

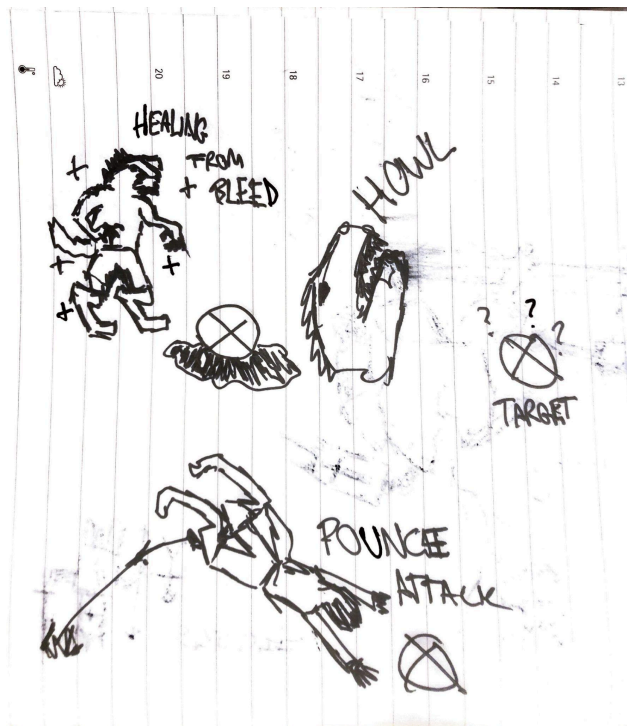
## **Format**

### **Name**

- Stats: HP (health points) AS (attack speed) MS (move speed)
- Aesthetics:
- Parts:
  - Head
  - Torso
  - Arms
  - Legs

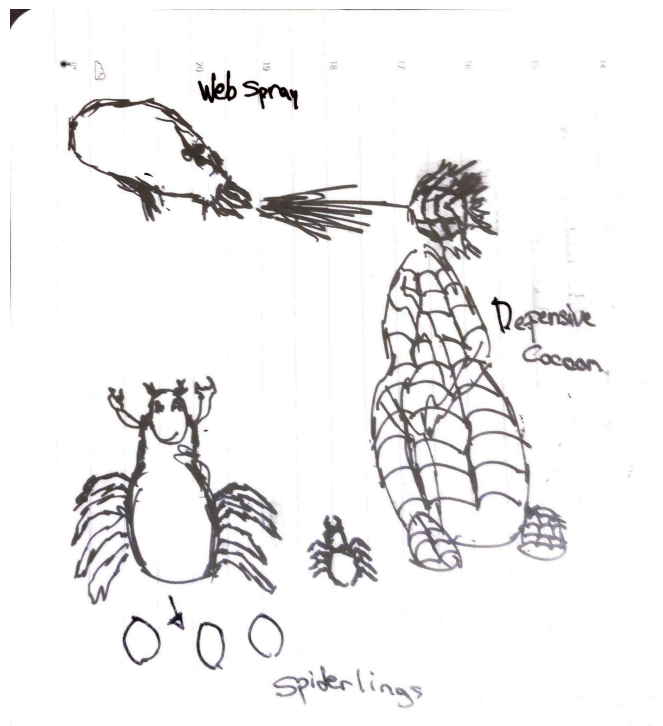
## Werewolf

- **Stats:** 100 HP 2.0 AS 100 MS
- **Aesthetics:** classic bipedal werewolf, grey/brown fur, sharp claws, orange eyes
- **Parts:**
  - **Head:** Could offer the ability to howl which we could use to offer a variety of effects. The howl could offer a stun or some kind of passive buff such as attack speed or move speed. The head could also offer some kind of bite attack, which could even inflict a bleed status effect if we want it to.
  - **Torso:** I envision the werewolf monster type as a sort of bruiser who has average stats but can sustain himself through health regen. I was thinking that the torso could offer a passive health regen that can be enhanced through other ways, such as attacking an enemy that is bleeding. This would allow for the fantasy that the Werewolf, and by extension the player's chimera, is eating or otherwise consuming the opponent in order to keep itself alive. If we wanted to get really in-depth, we could even implement the werewolf's weakness to silver from folklore in some way, such as attacks from Chimeras and Monsters with metal in their biology disabling the healing ability of the werewolf or causing it to take more damage.
  - **Arms:** I think that in order to synergize with the torso, the arms of the werewolf should inflict bleeding on the enemy. This would be a very basic short-range attack, that does a reasonable amount of damage but is mainly a vector to inflict the bleed status effect.
  - **Legs:** The legs of the werewolf could offer the ability to pounce, which would allow the werewolf to close the distance between itself and the enemy, making up for the werewolf's average move speed. This ability would function as a skillshot.



