | Cun | 6 | Will | 14 | Wis | 8 | Man | 15 | RP | 10 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 14 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 15 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | 6 | | | | | | | | | | | | | | | | | | | | |
| | Will | 14 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | | |
| | Man | 15 | | | | | | | | | | | | | | | | | | | | |
| | MP | 22 | Claw | +5 | 1d6+3 | 25% | (-1) | Cold | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 5 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +6 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +9/+7 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Blind Sight (Heat), Cold Born, Dash, Darkvision, Dis-engage, Elemental, Fighter, Immunity to Cold, Uneasiness, Vulnerable to Fire (3)

Cold Born:

Ice Stalkers are still able to spot living Creatures within 12 m (40 ft) even through a Snow Storm or a Blizzard, without any penalty.

Skills:

Climb +12%, Jump +12%, Hide +15%, Listen +15%, Search +9%, Sneak +18%, Spot +10%

Combat Behaviors:

As their name suggest, Ice Stalkers prefers to perform ambushes against their prey, utilizing the environment around them. During Snow Storms and Blizzards they prefers to perform hit and run tactics, using both their Dash and Dis-engage Feats to quickly move away and hide within the storm and then move to a different position. They don't like sources of heat and will stay away from them if they can, and sometimes are even scared by torches or spells which cause Fire Damage. Even so, they are cruel and cunning predators, so it's better to never underestimate them.

Shocker Lizard

Category:


Elemental (Electrical)

Sub-type:

Reptile

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-----|-------|-----|------|-----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>13</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>15</td></tr></table> | Str | 14 | Dex | 12 | Con | 13 | Cun | 2 | Will | 12 | Wis | 8 | Man | 15 | HP | 15 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 14 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 13 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 15 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 16 | Bite | | +5 | 1d6+2 | 25% | (-2) | Shredding | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 3 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +8/+6 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 49% | | | | | | | | | | | | | | | | | | | | | | |

| | | | | | | |
|---------------|--|---|-------|---|------|------------|
| Breath Attack | | - | 1d6+3 | - | [-2] | Electrical |
|---------------|--|---|-------|---|------|------------|

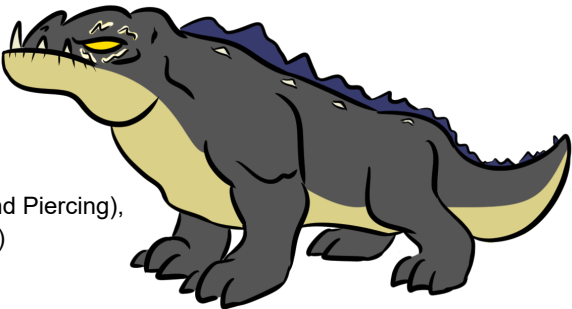


Feats and Special Abilities:

Breath Attack (14, Electrical), Fighter, Furious Charge, Scale Skin (+1 vs Impaling and Piercing), Immune to Electrical, Scent, Shock Resistance, Tough, Vulnerable to Lunar Silver (5)

Skills:

Climb +10%, Spot +7%, Swim +15%



Evil Minion

Evil minions are small and cruel creatures who naturally gather in large groups in those places or environments with a high corruption. Some of them usually became servants of those sentient creatures who can be defined “Evil” or simply by those who use the Dark Magic thoughtless. Unless there is a charismatic leader around, they usually fight each other until one of them is able to beat his adversaries down, who will soon became a Tyrant. Evil Minions can be vaguely related to Kobolds, even if they do not have a defined shape, so it's possible that two evil minions will look completely different if compared. Evil Minions only obey to those who are stronger or powerful mages, but even so, Evil Minions will often try to usurp their leaders or simply try to rebel to him just to see if it is strong enough to rule them. As soon as an evil minion will understand that the one who rule is weak, they will try to assassinate him / betray him for someone else or just leave him be. In a similar way, if the evil minions will witness the defeat of their master by another powerful (and evil) creature, they will immediately leave the defeated one to join their new master, even if those who where more affectionate (somehow) to the old one, will try to rescue or even avenge him, even if usually they will be immediately attacked by the others who ave just betrayed the old master.


Category:

Oniric Creature

Sub-type:

Obscure

Minion Combatant (Competent)

| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>11</td></tr><tr><td>Cun</td><td>8</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 12 | Dex | 13 | Con | 11 | Cun | 8 | Will | 12 | Wis | 8 | Man | 13 | HP | 8 | <table><tr><th>Attack</th><th>ThR</th><th>Damage</th><th>Critical</th><th>AP</th><th>Type</th></tr><tr><td>Melee Weapon</td><td>+4</td><td>1d6+2</td><td>22%</td><td>0</td><td>Variable</td></tr></table> | | | | | Attack | ThR | Damage | Critical | AP | Type | Melee Weapon | +4 | 1d6+2 | 22% | 0 | Variable |
|--|--------------|--|--------|----------|-----|----------|---------|-----|-------|----------|-----|----------|-----|----|----|---|---|--|--|--|--|--------|-----|--------|----------|----|------|--------------|----|-------|-----|---|----------|
| | Str | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Melee Weapon | +4 | 1d6+2 | 22% | 0 | Variable | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 6 m (20 ft) | <table><tr><td>Javelin</td><td>+4</td><td>1d6+3</td><td>24%</td><td>-2</td><td>Piercing</td></tr></table>  | | | | | Javelin | +4 | 1d6+3 | 24% | -2 | Piercing | | | | | | | | | | | | | | | | | | | | | |
| Javelin | +4 | | | | | | 1d6+3 | 24% | -2 | Piercing | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DR | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +5/+6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 40% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Armor Proficiency (Light), Brothers in Arms, Dash, Fierce Charge, Opportunist (Weapon used), Size (Small), Tough, Tough Skin, Weapon Proficiency (Polearms)

Skills:

Hide +6%, Listen +7%, Search +7%, Sneak +2%, Spot +7%

Equipment:

Leather Armor, Melee Weapon, 1d3+4 CB. Some of them could also have a couple of Javelins.

Combat Behavior:

Combatant Minions are used to be more or less organized, or at least to follow a certain basic attack pattern, where those armed with spears will fight nearby each other while those with a Javelin will try to use it against isolated enemies or against those who are close enough.



Minion Jailer (Competent)

| | | | |
|-------------|-----------|-------------------|--------------------|
| | | HP | 8 |
| | | MP | 13 |
| | | Movement | 6 m (20 ft) |
| Str | 12 | Init | +13 |
| Dex | 13 | NDR | 1 |
| Con | 13 | MDR | 1 |
| Cun | 9 | ThR | +3 |
| Will | 12 | Dodge | +3 |
| Wis | 9 | Parry | - |
| Man | 12 | HtH | +5/+6 |
| | | Shock Test | 42% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|----------|
| Whip | +4 | 1d6+2 | 22% | (-1) | Slashing |

Feats and Special Abilities:

Fighter, Opportunist (Whip), Size (Small), Tough, Tough Skin

Skills:

Authority +6%, Hide +9%, Intimidate +8%, Listen +5%, Search +5%, Sense Motive +7%, Sneak +8%, Spot +5%

Equipment:

Simple Clothes, Whip, 1d3+1 CB. If guarding a Jail, one of them always have a Key Ring.



Combat Behavior:

Jailer Minions are usually more cunning and cruel than regular minions and will always try to sent other Minions to distract the enemy while they run to warn others or to prepare for an ambush.

Minion Slugger (Advanced)

The sluggers are a type of minions which enjoy punching others with their bare hands and are even more aggressive than regular minions to the point that they wills tart to punch anyone they see if bored. This usually led minion sluggers to be left with other sluggers so they can punch each other senseless.

| | | | |
|-------------|-----------|-------------------|--------------------|
| | | HP | 14 |
| | | MP | 14 |
| | | Movement | 6 m (20 ft) |
| Str | 15 | Init | +14 |
| Dex | 13 | DR | 3 |
| Con | 16 | MDR | 1 |
| Cun | 7 | ThR | +4 |
| Will | 14 | Dodge | +6 |
| Wis | 9 | Parry | - |
| Man | 12 | HtH | +11/+6 |
| | | Shock Test | 60% |

| Attack | ThR | Damage | Critical | AP | Type |
|---------|-------|--------|----------|----|-------------|
| Punches | +6/+6 | 1d3+5 | 24% | 0 | Bludgeoning |

| | | | | | |
|-------|----|-------|-----|---|-------------|
| Punch | +7 | 1d3+5 | 24% | 0 | Bludgeoning |
|-------|----|-------|-----|---|-------------|

Trait:

Bulky

Feats and Special Abilities:

Ambidexterity, Armor Proficiency (Light), Brawler, Fierce Charge, Fighter II, Power Strike, Rapid Reaction, Shock Resistance, Size (Small), Tough II, Tough Skin

Skills:

Climb +7%, Intimidate +8%, Jump +7%, Listen +7%, Search +8%, Spot +5%

Equipment:

A pair of Caestus, Gambeson, Metallic Helmet (Heavy)




Combat Behavior:

Sluggers will always try to charge against those foes which looks stronger to them, disregarding eventual opponents which looks weak unless there are no worthy opponents. They always prefer to perform various Hand to Hand maneuvers rather than just punching things, to show their superior prowess.

Minion Soldier (Advanced)

Surprisingly taller than the other Minions, Minion Soliders usually receive a better military training and better equipment.

| | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------------|-----|--------|----------|----|----------|---|------|----|-----|---|-----|----|----|----|--|--|--|--|--|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>13</td></tr><tr><td>Cun</td><td>8</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 14 | Dex | 13 | Con | 13 | Cun | 8 | Will | 12 | Wis | 8 | Man | 13 | HP | 17 | | | | | |
| | Str | 14 | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | |
| | Con | 13 | | | | | | | | | | | | | | | | | | | |
| | Cun | 8 | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | |
| | MP | 19 | | | | | | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | |
| Init | +15 | | | | | | | | | | | | | | | | | | | | |
| DR | 5 | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | |
| Parry | +6 | | | | | | | | | | | | | | | | | | | | |
| HtH | +3/+6 | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 44% | | | | | | | | | | | | | | | | | | | | |
| | | Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | |
| | | Berdiche | +7 | 1d10+4 | 24% | -1 | Slashing | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | |
| | | Steel Short Sword | +7 | 1d6+3 | 23% | 0 | Slashing | | | | | | | | | | | | | | |



Feats and Special Abilities:

Armor Proficiency (Heavy), Battle Cry, Brothers in Arms, Combat Synergy, Dauntless, Fierce Charge, Formation Combat, One With the Armor, Rapid Reaction, Resolute, Strong Back, Tough, Weapon Proficiency (Polearms)

Skills:

Climb +2%, Hide -7%, Intimidate +9%, Jump +3%, Knowledge (Military) +6%, Listen +9%, Search +9%, Sneak -8%, Spot +9%

Equipment:

Berdiche, Heavy Helmet (Iron), Plate Armor, 2d6+8 CB.
In a group of at least 8 Soldiers there will be always one armed with a Short Sword and an Intimidating Standard.

Combat Behavior:

Minion Soldiers are those who have increased their fighting skill or have received a military training so are used to fight within a formation and to create a Shield Wall, while those armed with a Pike will be behind them, being able to attack thanks to the extended Reach (since they are small, they will obtain a Reach of 3 m / 10 ft). Even if Combatant usually don't really care if they hit their allies by mistake with ranged weapons, soldiers are more trained and they'll always try to avoid that or they will always find a higher spot to have a clear Ranged Line. If not holding a position, Minion Soldiers will always perform a *Battlecry* before Charging the next round.



GARGOYLE

Gargoyles are creatures which is theorized are from realms beyond the veil of the world. Nothing much is known about them except for the first one which ever came in contact with the citizens of ancient Equestria and managed to befriend Starswirl the Bearded. Yet, it seems that from time to time, Gargoyles are able to reach Equestria somehow, with malicious intents and is theorized that some are keen to enslave the Equestrian Slaves in an attempt to find a way to steal their inner magic. Gargoyles often employ Guardigors and Evil Minions as servants and personal guards for the places they live in and are also know for building large subterranean complexes commonly known as Dungeons, where they can scheme and plot undisturbed. Most of the Dungeon founds in Equestrian Territories and beyond are often created by Gargoyles but most of them are now abandoned and occupied by different creatures.

First Appearance:

Rescue at Midnight Castle
S04 Ep25 - Twilight's Kingdom

Category:

Gargoyle

Gargoyle Jailer (Advanced)

Gargoyle Jailers are commonly found at the service of powerful Tyrants and similar evildoers. It is told that King Sombra had some Gargoyle Jailers under his service which managed to fled before the curse was set upon the entire Crystal Empire.

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|------|----------|
| | | HP | 24 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 17 | Claw | +6 | 1d3+5 | 25% | (-1) | Slashing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 18 | Init | +15 | Whip | +8 | 2d3+5 | 28% | 0 | Slashing |
| Dex | 14 | DR | 4 | | | | | | |
| Con | 16 | MDR | 3 | | | | | | |
| Cun | 12 | ThR | +5 | | | | | | |
| Will | 16 | Dodge | +7 | | | | | | |
| Wis | 12 | Parry | +7 | | | | | | |
| Man | 14 | HtH | +14/+7 | | | | | | |
| | | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Armor Proficiency (Heavy), Broad Slash, Flight Speed (12 m / 40 ft), Furious Charge, Rapid Reaction, Shock Resistance, Size (Large), Stronger Wings, Tough II, Tough Skin II, Track, Weapon Proficiency (Whip)

Skills:

Bluff +8%, Climb +10%, Intimidate +12%, Jump +10%, Search +10%, Sense Motive +12%, Sneak +5%, Spot +12%, Survival (Underground) +12%

Equipment:

Coin Pouch, Gladiatorial Medium Armor, Key chain, Whip, 2d6+3 GB



GIANT SPIDERS

It is common that ancient places, filled with old magic or even Arcane Forest and Everfree Forest will also spawn all sort of strange creatures or even enlarge the size of small critters and parasites. Giant Spiders are a typical example of such events and will prey upon every living creature they find, but usually tales of spiders larger than a dog are often classified as the unprovable tale of a drunken man who had too much cider, or simple folklore by the common people. Free-Runner and Dweller Night Pegasi will never doubt about their existence, since they are quite used to hunt them and tell that they have a "poor flavor".

Category

Insect

Special Ability:

Webs:

Giant Spiders usually cover most of the environment where they live with webs. A creature who moves through an area covered with webs will spend twice his movement value. For example a movement of 1,5 m (5 ft) will count as 3 m (10 ft) instead. All spiders are able to move freely through any zone covered with webs. Sometimes they will even create a sort of wall of webs who will prevent any further movement. Those structures have a Hardiness of 5, who is increased at 8 against Piercing and Bludgeoning damage. Webs are quite flammable, so its usually a quick solution to set them on fire, but even so its not wise to set webs on fire if the entire environment is covered by them.

Blade Spider

Bigger and even more aggressive than the Crawling Spiders, the Blade Spiders obtain their names from the sharpen shape of their forelegs, who uses to quickly slice down their victims.

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|-------------------|--------------|---------------|-----------------|-------------|-----------------|
| | | HP | 19 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 11 | Bite | +7 | 1d3+4 | 27% | (-1) | Piercing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 16 | Init | +16 | Blade-Leg | +7 | 1d6+4 | 24% | -1 | Slashing |
| Dex | 14 | NDR | 4 | | | | | | |
| Con | 15 | MDR | 1 | Blade-Legs | +6/+6 | 1d6+4 | 24% | -1 | Slashing |
| Cun | 2 | ThR | +4 | | | | | | |
| Will | 14 | Dodge | +6 | | | | | | |
| Wis | 4 | Parry | - | | | | | | |
| Man | 15 | HtH | +11/+8 | | | | | | |
| | | Shock Test | 55% | | | | | | |

Feats and Special Abilities:

Ambidexterity, Chitin Carapace (Slashing), Climbing Speed (4,5 m), Fighter II, Low-light Vision, Rapid Reaction II, Spider Legs, Tough II, Webs

Skills:

Hide +10%, Jump +15%, Listen +11%, Sneak +13%, Spot +13%

Combat Behavior:

Blade Spiders will simply rush their enemies and focus on a single target, trying to cut him down with multiple attacks.



Brood Mother

Larger than their offspring, Brood Mothers are able to lay a large amount of eggs if properly fed and protected (although they don't really need protection). A Brood Mother is extremely territorial, so there can be only a single Brood Mother within many kilometres (miles) so in a single nation there is at least one or two, while their brood spreads quickly if left unchecked. They usually live in a remote location, usually into the depths of the earth or inside those ancient and abandoned ruins. Even if a Brood Mother is slain, one of his brooding will be able to transform into a new one, if manages to eat enough animals to sustain this process.

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-------------|-----------------|
| Str | 19 | HP | 42 | Attack | ThR | Damage | Critical | AP | Type |
| Dex | 12 | MP | 24 | Bite | +8 | 1d6+4 | 30% | (-3) | Piercing |
| Con | 20 | Movement | 6 m (20 ft) | Leg | +9 | 1d6+5 | 25% | -1 | Impaling |
| Cun | 4 | Init | +12 | | | | | | |
| Will | 16 | NDR | 5 | | | | | | |
| Wis | 8 | MDR | 3 | | | | | | |
| Man | 16 | ThR | +5 | | | | | | |
| | | Dodge | +5 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +19/+6 | | | | | | |
| | | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Chitin Carapace (Bludgeoning, Piercing, Slashing), Climbing Speed (4,5 m/15 ft), Corrosive Bite, Extended Reach (3 m / 10 ft), Fear, Fighter, Low-light Vision, Monstrous Constitution, Scent, Shock Resistance, Size (Huge), Spider Legs, Tough, Webs

Corrosive Bite:

The bite of a Brood Mother always deals 1 additional Acid Direct Damage and subtracts 3 additional Resistance Points against wooden items, objects and creatures.

Skills:

Listen +10%, Sneak +5%, Hide +9%, Spot +15%, Jump +8%

Combat Behavior:

Usually Brood Mothers are quite aggressive against any intruder, especially if they have already killed many of their brood. A Brood Mother is still more intelligent than his spawns, and it can follow simple tactics even if they are driven by anger and ignore any common sense. When encountered in her nest, there are always at least 1d3+2 Crawling Spider with her.

