**Name:** Riddlebite

**Descriptor:** These creatures are small hunchback creatures that lurk close to the ground. They are more intelligent than most of the creatures in the mystic realm as they can track their prey though this may only seem to be the case because they have a basic grasp of common. Rangers and hunters have discovered that the blood of the riddlebite is very valuable as, once consumed an individual can re-attempt the learning of a spell. The creature’s face has a large skull and a large mouth with small eyes and nose making them horrible to look at. The bite of these creatures are quite nasty but if you can trip them up with wordplay and a good riddle they will sit down and think over the riddle giving you enough time to escape. The creature will not always attack; check attacks section.

**Attack**

**STR** -3

**CON** 0

**DEX** +2

**INT** +8

**WIS** +6

**CHA** +3

**Defence**

**AC** 12

**FORT** 14

**WILL** 12

**REF** 13

**Language:** Common

**HP:** 312

**Attacks (Features):**

They often punch their target when they are near full health

Attack STR vs. AC Dmg. 2d6

The creatures are smart and know where best to place a powerful bite, often causing people to loose limb or have permanent damage. The creature will only ever bite a character when the player is bloodied.

Attack INT vs. AC Dmg. 2d20 +1d6 +3

Often the creature will not attack unless provoked but will follow the group and shout demoralising comments

Attack INT vs. WILL Dmg. -2 to perception, -2 to WILL, and -3 to Diplomacy.