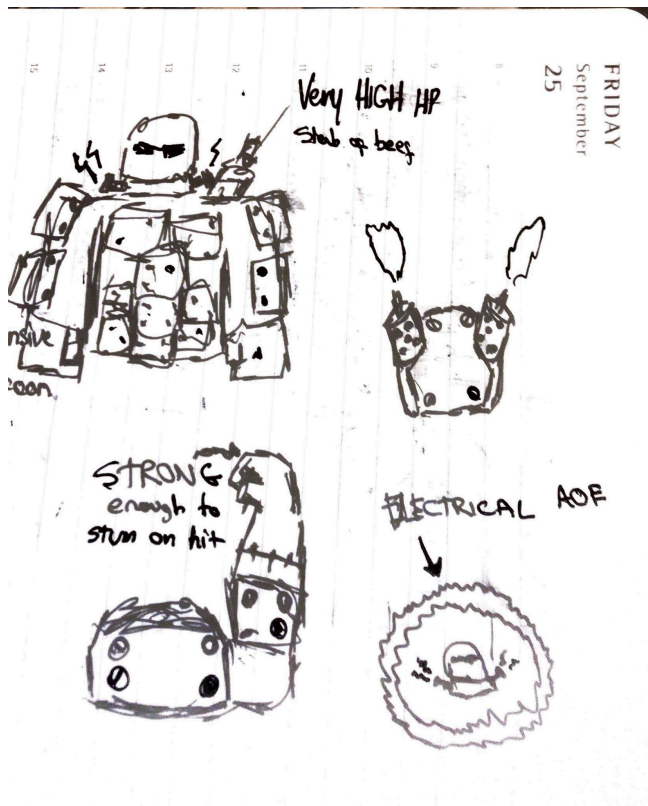
## Brood Mother

- **Stats:** 70 HP 1.5 AS 150 MS
- **Aesthetics:** A giant spider creature, with a humanoid torso. Think Arachne from SMITE or Zagara from Heroes of the Storm. The abdomen could seem like it's covered in eggs, or pulsating like something is inside and trying to get out. The head would also be spider-like, with only the torso and arms having human elements.
- **Parts:**
  - **Head:** The head could offer the ability to spray webs in the direction of the enemy, which would immobilize them on a direct hit, and slow them if they walk over them after.
  - **Torso:** The torso could have a passive ability where, over time, little spider creatures would spawn out of the abdomen of the Brood Mother. These spiderlings would be immune to the slowing effects of the webs around the arena and have very low HP. The idea here is that the brood mother would kite enemies around the map whilst the spiderlings spawn out and chip away the enemies' HP.
  - **Arms:** The arms would function as the Brood Mother's main defensive option, allowing her to build a web cocoon around herself. This would offer protection from several attacks but have a big weakness to certain effects, such as fire. This would be the Brood Mother's only defensive option and mainly serves as a way to buy time when the Brood Mother is in a bad position so that the spiderlings can buy time. The vast majority of damaging abilities would be disabled here, but passive abilities should still be allowed to activate.
  - **Legs:** I think the Brood Mother's legs would allow her to ignore difficult terrain around the map, synergizing with the webs that she will be shooting around the map.