Crawling Spider

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-----------|-----------------|
| Str | 4 | HP | 2 | Attack | ThR | Damage | Critical | AP | Type |
| Dex | 12 | MP | 11 | Bite | +3 | 1d3 | 24% | 0 | Piercing |
| Con | 4 | Movement | 6 m (20 ft) | | | | | | |
| Cun | 1 | Init | +12 | | | | | | |
| Will | 8 | NDR | 1 | | | | | | |
| Wis | 4 | MDR | 0 | | | | | | |
| Man | 11 | ThR | +2 | | | | | | |
| | | Dodge | +3 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +1/+6 | | | | | | |
| | | Shock Test | 20% | | | | | | |

Feats and Special Abilities:

Chitin Carapace (Piercing), Climbing Speed (6 m), Low-light Vision, Size (Small), Spider Legs, Venomous Bite (2), Wall Climb, Webs

Skills:

Hide +8%, Jump +10%, Listen +5%, Sneak +8%, Spot +8%



Giant Flyder

While regular Flyders are tiny and harmless creatures, it could occur that some of them will grow larger and more aggressive, usually due to magics of some sort.

| | |
|------|----|
| Str | 10 |
| Dex | 13 |
| Con | 8 |
| Cun | 2 |
| Will | 9 |
| Wis | 4 |
| Man | 13 |

| | |
|------------|-------------|
| HP | 4 |
| MP | 11 |
| Movement | 3 m (10 ft) |
| Init | +14 |
| NDR | 2 |
| MDR | 1 |
| ThR | +3 |
| Dodge | +4 |
| Parry | - |
| HtH | +4/+6 |
| Shock Test | 27% |

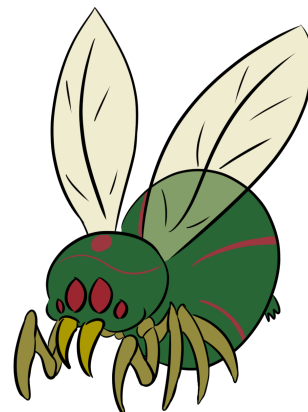
| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|----|----------|
| Bite | +4 | 1d3+2 | 24% | 0 | Piercing |

Feats and Special Abilities:

Chitin Carapace (Piercing), Climbing Speed (3 m/10 ft), Flying Speed (9m / 30 ft), Low-light Vision, Rapid Reaction, Size (Small), Spider Legs, Venomous Bite (2), Wall Climb, Webs

Skills:

Hide +4%, Listen +9%, Sneak +11%, Spot +11%



Monstrous Spider

Along with the Crawling Spiders, Monstrous Spiders are also quite common to be found in dangerous places, ruins and even forests.

| | |
|------|----|
| Str | 14 |
| Dex | 12 |
| Con | 12 |
| Cun | 2 |
| Will | 11 |
| Wis | 4 |
| Man | 13 |

| | |
|------------|-------------|
| HP | 12 |
| MP | 11 |
| Movement | 9 m (30 ft) |
| Init | +13 |
| NDR | 3 |
| MDR | 1 |
| ThR | +3 |
| Dodge | +4 |
| Parry | - |
| HtH | +8/+6 |
| Shock Test | 55% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|----------|
| Bite | +4 | 1d3+4 | 24% | (-1) | Piercing |

Feats and Special Abilities:

Chitin Carapace (Slashing), Climbing Speed (4,5 m), Fighter, Low-light Vision, Rapid Reaction, Spider Legs, Venomous Bite (2), Webs

Skills:

Hide +9%, Jump +7%, Listen +8%, Sneak +8%, Spot +7%

Combat Behavior:

Monstrous Spiders usually try to ambush their prey but will flee if the situation goes bad.



GoLEM

Golems are a type of artificial creature which are usually crafted by sentient creatures by using metals, wood, stone and similar materials.

Each Golem is usually built with a specific purpose, called Directive, which is implanted in his core and is the only thing he will do until destroyed.

Crystal Ponies were famous to being able to create many golems and similar constructs, but some scholars have recently discovered that such knowledge was actually taught by the Sabitians centuries ago.

Category:

Construct

Sub-type:

Arcane

Fakestone:

This particular material presents a weird texture which resembles more the skin or coat of a living creature rather than an actual rock or stone, unless accurately examined by those people with a good geology knowledge. Weapons with the Small Special Rule, quarrels and arrows will deal Minimum Damage against a creature made of Fakestone while weapons which deal Bludgeoning Damage, without the Small or Light Special Rule) are allowed to score a Critical Hit with a -5% Chance to obtain it. If a Bludgeoning Weapon scores a Critical Hit, it will only deal 1 additional Damage but will also crush the Fakestone Layer and reveal the metallic exoskeleton underneath.

A Creature which loses more than half of his body layer of Fakestone, reduces its Hardiness by 1.

If the Golem has hands and its Fakestone layer is destroyed, it will then deal Slashing Damage instead of Bludgeoning

Commands and Directives:

When created, Golems receive one or more Directives, which are usually words spoken during their awakening or phrases carved inside their cores or exoskeleton during their construction. A Golem will always follow his directive no matter what, but if unable to do so, it will do nothing, or just try to do another directive. If all the directives are accomplished, he will simply stand still or deactivate, while others will simply return in the same spot they were before. Usually Directives are carved with a specific order of importance, and the higher will always be taken in consideration if two directives could have a conflict during a specific situation. Still, in some situations, a Golem could start to ignore a Directive or become confused by two conflicting Directives; this usually happens when the Golem was inactive for a long period of time (IE: 400 years for example), it has been damaged or similar problems which could occur.

Examples of Directives:

Keep:

The Golem will activate when a group of intruders will take an item from a specific place or when they open a door or similar items. The Golem will then wake and will immediately try to close the door or to recover the item stolen, where in most of the occasion he will simply deal with the problem violently, sometimes the Golem will try to simply recover the item peacefully or follow the robbers until the item is returned. A Golem will follow those which have stolen the item as long as they are able to detect it, and their range of perception of the item is usually 500 m (1700 ft) while more powerful golems could even detect the item up to 2 km (1.2 miles).

Protection:

The Golem will always try to protect his Creator or similar designed Creatures, usually those wearing specific rings or amulets, or creatures which presents certain condition. The Golem will intervene when hostile actions are performed against those he must protect or if a specific command is spoke by them and it will not stop until those it must protect are safe again.

Some are instead instructed to grab the selected creature and keep them safe, by moving them somewhere or simply running in a safe place ignoring any incoming attack and using their bodies as shield.

Support:

Similar to the Protection Directive, the difference is that the Golem will immediately start to fight along with the designated creature when they will do certain actions, like drawing their weapons or attacking other creatures they do not have to protect.

The Golem will become peaceful once more if the creature he is protecting stop fighting while the more advanced are even able to detect if their opponents surrender by yielding, dropping their weapons or simply flee. The Golem will always try to intercept Charges if close enough to the Creatures he is supporting or stand in front of them if ranged weapons or spells are used against them.

Surveillance:

The Golem will guard a specific zone or location and will try to drive out or destroy any intruder found.

If he successfully manages to do so (or they just run away), he will then return to his other mansions or simply return to a designated spot and then deactivate once again. The Golem's Creator or specific designated Creatures could be able to move through such zone without activating the Golem. While usually the Golem will use violence to destroy the intruders, some of them are simply instructed to just take them and then put them in prison or simply drop them outside the zone they are guarding.

Animated Armor

One of the most common type of Golem are the Animated Armors, which are commonly hidden within other displayed Armors to surprise unaware thieves and uninvited guests in a Wizard's Tower.

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-------------|--------------------|
| Str | 16 | RP | 14 | Attack | ThR | Damage | Critical | AP | Type |
| Dex | 10 | MP | 18 | Hoof | +6 | 1d3+6 | 27% | [-1] | Bludgeoning |
| Con | - | Movement | 6 m (20 ft) | | | | | | |
| Cun | - | Init | +15 | | | | | | |
| Will | - | Hardiness | 7 | | | | | | |
| Wis | - | MDR | 1 | | | | | | |
| Man | 16 | ThR | +4 | | | | | | |
| | | Dodge | +3 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +11/+5 | | | | | | |
| | | Shock Test | - | | | | | | |

Directive:

Surveillance

Feats:

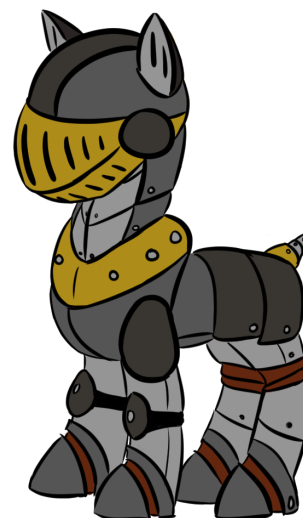
Blind Sight (Arcane), Buck, Construct, Fighter II, Hoof Kombatl, Improved Stomp

Skills:

Listen +8%, Search +5%, Spot +8%

Combat Behavior:

Animated Armors will simply attack those who trespass the zone they are guarding but will stop chasing them if they eventually leave such area.



Clockwork Griffin

Clockwork Griffins are often used to hunt down intruders, but despite their shape, they can't really fly since their wings are mostly for decoration, even if they can move them like a regular griffin.

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-----------|-----------------|
| Str | 14 | RP | 8 | Attack | ThR | Damage | Critical | AP | Type |
| Dex | 14 | MP | 18 | Claw | +5 | 1d3+4 | 30% | -1 | Slashing |
| Con | - | Movement | 9 m (30 ft) | | | | | | |
| Cun | - | Init | +15 | | | | | | |
| Will | - | Hardiness | 5 | | | | | | |
| Wis | - | MDR | 1 | | | | | | |
| Man | 13 | ThR | +3 | | | | | | |
| | | Dodge | +3 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +9/+7 | | | | | | |
| | | Shock Test | - | | | | | | |

Directives:

Surveillance

Feats and Special Abilities:

Arcane Reserve, Blind Sight (Heat), Climbing Speed (6m/20ft), Construct, Dash, Fighter, Improved Pounce, Mechanical Glide, Pounce, Rapid Reaction

Mechanical Glide:

Clockwork Griffin are unable to fly but they can still use their wings to glide for some meters. A Clockwork Griffin can jump down and glide from a height of 18 m (60 ft) without suffering any damage, while a higher jump could probably damage it or even destroy him.

The glide still requires actual flight space to be performed and a direct hit while gliding, with enough force, could cause the Clockwork Creature to fall down directly.

Skills:

Climb +10%, Jump +10%, Listen +9%, Sneak +10%, Spot +9%

Combat Behavior:

Clockwork Griffins usually move in packs or in groups of at least two. They often use hit and run tactics or try to sneak up their foes to ambush them.


Clockwork Handmaid

Clockwork Handmaids are a peculiar type of golem created usually by Unicorn wizards with a strong sense of fashion or of noble origins. While most of them are created simply to entertain guests and their masters, they can also be used as elegant protectors and bodyguards, by those which think that Stone Protectors are "Uncouth". Some version are able to even fight with a Long Sword, wielded by their Telekinesis as a Unicorn would do.

| | | | | | | | | | | | | | | | | |
|---|----------|-------------|-----|----|-----|---|-----|---|------|----|-----|---|-----|----|----|----|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>16</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>16</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>18</td></tr></table> | Str | 14 | Dex | 16 | Con | - | Cun | - | Will | 16 | Wis | - | Man | 18 | RP | 10 |
| | Str | 14 | | | | | | | | | | | | | | |
| | Dex | 16 | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | |
| | Will | 16 | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | |
| | Man | 18 | | | | | | | | | | | | | | |
| | MP | 31 | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | |
| Init | +17 | | | | | | | | | | | | | | | |
| Hardiness | 6 | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | |
| ThR | +6 | | | | | | | | | | | | | | | |
| Dodge | +7 | | | | | | | | | | | | | | | |
| Parry | +7(+8) | | | | | | | | | | | | | | | |
| HtH | +8/+8 | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | |

| Attack | ThR | Damage | Critical | AP | Type |
|------------------|-----|--------|----------|----|----------|
| Steel Long Sword | +8 | 1d6+5 | 26% | 0 | Slashing |

| | | | | | |
|------|----|-------|-----|------|-------------|
| Hoof | +7 | 1d3+5 | 25% | [-1] | Bludgeoning |
|------|----|-------|-----|------|-------------|



Directives:
Entertainment, Protection

Feats:
Arcane Reserve II, Blind Sight (Arcane), Combat Telekinesis, Construct, Dash, Fakestone, Hoof Kombatl!, Rapid Reaction, Riposte Attack II

Skills:
Jump +13%, Listen +13%, Perform (Dance) +18%, Search +10%, Spot +13%

Combat Behavior:
Clockwork Handmaids are surprisingly fast and deadly when fighting with their Swords, taking full advantage of their Riposte Attacks, but they can represent a menace even when unarmed. Notice that not all the Clockwork Handmaids are armed with a Steel Sword in which case they will simply fight with their hooves.




Equine Mannequin

Equine Mannequins usually appear as simple display mannequin made of exquisite wood and copper, which usually is dressed with elegant clothes or will mostly wear the colors of a noble house or clan. These mannequins are created to protect a specific area and to activate only when something from the place is taken away without permission or without saying a specific password. When they activate, they will relentlessly chase down the thief until is destroyed and/or the stolen item is returned.

| | | | | | | | | | | | | | | | | |
|--|----------|-------------|-----|----|-----|---|-----|---|------|---|-----|---|-----|----|----|---|
| <table><tr><td>Str</td><td>16</td></tr><tr><td>Dex</td><td>10</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>-</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>16</td></tr></table> | Str | 16 | Dex | 10 | Con | - | Cun | - | Will | - | Wis | - | Man | 16 | RP | 9 |
| | Str | 16 | | | | | | | | | | | | | | |
| | Dex | 10 | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | |
| | Will | - | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | |
| | Man | 16 | | | | | | | | | | | | | | |
| | MP | 21 | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | |
| Init | +10 | | | | | | | | | | | | | | | |
| Hardiness | 5 | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | |
| HtH | +10/+5 | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|-------------|
| Hoof | +5 | 1d3+5 | 25% | [-1] | Bludgeoning |

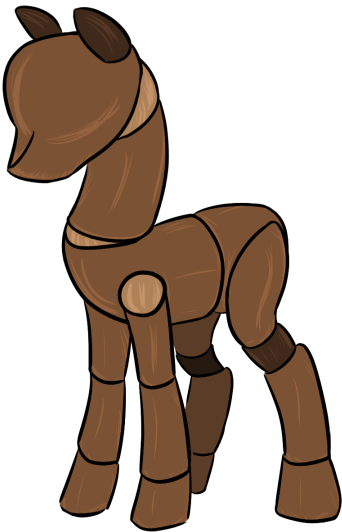
A detailed illustration of a brown dog's head and neck, shown in profile facing left. The dog has short, smooth brown fur, a white patch on its chest, and a white collar around its neck. Its ears are small and pointed upwards. The background is plain white.

Directives:
Keep

Feats and Special Abilities:
Arcane Reserve, Blind Sight (Arcane), Construct, Fighter, Resistance to Piercing (1)

Skills:
Listen +8%, Spot +8%

Combat Behavior:
An Equine Mannequin will chase anyone who dares to steal from the place they are guarding, but will immediately return to their assigned location if such item is returned.



Guardian-goyle

First Appearance:
S09 Ep21 - Daring Doubt

| | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|-------|-------|------|-----------|----------|------|---|-----|---|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>16</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>-</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>20</td></tr></table> | Str | 16 | Dex | 13 | Con | - | Cun | - | Will | - | Wis | - | Man | 20 | RP | 12 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 16 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | - | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 20 | | | | | | | | | | | | | | | | | | | | |
| | MP | 25 | Bite | +6 | 1d6+4 | 32% | [-1] | Crushing | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +14 | Claw | +7 | 1d6+4 | 25% | (-2) | Shredding | | | | | | | | | | | | | | | |
| Hardiness | 8 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +6 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +10/+6 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Directive:
Keep or Surveillance

Feats and Special Abilities:
Aerial Attack, Arcane Reserve, Blind Sight (Arcane), Construct, Dash, Daylight Weakness, Fighter, Fly (12 m/40 ft), Magic Resistance (1/+5%), Rapid Reaction

Daylight Weakness:
Guardian-goyles are susceptible to direct contact with daylight which drains them of 5 MP per Round of Exposure. If their MP are reduced to 0 in this way, or through Spells capable to create zones of Daylight, they will deactivate immediately.
A Guardian-goyle recharges 1 MP per per Day, and it requires at least 5 to be able to function again.

Skills:
Listen +16%, Spot +16%

Combat Behavior:
Guardian-goyles are extremely aggressive when they activate and will simply swarm upon the intruders or those which stole the object they are protecting.

Stone Protector

The first type of Golems where created centuries ago, and where mostly raw sculptures imbued with undiluted magic. Once extremely powerful, the passing of centuries weakened the spells which animates them, reducing their overall efficiency, even if they still are formidable opponents. Most of them can be discovered in ancient ruins and forgotten dungeons and are often seen as an important way to learn something more from the days before the arrival of the Princesses.

| | | | | | | | | | | | | | | | | |
|--|----------|-------------|-----|----|-----|---|-----|---|------|---|-----|---|-----|----|----|----|
| <table><tr><td>Str</td><td>22</td></tr><tr><td>Dex</td><td>10</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>-</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>24</td></tr></table> | Str | 22 | Dex | 10 | Con | - | Cun | - | Will | - | Wis | - | Man | 24 | RP | 16 |
| | Str | 22 | | | | | | | | | | | | | | |
| | Dex | 10 | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | |
| | Will | - | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | |
| | Man | 24 | | | | | | | | | | | | | | |
| | MP | 34 | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | |
| Init | +10 | | | | | | | | | | | | | | | |
| Hardiness | 8 | | | | | | | | | | | | | | | |
| MDR | 5 | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | |
| HtH | +15/+5 | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | |

| Attack | ThR | Damage | Critical | AP | Type |
|-------------|-----|--------|----------|------|----------|
| Beam Attack | - | 1d6+3 | - | -1 | Arcane |
| | | | | | |
| Hoof | +7 | 1d3+8 | 28% | [-2] | Crushing |

Directives:
Keep or Surveillance

Feats and Special Abilities:
Arcane Reserve II, Beam Attack (17), Blind Sight (Arcane), Construct, Hoof Kombatl, Fighter, Protective Runes

Protective Runes:
The Protective Runes grants a Cover of 55% against Ranged Attacks and Ranged Spells.
This type of Cover doesn't break unless an attack will deal more than 30 Damage to it.

Skills:
Listen +8%, Spot +8%



GUARDIGOR

Guardigors looks like crocodiles with arms and legs which allows them to walk with an erect posture, and use items and weapons as other sentient creatures. Strong and resistant, they where commonly considered as the perfect guardians in ancient times, since they are used to obey any order without any doubt or question, making them extremely loyal. Even so, they are unable to feel emotions or are not interested into the moral dilemma, so they are usually used by those with a doubt morality and are not accepted in the Equestrian society. Guardigors will perform any order given again and again, even if their master dies, since they do not have a real conception of death or common sense. If a new master will come and reclaim them, they will simply accept that and follow the new orders, but they only follow those who demonstrate enough power, or the one who is indicated as “Master” when they hatch. Guardigors are asexual, but each one of them generates a single egg when they reach maturity, while those more elder will even generate two. The egg remains in a sort of stasis until the bearer dies, and at that point the egg will start to mature until it will hatch. It is common for Guardigors that after a fight where some of them has fallen, the eggs are gathered and taken in a specific place, where they can incubate and then hatch. Guardigors can still be found in ancient ruins or forgotten dungeons, especially those from the era of Grogar or when Scorpan and Tirek visited the Equestrian Lads, centuries ago.


