

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.
- **DR:** Damage Reduction (Armor).
- **Reactions:** 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.

1. Beasts & Animals

GRAY WOLF

Pack hunters that thrive in the winter forests.

HP: 12 | DR: 1 | Reactions: 6

STR40

AGI60

LOG15

INS25

CHA10

CON35

ACTIONS

Bite. Combat Skill 65, 1 Base Damage.

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 | DR: 1 | Reactions: 6

STR50

AGI65

LOG20

INS30

CHA25

CON45

ACTIONS

Crippling Bite. Combat Skill 70, 2 Base Damage.

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 | DR: 2 | Reactions: 5

STR55

AGI50

LOG10

INS15

CHA05

CON50

ACTIONS

Corrosive Bite. Combat Skill 60, 2 Base Damage + 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 | DR: 3 | Reactions: 3

STR80

AGI35

LOG15

INS25

CHA10

CON75

ACTIONS

Heavy Maul. Combat Skill 65, 3 Base Damage.

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 | DR: 2 | Reactions: 4

STR75

AGI40

LOG15

INS20

CHA10

CON70

ACTIONS

Maul. Combat Skill 60, 1 Base Damage.

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 | DR: 0 | Reactions: 5

STR45

AGI55

LOG10

INS20

CHA05

CON30

ACTIONS

Poisonous Bite. Combat Skill 70, 0 Base Damage.

ABILITIES

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