

EDA BESTIARY

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BESTIARY

This book contains creatures and adversaries found in the world of Eda. Each entry includes stats for combat and unique behaviors or abilities.

Creature Stat Blocks

- **HP:** Hit Points.
 - **Defense:** A value that reduces incoming damage.
 - **Reaction Pool:** The number of reactions available for the encounter.
 - **Attributes:** Core stats (STR, AGI, LOG, INS, CHA, CON).
 - **Combat Skill:** The skill value used for attack rolls.
 - **Base Damage:** The starting damage value before adding DoS and Attribute bonuses.
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1. Beasts & Animals

GRAY WOLF

Pack hunters that thrive in the winter forests.

HP: 12 | Defense: 1 | Reaction Pool: 6

STR40

AGI60

LOG15

INS25

CHA10

CON35

ACTIONS

Bite. Combat Skill 65, Damage 1.

ABILITIES

Pack Tactics: Gains +10 to attack rolls if another wolf is adjacent to the target.

ALPHA WOLF

Large, scarred leader of a pack.

HP: 22 | Defense: 1 | Reaction Pool: 6

STR50

AGI65

LOG20

INS30

CHA25

CON45

ACTIONS

Crippling Bite. Combat Skill 70, Damage 2.

ABILITIES

Alpha Howl: As an action, grants all allied wolves +5 to hit for 2 rounds.

ICHOR-WOLF

A wolf mutated by black ichor, dripping dark fluid.

HP: 18 | Defense: 2 | Reaction Pool: 5

STR55 AGI50 LOG10 INS15 CHA05 CON50

ACTIONS

Corrosive Bite. Combat Skill 60, Damage 2 + 2 Bleeding.

ABILITIES

Fear Aura: Any character starting their turn adjacent to the Ichor-Wolf must pass a INS Check (Routine - 1 DoS) or lose 1 IP.

WINTER BEAR

A massive white bear, blending into the snow.

HP: 40 | Defense: 3 | Reaction Pool: 3

STR80

AGI35

LOG15

INS25

CHA10

CON75

ACTIONS

Heavy Maul. Combat Skill 65, Damage 3.

ABILITIES

Snow-Camouflage: Advantage on Stealth in snow; attackers have Disadvantage if the bear is in cover.

Cave Bear

Smaller than the winter bear but more aggressive in tight spaces.

HP: 35 | Defense: 2 | Reaction Pool: 4

STR75	AGI40	LOG15	INS20	CHA10	CON70
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Actions

Maul. Combat Skill 60, Damage 1.

Abilities

Crushing Grip: If both claws hit, the target is Restrained (Opposed STR check to escape).

GIANT SPIDER

Lurks in dark forests and dungeons.

HP: 15 | Defense: 0 | Reaction Pool: 5

STR45 AGI55 LOG10 INS20 CHA05 CON30

ACTIONS

Poisonous Bite. Combat Skill 70, Damage 0.

ABILITIES

Webbing: Action (10m range), AGI Check (Routine - 1 DoS) or be Immobilized.