First Appearance:
Rescue at Midnight Castle

Category:
Sentient Creature

Sub-type:
Reptile

Guardigor Hunter (Advanced)

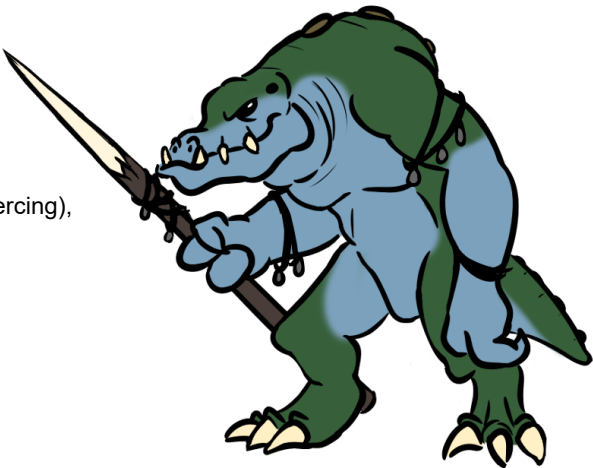
| | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-----------------|------|----|-----|----|-------|-------|------|----------|----------|----|-----|----|----|----|--------|--|--|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>15</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>14</td></tr><tr><td>Cun</td><td>6</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>10</td></tr><tr><td>Man</td><td>12</td></tr></table> | Str | 15 | Dex | 13 | Con | 14 | Cun | 6 | Will | 12 | Wis | 10 | Man | 12 | HP | 18 | Attack | | | | ThR | Damage | Critical | AP | Type |
| | Str | 15 | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | 14 | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 6 | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 10 | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 12 | | | | | | | | | | | | | | | | | | | | | | | |
| | MP | 13 | Bite | | | | +5 | 1d6+4 | 30% | (-1) | Slashing | | | | | | | | | | | | | | |
| | Movement | 7,5 m (25 ft) | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | Hunting Javelin | | | | +7 | 1d6+4 | 25% | -2 | Impaling | | | | | | | | | | | | | | | |
| NDR | 4 | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | Spear | | | | +7 | 1d6+4 | 22% | 0 | Piercing | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | +4 | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +10/+6 | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 45% | | | | | | | | | | | | | | | | | | | | | | | | |



Feats and Special Abilities:
Cold Blooded, Hold Breath, Fighter II, Power Strike, Resolute, Scale Skin (+1 vs Piercing), Slow and Purposeful, Tough, Weapon Proficiency (Polearms), Weapon proficiency (Throwing Weapons)

Skills:
Climb +8%, Jump +12%, Listen +11%, Search +8%, Spot +13%, Sneak +15%, Survival (Variable) +15%, Swim +13%

Equipment:
Spear. Some of them are also equipped with a Javelin Case and 4 Javelins



Guardigor Warrior (Expert)

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|-------------------|---------------|---------------|-----------------|-----------|-----------------|
| Str | 18 | HP | 23 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 15 | Berdiche | +10/+6 | 1d10+5 | 26% | -1 | Slashing |
| Dex | 14 | Movement | 7,5 m (25 ft) | | | | | | |
| Con | 16 | Init | +15 | Fell Blade | +10/+6 | 1d6+6 | 28% | -1 | Slashing |
| Cun | 6 | DR | 5 | | | | | | |
| Will | 14 | MDR | 3 | | | | | | |
| Wis | 11 | ThR | +3 | | | | | | |
| Man | 13 | Dodge | +4 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +8/+6 | | | | | | |
| | | Shock Test | 55% | | | | | | |

Trait:

Bulky

Feats and Special Abilities:

Advanced Training (Warrior), Broad Slash, Brothers in Arms, Cold Blooded, Dauntless, Extra Attack, Fighter II, Furious Charge, Hold Breath, Improved Shock Test, Intrepid, Power Strike, Rapid Reaction II, Resolute, Scale Skin (+2 vs Piercing), Slow and Purposeful, Tough II

Skills:

Authority +10%, Intimidate +13%, Listen +8%, Search +7%, Sense Motive +10%, Sneak -6%, Spot +8%, Swim -5%

Equipment:

Gladiatorial Medium Armor, Berdiche (Iron, Balanced) or Fell Blade (Iron, Balanced).

Combat Behavior:

All Guardigor usually receives a basic Military Training by those elder Guardigors still alive depending on their role. Hunters learn to be more subtle while warriors learn how to strike with ferocity.



HYDRA

Fist Appearance:

S01 Ep15 - Feeling Pinkie Keen

Category:

Reptile

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|-------------------|------------|---------------|-----------------|-------------|------------------|
| | | HP | 60 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 24 | Bite | +8 | 1d6+8 | 24% | -1 | Shredding |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 26 | Init | +12 | Tail Sweep | +6 | 1d10+4 | 22% | [-1] | Crushing |
| Dex | 12 | NDR | 5 | | | | | | |
| Con | 34 | MDR | 3 | | | | | | |
| Cun | 3 | ThR | +3 | | | | | | |
| Will | 18 | Dodge | +4 | | | | | | |
| Wis | 6 | Parry | - | | | | | | |
| Man | 15 | HtH | +22/+6 | | | | | | |
| | | Shock Test | 70% | | | | | | |

Feats and Special Abilities:

Amphibian, Arcane Reserve, Devour, Extended Reach (7,5 m / 25 ft), Fighter, Four-headed Monstrosity, Gills, Iron Will, Monstrous Constitution, Resistance to Acid (5), Scale-skin (+2 vs Bludgeoning, Impaling and Piercing), Size (Huge), Tail Sweep, Terror, Vulnerable to Lunar Silver (3)

Four-headed Monstrosity:

A Hydra has four heads which acts independently from the others, even if there is always one which controls the body while the others simply observe. Each head rolls for its initiative separately from the others, but the GM must keep note of which head is the dominant one since is also the one which allows the creature to move. A Hydra is immune to Sneak Attacks and Backstabs unless all of its heads are unaware of the incoming attacks or are all facing in a specific direction. If one head is influenced by Mind Effects, the rest of the heads will be considered as separate entities and thus not affected. Notice that even for performing Skill Checks each head will roll separately from the others, so some heads could be able to hear noises while others not. Each Head will act in its own turn but only the Dominant Head will also be able to move. If during its turn a Head is not within reach of any available target it will simply do nothing. If two heads attack the same Creature, there is a 50% Chance that during the next turn they will start fighting each other to decide which should attack, except for the Dominant head which will intimidate the other, which will result in the intimidated head to do nothing for its next turn. When under half of its HP or if exceptionally mad, the heads will no longer fight each other and focus to fight the enemy. A Hydra Neck has 15 HP. If a neck is cut off, the head will immediately die and the hydra will lower its total HP by 6.

Skills:

Listen +12%, Search +8%, Spot +9%, Survival (Swamp) +15%

Combat Behavior:

Despite all his heads, a Hydra is rather a dumb creature which usually follow its own instincts, which usually means attacking those which seem tasty or those which dare to disturb her slumber.

Kobolds

Kobolds are small creatures who are attracted by shiny things and are famous for their stupidity. Kobolds tends to form small colonies of scavengers, since they like to collect all sort of junk left by other sentient species, like ponies, griffins and minotaurs. Not particularly strong or organized, their strength relies on their numbers, since they can easily swarm up a careless adventurer, beating him with everything they find.

Sometimes, it happens that small group of Kobolds who saw someone wearing a particular tiara or necklace, they will be so impressed that they starts to think that he (or she) is a "Filthy Rich", so they start to bring him (or her) all the things they found, since they try to please/impress him (or her).

Kobolds doesn't really understand the common language, even if they learn few words that they repeat frequently, even if out of context, while Filthy Rich Kobolds always try to learn more words to mostly impress other Kobolds than other sentient creatures.

Category:

Sentient Creature

Sub-type:

Arcane, Oniric

Special Abilities:

Carrier:

Kobolds are surprisingly strong, when carrying items. A Kobold is always considered a Medium-Sized creature, when determining his Carrying Value, and also consider his Strength value as if 2 points higher. They also are not slowed by a Medium Load.

Junk Hoarder:

Kobolds usually fight with every item they find (yes even a spoon). To represent that, they are usually considered to use One-Handed Weapons or Small Weapons, while the Damage type can be different. It's up to the GM to decide what kind of junk a Kobold is using.

Resistant to Fall Damage:

Kobolds are able to fall from a certain height without suffer much damage. A Falling Kobold only suffers 1 Non Lethal Bludgeoning Direct Damage for the first 6 m (20 ft) he falls, and it will suffer no damage at all if voluntarily fall down from 2 m (6 ft).

Combat Behavior:

As typical of smaller creatures, Kobold usually tend to just swarm up their enemies, yelling, jangling the junk they use as improved weapons and sometimes even attacking. They usually make a lot of noise to try to scare their foes, and if this tactics does not work, they will proceed to bash them out with everything they have. Even if a single Kobold poses no threat at all, a large number could even overpower the careless adventurer, since they can also literally try to jump on him, or they will also try to make them trip and fall down.

Armored Kobolds always try to have a certain composure, since they try to imitate the military Behavior of other sentient creatures, trying to march within a formation and even performing a military salute, but they usually end to be clumsy or to just forget everything about that "military composure" and be even more muddler than other Kobolds, especially when the combat is taking a lot of time.

Filthy Rich Kobolds will just simply stay safely behind their subjects, yelling orders and swearing words a lot, (also enjoying and laughing when others gets hurt) but also some of them will also try to enter combat if angry enough or when trying to beat a rival Filthy Rich who dares to challenge them, or when they think they are being mocked.



Kobold, Kobold Hoarder, Armored Kobold and Filthy Rich Kobold

Kobold (Competent)

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|---------------|----|-------|-----|-----|-------------|----------|---|-----|---|-----|----|----|---|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>8</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>8</td></tr><tr><td>Cun</td><td>12</td></tr><tr><td>Will</td><td>8</td></tr><tr><td>Wis</td><td>7</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 8 | Dex | 12 | Con | 8 | Cun | 12 | Will | 8 | Wis | 7 | Man | 13 | HP | 4 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 8 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 8 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 12 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 8 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 7 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 13 | Piece of Junk | | +2 | 1d3 | 25% | 0 | Variable | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | Slingshot | | +4 | 1d3+1 | 22% | 0 | Bludgeoning | | | | | | | | | | | | | | | |
| DR | 0 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | +2 | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +3/+6 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 32% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Armor Proficiency (Light), Carrier, Improved Shock Test II, Immunity to Poison Joke, Immunity to Somnambular Bloom, Junk Hoarder, Low-light Vision, Resistance to Diseases (+10%), Resistance to Poisons (+15%), Resistant to Fall Damage, Size (Small)

Skills:

Craft (Craft Items) +10%, Listen +5%, Search +11%, Sleight of Hand +10%, Sneak +8%, Hide -5%, Swim -5%, Spot +6%, Repair (Items) +10%, Jump +5%, Climb +7%, Lock-picking +5%, Survival (Variable) +8%

Equipment:

Bag or Shoulder Bag, Simple Clothes.

A Group of Kobolds always have a bag with 1d3 Junk (Low Value).

Kobold Hoarder (Advanced)

Hoarders are those Kobolds who collect all kind of stuff and keep it for themselves. Usually hated by other Kobolds, they are often chased down by other Kobolds who will try to steal their stuff. Sometime Hoarders have interesting stuff in their huge bags, so even adventurers chase them down, if they can catch them since they run really fast.

| | | | |
|------|----|------------|-------------|
| | | HP | 8 |
| | | MP | 16 |
| | | Movement | 9 m (30 ft) |
| Str | 13 | Init | +15 |
| Dex | 13 | DR | 0 |
| Con | 13 | MDR | 1 |
| Cun | 12 | ThR | +2 |
| Will | 11 | Dodge | +6 |
| Wis | 7 | Parry | +3 |
| Man | 16 | HtH | +5/+6 |
| | | Shock Test | 47% |

Feats and Special Abilities:

Born to Run, Carrier, Immunity to Poison Joke, Immunity to Somnambular Bloom, Junk Hoarder, Low-light Vision, Resistant to Fall Damage, Rapid Reaction II, Resistance to Diseases (10%), Resistance to Poisons (15%), Shock Resistance, Size (Small), Tough

Skills:

Listen +9%, Search +15%, Sneak -5%, Hide +8%, Spot +12%, Jump +13%, Climb +5%

Equipment:

Bigga' Shoul'da Bag, Simple Clothes, 1d3+3 Junk (Low Value), 1d3 Junk (Generic Value).

A Hoarder as also a 35% Chance to carry a single Junk (Valuable)

Armored Kobold (Advanced)

Armored Kobolds, commonly known as Garbage Kobolds, are those who like wearing all kind of metal objects, like plates, bowls, pots and so on. They also melt the metal took from scraps and craft it to look like a sort of rudimental Armor. They like to try imitate the military Behavior they see from more intelligent species, but they usually end up being more a parody than real soldiers.

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------------|-------------|--------|-------|-----|----------|----------|------|----|-----|---|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>14</td></tr><tr><td>Cun</td><td>12</td></tr><tr><td>Will</td><td>11</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 14 | Dex | 12 | Con | 14 | Cun | 12 | Will | 11 | Wis | 8 | Man | 13 | HP | 13 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 14 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | |
| | Con | 14 | | | | | | | | | | | | | | | | | | | | |
| | Cun | 12 | | | | | | | | | | | | | | | | | | | | |
| | Will | 11 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 8 | | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | | |
| | MP | 13 | Short Sword | +7 | 1d3+3 | 24% | 0 | Slashing | | | | | | | | | | | | | | |
| | Movement | 4,5 m (15 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | Polearm | +7 | 1d6+3 | 22% | 0 | Variable | | | | | | | | | | | | | | | |
| DR | 5 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | Two-Handed Weapon | +7 | 1d10+3 | 22% | 0 | Variable | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | | | | | | | |
| Parry | +5 | | | | | | | | | | | | | | | | | | | | | |
| HtH | +7/+6 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 54% | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Armor Proficiency (Heavy), Armor Specialization II, Brothers in Arms, Carrier, Fighter, Formation Combat, Immunity to Poison Joke, Immunity to Somnambular Bloom, Junk hoarder, Low-light Vision, One With the Armor II, Resistant to Fall Damage, Resistance to Diseases (+10%), Resistance to Poisons (+15%), Resolute, Shock Resistance II, Size (Small), Strong Back, Tough II

Skills:

Craft (Craft Armors) +11%, Listen +7%, Search +12%, Sleight of Hand -5%, Intimidate +9%, Sneak -7%, Hide -20%, Swim -35%, Spot +8%, Repair (Armors) +12%, Jump -10%, Climb -8%, Lock-picking +6%, Survival (Variable) +9%

Equipment:

Junk Armor (Heavy Mashup Armor), Pouch, Simple Clothes, Light Helmet (Iron), 1d6 CB.
Notice that by “Polearm” it can be anything, from a broom to a shovel, same applies to “Two-Handed Weapons”.
Sometimes, those armed with a Short Sword are also equipped with a Small Shield (Wood), who increases their Parry to +7

Filthy Rich Kobold (Advanced)

The Chiefs of the Kobold society are those who can find and keep the most impressive and shiny objects for themselves, commonly called "Filthy Rich Kobolds". Since Kobolds are impressed by shiny items, those who can wear the most shiniest and impressive item become quickly the indisputable leader of the colony. Dangerously greedy, they keep to obtain more shiny items to wear, becoming even more impressive to others at the point that they will be too scared to even try to steal them at all.

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|-------|----------|-------------|---------|----|-------|-----|-----|-------------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>8</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>10</td></tr><tr><td>Cun</td><td>13</td></tr><tr><td>Will</td><td>10</td></tr><tr><td>Wis</td><td>8</td></tr><tr><td>Man</td><td>14</td></tr></table> | | Str | 8 | Dex | 12 | Con | 10 | Cun | 13 | Will | 10 | Wis | 8 | Man | 14 | HP | 6 | Attack | ThR | Damage | Critical | AP | Type |
| | | Str | 8 | | | | | | | | | | | | | | | | | | | | |
| | | Dex | 12 | | | | | | | | | | | | | | | | | | | | |
| | | Con | 10 | | | | | | | | | | | | | | | | | | | | |
| | | Cun | 13 | | | | | | | | | | | | | | | | | | | | |
| | | Will | 10 | | | | | | | | | | | | | | | | | | | | |
| | | Wis | 8 | | | | | | | | | | | | | | | | | | | | |
| | | Man | 14 | | | | | | | | | | | | | | | | | | | | |
| | | MP | 14 | Scepter | +5 | 1d3+1 | 26% | 0 | Bludgeoning | | | | | | | | | | | | | | |
| | | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | | |
| DR | 2 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | +2 | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +5/+7 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 38% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Armor Proficiency (Light), Carrier, Filthy Rich, Immunity to Poison Joke, Immunity to Somnambular Bloom, Junk Hoarder, Low-light Vision, Resistance to Diseases (+10%), Resistance to Poisons (+15%), Resistant to Fall Damage, Shock Resistance II, Strong Back

Filthy Rich:

A Filthy Rich is a prominent figure within his kind, thanks to their ostentation of shiny items that they wear. To represent that, they always grant a +10% Bonus to the First Morale Check of any allied Kobold within 9 m (30 ft), while the second Morale Check will obtain only a +5% and from the third they will get nothing. The Bonus is granted as long as the Filthy rich is not running away, Panicked or Scared/Terrorized.

Skills:

Authority +6%, Bluff +9%, Climb +7%, Craft (Craft Items) +10%, Listen +5%, Persuade +5%, Search +8%, Sleight of Hand +13%, Intimidate +8%, Sneak +6%, Hide -9%, Swim -6%, Spot +8%, Sense Motive +1%, Repair (Items) +10%, Jump +5%, Lock-picking +8%, Survival (Variable) +8%

Equipment:

Flashing Garments, Simple Junk Armor (Counts as a Light Mashup Armor made of Cloth), Trinkets (2d10+10 CB).
Notice that by "Scepter" it could be any item, like a large spoon, a piece of metal or else. It's extremely rare that they actually have a real scepter.

MANTICORE

First Appearance:

S01 Ep02 - Friendship is Magic (Part 2)

Category:

Chimera

Sub-type:

Beast

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|----------------------|------------|---------------|-----------------|-------------|-----------------|
| | | HP | 42 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 23 | Claw | +8 | 1d6+5 | 27% | (-2) | Slashing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 23 | Init | +12 | Bite | +8 | 1d6+6 | 24% | -1 | Slashing |
| Dex | 12 | NDR | 5 | | | | | | |
| Con | 24 | MDR | 3 | Scorpion Tail | +8 | 1d6+6 | 30% | -1 | Piercing |
| Cun | 2 | ThR | +4 | | | | | | |
| Will | 15 | Dodge | +5 | | | | | | |
| Wis | 6 | Parry | - | | | | | | |
| Man | 16 | HtH | +18/+6 | | | | | | |
| | | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Dash, Fear, Fighter, Improved Pounce, Monstrous Constitution, Rending Claws, Scent, Scorpion Tail, Size (Large), Tear to Pieces (1d6+5), Tough III, Vulnerable to Lunar Silver (3)

Scorpion Tail:

A Manticore can renounce to all his attacks to use his Scorpion Tail to attack a creature on his Side or Back. The Tail has the Extended Reach (3 m / 10 ft) and it always deal 1 additional Direct Poison Damage. If the Manticore scores a Critical Hit with the Scorpion Tail, the damage dealt becomes Direct Damage that also inflicts 1d3 Direct Necrotic Damage. A Manticore never obtains any Additional Damage or different effect for a Critical hit while using the scorpion Tail. The Poison Damage dealt by the Tail increases the Victim's Toxicity by 1d3+3.

Skills:

Jump +13%, Listen +9%, Search +8%, Sneak +9%, Spot +10%

Combat Behavior:

Manticores will try to Charge and then Pounce on their enemies, so they are able to use the Tear to pieces special ability. They also use their Scorpion Tails against dangerous foes or when attacked on their sides or back.



MAULWURF

While in the Östlichvern language Maulwurf simply means mole, there is also a dangerous creature who is often described as “Half a Bear, Half Mole and Half-Pile-Of-Ragin-Claws”. Even if Maulwurf are mostly herbivores, they posses a particular aggressive Behavior against other creatures, and combined to their size, they are often avoided, even if sometimes it could happened that one will spot a farm or an orchard and eat everything they smell, so is usually important to stop them or at least make them flee, who is still a dangerous task.

