2023-2-8

SOLAS Creature Collection

A Simply Organized, Lightweight Adventure System

Note: Art included without a source is free to use, without license.

Important Notes

Combat

Players typically end up in some sort of fight, and this bestiary is here to flesh out encounters with interesting enemies. When using the enemies, feel free to keep track of stamina points for them. As an easier rule, a creature can take as many actions per turn as its **Constitution** score, up to three.

About Challenge Scores

Balancing combat is a tricky thing to do, especially given the amount of possible player combinations there are. Each creature here has a **Challenge** score, which describes the level of a party that it is an appropriate challenge for. A standard party is considered to be 4 players, but creatures can be scaled for more or fewer players by reducing/increasing the health. Any attacks which specify multiple times per turn are limited to once per player if there are multiple targets within range.

The Creatures

Centaur

Wanderers of blasted wastelands, centaur tribes are nomadic hunters who defend their chosen families and territory fiercely. Most were raised in constant threat of other tribes or encroaching humanoids, and carry that distrust and combat readiness with them for the rest of their lives. Those who live for battle gain the status folk heroes, and are referred to across the varied tribes as The Warhungered.

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Do not find yourself running from centaurs, as they will catch up.
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Centaur

Centaur

Heart 25, Speed 10, Light Armor, Challenge 3

Strength 4, Dexterity 2, Constitution 3, Mind 1

Pike *2 Tiles, R8 Piercing*

Hooves *Melee, R8 Bludgeoning*

Warhungered Centaur

Heart 40, Speed 8, Medium Armor, Challenge 5

Strength 6, Dexterity 6, Constitution 4, Mind 2

Longswords *Melee, R11 Slashing* - Each longsword can be used once per turn on different targets

Greatbow *12 Tiles, R13 Piercing* - Can only be used once per turn

Dryad

Dryads are tree spirits, chaotic and mischevious souls set to the task of protecting nature. While they're unlikely to stick around to chat, adventurers who get on a dryad's bad side typically avoid forests afterward, if they make it out at all.

A group of Dryads is called a tangle. How fitting!

Dryad

Dryad

Heart 8, Speed 6, Challenge 1

Strength 2, Dexterity 2, Constitution 2, Mind 2

Bludgeon *Melee, R3 Bludgeoning* - Can be used up to 2x per turn

Tricks - Entangle - Misty Step

Dryad Tangle

Heart 12, Speed 6, Challenge 2

Strength 4, Dexterity 2, Constitution 3, Mind 3

*Note: This is a cluster of 3 dryad spirits. After the Tangle reaches 0 heart, it breaks apart into three **Dryads**, each with 4 heart.*

Bludgeon *Melee R5 Bludgeoning* - Can be used up to 3x per turn

Tricks - Entangle - Barkskin

Giant Bumblebee

A larger variety of the common pollinator, Giant Bumblebees are regularly sought after for their honey (or rarer still, the royal jelly) which contain healing properties. With the larger size comes more danger though, and angering a hive is usually a one-way trip.

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This is GIANT bumblebee honey, you don't just put this in any cup of tea!
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Giant Bumblebee

Giant Bumblebee

Heart 8, (Fly) Speed 6, Challenge 1/2

Strength 1, Dexterity 2, Constitution 1, Mind 1

Sting *Melee, R4 Piercing* - Targets who fail a **Constitution Check (1)** are poisoned, and take an additional R2 Poison damage now and at the start of the Giant Bumblebee's next turn.

Kulgeli

The Kulgeli is an intelligent nocturnal predator who seeks out isolated creatures and ensnares them with roots and vines. Some towns that border forests or swamps share stories of a gargantuan creature who blends in with the trees and patiently waits for those foolish enough to wander away. When morning comes, those who go looking find a skeleton with clean bones strung up in a tangle of vines, with the victim's belongings in a neat pile below them.

Notes: *While unmoving, it takes a **Mind Check (3)** to spot the Kulgeli.*

Out past the witching, vines shiver from rest. The vined one awaits a fresh dinner guest.

