

# Creatures of the Barracks

## A BESTIARY OF THE ANIMAL BARRACKS

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*Tiny* creatures are smaller than 0.5 meters, *small* ones are 0.5-1 meters tall, *medium* ones around 1-1.5 meters, and *large* ones are 1.5-2 meters.

Besides these creatures, there is also a variety of more usual and common livestock such as horses, chickens, sheep, and bees. These have 0 mana.



## *Aerem rabbit*

TINY BEAST

Aerem rabbits are tiny blue- or green-furred creatures with long ears that they can use to fly but are otherwise much the same as ordinary rabbits. When threatened, they take to the sky.

Stats:

⌘ Physique: 4

⌘ Study: 6

⌘ Mana: 5.6

[https://www.dandwiki.com/wiki/Aerem\\_Rabbit\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Aerem_Rabbit_(5e_Creature))

## *Angler frog*

MEDIUM BEAST

The angler frog is as big as a pony but is nevertheless extremely stealthy and camouflaged in the browns and greens of the trees. Naturally, given its size, it can only travel among the trees that are big enough to support it. The angler frog often travels in small groups but is occasionally solitary.

The frog generally hunts from the tree branches. It usually goes for smallish prey, but will occasionally take on a larger meal, sometimes one that is too big. They are extremely stealthy and well camouflaged. While it is almost always hidden very well, a good eye can see the massive, bulbous eyes staring right back at them.

They are amphibious and can thus breathe air and water.

Stats:

⌘ Physique: 14

⌘ Study: 4

⌘ Mana: 3.6

[https://www.dandwiki.com/wiki/Angler\\_Frog\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Angler_Frog_(5e_Creature))



## *Aminus*

TINY BEAST

The aminus (plural *amina*) is a turtle-wasp-pigeon hybrid. They commonly fly in swarms throughout lush grasslands. Like a turtle, they can be a bit slow. Using their pigeon head, they have a decent sense of direction and like to find food scraps of plant matter, like nuts and berries. While they can appear docile and dull, they can be territorial when provoked, particularly during courting season, when they will make ample use of their beak and stingers to intimidate rivals and other intervening creatures.

Stats:

- ⌘ Physique: 4.6
- ⌘ Study: 2
- ⌘ Mana: 3.6

[https://www.dandwiki.com/wiki/Aminus\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Aminus_(5e_Creature))

## *Battering ram*

LARGE BEAST

Battering rams are named after the siege weapons, as a strike from an adult male is known to be able to break down wooden doors. Physically, they resemble ordinary, if very large, sheep, though the most noticeable difference is the massive pair of curling horns that males possess. Females are also quite large and very sturdily built, and they fiercely defend their young from predators of all types.

Battering rams are usually docile, content with feeding on grasses and ground plants, but if they feel threatened, they will not hesitate to show their displeasure by charging directly at their assailant.

Beware of the battering ram's powerful ram attack, which is possible if the beast is 5 meters away.

Stats:

- ⌘ Physique: 20
- ⌘ Study: 8
- ⌘ Mana: 6

[https://www.dandwiki.com/wiki/Battering\\_Ram\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Battering_Ram_(5e_Creature))



## *Black spitter gecko*

TINY BEAST

Black spitter geckos or just “black spitters” are small geckos that have adapted to their position as prey by developing an acidic defence. This defence or fear response, makes the black spitter secrete acidic mucus when grappled, forcing the creature grappling it to throw or release it. These tiny creatures are most prized by rogues and thieves as pets as their saliva is known to be able to corrode iron. With enough time — or enough black spitters, a finely crafted lock or mechanism can be reduced to little more than rust.

Stats:

- ⌘ Physique: 4
- ⌘ Study: 8.4
- ⌘ Mana: 10

[https://www.dandwiki.com/wiki/Black\\_Spitter\\_Gecko\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Black_Spitter_Gecko_(5e_Creature))

## *Carapacus*

LARGE BEAST

A carapacus is a large, six-legged, beetle-like creature. Due to their even temperaments and robust constitutions, they are valued as beasts of burden. Some odd cultures even use them as dependable mounts. Their heavy weight makes it very hard to move these beasts against their will.