First Appearance:

S07 Ep17 - To Change a Changeling

Category:

Chimera

Sub-type:

Animal, Beast

| | | | | | | | | | |
|------|----|------------|---------------|--------|-----|--------|----------|----|----------|
| | | HP | 57 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 20 | Bite | +5 | 1d6+7 | 30% | -1 | Slashing |
| | | Movement | 7,5 m (25 ft) | | | | | | |
| Str | 26 | Init | +10 | Claw | +9 | 1d10+6 | 25% | -1 | Slashing |
| Dex | 10 | NDR | 5 | | | | | | |
| Con | 26 | MDR | 8 | | | | | | |
| Cun | 2 | ThR | +4 | | | | | | |
| Will | 14 | Dodge | +6 | | | | | | |
| Wis | 8 | Parry | - | | | | | | |
| Man | 13 | HtH | +22/+5 | | | | | | |
| | | Shock Test | 70% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Blind Perception (Scent), Fast Digging (6 m / 20 ft), Fear, Monstrous Constitution, Size (Huge), Tough, Vulnerable to Lunar Silver (5)

Skills:

Listen +8%, Sneak +8%, Spot -20%

Combat Behavior:

Maulwurf usually are aggressive when hungry or when disturbed by other creatures, which means even walking by mistake. They use to attack straight forward without particular strategies, but even with their size by their side, if injured too much or if outnumbered by too many creatures, they will eventually flee. Maulwurf uses only their Claw attack, while the Bite is rarely used unless they get particularly mad.


MUMMIFIED CREATURE

Created by ancient magic, the Mummified Creatures are common in the Desertic zones controlled by the Sabitians, usually found in ancient ruins or as guards of hidden tombs and sanctuaries.

Category:
Undead

Mummified Servant (Earth Pony / Zebra, Competent)

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|-------------|--------|----------|----|-------------|---|-----|---|------|----|-----|---|-----|----|---|----|---|----|----|----------|-------------|------|-----|-----------|---|-----|---|-----|----|-------|---|-------|---|-----|-------|------------|---|--|--------|-----|--------|----------|----|------|------|----|-------|-----|---|-------------|
| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>11</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>13</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>14</td></tr></table> | Str | 12 | Dex | 11 | Con | - | Cun | - | Will | 13 | Wis | - | Man | 14 | <table><tr><td>RP</td><td>5</td></tr><tr><td>MP</td><td>15</td></tr><tr><td>Movement</td><td>9 m (30 ft)</td></tr><tr><td>Init</td><td>+11</td></tr><tr><td>Hardiness</td><td>4</td></tr><tr><td>MDR</td><td>2</td></tr><tr><td>ThR</td><td>+2</td></tr><tr><td>Dodge</td><td>-</td></tr><tr><td>Parry</td><td>-</td></tr><tr><td>HtH</td><td>+6/+5</td></tr><tr><td>Shock Test</td><td>-</td></tr></table> | RP | 5 | MP | 15 | Movement | 9 m (30 ft) | Init | +11 | Hardiness | 4 | MDR | 2 | ThR | +2 | Dodge | - | Parry | - | HtH | +6/+5 | Shock Test | - | <table><tr><td>Attack</td><td>ThR</td><td>Damage</td><td>Critical</td><td>AP</td><td>Type</td></tr><tr><td>Hoof</td><td>+3</td><td>1d3+3</td><td>25%</td><td>0</td><td>Bludgeoning</td></tr></table> | Attack | ThR | Damage | Critical | AP | Type | Hoof | +3 | 1d3+3 | 25% | 0 | Bludgeoning |
| Str | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dex | 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Con | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cun | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Will | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Wis | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Man | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RP | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +6/+5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hoof | +3 | 1d3+3 | 25% | 0 | Bludgeoning | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



Feats and Special Abilities:
Dark Vision (15 m / 50 ft), Hoof Kombat, Uneasiness, Undead, Vulnerable to Lunar Silver (1)

Skills:
Listen +5%, Search +6%, Sneak +10%, Spot +5%

Equipment:
Ancient Trinkets



Mummified Servant (Griffin, Competent)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|------|----|-------|-----|------|----------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>11</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>13</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>14</td></tr></table> | Str | 12 | Dex | 11 | Con | - | Cun | - | Will | 13 | Wis | - | Man | 14 | RP | 5 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 12 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 11 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | 13 | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 14 | | | | | | | | | | | | | | | | | | | | |
| | MP | 15 | Claw | +3 | 1d3+3 | 30% | (-1) | Slashing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +11 | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | - | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +6/+5 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:
Dark Vision (15 m / 50 ft), Levitate (4,5 m /15 ft), Uneasiness, Undead, Vulnerable to Lunar Silver (1)

Skills:
Listen +5%, Search +6%, Sneak +10%, Spot +5%

Equipment:
Ancient Trinkets

Mummified Soldier (Abyssinian, Competent)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|---------|-------|-------|-----|----------|----------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>15</td></tr></table> | Str | 12 | Dex | 13 | Con | - | Cun | - | Will | 14 | Wis | - | Man | 15 | RP | 4 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 12 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | 14 | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 15 | | | | | | | | | | | | | | | | | | | | |
| | MP | 17 | Khopesh | +5 | 1d6+2 | 25% | 0 | Slashing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | Spear | +5 | 1d6+2 | 23% | 0 | Piercing | | | | | | | | | | | | | | | |
| Hardiness | 6 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | - | | | | | | | | | | | | | | | | | | | | | |
| Parry | +3(+5) | | | | | | | | | | | | | | | | | | | | | |
| HtH | +6/+7 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Armor Proficiency (Light), Dark Vision (15 m / 50 ft), Formation Combat, Shield proficiency, Undead, Uneasiness, Vulnerable to Lunar Silver (1)

Skills:

Listen +5%, Search +6%, Sneak +10%, Spot +5%

Equipment:

Ancient Helmet (Open), Ancient Light Armor (Bronze), Ancient Trinkets, Khopesh (Bronze), Small Shield (Bronze).
Some are armed with Spears instead.

OPHIOTAURUS

Fist Appearance:
S09 Ep08 - Frenemies

Category:
Chimera

Sub-type:
Animal, Reptile

| | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--------|----------|---------------|------|-------|-----|-------|----------|------|----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>18</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>16</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>6</td></tr><tr><td>Man</td><td>14</td></tr></table> | | Str | 18 | Dex | 14 | Con | 16 | Cun | 2 | Will | 14 | Wis | 6 | Man | 14 | HP | 18 | Attack | | ThR | Damage | Critical | AP | Type |
| | | Str | 18 | | | | | | | | | | | | | | | | | | | | | |
| | | Dex | 14 | | | | | | | | | | | | | | | | | | | | | |
| | | Con | 16 | | | | | | | | | | | | | | | | | | | | | |
| | | Cun | 2 | | | | | | | | | | | | | | | | | | | | | |
| | | Will | 14 | | | | | | | | | | | | | | | | | | | | | |
| | | Wis | 6 | | | | | | | | | | | | | | | | | | | | | |
| | | Man | 14 | | | | | | | | | | | | | | | | | | | | | |
| | | MP | 15 | Bite | | +5 | 1d3+5 | 30% | (-1) | Piercing | | | | | | | | | | | | | | |
| | | Movement | 7,5 m (25 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +15 | Headbutt | | +5 | 1d3+5 | 25% | [-1] | Crushing | | | | | | | | | | | | | | | | |
| NDR | 4 | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +6 | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +11/+7 | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 57% | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:
Dash, Fighter, Rapid Reaction, Resistance to Bludgeoning (1), Resistance to Poison (+10%), Scale Skin (+1 vs Impaling and Piercing), Scent, Shock Resistance, Tough, Venomous Bite (4), Vulnerable to Lunar Silver (2)

Skills:
Listen +15%, Sneak +14%, Spot +10%, Survival (Forest) +10%

OWLBEAR

Owlbears, as the name suggest, are huge creatures with the shape of a bear mixed with an owl or a civet.

An adult Owlbear usually is 2,5 m tall (8 ft) or even more, while his weight is similar to a brown bear. His fur color is usually Midnight Blue with various color degrees, being brighter towards the chest, while younger Owlbears and cubs have a lighter color.

Owlbears are usually common in an Arcane Forest, even if in the Easter Reign they are common also in remote forests.

First Appearance:

MLP IDW Comic Micro Series #10 - Princess Luna

Category:

Chimera

Sub-type:

Animal, Beast

| | | | | | | | | | |
|-------------|-----------|-------------------|----------------------|---------------|--------------|---------------|-----------------|-----------|------------------|
| | | HP | 40 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 21 | Bite | +5 | 1d6+7 | 35% | -2 | Slashing |
| | | Movement | 7,5 m (25 ft) | | | | | | |
| | | Init | +12 | Claws | +8/+8 | 1d6+7 | 25% | -1 | Shredding |
| Str | 24 | NDR | 6 | | | | | | |
| Dex | 12 | MDR | 4 | | | | | | |
| Con | 24 | ThR | +4 | | | | | | |
| Cun | 2 | Dodge | +6 | | | | | | |
| Will | 14 | Parry | - | | | | | | |
| Wis | 5 | HtH | +18/+6 | | | | | | |
| Man | 14 | Shock Test | 65% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Rending Claws, Monstrous Constitution, Fighter, Fear, Size (Large), Resistance to Magic (2), Tough II

Skills:

Climb +9%, Listen +8%, Search +8%, Sneak +8%, Spot +9%

Owlbear (Young)

| | | | | | | | | | |
|-------------|-----------|-------------------|----------------------|---------------|------------|---------------|-----------------|-------------|-----------------|
| | | HP | 19 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 14 | Bite | +4 | 1d6+4 | 30% | -1 | Slashing |
| | | Movement | 7,5 m (25 ft) | | | | | | |
| | | Init | +13 | Claw | +5 | 1d3+4 | 22% | (-1) | Slashing |
| Str | 20 | NDR | 3 | | | | | | |
| Dex | 13 | MDR | 2 | | | | | | |
| Con | 17 | ThR | +3 | | | | | | |
| Cun | 2 | Dodge | +5 | | | | | | |
| Will | 12 | Parry | - | | | | | | |
| Wis | 5 | HtH | +11/+6 | | | | | | |
| Man | 13 | Shock Test | 54% | | | | | | |

Feats and Special Abilities:

Fear, Tough

Skills:

Listen +5%, Search +3%, Sneak +2%, Spot +5%, Climb +1%

Combat Behavior:

Similar to common bears, the females can be extremely aggressive if protecting their cubs.

Lone males can also be very aggressive, and they hunt down any creature they find, if hungry.

PHoENiX

Considered as majestic creatures, phoenix are rare creature of fire and light, which are also famous to being able to burn to ashes when they reach a certain age, only to burn and then reborn from their own ashes. A Phoenix only lay a single egg who requires a lot of time before it would hatch.

First Appearance:

S01 Ep22 - A Bird in the Hoof

Category:

Arcane Creature

Sub-type:

Elemental (Fire)

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|------|
| | | HP | 6 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 27 | Beak | +5 | 1d3+2 | 25% | -1 | Fire |
| | | Movement | 3 m (10 ft) | | | | | | |
| | | Init | +16 | | | | | | |
| | | NDR | 3 | | | | | | |
| | | MDR | 6 | | | | | | |
| | | ThR | +4 | | | | | | |
| | | Dodge | +6 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +1/+9 | | | | | | |
| | | Shock Test | 33% | | | | | | |
| Str | 6 | | | | | | | | |
| Dex | 16 | | | | | | | | |
| Con | 12 | | | | | | | | |
| Cun | 8 | | | | | | | | |
| Will | 14 | | | | | | | | |
| Wis | 12 | | | | | | | | |
| Man | 15 | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve II, Ashes to Ashes, Flight Speed (15 m / 50 ft), Immunity to Fire, Size (Small), Shock Resistance, Vulnerable to Cold (3), Vulnerable to Lunar Silver (1)

Ashes to Ashes:

A Phoenix usually lives up to a hundred years after hatching from the egg and then it will start to loose her feathers while slowly becoming mangy. When the time is right, she will then fall down as dead and then immediately burst into flame who will incinerate her in few seconds. Still, after few seconds the Phoenix will rise once more from her ashes anew, in her former splendor. A Phoenix enters adulthood only after the first time she burst into flames and then she will seek for a mate which spend the rest of their days.
Phoenix are only able to burst only few times, then they will rest forever.
A Phoenix which is slain has a 50% chance to burst into flame and then arise again within 1d3 minutes, with a -15% for every time she has already returned from her ashes.

Skills:

Intimidate +10%, Listen +12%, Search +15%, Sneak +6%, Spot +11%

PLANTS

Category:
Plant

Blight Thorn

Created by strange magic or reanimated by spells, Blight Thorns are small plants with arms and legs made of thorny shrubs and twigs. Blight Thorns usually infest ancient ruins or even the under brush of an Arcane Forest, and are quite common in an Everfree Forest. Blight Thorns usually attack in large groups, but are also capable to take an advantage of their shape to camouflage inside the nearby vegetation or woods, by rolling up and looking like a small bush. A Blight Thorn does not understand any language but they are able to communicate only by touching the head of their kin.

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|------|----------|
| | | RP | 3 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 14 | Claw | +3 | 1d3 | 30% | (-2) | Piercing |
| Str | 6 | Movement | 6 m (20 ft) | | | | | | |
| Dex | 13 | Init | +13 | | | | | | |
| Con | - | Hardiness | 4 | | | | | | |
| Cun | - | MDR | 1 | | | | | | |
| Will | 12 | ThR | +2 | | | | | | |
| Wis | - | Dodge | +4 | | | | | | |
| Man | 13 | Parry | - | | | | | | |
| | | HtH | +4/+7 | | | | | | |
| | | Shock Test | - | | | | | | |

Feats and Special Abilities:

Climbing Speed (6 m / 20 ft), Jump On, Plant (+1 Hardiness vs Impaling and Piercing), Resistance to Electricity (2), Size (Small), Thorns, Vulnerable to Fire (2), Wall Climb

Jump On:

A Blight Thorn is capable to directly jump on another creature within 1,5 m (5 ft), after successfully performing a Jump Check. If the victim is aware of the incoming attack it can try to Dodge or Parry (using a Medium Shield or larger) the incoming jump, which is considered to have an Attack Value of 14. Alternatively, if he successfully performs an Initiative Check he could try to intercept the creature with his weapon with a -2 penalty to the roll, but only while using One Handed Weapons without the Small Special Rule or Half Spears. If the Blight Thorn successfully lands on his victim, it will automatically deal 1 Direct Piercing Damage against creatures with a NDR of 2 or lower, or against creatures wearing Light Armors. When a Blight Thorn is on a Creature they are both considered performing a Hand to Hand Combat, since the Thorn tries to scratch his victim with his small claws. The Blight Thorn inflicts 1 Direct Damage for every successful round he manages to stay attached to his victim as long as it obtains a result equal or higher than 5 with a counter HtH (Strength) Check. Up to 3 Blight thorns can stay on a Medium-sized Creature at the same time, while for every additional size the limit is multiplied by 2. every additional Blight Thorn grants a +1 to any HtH Check to the others, for the purpose of remaining attacked, to a maximum of +3

Thorns:

Blight Thorns are covered by sharp thorns. Every time they score a Critical Hit, the victim suffers 1 Direct Piercing Damage and is considered to be *Bleeding* until his next round. Those who try to Hold, perform HtH maneuvers which requires physical contact or hit the Blight Thorn with natural or unarmed weapons will suffer 1 Direct Piercing Damage with a 50% chance to *Bleed* for 1 Round. Wearing thick gloves made of leather have a 60% chance to ignore such thorns while wearing metallic gauntlets will completely ignore them. Blight Thorns increase their Hiding Modifier from +5% to +11% while hiding in an environment rich of bushes, vines or similar plants or when they camouflage themselves as small bushes.

Skills:

Climb +10%, Hide +5%, Jump +10%, Listen +4%, Sneak +10%, Spot +5%

Combat Behavior:

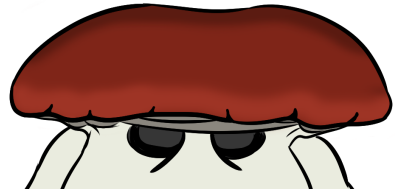
Blight Thorns follow simple tactics of ambush, so they just hide in an appropriate environment and wait for a victim to pass by, then they will simply swarm from every direction, while some will also try to jump on it. Even if mindless, they fear fire, and will try to stay away from any source of it unless in large numbers.

Myconid

Myconids are a peculiar type of partially sentient plants which live in the Underground. Myconids are usually peaceful and spend most of their time by curing ht growth of new Sproutlings but also keeping the place they live, called Mushroom Gardens, safe from predators and parasites, but also dealing with unwanted intruders or with similar problems. Myconids seem to have a sort of partial intelligence but they are unable to talk or to understand such concept, yet they seems able to communicate with each other but how all of this happen is still unknown.

| | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|-----|---|-----|----|-----|---|------|----|-----|---|-----|----|----|----|--|--|--|--|
| <table><tr><td>Str</td><td>16</td></tr><tr><td>Dex</td><td>8</td></tr><tr><td>Con</td><td>16</td></tr><tr><td>Cun</td><td>1</td></tr><tr><td>Will</td><td>15</td></tr><tr><td>Wis</td><td>7</td></tr><tr><td>Man</td><td>16</td></tr></table> | Str | 16 | Dex | 8 | Con | 16 | Cun | 1 | Will | 15 | Wis | 7 | Man | 16 | HP | 18 | | | | |
| | Str | 16 | | | | | | | | | | | | | | | | | | |
| | Dex | 8 | | | | | | | | | | | | | | | | | | |
| | Con | 16 | | | | | | | | | | | | | | | | | | |
| | Cun | 1 | | | | | | | | | | | | | | | | | | |
| | Will | 15 | | | | | | | | | | | | | | | | | | |
| | Wis | 7 | | | | | | | | | | | | | | | | | | |
| | Man | 16 | | | | | | | | | | | | | | | | | | |
| | MP | 18 | | | | | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | |
| Init | +8 | | | | | | | | | | | | | | | | | | | |
| NDR | 3 | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | |
| HtH | +10/+4 | | | | | | | | | | | | | | | | | | | |
| Shock Test | 57% | | | | | | | | | | | | | | | | | | | |

| Attack | ThR | Damage | Critical | AP | Type |
|---------|-------|--------|----------|------|-------------|
| Punch | +5 | 1d3+5 | 25% | [-1] | Bludgeoning |
| | | | | | |
| Punches | +4/+4 | 1d3+5 | 25% | [-1] | Bludgeoning |



Feats and Special Abilities:

Ambidexterity, Darkvision, Fighter, Plant (+1 Hardiness vs Impaling and Piercing), Power Strike, Shock Resistance, Tough


Skills:

Listen +8%, Search +11%, Spot +7%



Myconid Sproutling

Myconid Sproutlings are the first stage of life of a Myconid.