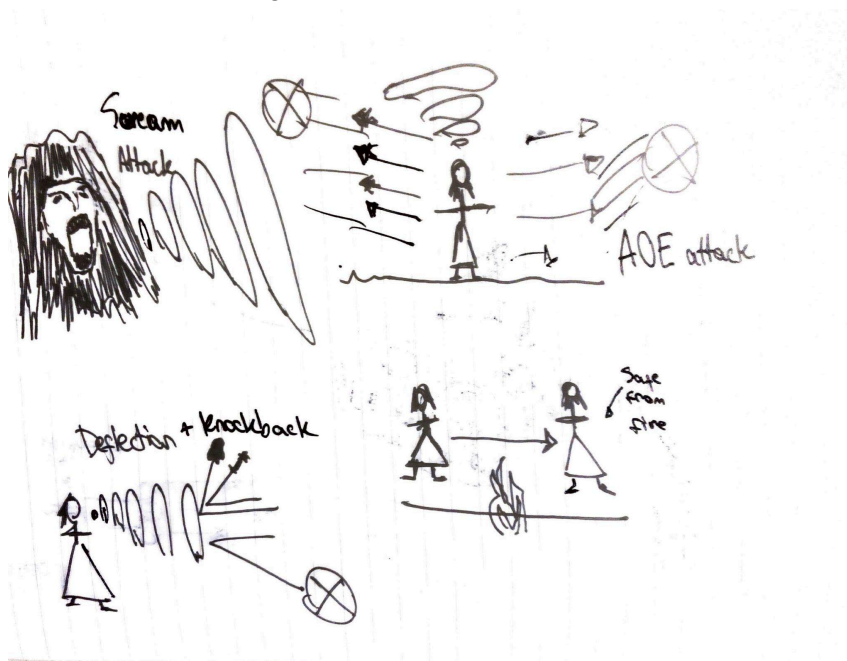
## Homunculus

- **Stats:** 200HP (possibly the highest in the game?) 1.0 AS 80 MS
- **Appearance:** Two main options
  - 1. Frankenstein-inspired, gothic look. Electricity is a secondary theme. Giant lumbering monster, held together by nuts and bolts. Large metal plates are placed across the body, functioning as a form of defense. A giant flesh monster inside an armored shell.
  - 2. Inspired by folklore, more of an alchemy theme (poisonous gases and electricity instead of electricity, etc). Otherwise similar to the other version.
- **Parts:**
  - **Head:** The head could offer the ability for the Homunculus to shoot out the electrical attack / poisonous gas in a radius around it. The AOE could come from the neck area, where the bolts/nozzles would be placed.
  - **Torso:** The Homunculus' main playstyle involves being a wall of flesh that absorbs insane amounts of damage, and takes the enemy down with the AOE aura around it. The torso would offer the ability for the Homunculus to tank a lot of damage through high damage mitigation and an enormous health pool.
  - **Arms:** I think that the arms should offer some sort of root, which would tie into the proposed Homunculus playstyle. Now, after struggling to reach the target, the Homunculus can keep them within the range of their AOE attack.
  - **Legs:** The legs could offer a reduced penalty from slowing effects, either shortening their duration or diminishing their effectiveness.