Stats:

- ⌘ Physique: 24
- ⌘ Study: 4
- ⌘ Mana: 13.6

[https://www.dandwiki.com/wiki/Carapacus\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Carapacus_(5e_Creature))



## *Crown of Flames deer*

MEDIUM BEAST

Perhaps the most majestic creature of the Flaming Tundra, the crown-of-flames deer is an oddity. The beasts sport fur white as snow and pale hooves, with eyes that glow a bright red-orange. A great pair of antlers sprout from their heads, even females; however, females have smaller ones. Unlike most creatures of the Flaming Tundra, which exhale fire fuelled by their gas sacs, the Crown of Flames deer's gas sac tubes extend into its skull, where tiny holes in the antlers steadily spew out an inferno that dons the creature's head like a crown, as its name suggests. Utilizing this, the deer can perform fiery headbutts on offenders. Feeding on gas grass, the deer form small groups, usually consisting of two mates and a child. Their antlers are prized trophies of the hunt, and, with enchantments, can be lit on fire even after the crown-of-flames deer is killed and the antlers severed.

Beware of the Crown of Flames deer's powerful charge if it is 5 meters away.

Stats:

- ⌘ Physique: 20
- ⌘ Study: 15.2
- ⌘ Mana: 24

[https://www.dandwiki.com/wiki/Crown-of-Flames\\_Deer\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Crown-of-Flames_Deer_(5e_Creature))

## *Cucco*

TINY BEAST

These chicken-like birds have spread far and wide throughout most of the known world. They are most commonly found in farms, ranches, and small settlements on the continents. People usually raise cuccos for the hearty eggs they produce, although plenty of individuals simply keep them as pets. They look like your ordinary chicken or rooster, except their feathers, feet, and heads are completely white.

Cuccos are surprisingly strong. They are remarkably powerful for their small frame, able to carry more than a hundred pounds, even if only temporarily. No one is quite sure how they manage this. The cucco can glide through the air but not fly upwards.



Be aware of the vengeful flock. Cuccos live in large family groups known as flocks. While normally peaceful and cowardly, they can quickly become dangerous in great numbers. If a cuckoo is under attack by a predator, it will call out to its feathery brethren to attack the assailant. As if from nowhere, dozens of cuckos will appear and descend on the unlucky foe.

Stats:

- ⌘ Physique: 4
- ⌘ Study: 4.8
- ⌘ Mana: 2

[https://www.dandwiki.com/wiki/Cucco\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Cucco_(5e_Creature))

## *Dire raven*

MEDIUM BEAST

Dire ravens are usually found either by themselves, or with one other dire raven. In either case, they will be accompanied by two to sixteen normal ravens. The normal ravens will disperse if either dire raven is defeated, however, defeating one dire raven of a pair will cause the other to fight to the death. Their most common motives for attacking are shiny baubles that they desire for their nests, food, and trespass upon their perceived territory.

Dire ravens are highly cunning and can even learn spoken phrases and associate them with actions and circumstances. This may give it the illusion of knowing a language, as it may say the right things at the right time, but it does not know what it is saying.

The raven can mimic sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. It is quite difficult to tell that these sounds are imitations.

Stats:

- ⌘ Physique: 6
- ⌘ Study: 15.4
- ⌘ Mana: 10

[https://www.dandwiki.com/wiki/Dire\\_Raven\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Dire_Raven_(5e_Creature))



## *Doom cobra*

MEDIUM BEAST

Doom cobras, so named for their ferocious bite which carries an incredibly potent toxin that all but spells death for those bitten, are medium-sized snakes with incredible green and brown scaly hides, which function like chain links to soften the impact of the attacks of struggling prey. They rarely attack humanoids unless provoked, but attacks are almost always fatal, either from the powerful bite, or the diabolical venom that follows.

The doom cobra can hold its breath for 15 minutes.

Stats:

- ⌘ Physique: 11
- ⌘ Study: 8
- ⌘ Mana: 10

[https://www.dandwiki.com/wiki/Doom\\_Cobra\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Doom_Cobra_(5e_Creature)) but medium size

## *Dwarven War Hound*

MEDIUM BEAST

As a faithful companion, this noble canine always looks to professor Neill. This race of hounds has been at the side of the dwarves throughout their history. Due to their keen hearing and sense of smell, they serve the purpose for not only for hunting but for guarding the city of Beastyrion from outside beasts. They will hide in the shadows and take down enemies as they run by. Although they are descended from standard mastiffs, selective breeding has led to war hounds being either black or grey and black spotted. It is not unusual to see the young children of the clan riding these dogs around the village.