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|---|----|-------|-----|-----|-------------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>8</td></tr><tr><td>Con</td><td>12</td></tr><tr><td>Cun</td><td>1</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>7</td></tr><tr><td>Man</td><td>14</td></tr></table> | Str | 12 | Dex | 8 | Con | 12 | Cun | 1 | Will | 12 | Wis | 7 | Man | 14 | HP | 6 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 12 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 8 | | | | | | | | | | | | | | | | | | | | |
| | Con | 12 | | | | | | | | | | | | | | | | | | | | |
| | Cun | 1 | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 7 | | | | | | | | | | | | | | | | | | | | |
| | Man | 14 | | | | | | | | | | | | | | | | | | | | |
| | MP | 15 | Punch | +2 | 1d3+1 | 21% | 0 | Bludgeoning | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) |  | | | | | | | | | | | | | | | | | | | |
| Init | +8 | | | | | | | | | | | | | | | | | | | | | |
| NDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +1 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +2 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +5/+4 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 41% | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Plant (+1 Hardiness vs Impaling and Piercing), Shock Resistance, Size (Small)

Skills:

Listen +5%, Search +9%, Sneak +5%, Spot +5%



Twisted Pumpkin

According to the legends, Twisted Pumpkins are regular Pumpkins cursed by Witches to prank or scare unaware Farmers and Peasant which offended them somehow. Yet, these strange creatures are apparently quite aggressive, way too much for a simple prank. It appears also that Twisted Pumpkins are more kin to appear during nights where there are many Shooting Stars in the sky where some scholars have theorized a sort of correlation with such phenomena.

| | | | |
|------|----|------------|-------------|
| | | HP | 12 |
| | | MP | 22 |
| | | Movement | 6 m (20 ft) |
| Str | 12 | Init | +14 |
| Dex | 14 | NDR | 2 |
| Con | 10 | MDR | 1 |
| Cun | - | ThR | +3 |
| Will | 14 | Dodge | +4 |
| Wis | - | Parry | - |
| Man | 15 | HtH | +7/+7 |
| | | Shock Test | 41% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-------|--------|----------|------|----------|
| Bite | +4 | 1d3+3 | 23% | (-1) | Slashing |
| Claws | +5/+5 | 1d3+3 | 25% | (-1) | Slashing |



Feats and Special Abilities:

Arcane Reserve, Darkvision, Fighter, Plant (+1 Hardiness vs Impaling and Piercing), Shock Resistance, Tough, Uneasiness, Vulnerable to Lunar Silver (2)

Skills:

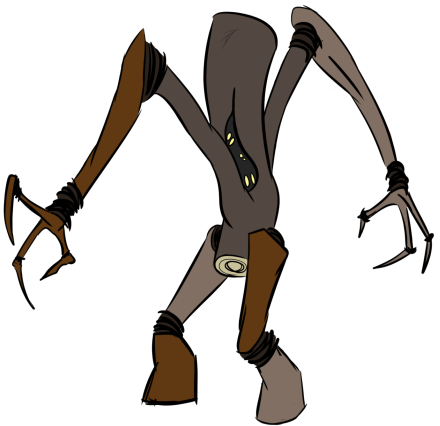
Climb +16%, Listen +8%, Spot +8%

Twisted Twig

Somewhat related to the Twisted Pumpkins, the Twisted Twigs are another creature which is believed to be reanimated by Witches which live in the woods and are sent to haunt farmers who live too close to their forests.

| | | | |
|------|----|------------|-------------|
| | | RP | 7 |
| | | MP | 21 |
| | | Movement | 6 m (20 ft) |
| Str | 12 | Init | +11 |
| Dex | 11 | Hardiness | 5 |
| Con | - | MDR | 1 |
| Cun | - | ThR | +2 |
| Will | 13 | Dodge | +3 |
| Wis | - | Parry | - |
| Man | 15 | HtH | +7/+5 |
| | | Shock Test | - |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-------|--------|----------|----|----------|
| Claw | +4 | 1d3+2 | 26% | 0 | Slashing |
| Claws | +3/+3 | 1d3+2 | 26% | 0 | Slashing |



Feats and Special Abilities:

Arcane Reserve, Darkvision, Fighter, Plant (+1 Hardiness vs Impaling and Piercing), Size (Small), Uneasiness, Vulnerable to Fire (1), Vulnerable to Lunar Silver (2)

Skills:

Climb +16%, Listen +8%, Spot +8%

Pukwudgie

While at a first inspection these creatures looks like a small, fluffy colorful thing, they are actually dangerous creatures which always lurk in search of something to eat. They can devour an entire cattle in few minutes and still be hungry to eat something more. According to the old folklore, Pukwudgies are creatures which came from the stars and fell on Equestria many centuries ago, but that's just usually dismissed as a preposterous fairy tale. According to certain scholars, Pukwudgies can understand and talk the Canterlottian language, but so far no one bothered to try to see if that is true, thanks to the creature's aggressiveness.

First Appearance:
S08 Ep02 - School Daze (Part 2)

Category:
Critter

Sub-type:
Eldritch

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|------|-----------|
| | | HP | 5 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 21 | Bite | +3 | 1d3+3 | 30% | (-1) | Shredding |
| Str | 8 | Movement | 3 m (10 ft) | | | | | | |
| Dex | 13 | Init | +14 | | | | | | |
| Con | 10 | NDR | 3 | | | | | | |
| Cun | 6 | MDR | 3 | | | | | | |
| Will | 13 | ThR | +3 | | | | | | |
| Wis | 8 | Dodge | +5 | | | | | | |
| Man | 15 | Parry | - | | | | | | |
| | | HtH | +3/+6 | | | | | | |
| | | Shock Test | 32% | | | | | | |

Feats and Special Abilities:
Arcane Reserve, Darkvision, Fighter, Improved Initiative, Low-light Vision, Outsider, Piercing Quills, Rapid Reaction, Scent, Shock Resistance, Size (Small), Uneasiness

Piercing Quills:
A Pukwudgie can shoot 1d3 sharp quills from his back which will hit the first thing within 6 m (20 ft) in a Ranged Line, which can be split within 2 targets which are within 1,5 m (5 ft) from each other. The Quills have an Attack Value of 15 and will deal 1d3+3 Impaling Damages with a Critical Chance of 28% and will subtract 1 additional RP against Wooden items or items made of Cloth, Paper and similar thin materials.

Skills:
Hide +10%, Jump +3%, Listen +6%, Sneak +8%, Spot +7%

Combat Behavior:
Pukwudgies are extremely territorial and aggressive towards everything. They usually hide in large bushes or sneak up on intruders and try to bite them. A Pukwudgie usually uses his Piercing Quills against tough opponents or when chased.
If the fight takes too long, the Pukwudgies could simply try a different tactic or just retreat.

PUTRID RAT

In those cities where is present a mages guild, or where are crafted many alchemical items, who are dumped down the sewers, it is often common that those vermin that live in the sewers will feed on that alchemical waste and then mutate horribly. Many of those vermin usually die painfully since their organism isn't unable to process what they eat, but sometime could happened that some individuals actually manage to survive the mutation process, obtaining an increased musculature, speed but also hunger. Putrid Rats are a common result of those rats who feed on alchemical and arcane wastes and survive the mutation, growing up fast and becoming quite fierce. Adventurers and Rat Catchers are often hired to dispatch those nasty critters, but usually is not as easy at it seems, since they will find themselves quickly surrounded by a large amount of them. Even if they consist a serious menace since they can devour any provision a city could been storing, they also age fast and die soon or they also tend to devour each other if they find nothing to eat. Putrid Rats usually avoid the direct light of the sun and the moon, even if does not hurt them.

Category:

Animal

Sub-type:

Mutant

Putrid Rat

This ill-looking rat has the same size of a small dog. Even if they aren't a real threat for the common adventurer, if encountered in large number they can become quite dangerous.

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|---------------|------------|---------------|-----------------|-----------|-----------------|
| | | HP | 4 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 16 | Bite | +4 | 1d3+1 | 25% | 0 | Piercing |
| | | Movement | 4,5 m (15 ft) | | | | | | |
| Str | 6 | Init | +13 | | | | | | |
| Dex | 13 | NDR | 1 | | | | | | |
| Con | 8 | MDR | 3 | | | | | | |
| Cun | 2 | ThR | +2 | | | | | | |
| Will | 11 | Dodge | +4 | | | | | | |
| Wis | 9 | Parry | - | | | | | | |
| Man | 11 | HtH | +1/+7 | | | | | | |
| | | Shock Test | 33% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Climbing Speed (3 m / 10 ft), Dark Vision (12 m / 40 ft), Improved Shock Test II, Putrid Bite, Resistance to Diseases and Poisons (+25%), Resistance to Falling Damage (2), Scent, Size (Small), Vulnerable to Lunar Silver (1)

Putrid Bite:

Since Putrid Rats feed on trash and alchemical wastes, their bite is particularly infectious. A creature bitten by a Putrid Rat increases hi Toxicity by 1, or by 1d3 if suffers a Critical Strike. When a Putrid Rat obtains a Critical Hit whit his bite, the victim must also pass a Shock Test (Disease) or suffer an Infection for 1d3+3 Minutes, who reduces his Initiative Value by 1 and movement speed by 1,5 m (5 ft). If bitten (by a Critical Hit) on one arm or appendices used to attack, the creature also suffers a -1 to his ThR. If bitten (by a Critical Hit) on the Head/ Torso/Neck, the victim reduces his total HP by 2 for 24 hours, even if it can be reduced only twice or unless the creature is cured. If the Shock Test if failed with a result of 90 or higher, the infection will last for 1d3+1 Days, instead, and the victim will suffer all the penalties (it also reduces his total HP by 4). Notice that the effects are not cumulative, so if a creature suffers more Critical hits, will only increase his Toxicity by an additional 1.

Skills:

Climb +13%, Hide +10%, Jump +9%, Listen +8%, Search +8%, Sneak +10%, Spot +8%

Combat Behavior:

Putrid Rats will fiercely attack any creature they see (except other rats) and usually fight to the death. They always renounce the additional damage when obtaining a Critical Hit to inflict a *Bleeding* Effect and never preforms Attacks of Opportunity.

Putrid Rat (Giant)

Those Putrid Rats that are able to eat enough wastes and food, or when their mutation takes a longer time to modify them, they can become a Giant Putrid Rat. Those fat, purulent and voracious critters usually create a sort of burrow nearby the zones where the alchemical waster are usually thrown or in those places where is easy for them to gather something to eat, usually discarded by others. A Giant Putrid Rat needs to feed constantly or his organism will start to collapse and his hunger will drove him so mad that he will start to devour himself. In the worst scenario, if the Giant Putrid Rat is a Female she will also start to breed a lot of other Putrid Rats just by eating constantly. Those newborns usually mature quite fast and will start to spread in any direction, eating everything but also gathering food for their horrible mother, even those who die or get killed by adventurers or other predators.

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-----------|-----------------|
| | | HP | 21 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 20 | Bite | +6 | 1d3+4 | 26% | 0 | Piercing |
| Str | 14 | Movement | 3 m (10 ft) | | | | | | |
| Dex | 12 | Init | +11 | | | | | | |
| Con | 14 | NDR | 3 | | | | | | |
| Cun | 3 | MDR | 3 | | | | | | |
| Will | 14 | ThR | +3 | | | | | | |
| Wis | 9 | Dodge | +4 | | | | | | |
| Man | 13 | Parry | - | | | | | | |
| | | HtH | +9/+6 | | | | | | |
| | | Shock Test | 52% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Dark Vision (9 m / 30 ft), Fighter, Immunity (Diseases), Improved Shock Test, Monstrous Constitution, Slow and Purposeful, Putrid Bite, Resistance to Bludgeoning Damage (1), Resistance to Magic (1), Resistance to Poisons (+25%), Scent, Tough, Vulnerable to Fire (1), Vulnerable to Lunar Silver (2)

Skills:

Hide +10%, Listen +10%, Search +9%, Sneak +11%, Spot +7%

Combat Behavior:

Giant Putrid Rats are never alone, since their burrows are placed nearby a source of food, or because they are the offspring of a female. A Giant Putrid Rat is a lazy creature, that usually lets the smaller rats to attack any intruders, but it will emerge from his burrow if the intruders are still approaching and try to finish them off, and then scare the other rats away so they can feast on tho who have fallen. If things are getting worst for the Giant Putrid Rat, it will eventually try to cowardly retreat, but due to his mole, and small legs, it would not run too far away, unless it manages to hide somewhere.

QUARRY EEL

First Apparition:
S02 Ep07 - May the Best Pet Win

Category:
Beast

| | | | | | | | | | |
|------|----|------------|--------|--------|-----|---------|----------|----|----------|
| | | HP | 120 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 31 | Bite | +10 | 1d10+15 | 30% | -2 | Slashing |
| Str | 40 | Movement | - | | | | | | |
| Dex | 13 | Init | +15 | | | | | | |
| Con | 40 | NDR | 8 | | | | | | |
| Cun | 2 | MDR | 3 | | | | | | |
| Will | 16 | ThR | +5 | | | | | | |
| Wis | 8 | Dodge | +5 | | | | | | |
| Man | 18 | Parry | - | | | | | | |
| | | HtH | +35/+6 | | | | | | |
| | | Shock Test | 80% | | | | | | |

Feats and Special Abilities:
Arcane Reserve II, Devour, Extended Reach (6 m / 20 ft), Fighter II, Improved Grab, Monstrous Constitution, Rapid Reaction II, Scent, Size (Gigantic), Terror

Skills
Hide +12%, Listen +10%, Spot +10%

Combat Behavior:
A Quarry Eel simply awaits in her cave until some creature passes by then it will quickly emerge, trying to devour the unfortunate victim.

REPTILES

Category:

Reptile

Alligator

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-------------|-----------------|
| | | HP | 15 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 8 | Bite | +5 | 1d3+6 | 30% | (-2) | Crushing |
| Str | 17 | Movement | 6 m (20 ft) | | | | | | |
| Dex | 12 | Init | +12 | | | | | | |
| Con | 13 | NDR | 2 | | | | | | |
| Cun | 2 | MDR | 0 | | | | | | |
| Will | 13 | ThR | +3 | | | | | | |
| Wis | 8 | Dodge | +3 | | | | | | |
| Man | 8 | Parry | - | | | | | | |
| | | HtH | +11/+6 | | | | | | |
| | | Shock Test | 54% | | | | | | |

Feats and Special Abilities:

Deadly Spin, Fighter II, Hold Breath, Improved Grab (Bite), Scale Skin (+1 vs Impaling and Piercing), Scent, Shock Resistance, Swimming Speed (3 m / 10 ft), Tough

Deadly Spin:

If the Creature is able to bite its victim and Hold it, during its following turns it can spend two actions to perform a Deadly Spin if partially or totally submerged. The victim automatically suffers the Bite Damage and suffers a -4 to any HtH roll required to break free from the Creature's grip. The Creature can't perform a Deadly Spin on other creatures which are larger than him. It is possible to other Creatures to intervene and try to stop the creature to spin as long as they can touch a solid surface.

Skills:

Hide +8%, Listen +8%, Sneak +12%, Spot +8%, Swim +12%

Crocodile

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-------------|-----------------|
| | | HP | 19 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 8 | Bite | +5 | 1d6+6 | 30% | (-3) | Crushing |
| Str | 20 | Movement | 6 m (20 ft) | | | | | | |
| Dex | 12 | Init | +12 | | | | | | |
| Con | 15 | NDR | 2 | | | | | | |
| Cun | 2 | MDR | 0 | | | | | | |
| Will | 13 | ThR | +3 | | | | | | |
| Wis | 8 | Dodge | +3 | | | | | | |
| Man | 8 | Parry | - | | | | | | |
| | | HtH | +16/+6 | | | | | | |
| | | Shock Test | 63% | | | | | | |

Feats and Special Abilities:

Deadly Spin, Fighter, Hold Breath, Improved Grab (Bite), Scale Skin (+1 vs Impaling and Piercing), Scent, Shock Resistance, Size (Large), Swimming Speed (3 m / 10 ft), Tough II

Skills:

Hide +8%, Listen +8%, Sneak +10%, Spot +8%, Swim +10%

Combat Behavior:

Alligators and Crocodiles usually prefer to lay in wait of a prey and then suddenly emerging for a surprise attack, which aims to catch the victim and drag it inside the water where they can drown it or perform the deadly spin. They will probably flee if severely injured or will let go their victim if they suffer too much damage while holding it.

Flying Snake

Flying Snakes are a strange oddity which can be found in tropical areas and jungles.

| | | | |
|-------------|-----------|-------------------|--------------------|
| Str | 12 | HP | 6 |
| Dex | 15 | MP | 13 |
| Con | 12 | Movement | 6 m (20 ft) |
| Cun | 2 | Init | +17 |
| Will | 11 | NDR | 3 |
| Wis | 8 | MDR | 3 |
| Man | 13 | ThR | +3 |
| | | Dodge | +5 |
| | | Parry | - |
| | | HtH | +4/+8 |
| | | Shock Test | 39% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|----------|
| Bite | +5 | 1d3+3 | 25% | (-2) | Piercing |



Feats and Special Abilities:

Flying Speed (9m / 30 ft), Scale Skin (+1 vs Impaling and Piercing), Scent, Rapid Reaction II, Resistance to Poison (+20%), Shock Resistance, Size (Small), Snake Poison (Flying Snake), Venomous Bite (2d3)

Snake Poison (Flying Snake):

A Creature bit by a Flying Snake must immediately perform a Shock Test (Poison). A Failure will cause an increase of the Creature's Toxicity by 2d3 and the Creature will suffer a -1 to Dodge and a -10% to any Climb, Jump and Swim Check for 4 Hours. The effects are cumulative. Passing the Check only inflicts a -2% to the Skills.

Skills:

Listen +10%, Spot +7%

Giant Lizard

Giant Lizards can be found almost everywhere except for cold environment, but tend to live within swamps, lakes, ponds or certain forests.

| | | | |
|-------------|-----------|-------------------|--------------------|
| Str | 14 | HP | 14 |
| Dex | 12 | MP | 12 |
| Con | 12 | Movement | 6 m (20 ft) |
| Cun | 2 | Init | +12 |
| Will | 11 | NDR | 3 |
| Wis | 8 | MDR | 1 |
| Man | 12 | ThR | +3 |
| | | Dodge | +4 |
| | | Parry | - |
| | | HtH | +8/+6 |
| | | Shock Test | 47% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|-----------|
| Bite | +5 | 1d6+2 | 25% | (-3) | Shredding |



Feats and Special Abilities:

Fighter, Furious Charge, Scale Skin (+1 vs Impaling and Piercing), Scent, Resistance to Acid (2), Resistance to Poison (+20%), Shock Resistance, Tough

Skills:

Climb +10%, Spot +7%, Swim +15%

Venomous Snake

| | | | |
|-------------|-----------|-------------------|--------------------|
| Str | 5 | HP | 3 |
| Dex | 16 | MP | 6 |
| Con | 6 | Movement | 6 m (20 ft) |
| Cun | 2 | Init | +18 |
| Will | 10 | NDR | 0 |
| Wis | 8 | MDR | 0 |
| Man | 6 | ThR | +4 |
| | | Dodge | +5 |
| | | Parry | - |
| | | HtH | +0/+8 |
| | | Shock Test | 21% |

| Attack | ThR | Damage | Critical | AP | Type |
|--------|-----|--------|----------|------|----------|
| Bite | +5 | 1d3 | 30% | (-2) | Piercing |

Feats and Special Abilities:

Blind Perception (Heat), Scent, Size (Small), Snake Poison (Venomous Snake), Rapid Reaction II



Snake Poison (Venomous Snake):

A Creature bit by a Venomous Snake must immediately perform a Shock Test (Poison). A Failure will cause an increase of the Creature's Toxicity by 2d3+3 and the Creature will reduce its Constitution value by 2 (which will also lower its HP and Shock Test value).

A Success only increases the Creature's Toxicity by 1d3+2. A Creature which exceeds its Toxicity limit due to a bite of a Venomous Snake must immediately pass a Shock Test (Poison) or die immediately. If the Check is passed it still requires to be performed until an antidote or cure is administrated but the Creature will lower its Constitution value by 1.

A GM can create lesser or more virulent poisons for different snake types.



