

# EDA BESTIARY

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## BESTIARY

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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

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- **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

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# 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 **advantage** on attack rolls if another ally 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 1.

## Abilities

**Webbing:** Action (10m range), AGI check (routine - 1 DoS) or be immobilized.