Stats:

- ⌘ Physique: 16
- ⌘ Study: 9.2
- ⌘ Mana: 3.4

[https://www.dandwiki.com/wiki/Dwarven\\_War\\_Hound\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Dwarven_War_Hound_(5e_Creature))



## *Fern hound*

MEDIUM BEAST

Fern hounds are specialized plant-like terrestrial pets originating from magical trees that mimic dogs. While the fern hound remains motionless, it is indistinguishable from a normal growth of ferns. The fern hound has a keen hearing and sense of smell, and they can be charmed to become a ranger's animal companion.

The fern hound sheds dim light upon its surroundings, reaching a 1-meter-radius.

Stats:

- ⌘ Physique: 12
- ⌘ Study: 9
- ⌘ Mana: 18

[https://www.dandwiki.com/wiki/Fern\\_Hound\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Fern_Hound_(5e_Creature))

## *Furry salamander*

TINY BEAST

The furred salamander is a small reptile. Forced into mountainous areas by predators, it grew hair instead of scales over many generations. It is commonly used as a household pet.

Stats:

- ⌘ Physique: 2.4
- ⌘ Study: 3.6
- ⌘ Mana: 1

[https://www.dandwiki.com/wiki/Furry\\_Salamander\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Furry_Salamander_(5e_Creature))



## *Giant butterfly*

MEDIUM BEAST

When giant caterpillars reach a certain age, they spin silky cocoons and enter them, metamorphosing for up to a month, before emerging as beautiful - and quite large - butterflies. These giant butterflies have many wondrous colours all over their majestic wings, and their wing scales are highly prized for use in tonics and potions.

### *Poisonous variant:*

Sometimes, giant butterflies are poisonous, but the poisonous wing scales can be used as-is or refined to make more potent toxins. The option presented here is a standard poisonous giant butterfly, but other variants exist, such as those with dizzying poisons.

#### Stats:

- ⌘ Physique: 8.4
- ⌘ Study: 4
- ⌘ Mana: 8

[https://www.dandwiki.com/wiki/Giant\\_Butterfly\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Giant_Butterfly_(5e_Creature))

## *Hellspawn hawk*

SMALL BEAST

Taking its name from its fiendish ancestry as well as leathery wings with flight feathers, the hellspawn hawk fearlessly attacks almost any animal, stabbing it with its dagger-like beak. Hellspawn hawks almost never hunt together, they attack with surprise and the element of fear.

If no allies are nearby or if they are incapacitated, the hellspawn hawk's attacks are more ferocious.

#### Stats:

- ⌘ Physique: 7.6
- ⌘ Study: 8
- ⌘ Mana: 4

[https://www.dandwiki.com/wiki/Hellspawn\\_Hawk\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Hellspawn_Hawk_(5e_Creature))



## *House griffon*

TINY BEAST

These small, domesticated griffons have the bodies of house cats and the heads, wings and forelimbs of hawks or falcons. Magical modification and creation, as well as later breeding from pet owners, has resulted in many different subspecies of house griffon.

These creatures are commonly kept as pets and familiars and do wonders for keeping vermin populations under control as they have a keen hearing and sense of smell. House griffons can be affectionate but independent and do equally well in and out of doors.

Stats:

- ⌘ Physique: 6
- ⌘ Study: 10.4
- ⌘ Mana: 3

[https://www.dandwiki.com/wiki/House\\_Griffon\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/House_Griffon_(5e_Creature))

## *Jackalope*

SMALL BEAST

Jackalopes are a breed of hare with a set of horns. The males might have long, curved horns like an antelope, or antlers like a deer. They keep in flocks, smaller than the regular flock size of hares, eat berries, nuts, and root vegetables.