First Appearance:
S08 Ep11 – Molt Down

Category:
Beast

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|----|----------|
| | | HP | 66 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 12 | Beak | +7 | 1d10+7 | 30% | -1 | Piercing |
| | | Movement | 3 m (10 ft) | | | | | | |
| Str | 30 | Init | +14 | Talon | +7 | 1d6+9 | 25% | -1 | Piercing |
| Dex | 13 | NDR | 3 | | | | | | |
| Con | 22 | MDR | 3 | | | | | | |
| Cun | 3 | ThR | +4 | | | | | | |
| Will | 18 | Dodge | +7 | | | | | | |
| Wis | 6 | Parry | - | | | | | | |
| Man | 8 | HtH | +27/+6 | | | | | | |
| | | Shock Test | 70% | | | | | | |

Feats and Special Abilities:
Aerial Attack, Fear, Flight Speed (18 m/60 ft), Monstrous Constitution, Rapid Reaction, Resistance to Arcane Damage (4), Scent, Size (Gigantic), Stable Flight

Skills:
Listen +8%, Search +14%, Sneak +12%, Spot +20%

First Appearance in the Regular Show:

S07 Ep25 – Shadow Play (Part 2)

Category:

Arcane

Sub-type:

Marine Creature, Oniric

| | | | | | | | | | |
|------|----|------------|-------------|------------|-----|--------|----------|------|-----------|
| | | HP | 26 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 55 | Bite | +5 | 1d6+6 | 25% | (-1) | Shredding |
| | | Movement | 3 m (10 ft) | | | | | | |
| Str | 20 | Init | +19 | Hyper Beam | - | 2d6+3 | - | -2 | Arcane |
| Dex | 18 | NDR | 3 | | | | | | |
| Con | 22 | MDR | 5 | | | | | | |
| Cun | 15 | ThR | +5 | | | | | | |
| Will | 18 | Dodge | +8 | | | | | | |
| Wis | 12 | Parry | - | | | | | | |
| Man | 28 | HtH | +18/+9/+10 | | | | | | |
| | | Shock Test | 70% | | | | | | |

Feats and Special Abilities:

Amphibian, Arcane Reserve IV, Fear, Flight Speed (12 m / 40 ft), Gills, Hyper Beam (17), Levitation, Rapid Reaction, Resistance to Sonic Damage (5), Siren Song, Size (Huge), Spell Immunity, Tough II, Vulnerable to Lunar Silver (4)

Hyper Beam:

A Siren is capable to emit a powerful beam of arcane energy from her mouth, to punish those who dare to challenge her. A Hyper Beam follows the same rules of a *Beam Attack* and costs 10 MP to be performed, but when rolling for damage it adds one additional dice of damage and discards the one with the lower value. Once used, the Siren needs to wait at least 2d3 Rounds before being able to use it again.

Siren Song [Charm, Mind, Suggestion]:

The most peculiar weapon of a Siren is her ability to Sing an enchanted Song. The song has a radius of 15 m (50 ft) and all the sentient creatures with a Cunning value of at least 8 must immediately pass a Counter Willpower Check against the Siren or being affected by the song. If the victim fails, he immediately loses 1d6+2 MP and half of the result are immediately restored to the Siren. Creatures with the Arcane Reserve Feat or Arcane Creatures will loose 2d6+3 MP instead. If a Siren restores all her MP with a song she can still obtain up to 15 additional MP who will last for 1 hour. Those who fail the Counter Check by 5 or less will start to simply argue or discuss with others, those which fail with a result inferior by 6 to 10 will start to argue animatedly and yell (or even become extremely rude) while a failure of 11 and more will cause the victim to attack the first creature they see or to cause havoc somehow. A Creature can be influenced by the song only once, then it's required that the creature recovers for at least 2 hours of rest. Singing the Enchanted Song requires 10 MP to be spent. For every additional Siren which sings along the first one, the Siren who started singing obtains a +2 to her Willpower roll against others. In this case only one Siren needs to roll while the others simply aid her. Notice that any additional siren who sings along the first one needs to spends 10 MP and every time a creature loses MP by the effect of the enchanted song, all the MP are equally distributed to the Sirens, with the excesses granted to the one who started the song. Even if the Enchanted Song is considered a Spell Effect, it can not be directly countered by Spells, but his effects can still be avoided, like obtaining a protection from Mind Spells, being inside an area of effect of a Silence Spell or else. If a Siren is under the effect of a Silence Spell she can't sing. The Song is resolved with an Initiative Slowdown of 3.

Spell Immunity:

A Siren is immune to any kind of spell with the [Charm] Descriptor, and can reflect the effects of a Dazzle Spell, against those who cast it if she is within his range, while being Immune to such spell.

Skills:

Bluff +20%, Diplomacy +10%, Intimidate +20%, Knowledge (Arcane) +20%, Knowledge (Occultism) +15%, Perform (Singing) +25%, Persuade +15%, Sense Motive +10%, Sneak +15%

Spells:

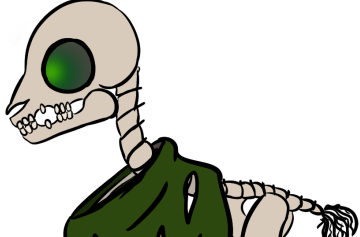
A Siren can Cast the following Spells: Dazzle (3), Dazzling Chant (Up II, 10)

Combat Behavior:

Sirens prefer to seek for small villages or group of common folk, since they usually do not present a real treat for them, and will be more careful around adventurers and such. A Siren usually avoid to feed off animals or creatures with a simple mind, since they feed on emotions of sentient creatures.

SKELETON

Reanimated Skeleton (Crystal Pony/Donkey/Earth Pony/Mule/Zebra, Competent)

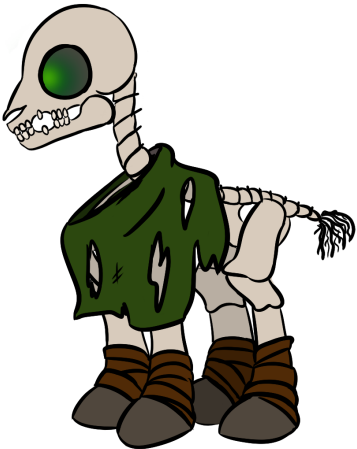
| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|---|----|-------|-----|-----|-------------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>11</td></tr><tr><td>Dex</td><td>11</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>12</td></tr></table> | Str | 11 | Dex | 11 | Con | - | Cun | - | Will | 12 | Wis | - | Man | 12 | RP | 5 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 11 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 11 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 12 | | | | | | | | | | | | | | | | | | | | |
| | MP | 13 | Hoof | +2 | 1d3+2 | 25% | 0 | Bludgeoning | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) |  | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +5/+5 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Hoof Kombatl, Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness

Skills:

Listen +5%, Sneak +8%, Spot +5%



Reanimated Skeleton (Griffin, Competent)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|------|----|-------|-----|-----|----------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>11</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>11</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>12</td></tr></table> | Str | 11 | Dex | 13 | Con | - | Cun | - | Will | 11 | Wis | - | Man | 12 | RP | 4 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 11 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | 11 | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 12 | | | | | | | | | | | | | | | | | | | | |
| | MP | 13 | Claw | +3 | 1d3+2 | 25% | 0 | Slashing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +5/+6 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Levitation (4,5 m / 15 ft), Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness, Vulnerable to Bludgeoning (1)

Skills:

Jump +9%, Listen +5%, Sneak +5%, Spot +5%

Reanimated Skeleton (Harpy, Competent)

| | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|-------------|----|-----|---|-----|-------|------|----|----------|---|-----|----|----|---|--------|--|--|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>11</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>11</td></tr></table> | Str | 12 | Dex | 12 | Con | - | Cun | - | Will | 11 | Wis | - | Man | 11 | RP | 5 | Attack | | | | ThR | Damage | Critical | AP | Type |
| | Str | 12 | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 11 | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 11 | | | | | | | | | | | | | | | | | | | | | | | |
| | MP | 12 | Rusty Blade | | | | +4 | 1d6+2 | 21% | 0 | Slashing | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +6/+6 | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness

Skills:

Climb +8%, Listen +5%, Sneak +5%, Spot +5%

Reanimated Skeleton (Hippogriff, Competent)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|-------------|----|------|----|-------|-----|-----|----------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>14</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>12</td></tr></table> | Str | 14 | Dex | 13 | Con | - | Cun | - | Will | 12 | Wis | - | Man | 12 | RP | 5 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 14 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 12 | | | | | | | | | | | | | | | | | | | | |
| | MP | 13 | Claw | +4 | 1d3+4 | 23% | 0 | Slashing | | | | | | | | | | | | | | |
| Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +14 | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +7/+6 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Levitation (4,5 m / 15 ft), Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness, Vulnerable to Bludgeoning (1)

Skills:

Climb +8%, Listen +5%, Sneak +5%, Spot +5%

Reanimated Skeleton (Minotaur, Competent)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|---------------|------------|----|-------|-----|-----|-------------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>15</td></tr><tr><td>Dex</td><td>11</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>11</td></tr></table> | Str | 15 | Dex | 11 | Con | - | Cun | - | Will | 14 | Wis | - | Man | 11 | RP | 6 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 15 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 11 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | 14 | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 11 | | | | | | | | | | | | | | | | | | | | |
| | MP | 15 | Rusty Mace | +4 | 1d6+3 | 21% | 0 | Bludgeoning | | | | | | | | | | | | | | |
| | Movement | 7,5 m (25 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +14 | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +2 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +8/+5 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Fighter, Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness

Skills:

Listen +8%, Spot +8%

Reanimated Skeleton (Night Pegasus/Pegasus, Competent)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|------|----|-------|-----|-----|-------------|------|----|-----|---|-----|----|----|---|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>10</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>11</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 10 | Dex | 12 | Con | - | Cun | - | Will | 11 | Wis | - | Man | 13 | RP | 4 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 10 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | |
| | Will | 11 | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | | |
| | MP | 14 | Hoof | +3 | 1d3+2 | 21% | 0 | Bludgeoning | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +5/+6 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Hoof Kombatl, Levitation (4,5 m / 15 ft), Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness, Vulnerable to Bludgeoning (1)

Skills:

Listen +5%, Sneak +11%, Spot +5%

Reanimated Skeleton (Unicorn, Competent)

| | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-------------|--------------|----|-----|-------|-----|----|----------|-----|-----|-------------|-----|----|----|---|--------|--|--|--|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>10</td></tr><tr><td>Dex</td><td>10</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 10 | Dex | 10 | Con | - | Cun | - | Will | 12 | Wis | - | Man | 13 | RP | 4 | Attack | | | | | ThR | Damage | Critical | AP | Type |
| | Str | 10 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 10 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | | | | | | |
| | MP | 17 | Hoof | | | | | +2 | 1d3+1 | 20% | 0 | Bludgeoning | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 4 | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +2 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | +3 | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +5/+6 | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | Rusty Weapon | | +3 | 1d6+1 | 22% | 0 | Variable | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Darkvision, Combat Telekinesis, Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness

Skills:

Listen +9%, Sneak +5%, Spot +9%

Equipment:


A rusty One Handed Weapon

Combat Behavior:

Reanimated Skeletons will simply rush towards the closest enemy until they, or their opponent, are destroyed

Skeletal Soldier (Earth Pony, Advanced)

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|-------------|--------|----------|------|-------------|---|-----|---|------|----|-----|---|-----|----|--|----|----|----|----|----------|-------------|------|-----|-----------|---|-----|---|-----|----|-------|----|-------|---|-----|--------|------------|---|---|--------|-----|--------|----------|----|------|------|----|-------|-----|------|-------------|
| <table><tr><td>Str</td><td>15</td></tr><tr><td>Dex</td><td>11</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 15 | Dex | 11 | Con | - | Cun | - | Will | 14 | Wis | - | Man | 13 | <table><tr><td>RP</td><td>12</td></tr><tr><td>MP</td><td>15</td></tr><tr><td>Movement</td><td>9 m (30 ft)</td></tr><tr><td>Init</td><td>+12</td></tr><tr><td>Hardiness</td><td>7</td></tr><tr><td>MDR</td><td>1</td></tr><tr><td>ThR</td><td>+3</td></tr><tr><td>Dodge</td><td>+5</td></tr><tr><td>Parry</td><td>-</td></tr><tr><td>HtH</td><td>+10/+5</td></tr><tr><td>Shock Test</td><td>-</td></tr></table> | RP | 12 | MP | 15 | Movement | 9 m (30 ft) | Init | +12 | Hardiness | 7 | MDR | 1 | ThR | +3 | Dodge | +5 | Parry | - | HtH | +10/+5 | Shock Test | - | <table><tr><td>Attack</td><td>ThR</td><td>Damage</td><td>Critical</td><td>AP</td><td>Type</td></tr><tr><td>Hoof</td><td>+6</td><td>1d3+5</td><td>29%</td><td>[-1]</td><td>Bludgeoning</td></tr></table> | Attack | ThR | Damage | Critical | AP | Type | Hoof | +6 | 1d3+5 | 29% | [-1] | Bludgeoning |
| Str | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dex | 11 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Con | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cun | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Will | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Wis | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Man | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RP | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +10/+5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hoof | +6 | 1d3+5 | 29% | [-1] | Bludgeoning | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



Feats and Special Abilities:

Armor Proficiency (Heavy), Darkvision, Fighter II, Formation Combat, Hoof Kombat!, One with the Armor, Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Tackler, Undead, Uneasiness

Skills:

Listen +7%, Sneak +1%, Spot +9%

Equipment:

Ancient Medium Armor (Worn), Horseshoes (Worn)



Skeletal Soldier (Unicorn, Advanced)

| <table><tr><td>Str</td><td>12</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>14</td></tr></table> | Str | 12 | Dex | 12 | Con | - | Cun | - | Will | 14 | Wis | - | Man | 14 | RP | 9 | <table><tr><th>Attack</th><th>ThR</th><th>Damage</th><th>Critical</th><th>AP</th><th>Type</th></tr><tr><td>Hoof</td><td>+5</td><td>1d3+3</td><td>25%</td><td>0</td><td>Bludgeoning</td></tr><tr><td colspan="6"> </td></tr><tr><td>Long Sword</td><td>+7</td><td>1d6+3</td><td>24%</td><td>0</td><td>Slashing</td></tr></table> | Attack | ThR | Damage | Critical | AP | Type | Hoof | +5 | 1d3+3 | 25% | 0 | Bludgeoning | | | | | | | Long Sword | +7 | 1d6+3 | 24% | 0 | Slashing |
|---|-------------|-------|--------|----------|----------|-------------|-----|---|------|----|-----|---|-----|----|----|---|---|--------|-----|--------|----------|----|------|------|----|-------|-----|---|-------------|--|--|--|--|--|--|------------|----|-------|-----|---|----------|
| | Str | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Will | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Man | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | Hoof | +5 | 1d3+3 | 25% | 0 | Bludgeoning | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Long Sword | +7 | 1d6+3 | 24% | 0 | Slashing | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 29 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Hardiness | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | +7(+8) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +7/+7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Armor Proficiency (Light), Combat Telekinesis, Darkvision, Fighter, Hoof Kombat!, Formation Combat, One with the Armor, Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction, Skeletal Creature, Undead, Uneasiness

Skills:

Concentration +11%, Listen +12%, Sneak +5%, Spot +9%

Equipment:

Ancient Light Armor (Worn), Horseshoes (Worn)

Combat Behavior:

Skeletal Soldiers are capable to deploy more simple tactics and even fight inside a formation if ordered to.

Skeletal Mage (Unicorn, Advanced)

| | | | | | | | | | | | | | | | | |
|--|----------|-------------|-----|----|-----|---|-----|---|------|----|-----|---|-----|----|----|---|
| <table><tr><td>Str</td><td>8</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>-</td></tr><tr><td>Will</td><td>15</td></tr><tr><td>Wis</td><td>-</td></tr><tr><td>Man</td><td>16</td></tr></table> | Str | 8 | Dex | 13 | Con | - | Cun | - | Will | 15 | Wis | - | Man | 16 | RP | 9 |
| | Str | 8 | | | | | | | | | | | | | | |
| | Dex | 13 | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | |
| | Cun | - | | | | | | | | | | | | | | |
| | Will | 15 | | | | | | | | | | | | | | |
| | Wis | - | | | | | | | | | | | | | | |
| | Man | 16 | | | | | | | | | | | | | | |
| | MP | 43(48) | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | |
| Init | +14 | | | | | | | | | | | | | | | |
| Hardiness | 6 | | | | | | | | | | | | | | | |
| MDR | 2 | | | | | | | | | | | | | | | |
| ThR | +2 | | | | | | | | | | | | | | | |
| Dodge | +5 | | | | | | | | | | | | | | | |
| Parry | +3 | | | | | | | | | | | | | | | |
| HtH | +4/+6/+8 | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | |

| Attack | ThR | Damage | Critical | AP | Type |
|------------------|-----|--------|----------|----|-------------|
| Apprentice Staff | +3 | 1d6+2 | 20% | 0 | Bludgeoning |

| Spell | +7 | Variable | - | ? | Variable |
|-------|----|----------|---|---|----------|
|-------|----|----------|---|---|----------|

Feats and Special Abilities:

Arcane Magic, Arcane Reserve II, Darkvision, Magic Affinity, Resistance to Cold (4), Resistance to Piercing (1), Rapid Reaction II, Routine Spells, Skeletal Creature, Undead, Uneasiness, Use Arcane Staff, Use Enchanted Scrolls

Skills:

Concentration +15%, Knowledge (Arcane) +12%, Listen +12%, Sneak +5%, Spot +9%

Equipment:

Ancient Mage Dress, Apprentice Staff, Scroll Case, Spell Book

Spells: +6/+6

Apprentice:

Dazzle (1), Detect the Arcane (1), Floating Light (1), Lighter (1)

Competent:

Alarm (5), Arcane Push (7, Up I), Lesser Arcane Bolt (5), Weapon Enchantment (8)

Advanced:

Arcane Bolt (15), Dislocation (13, Up I)

Combat Behavior:

Skeletal Mages have different approach on combat depending on what type of spellcaster they where when alive. The Skeletal Mage used as example here will try to to use his Weapon Enchantment Spell to other Skeletal Soldiers or try to reach a higher ground with Dislocation and then cast Arcane Bolts to its foes. If the enemy approaches it will try to push them away with Arcane Push.



SLINGTAIL

First Appearance:

S06 Ep05 - Gauntlet of Fire

Category:

Reptile

| | | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|-----------|------|----|--------|-------|------|-------------|----------|----|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>24</td></tr><tr><td>Dex</td><td>8</td></tr><tr><td>Con</td><td>20</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>15</td></tr><tr><td>Wis</td><td>4</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 24 | Dex | 8 | Con | 20 | Cun | 2 | Will | 15 | Wis | 4 | Man | 13 | HP | 42 | Attack | | ThR | Damage | Critical | AP | Type |
| | Str | 24 | | | | | | | | | | | | | | | | | | | | | |
| | Dex | 8 | | | | | | | | | | | | | | | | | | | | | |
| | Con | 20 | | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | | |
| | Will | 15 | | | | | | | | | | | | | | | | | | | | | |
| | Wis | 4 | | | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | | | |
| | MP | 15 | Bite | | +6 | 1d6+8 | 25% | [-1] | Crushing | | | | | | | | | | | | | | |
| | Movement | 4,5 mt | | | | | | | | | | | | | | | | | | | | | |
| Init | +8 | Tail Slam | | +6 | 1d10+5 | 23% | [-2] | Bludgeoning | | | | | | | | | | | | | | | |
| NDR | 9 | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | | |
| ThR | +3 | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | |
| HtH | +20/+4 | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 64% | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Climbing Speed (3 m/10 ft), Fling Rocks, Resistance to Fire (5), Size (Huge), Tail Sweep, Tough

Fling Rocks:

Slingtails are renown to being capable to hurl boulders at other creatures, even dragons, which dare to invade their territories.

A Slingtail can hurl a large rock up to a distance of 30 m (100 ft) which will hit anything it lands on, dealing 5d6+5 Crushing Damage or automatically slaying anything which wasn't quick enough to move away from it. It's possible to simple dive away from the impact with a Successful Initiative Check but the impact will cast debris everywhere, dealing 1d6+3 Bludgeoning damage within 3 m (10 ft) from the impact. Notice that a rock hurled is not precise and a GM can also add a roll of the dice to see if it scatters. Hurled boulders can also hit flying creatures which will only suffer 2d6+3 Bludgeoning Damage instead and are forced to pass a Shock test or being stunned for 1d3 Rounds. Loading a Rock a rock/boulder requires 2 Actions and even hurling it requires the same amount of time. Finding for a boulder big enough is up to the GM. Slingtails can also hurl smaller boulder which will fly further but also deal less damage.