Kulgeli

Kulgeli

Heart 54, Speed 1, Challenge 4

Strength 3, Dexterity 2, Constitution 3, Mind 5

Grasping Vines *12 Tiles, R5 Necrotic* - Can be used up to 2x per turn - Targets who fail a **Dexterity Check (2)** are pulled 2 Tiles toward the Kulgeli. If the target is within 2 tiles, the target is hoisted up into the air 2 Tiles. Targets who fail the check remain in the vines and cannot move further away from the Kulgeli until they succeed on a **Strength Check (3)**, taking damage at the start of each of the Kulgeli's turns.

Cold Clutches *2 Tiles, R10 Necrotic* - Can be used up to 2x per turn - The Kulgeli reaches out and places its hand around the target

Midas Beetle

Midas Beetles live in colonies deep in the earth, which can be mistaken for veins of gold in the rock. Usually

found in underground caverns or by miners on accident, their bite hardens the surrounding flesh into a material similar to their carapace. A bite subsides after a day or so, but a multitude can cause temporary paralysis, or even death if the bites reach vital organs. Tales are told about unfortunate explorers or miners who fell into a colony and were unable to get out before being untirely covered in bites.

There's an old tale of a King Midas whose touch turned things gold. Perhaps he thought it would make a better story than admitting his castle had an infestation of these.

Midas Beetle

Midas Beetle

Heart 4, Speed 3, Challenge 1/4

Strength 1, Dexterity 2, Constitution 1, Mind 1

Bite *Melee, R3 Piercing* - After a creature is bit, it makes a **Constitution Check (1)**. If it fails, its speed is reduced by two tiles on the next turn. This can stack with other **Midas Beetle** bites.

Midas Beetle Swarm

Heart 16, Speed 3, Challenge 1

Strength 2, Dexterity 2, Constitution 3, Mind 1

Bite *Melee, R4 Piercing* - Can be used up to 3 times on different targets - After a creature is bit, it makes a **Constitution Check (1)**. If it fails, its speed is reduced by two tiles on the next turn. This can stack with other **Midas Beetle Swarm** bites.

Shelken

While originating from the underdark, some shelken have sought to earn a place in societies aboveground. While their enormous shell provides incredible protection, its cumbersome weight typically prevents them from fast-paced occupations. While somewhat ambivalent towards outsiders, one who is wronged will devote their life to slowly tracking down the offender and exacting justice.

`Not everybody likes salty snacks!`

Shelken

Shelken

Heart 20, Speed 1, Light Armor, Challenge 2

Strength 2, Dexterity 1, Constitution 2, Mind 2

Daggers *Melee, R6 Slashing* - Can be used up to 2x per turn

Crossbow *8 Tiles, R6 Piercing* - Can be used up to 2x per turn

Shelken Guard

Heart 22, Speed 1, Medium Armor, Challenge 4

Strength 6, Dexterity 1, Constitution 2, Mind 2

Warhammers *Melee, R8 Bludgeoning* - Can be used up to 2x per turn

Crossbow *8 Tiles, R8 Piercing* - Can be used up to 2x per turn

Werewolf

Humanoids afflicted with a terrible curse take the form of wolves when threatened, or during exposure to the moon. While most flee and try to live out a peaceful life on the outer edges of society, some manage to keep their curse a secret and continue to live amongst others. The more times a werewolf transforms, however, the more of a wolf hybrid they become, with sharper teeth, yellowed eyes, and an elongated face.

Notes*: Resistant to physical damage from non-silver weapons*

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Howling at the moon, the gold-eyed wolfman prowls, hunting for a bite
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Werewolf

Werewolf

Heart 31, Speed 6, Challenge 3

Strength 5, Dexterity 3, Constitution 3, Mind 2

Bite *Melee, R8 Piercing* - The bitten creature makes a **Constitution Check (1)**. If it fails, it will be afflicted with lycanthropy on the next full moon, provided that they are not cured with wolfsbane or the **Remove Curse** trick.

Claw *Melee, R4 Piercing* - Can be used up to 2 times per turn