Stats:

- ⌘ Physique: 5.2
- ⌘ Study: 4
- ⌘ Mana: 7.4

[https://www.dandwiki.com/wiki/Jackalope\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Jackalope_(5e_Creature))



## *Leaf worm*

TINY BEAST

Minute predatory insects that feed chiefly on small flying insects, leaf worms are excellent ambushers that climb trees and pose as ordinary leaves, before striking at unwary prey with their tails that are edged with tiny, but incredibly sharp blades that secrete toxins. While the worm remains motionless, it is indistinguishable from a normal leaf. They are rarely aggressive toward larger animals, but they are opportunistic, feeding on carcasses when other food is scarce. Whole swarms will home in on the corpse, making it appear as though it were covered in thousands of leaves. They are naturally drawn to young trees, often nesting in the boughs slowly rising to the sky.

Stats:

- ⌘ Physique: 1.6
- ⌘ Study: 4
- ⌘ Mana: 6.2

[https://www.dandwiki.com/wiki/Leaf\\_Worm\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Leaf_Worm_(5e_Creature))

## *Mosser*

LARGE BEAST

The mosser is a domesticated race of cattle used by jungle and forested mountain dwellers. Mossers look visually similar to a yak, yet their hide is much thinner and a deep shade of green. The reason for the green of the hide is due to the nutrients and chlorophyll within the grass that they eat, which mossers digest differently than most other cattle. The mossers tend to be friendly creatures, but bulls can attack if their herd is threatened by strangers or other beasts.

Beware of the mosser's powerful ram attack, which is possible if the beast is 5 meters away.

Stats:

- ⌘ Physique: 18
- ⌘ Study: 3
- ⌘ Mana: 2

[https://www.dandwiki.com/wiki/Mosser\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Mosser_(5e_Creature))



## *Serinian Boarbird*

MEDIUM BEAST

The boarbird is a boar-sized bird descended from the Serinian canary. They typically scavenge rotting meat but can fall back on plant-matter for a time if needed.

Stats:

- ⌘ Physique: 9
- ⌘ Study: 4
- ⌘ Mana: 3.4

[https://www.dandwiki.com/wiki/Serinian\\_Boarbird\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Serinian_Boarbird_(5e_Creature))

## *Thunderfoot rat*

TINY BEAST

The thunderfoot rat appears as an unassuming rodent with anatomy similar to a common gerbil, with sand-coloured fur and abnormally thick-muscled legs. The largest of adults can reach about 30 centimetres in length. Unlike most rodents, it manoeuvres primarily by hopping with both legs in a manner similar to a kangaroo, and their long jump is up to 4 meters and their high jump is up to 3 meters, with or without a running start. This locomotion belies the true power of this humble rodent. Those legs are infamously powerful, and according to legend a single well-placed kick can shatter the skull of a serpent.

Thunderfoot rats normally dwell in deserts or other particularly arid and dry regions, and primarily eat fruits and small insects. They have a keen sense of smell. Their kicks are usually only reserved for self-defence against the many hungry predators of the desert. More than a handful of humanoids have been taken for predators however, and the luckier of them got away with only a limp.

Stats:

- ⌘ Physique: 5.2
- ⌘ Study: 6
- ⌘ Mana: 1.6

[https://www.dandwiki.com/wiki/Thunderfoot\\_Rat\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Thunderfoot_Rat_(5e_Creature))



## *Young snow spider*

TINY BEAST

Kin to the giant spider, the snow spider is wreathed in snowy white fur, making it possible for them to hide in snowy terrain. These spiders live in the outskirts of the Snow Desert and dwell in icy tunnels lined with dense, calcified webbing. The spider can easily move across and climb (including upside down on ceilings) on icy surfaces and difficult terrain composed of ice or snow.

Snow spiders set lengthy lines of hard webbing across their lair and in the surrounding area. Blending into the environment, these lines act as signals to the snow spider.

Quietly stalking its prey, snow spiders either use their large size to overpower their prey or bite their victim, fleeing while their freezing venom takes effect before returning to drag helpless food back to their den, where their eggs can be found. In time, the eggs hatch into young snow spider. When a number of snow spiders inhabit an area, they will occasionally hunt in packs, fighting with one another over potential prey.

Young snow spiders take about one to two months to grow to full maturity as adult snow spiders, typically about the size of a normal cat upon birth.

Stats:

- ☯ Physique: 4
- ☯ Study: 0.8
- ☯ Mana: 4.8

[https://www.dandwiki.com/wiki/Young\\_Snow\\_Spider\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Young_Snow_Spider_(5e_Creature))