Skills:

Listen +8%, Search +8%, Spot+13%

Combat Behavior:

Slingtails are usually peaceful if left alone but they will not hesitate to attack if scared or if their brood are endangered.

SNOW BEAST:

Snow Beasts can be often found in the Frozen Wastelands, mostly living inside caves as other animals like bears do and hunting those unlucky enough to cross their path.

First Appearance:
S05 Ep011 - Party Pooped

Category:
Beast

| | | | | | | | | | |
|------|----|------------|-------------|--------|-------|--------|----------|----|-----------|
| | | HP | 42 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 21 | Bite | +7 | 1d10+7 | 25% | -1 | Slashing |
| Str | 24 | Movement | 9 m (30 ft) | | | | | | |
| Dex | 14 | Init | +14 | Claws | +8/+8 | 1d6+7 | 28% | -1 | Shredding |
| Con | 20 | NDR | 5 | | | | | | |
| Cun | 4 | MDR | 3 | | | | | | |
| Will | 16 | ThR | +5 | | | | | | |
| Wis | 11 | Dodge | +8 | | | | | | |
| Man | 12 | Parry | - | | | | | | |
| | | HtH | +22/+7 | | | | | | |
| | | Shock Test | 65% | | | | | | |

Feats and Special Abilities:
Climbing Speed (3 m/10 ft), Fear, Fighter, Monstrous Constitution, Resistance to Cold (5), Resistance to Frost (+20%), Size (Huge), Swipe Attack, Tough, Vulnerable to Lunar Silver (2)

Skills:
Hide +18%, Listen +14%, Search +12%, Sneak +13%, Spot +12%

Combat Behavior:
Snow Beasts are patient predators which will lay in wait for a prey to pass by and then emerge from their concealed location for a surprise attack. They often use the snowy environment to better blend due to their white fur.

SPHINX

First Appearance:
S07 Ep15 - Campfire Tales

Category:
Arcane

Sub-type:
Oniric Creature

| | | | | | | | | | |
|------|----|------------|--------------|--------|-------|--------|----------|------|----------|
| | | HP | 30 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 57 | Bite | +6 | 1d6+6 | 25% | -1 | Arcane |
| | | Movement | 15 m (50 ft) | | | | | | |
| Str | 29 | Init | +15 | Claws | +6/+6 | 1d6+7 | 25% | (-1) | Slashing |
| Dex | 14 | NDR | 3 | | | | | | |
| Con | 28 | MDR | 4 | | | | | | |
| Cun | 15 | ThR | +3 | | | | | | |
| Will | 18 | Dodge | +8 | | | | | | |
| Wis | 15 | Parry | - | | | | | | |
| Man | 28 | HtH | +26/+8 | | | | | | |
| | | Shock Test | 80% | | | | | | |

Feats and Special Abilities:
Arcane Reserve IV, Extended Reach (3 m/10 ft), Fear, Flight Speed (15 m), Improved Pounce, Rapid Reaction, Resistance to Elemental Damage (3), Size (Gigantic), Sweep Attack, Tough, Vulnerable to Lunar Silver (4)

Skills:
Authority +25%, Bluff +20%, Intimidate +20%, Knowledge (Arcane) +15%, Knowledge (Occultism) +15%, Jump +25%, Perform (Riddles) +20%, Sense Motive +15%, Sneak +15%

Combat Behavior:
Despite their size, Sphinxes do not really like to enter into direct combat with their opponents, since they prefer to outsmart them or just simply take on weak preys. Even so, a Sphinx is capable to still being dangerous if the situation requires a more physical approach. A Sphinx usually enters combat and just uses her Claws attacks or performs a Sweep Attack trying to hit more opponents at once. If enraged, she charges directly and tries to pounce on her foes, for inflict even more damage. A Sphinx rarely uses her bite attack, except against resilient targets.

STRATADON

Often confused with dragons for their appearance, Stratadons are a strange kind of prehistoric reptiles which are commonly found in the most isolated mountains or desert canyons.

First Appearance:
Rescue at Midnight Castle

Category:
Reptile

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|------------------|--------------|---------------|-----------------|-------------|--------------------|
| | | HP | 32 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 20 | Bite | +6 | 1d6+5 | 25% | (-1) | Slashing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 24 | Init | +14 | Claws | +6/+6 | 1d6+6 | 25% | (-1) | Shredding |
| Dex | 14 | NDR | 4 | | | | | | |
| Con | 20 | MDR | 1 | Tail Slam | +7 | 1d6+5 | 20% | [-1] | Bludgeoning |
| Cun | 2 | ThR | +4 | | | | | | |
| Will | 13 | Dodge | +5 | | | | | | |
| Wis | 11 | Parry | - | | | | | | |
| Man | 14 | HtH | +18/+7 | | | | | | |
| | | Shock Test | 62% | | | | | | |

Feats and Special Abilities:
Arcane Reserve, Darkvision, Fear, Fighter, Flying Speed (12 m / 40 ft), Monstrous Constitution, Scale Skin (+1 vs Piercing), Size (Large), Tough

Skills:
Listen +13%, Sneak +11%, Spot +14%

Combat Behavior:
Stratadons usually try to pin down their prey or simply attack without much thought behind, even if in some occasion they often try to snatch a creature from the ground then fly to their nest to eat it.

SWARM

A Swarm of Creatures is usually composed by a various number of tiny or small creatures which act as one

Swarm of Bite-acuda

First Appearance:

S08 Ep09 – Non-compete Clause

Category:

Aquatic

| | | | | | | | | | |
|------|----|------------|-----|--------|-----|--------|----------|------|-----------|
| | | HP | 15 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 12 | Bite | - | 2d3 | 32% | (-2) | Shredding |
| Str | - | Movement | - | | | | | | |
| Dex | 14 | Init | +15 | | | | | | |
| Con | - | NDR | 0 | | | | | | |
| Cun | 2 | MDR | 1 | | | | | | |
| Will | - | ThR | +4 | | | | | | |
| Wis | 4 | Dodge | +3 | | | | | | |
| Man | 12 | Parry | - | | | | | | |
| | | HtH | - | | | | | | |
| | | Shock Test | - | | | | | | |

Feats and Special Abilities:

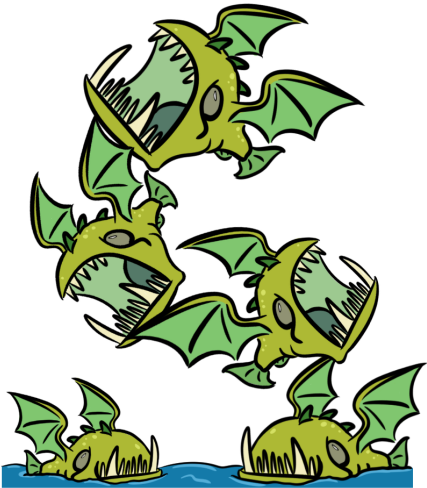
Blind Perception (Blood), Gills, Rapid Reaction, Size (Tiny), Swarm, Swimming Speed (4,5 m / 15 ft)

Skills:

Jump +15%, Listen +6%, Spot +6%, Swim +15%

Combat Behavior:

Bite-acuda have a simple mindset: when they hunger, they will seek for food to eat.



Swarm of Flash Bees

First Appearance:
S07 Ep20 - A Health of Information

Category:
Arcane, Insect

| | | | | | | | | | | | | | | | | | | | | | | | | |
|---|-----|----------|--------------|-------|----|-----|-----|-----|----|----------|---|-----|---|-----|----|----|----|--------|--|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>-</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>-</td></tr><tr><td>Wis</td><td>6</td></tr><tr><td>Man</td><td>13</td></tr></table> | | Str | - | Dex | 14 | Con | - | Cun | 2 | Will | - | Wis | 6 | Man | 13 | HP | 15 | Attack | | ThR | Damage | Critical | AP | Type |
| | | Str | - | | | | | | | | | | | | | | | | | | | | | |
| | | Dex | 14 | | | | | | | | | | | | | | | | | | | | | |
| | | Con | - | | | | | | | | | | | | | | | | | | | | | |
| | | Cun | 2 | | | | | | | | | | | | | | | | | | | | | |
| | | Will | - | | | | | | | | | | | | | | | | | | | | | |
| | | Wis | 6 | | | | | | | | | | | | | | | | | | | | | |
| | | Man | 13 | | | | | | | | | | | | | | | | | | | | | |
| | | MP | 18 | Sting | | - | 2d3 | - | -5 | Piercing | | | | | | | | | | | | | | |
| | | Movement | 1,5 m (5 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +16 | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 0 | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | - | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +3 | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | - | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:
Arcane Reserve, Electrically Charged, Flight Speed (15 m / 50 ft), Immune to Electrical, Immune to Mind Effects, Insect, Rapid Reaction II, Size (Tiny), Swarm

Electrically Charged:
Moving through a zone occupied by a Swarm of Flash Bees will cause 1d3 Direct Electrical Damage to any Creature which fails a Dexterity Check. Same will apply if the Swarm moves through a zone occupied by other Creatures. The Damage will also be dealt once every 2 turns that the Creature stays inside the zone occupied by the Swarm.

Skills:
Listen +6%, Spot +6%

Combat Behavior:
Flash bees usually only attack if disturbed but are also prone to chase intruders for a bit, before returning back to their hive.

Swarm of Parasprites:

First Appearance:

S01 Ep10 - Swarm of the Century

Category:

Oniric, insect

| | | | |
|------|----|------------|-------------|
| | | HP | 13 |
| | | MP | 8 |
| | | Movement | 6 m (20 ft) |
| | | Init | +12 |
| | | NDR | 0 |
| | | MDR | 0 |
| | | ThR | - |
| | | Dodge | +2 |
| | | Parry | - |
| | | HtH | - |
| | | Shock Test | - |
| Str | - | | |
| Dex | 12 | | |
| Con | - | | |
| Cun | 1 | | |
| Will | 5 | | |
| Wis | 4 | | |
| Man | 8 | | |

Feats and Special Abilities:

Buzzing Sound, Flight Speed (7,5 m / 25 ft), Insect, Oniric Creature, Parasprite, Size (Tiny), Swarm

Buzzing Sound:

Casters within 6 m (20 ft) from a Parasprite Swarm will suffer the same penalties to cast spells as if they where inside of it, whiel if they stay inside the swarm they are considered being hit.

Parasprite:

A Parasprite Swarm doesn't deal damage, but instead it will eat everything edible it can find. A Swarm of Parasprites will produce a new Swarm of Parasrpites when they consume enough for a total of 3 Rounds. Notice that they don't need to keep eating for consecutive rounds to being able to produce a new swarm. The quantity of food consumed for each round should be at least of the same quantity of a large basket of apples or something similar, so eating small food will not be enough. A Parasprite Swarm can also be attracted by a complex melody, usually performed by different instruments but they mostly follow certain music styles, such as a polka.

Skills:

Listen +8%, Spot +8%

Swarm of Rats:

Category:

Animal

| | | | | | | | | | |
|------|----|------------|-------------|--------|-----|--------|----------|------|----------|
| | | HP | 12 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 6 | Bite | - | 2d3 | 27% | (-4) | Piercing |
| | | Movement | 9 m (30 ft) | | | | | | |
| | | Init | +14 | | | | | | |
| | | NDR | 0 | | | | | | |
| | | MDR | 0 | | | | | | |
| | | ThR | - | | | | | | |
| | | Dodge | +3 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | - | | | | | | |
| | | Shock Test | - | | | | | | |
| Str | - | | | | | | | | |
| Dex | 13 | | | | | | | | |
| Con | - | | | | | | | | |
| Cun | 2 | | | | | | | | |
| Will | 7 | | | | | | | | |
| Wis | 6 | | | | | | | | |
| Man | 6 | | | | | | | | |

Feats and Special Abilities:

Darkvision, Rapid Reaction, Scent, Size (Tiny), Swarm

Skills:

Climb +15%, Listen +10%, Spot +8%, Swim +15%



Swarm of Snakes:

Category:
Reptile

| | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-----|-----|------|--------|------|---|-----|---|-----|---|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>-</td></tr><tr><td>Dex</td><td>16</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>8</td></tr><tr><td>Wis</td><td>4</td></tr><tr><td>Man</td><td>8</td></tr></table> | Str | - | Dex | 16 | Con | - | Cun | 2 | Will | 8 | Wis | 4 | Man | 8 | HP | 14 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | - | | | | | | | | | | | | | | | | | | | | |
| | Dex | 16 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | 2 | | | | | | | | | | | | | | | | | | | | |
| | Will | 8 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 4 | | | | | | | | | | | | | | | | | | | | |
| | Man | 8 | | | | | | | | | | | | | | | | | | | | |
| | MP | 8 | Bite | - | 1d3 | 22% | (-4) | Poison | | | | | | | | | | | | | | |
| | Movement | 9 m (30 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +18 | | | | | | | | | | | | | | | | | | | | | |
| NDR | 0 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | |
| ThR | - | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | - | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:
Rapid Reaction II, Scent, Size (Tiny), Swarm, Venomous Bite (3d3)

Skills:
Listen +10%, Spot +8%

Swarm of Spiders:

Category:
Insect

| | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|------|----|-----|-----|------|--------|------|---|-----|---|-----|---|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>-</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>1</td></tr><tr><td>Will</td><td>5</td></tr><tr><td>Wis</td><td>4</td></tr><tr><td>Man</td><td>8</td></tr></table> | Str | - | Dex | 12 | Con | - | Cun | 1 | Will | 5 | Wis | 4 | Man | 8 | HP | 13 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | - | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | 1 | | | | | | | | | | | | | | | | | | | | |
| | Will | 5 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 4 | | | | | | | | | | | | | | | | | | | | |
| | Man | 8 | | | | | | | | | | | | | | | | | | | | |
| | MP | 8 | Bite | - | 1d3 | 22% | (-4) | Poison | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +12 | | | | | | | | | | | | | | | | | | | | | |
| NDR | 0 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 0 | | | | | | | | | | | | | | | | | | | | | |
| ThR | - | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +2 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | - | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:
Darkvision, Insect, Size (Tiny), Spider Legs, Swarm, Venomous Bite (3)

Skills:
Climb +15%, Listen +10%, Spot +8%

Swarm of Twittermites

Fist Appearance:
S05 Ep04 - Bloom & Gloom

Category:
Oniric

Sub-type:
Elemental (Electrical)

| | | | |
|------|----|------------|--------------|
| | | HP | 13 |
| | | MP | 36 |
| | | Movement | 1,5 m (5 ft) |
| | | Init | +15 |
| | | NDR | 0 |
| | | MDR | 1 |
| | | ThR | - |
| | | Dodge | +3 |
| | | Parry | - |
| | | HtH | - |
| | | Shock Test | - |
| Str | - | | |
| Dex | 13 | | |
| Con | - | | |
| Cun | 2 | | |
| Will | 16 | | |
| Wis | 6 | | |
| Man | 18 | | |

Feats and Special Abilities:
Arcane Reserve III, Electrocution, Elemental, Flight Speed (6 m / 20 ft), Immune to Electrical, Oniric Creature, Overcharged Electrocution, Rapid Reaction II, Size (Tiny), Swarm

Electrocution:
Creatures which came too close to a Swarm of Twittermites will automatically suffer 1d3+1 Electrical Damage for each Swarm of Twittermites within 1,5 m (5 ft) from each other. Creatures wearing Metallic Armor will suffer the damage as Direct instead. This counts as a Spell-like ability. This Ability has effect for each consecutive round the Creature remains too close. Creatures which are at least half submerged into water will suffer 1d3 additional Damage. Twittermites can recover their MP spent that way by simply flying. For each turn they fly, they recover 2d3 MP spent.

Overcharged Electrocution:
A Swarm of Twittermites can create a powerful surge of electrical energy which is used to zap creatures and objects alike. A Single Swarm can perform an Overcharged Electrocution by spending 5 MP, which will deal 1d6+1 Electrical Damage to a single target within 9 m (30 ft). This ability has an attack value of 12. For each additional Swarm within 1,5 m (5 ft) which spends the same amount of MP, the damage is increased by 1d6 and the Attack Value by 1, up to a maximum of 4d6+1 and an attack value of 16. Exceptionally huge swarms of Twittermities can spend all their collective MP (but 1) to unleash an overcharged lightning powerful enough to destroy small wooden buildings.

Skills:
Listen +5%, Spot +7%


Combat Behavior:
Twittermities usually wander around without a real purpose but are easily provoked by other creatures even by just passing by. A Swarm of Twittermities will keep zapping any creature they see and cause overall havoc until they move away without any warning.

Swarm of Vampire Fruit Bats:

First Appearance:
S04 Ep07 - Bats!

Category:
Arcane Beast

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--------------|--------|----------|-----|----------|----------|----|------|------|------|-----|-----|----|----------|----|---|----|----|----|----|----------|--------------|------|-----|-----|---|-----|---|-----|---|-------|----|-------|---|-----|---|------------|---|
| <table><tr><td>Str</td><td>6</td></tr><tr><td>Dex</td><td>13</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>2</td></tr><tr><td>Will</td><td>13</td></tr><tr><td>Wis</td><td>5</td></tr><tr><td>Man</td><td>14</td></tr></table> | | Str | 6 | Dex | 13 | Con | - | Cun | 2 | Will | 13 | Wis | 5 | Man | 14 | <table><tr><td>HP</td><td>15</td></tr><tr><td>MP</td><td>15</td></tr><tr><td>Movement</td><td>1,5 m (5 ft)</td></tr><tr><td>Init</td><td>+14</td></tr><tr><td>NDR</td><td>0</td></tr><tr><td>MDR</td><td>1</td></tr><tr><td>ThR</td><td>-</td></tr><tr><td>Dodge</td><td>+4</td></tr><tr><td>Parry</td><td>-</td></tr><tr><td>HtH</td><td>-</td></tr><tr><td>Shock Test</td><td>-</td></tr></table> | HP | 15 | MP | 15 | Movement | 1,5 m (5 ft) | Init | +14 | NDR | 0 | MDR | 1 | ThR | - | Dodge | +4 | Parry | - | HtH | - | Shock Test | - |
| Str | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dex | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Con | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cun | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Will | 13 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Wis | 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Man | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HP | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MP | 15 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Movement | 1,5 m (5 ft) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Init | +14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| NDR | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ThR | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| HtH | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table><tr><td>Attack</td><td>ThR</td><td>Damage</td><td>Critical</td><td>AP</td><td>Type</td></tr><tr><td>Bite</td><td>-</td><td>2d3</td><td>25%</td><td>-2</td><td>Piercing</td></tr></table> | | | Attack | ThR | Damage | Critical | AP | Type | Bite | - | 2d3 | 25% | -2 | Piercing | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack | ThR | Damage | Critical | AP | Type | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Bite | - | 2d3 | 25% | -2 | Piercing | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |





Feats and Special Abilities:
Darkvision, Flight Speed (12 m / 40 ft), Rapid Reaction, Scent, Size (Tiny), Swarm

Skills:
Listen +19%, Spot +8%

TATZLWURM

Fisrt Appearance:
S04 Ep11 - Three's a Crowd

Category:
Arcane Beast

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------|------------------|------------|---------------|-----------------|-----------|-----------------|
| | | HP | 120 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 34 | Tentacles | +10 | - | - | - | Crushing |
| Str | 30 | Movement | 12 m (40 ft) | | | | | | |
| Dex | 14 | Init | +14 | | | | | | |
| Con | 40 | NDR | 7 | | | | | | |
| Cun | 2 | MDR | 8 | | | | | | |
| Will | 18 | ThR | +6 | | | | | | |
| Wis | 6 | Dodge | +8 | | | | | | |
| Man | 20 | Parry | - | | | | | | |
| | | HtH | +28/+7 | | | | | | |
| | | Shock Test | 88% | | | | | | |

Feats and Special Abilities:
Arcane Reserve II, Blind Sight (Arcane), Devour (2d10+10), Fighter, Extended Reach (9 m/30 ft), Magic Resistance (8/+15%), Monstrous Constitution, Size (Gigantic), Terror

Skills:
Listen +10%, Sneak +7%

Combat Behavior:
Tatzlwurm usually lay in wait for something edible, which is detected through their Blind Sight. They usually prefer to devour creatures with a Mana value o 18 or higher but will probably ignore anything with a value lower than 11. A Tatzlwurm will use its tentacles which come out of its mouth to try to catch its prey, but they can also be sued to push opponents away or to catch more opponents at once.
A Signle Tentacle is considered to have a +15 value when performing a HtH maneuver based on Strength and is considered a Large Creature. For each additional Tentacle used on the same creature, the bonus is increased by 2.
A Tatzlwurm will fight until its death or if somehow imprisoned.