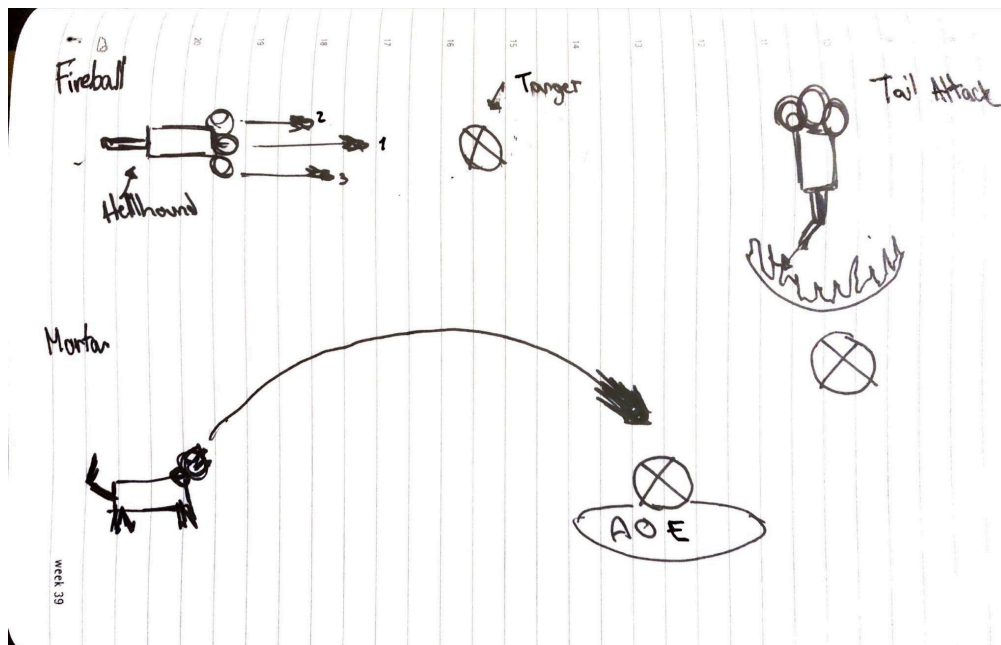
## Banshee

- **Stats:** 80 HP 1.0 AS 80 MS
- **Appearance:** Ghostly, semi-transparent. Hair looks like it is floating, as if underwater. Pale-green light surrounds all the Banshee parts. Her jaw hangs open, her skin seems somewhat decayed, and the eyes are white. Wearing a long white dress, but with clearance in place for other body parts to be added
- **Parts:**
  - **Head:** The Banshee head's ability could be to fire a cone of sound in a direction. This attack would do poor damage, but the main function is its utility. The attack would knock back targets, and deflect projectiles. The scream would also be capable of eliminating ground-based effects such as fire. There could also be an alternate fire to this attack, which is channeled and roots the Banshee / Chimera in place, but slowly knocks back and damages all targets in a large area around the banshee, similar to the first 20 seconds of this video <https://www.youtube.com/watch?v=uNDJgXzFdag>.
  - **Torso:** Due to being ghostly in nature and somewhat frail, the torso of the banshee would offer resistance to physical attacks, but a weakness to magical attacks.
  - **Arms:** The Banshee's arms could offer the ability to mark a target for death, which pulls from Celtic mythology that says hearing a Banshee's cry is a sign of imminent doom. The "mark for death" mechanic would increase the damage taken by this monster's spells for a time, but the ability would have a long cast time to balance it out.
  - **Legs:** The Banshee's legs would allow it to levitate off of the ground, ignoring most ground-based effects.



## Hellhound

- **Stats:** 70HP 1.5 AS 120 MS
- **Appearance:** Cerberus from Greek mythology, with a fire and brimstone twist. Body could seem charred, and emanate smoke. Dragon-like tail, similar to mythological depictions of Cerberus.
- **Parts:**
  - **Head:** The Hellhound head could shoot fireballs, that can either fire in a straight line in rapid succession or charge up in order to function like a mortar. The faster fire-mode would deal reduced damage, but when paired with the Hellhound's torso, would fire three shots one after the other, tripling the potential damage. Regardless of how many heads the Chimera has, the mortar-fire option would only shoot one at a time. The purpose of this attack is to give the Hellhound an opportunity to engage the opponent whilst they have to dodge the attacks.
  - **Torso:** The Hellhound torso's main appeal would be the fact that it accommodates three slots for the head. If done for the prototype, this could mean that any head equipped is repeated two more times. The trade-off for this is that the torso does not accommodate for any arm slots, and even though there would be four legs, the Hellhound would not be able to receive double the effects. The torso would also offer a tail attack, where a semi-circle behind the Hellhound is engulfed in flames, covering a retreat. The Hellhound torso would favor a hit-and-run playstyle, merged with that of an artillery mage from a MOBA, that is enhanced by the legs' ability.
  - **Legs:** legs would grant an invulnerability to walking on surfaces that are burning, but not to damage from fire attacks that hit directly. It could also potentially allow the Hellhound to leave behind a burning trail, a la Ghost Rider from Marvel. The trail shouldn't do a lot of damage, but it should discourage opponents from chasing the Hellhound in a straight line.



## Revenant:

- **Stats:** 100 HP (variable), 0.7 AS, 100 MS
- **Appearance:** Large armored skeleton, with ghostly energy that emanates from the seams in the armor. The armor itself is gothic and ornate, like that of a fantasy knight (Arthas from WoW, Leoric from Diablo). The armor should also be damaged, with a wound that gives the viewer an idea of what killed him in the first place, such as a large gash in the front, or a hole in the chest plate from a cannonball. Posture-wise, the Revenant is hunched over and to the side, and could seem like he is going to fall over at any given moment. The Revenant is also holding a large sword in both hands.
- **Parts:**
  - **Head:** The Revenant's head consumes the bleed status from nearby enemies, healing for a portion of the damage that the bleed status did, leading to a risk/reward playstyle.
  - **Torso:** The torso is where the Revenant's survivability comes from. I envision the Revenant as not being especially tough at first, but capable of coming back from the grave to finish off the opponent. When the Revenant first dies, it drops to the ground limp. Afterward, the Revenant/Chimera's soul will burst out of the body and be able to move towards the enemy. Whilst in this form, the Revenant is invulnerable to damage but not to crowd-control effects. After a short delay, the Revenant's corpse is shunted towards the location of the soul, and it returns with half of its maximum HP.
  - **Arms:** Big, heavy swipes with the Revenant's sword. Attacks cause bleed on the target, synergizing with the blood absorption.
  - **Legs:** idk