TIMBERWOLF

First Appearance:

S02 Ep12 - Family Appreciation Day

Category:

Construct

Sub-type:

Arcane

| Str | 14 | RP | 9 | Attack | ThR | Damage | Critical | AP | Type |
|------|----|------------|--------------|--------|-----|--------|----------|----|----------|
| Dex | 13 | MP | 18 | Bite | +5 | 1d3+4 | 25% | 0 | Piercing |
| Con | - | Movement | 12 m (40 ft) | | | | | | |
| Cun | 4 | Init | +14 | | | | | | |
| Will | 12 | Hardiness | 5 | | | | | | |
| Wis | 11 | MDR | 2 | | | | | | |
| Man | 12 | ThR | +3 | | | | | | |
| | | Dodge | +5 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +9/+7 | | | | | | |
| | | Shock Test | - | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Construct, Fighter, Knock Down, Scent, Rapid Reaction, Repairing, Vulnerable to Fire (1), Vulnerable to Lunar Silver (1)

Repairing:

When a Timberwolf looses his last RP, he crumbles down into pieces, since the magic who animates him ends. Even so, there is a 50% chance that he will reform within 1d3 Round, spending 6 MP. The arcane energies who where animating him will awake again, gathering new pieces and repairing the suffered damage, more or less. A Repaired Timberwolf recovers half of his original RP, but this ability has effect only if the Timberwolf is within a natural environment and is able to gather new resources within, like twigs, branches and so on. If the Timberwolf lost more than half of his total RP by Fire Damage or is destroyed with less than 6 MP remaining, this ability will not work, but his remains can be still used by other Timberwolves nearby

Skills:

Hide +8% (+15% if within Woods), Jump +11%, Listen +15%, Search +15%, Sneak +14%, Spot +11%

Mangy Timberwolf

This type of Timberwolf has been beaten up too many times or something went wrong in his repairing, and for such poor condition he will no longer be able to repair himself is destroyed. A Mangy Timberwolf is less resilient but still dangerous if in packs.

| Str | 13 | RP | 6 | Attack | ThR | Damage | Critical | AP | Type |
|------|----|------------|-------------|--------|-----|--------|----------|----|----------|
| Dex | 11 | MP | 12 | Bite | +4 | 1d3+2 | 21% | 0 | Piercing |
| Con | - | Movement | 9 m (30 ft) | | | | | | |
| Cun | 3 | Init | +12 | | | | | | |
| Will | 11 | Hardiness | 3 | | | | | | |
| Wis | 7 | MDR | 1 | | | | | | |
| Man | 12 | ThR | +2 | | | | | | |
| | | Dodge | +4 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +6/+5 | | | | | | |
| | | Shock Test | - | | | | | | |

Feats and Special Abilities:

Construct, Fighter, Knock Down, Mangy, Scent, Rapid Reaction, Vulnerable to Fire (1), Vulnerable to Lunar Silver (1)

Mangy:

A Mangy Timberwolf is unable to repair himself or to be repaired by magic unless there are more remaining in the nearby. Tree Mangy Timberwolves can be used to raise a normal Timberwolf.

Skills:

Hide +5% (+10% if within Woods), Jump +6%, Listen +5%, Search +8%, Sneak +8%, Spot +6%

Tyrant Timberwolf

A Tyrant Timberwolf is the result of an agglomeration of a certain number of Timberwolves destroyed within a certain distance.
A Tyrant Timberwolf is a terrific huge creature who can cause a huge havoc if not destroyed quickly, but even so, such thing is not an easy task to perform. It's a common advice from Creature hunters and Monster hunters to do not destroy too many Timberwolves together, but instead to try to lure them away, reducing the chances that their remains will generate a Tyrant Timberwolf.

| | | | | | | | | | | | | | | | | | | | | | | |
|--|----------|-------------|---------|-------|-------|-----|----------|----------|------|----|-----|----|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>24</td></tr><tr><td>Dex</td><td>12</td></tr><tr><td>Con</td><td>-</td></tr><tr><td>Cun</td><td>5</td></tr><tr><td>Will</td><td>16</td></tr><tr><td>Wis</td><td>11</td></tr><tr><td>Man</td><td>16</td></tr></table> | Str | 24 | Dex | 12 | Con | - | Cun | 5 | Will | 16 | Wis | 11 | Man | 16 | RP | 30 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 24 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 12 | | | | | | | | | | | | | | | | | | | | |
| | Con | - | | | | | | | | | | | | | | | | | | | | |
| | Cun | 5 | | | | | | | | | | | | | | | | | | | | |
| | Will | 16 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 11 | | | | | | | | | | | | | | | | | | | | |
| | Man | 16 | | | | | | | | | | | | | | | | | | | | |
| | MP | 24 | Bite | +9 | 1d6+6 | 24% | -1 | Piercing | | | | | | | | | | | | | | |
| | Movement | 6 m (20 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +14 | Claws | +10/+10 | 1d6+5 | 25% | -1 | Slashing | | | | | | | | | | | | | | | |
| Hardiness | 8 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 1 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +9 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +6 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +23/+6 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | - | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Construct, Extended Reach (3 m), Fighter II, Rapid Reaction, Scent, Size (Huge), Superior Repairing, Sweep Attack, Tear to Pieces, Terror, Vulnerable to Fire (2), Vulnerable to Lunar Silver (2)

Superior Repairing:

When a pack of at least 7 Timberwolves is destroyed within 6 m (20 ft) one from another, there is a 30% that they will reform as a Tyrant Timberwolf instead of repair themselves, with a +10% chance for every 3 additional Timberwolves destroyed nearby. A Tyrant Timberwolf has also a 35% Chance to repair himself when destroyed, recovering only 20 RP but also reducing his ThR for both Bite and Claws by 3. If the Dire Timberwolf is destroyed again, he will not repair himself any more. If a Tyrant Timberwolf has lost more than half of his RP by Fire Damage, he will not Repair himself, but his pieces can be used by others as usual.

Skills:

Listen +13%, Search +13%, Sneak +10%, Hide +5% (+12% inside Forests), Spot +13%, Jump +18%

Combat Behavior:

Like normal wolves, Timberwolves always hunt in packs, so they have a similar Behavior even if they do not perform any Attack of Opportunity. Tyrant Timberwolves are just fierce creatures who attack everything on sight, using their Swipe Attack to take care of a large number of enemies who dare to stand against them.

Tri-Horned Bunyip

First Appearance:

S06 Ep22 – P.P.o.V (Pony Point of View)

Category:

Oniric Creature

Sub-type:

Marine Creature

| | | | |
|------|----|------------|--------|
| | | HP | 34 |
| | | MP | 42 |
| | | Movement | - |
| | | Init | +10 |
| | | NDR | 3 |
| | | MDR | 4 |
| | | ThR | +2 |
| | | Dodge | +4 |
| | | Parry | - |
| | | HtH | +22/+5 |
| | | Shock Test | 70% |
| Str | 28 | | |
| Dex | 10 | | |
| Con | 30 | | |
| Cun | 5 | | |
| Will | 15 | | |
| Wis | 6 | | |
| Man | 22 | | |

Feats and Special Abilities:

Arcane Reserve III, Gills, Oniric Creature, Size (Huge), Swimming Speed (15 m / 50 ft), Tough II

Skills:

Hide +15%, Sense Motive +12%, Swim +25%

Combat Behavior:

The Tri-horned Bunyip is a gentle creature and will try to flee if endangered, usually by submerging into the depths of the sea.

URSAE

First Appearance:

S01 Ep06 - Boast Busters

Category:

Arcane Beast

Sub-type:

Oniric (the Ursa Major also has the Epic Sub-type)

Ursa Major

| | | | | | | | | | |
|-------------|-----------|-------------------|---------------------|---------------|------------|----------------|-----------------|-----------|-----------------|
| | | HP | 200 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 49 | Bite | +9 | 2d10+17 | 30% | -2 | Piercing |
| | | Movement | 12 m (40 ft) | | | | | | |
| Str | 45 | Init | +10 | Claw | +12 | 2d6+15 | 25% | -2 | Slashing |
| Dex | 10 | NDR | 8 | | | | | | |
| Con | 50 | MDR | 10 | | | | | | |
| Cun | 3 | ThR | +4 | | | | | | |
| Will | 24 | Dodge | +6 | | | | | | |
| Wis | 8 | Parry | - | | | | | | |
| Man | 26 | HtH | +42/+5 | | | | | | |
| | | Shock Test | 99% | | | | | | |

Feats and Special Abilities:

Arcane Reserve III, Wrecker, Devour, Extended Reach (7,5 m / 25 ft), Fighter III, Monstrous Constitution, Nocturnal Coat, Scent, Size (Colossal), Sweep Attack, Terror

Nocturnal Coat:

The fur coat of an Ursa Major reflects the sky above, making the creature to be almost invisible during night time, even if her lower paws could be visible. An Ursa major ha a Concealment of 60% during Night Time, while an Ursa Minor only a 30%. An Ursa Major can Spend 10 MP to create an effect identical to the Invisibility Spell, who is considered to have a Consumption value of 5. An Ursa Minor can only became invisible for 1d3 Rounds, then the effect will simply end.

Skills:

Hide +5%, Listen +12%, Search +13%, Spot +13%

Ursa Minor

| | | | | | | | | | |
|-------------|-----------|-------------------|--------------------|---------------|------------|---------------|-----------------|-----------|-----------------|
| | | HP | 50 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 24 | Bite | +8 | 1d10+7 | 24% | -1 | Piercing |
| | | Movement | 9 m (30 ft) | | | | | | |
| Str | 27 | Init | +11 | Claw | +8 | 1d6+5 | 24% | -1 | Slashing |
| Dex | 11 | NDR | 4 | | | | | | |
| Con | 25 | MDR | 4 | | | | | | |
| Cun | 3 | ThR | +9 | | | | | | |
| Will | 14 | Dodge | +6 | | | | | | |
| Wis | 6 | Parry | - | | | | | | |
| Man | 17 | HtH | +22/+5 | | | | | | |
| | | Shock Test | 66% | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Extended Reach (4,5 m / 15 ft), Fear, Fighter, Monstrous Constitution, Nocturnal Coat, Scent, Size (Huge),

Skills:

Listen +5%, Search +6%, Spot +6%

Combat Behavior:

Ursae are simple animals who usually stay away from civilization and never attack other creatures unless provoked, even if the Ursa Minor often ends up attacking other creatures just for curiosity. A Female Ursa Major can become extremely aggressive if his cub is in danger, and at this point there is nothing much to do except to run away.

WINTERCHILLA

Apparently cute and harmless this odd creature is more dangerous than it looks.

Fist Appearance:

Special Episode - Best Gift Ever

Category:

Arcane Beast

| | | | |
|------|----|------------|--------------|
| | | HP | 1 |
| | | MP | 39 |
| | | Movement | 18 m (60 ft) |
| | | Init | +18 |
| | | NDR | 1 |
| | | MDR | 2 |
| | | ThR | - |
| | | Dodge | +4 |
| | | Parry | - |
| | | HtH | -/+7 |
| | | Shock Test | 28% |
| Str | 1 | | |
| Dex | 14 | | |
| Con | 2 | | |
| Cun | 3 | | |
| Will | 15 | | |
| Wis | 8 | | |
| Man | 22 | | |

Feats and Special Abilities:

Arcane Reserve III, Rapid Reaction III, Resistance to Cold (5), Resistance to Frost (+30%), Shock Resistance II, Size (Tiny), Sunset Hullabaloo

Sunset Hullabaloo:

During Sunset, a Winterchilla will spend 30 MP to transform into a Winterzilla

Skills:

Climb +13%, Hide +10%, Listen +12%, Sneak +8%, Spot +13%

Winterzilla

| | | | | | | | | | |
|------|----|------------|---------------|--------|-------|--------|----------|----|-----------|
| | | HP | 62 | Attack | ThR | Damage | Critical | AP | Type |
| | | MP | 35 (5) | Bite | +3 | 1d10+7 | 26% | -4 | Shredding |
| | | Movement | 7,5 m (25 ft) | | | | | | |
| | | Init | +11 | Claws | +7/+7 | 1d6+5 | 28% | -2 | Shredding |
| | | NDR | 5 | | | | | | |
| | | MDR | 6 | | | | | | |
| | | ThR | +3 | | | | | | |
| | | Dodge | +4 | | | | | | |
| | | Parry | - | | | | | | |
| | | HtH | +22/+5 | | | | | | |
| | | Shock Test | 70% | | | | | | |
| Str | 24 | | | | | | | | |
| Dex | 11 | | | | | | | | |
| Con | 30 | | | | | | | | |
| Cun | 2 | | | | | | | | |
| Will | 16 | | | | | | | | |
| Wis | 6 | | | | | | | | |
| Man | 17 | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve III, Fear, Fighter, Monstrous Constitution, Ooh Sparkly!, Resistance to Cold (10), Resistance to Frost (+25%), Shock Resistance, Size (Huge), Tough, Vulnerable to Lunar Silver (4)

Ooh Sparly!:

A Winterzilla is attracted by shiny items and object and will be easily distracted by them, the downside is that it will probably try to chase them, trying to eat them.

Skills:

Listen +9%, Spot +13%

Combat Behavior:

While the Winterchilla will always run away from danger, a Winterzilla is instead extremely aggressive until it calms down.

WORG

Even if a Worg could look like a strange wolf at first sight, they possess different details that allows to understand that there is something wrong in them. Their bright red eyes, glows with a sinister rage but also with a sort of feral and cruel intelligence. Unlike normal wolves who hunt for necessity or hunger, Worgs will hunt just for the taste of blood or by the violence they can cause. They are also capable to simply injury a creature and then let her run away or to cry for help, while hiding nearby and then ambush those who came for assistance. Elder Worgs are even more cruel and savage than a normal Worg, but is rare that an Elder Worg leads a pack of younger Worgs, since they prefer to hunt alone.

Category:

Arcane Beast

Worg (Alpha)

| | | | | | | | | | | | | | | | | | | | | | | |
|---|--------------|------|------|-------|-------|-----|-----------|-----------|------|----|-----|----|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>20</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>20</td></tr><tr><td>Cun</td><td>4</td></tr><tr><td>Will</td><td>14</td></tr><tr><td>Wis</td><td>13</td></tr><tr><td>Man</td><td>14</td></tr></table> | Str | 20 | Dex | 14 | Con | 20 | Cun | 4 | Will | 14 | Wis | 13 | Man | 14 | RP | 34 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 20 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 14 | | | | | | | | | | | | | | | | | | | | |
| | Con | 20 | | | | | | | | | | | | | | | | | | | | |
| | Cun | 4 | | | | | | | | | | | | | | | | | | | | |
| | Will | 14 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 13 | | | | | | | | | | | | | | | | | | | | |
| | Man | 14 | | | | | | | | | | | | | | | | | | | | |
| | MP | 21 | Bite | +9 | 1d6+6 | 28% | -1 | Shredding | | | | | | | | | | | | | | |
| Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | | |
| Init | +16 | Claw | +8 | 1d6+5 | 26% | -1 | Shredding | | | | | | | | | | | | | | | |
| NDR | 5 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 4 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +5 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +7 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +17/+7 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 62% | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Fierce Charge, Fighter II, Improved Shock Test, Monstrous Constitution, Rapid Reaction II, Scent, Tear to Pieces, Terror, Tough II, Size (Large), Uneasiness

Skills:

Jump +15%, Hide +8%, Listen +12%, Search +11%, Sneak +10%, Spot +12%

Worg

| | | | | | | | | | | | | | | | | | | | | | | |
|---|----------|--------------|------|-------|-------|------|----------|-----------|------|----|-----|----|-----|----|----|----|--------|-----|--------|----------|----|------|
| <table><tr><td>Str</td><td>16</td></tr><tr><td>Dex</td><td>14</td></tr><tr><td>Con</td><td>14</td></tr><tr><td>Cun</td><td>4</td></tr><tr><td>Will</td><td>12</td></tr><tr><td>Wis</td><td>12</td></tr><tr><td>Man</td><td>13</td></tr></table> | Str | 16 | Dex | 14 | Con | 14 | Cun | 4 | Will | 12 | Wis | 12 | Man | 13 | RP | 16 | Attack | ThR | Damage | Critical | AP | Type |
| | Str | 16 | | | | | | | | | | | | | | | | | | | | |
| | Dex | 14 | | | | | | | | | | | | | | | | | | | | |
| | Con | 14 | | | | | | | | | | | | | | | | | | | | |
| | Cun | 4 | | | | | | | | | | | | | | | | | | | | |
| | Will | 12 | | | | | | | | | | | | | | | | | | | | |
| | Wis | 12 | | | | | | | | | | | | | | | | | | | | |
| | Man | 13 | | | | | | | | | | | | | | | | | | | | |
| | MP | 19 | Bite | +6 | 1d6+4 | 27% | -1 | Shredding | | | | | | | | | | | | | | |
| | Movement | 12 m (40 ft) | | | | | | | | | | | | | | | | | | | | |
| Init | +15 | Claw | +5 | 1d3+4 | 24% | (-1) | Slashing | | | | | | | | | | | | | | | |
| NDR | 3 | | | | | | | | | | | | | | | | | | | | | |
| MDR | 3 | | | | | | | | | | | | | | | | | | | | | |
| ThR | +4 | | | | | | | | | | | | | | | | | | | | | |
| Dodge | +5 | | | | | | | | | | | | | | | | | | | | | |
| Parry | - | | | | | | | | | | | | | | | | | | | | | |
| HtH | +10/+7 | | | | | | | | | | | | | | | | | | | | | |
| Shock Test | 54% | | | | | | | | | | | | | | | | | | | | | |

Feats and Special Abilities:

Arcane Reserve, Fear, Fierce Charge, Fighter, Rapid Reaction, Scent, Shock Resistance, Tear to Pieces, Tough

Skills:

Hide +13%, Jump +10%, Listen +8%, Search +9%, Sneak +12%, Spot +8%

Combat Behavior:

Worgs are intelligent enough to observe their preys for a certain period of time, studying their behavior and movements.

They will always try to attack those who are more vulnerable or weak, and they can also arrive to distract their foes by attacking from one direction, while one or two of them sneak behind them. They are also used to flee from a fight just to lure their opponents in a dangerous environment or to another ambush. Worgs are patient and cunning predators who can quickly adapt on the situation, even if their intelligence is still limited.