ANIMALS

The natural denizens of every world, animals ferocious, atrocious, and precocious roam the lands between and among settlements of humanoids and other folk. Whether they graze or hunt, stay solitary or move in packs, fight danger or fly from it, all animals share a singular goal—to live. Most animals are not monsters, but some are twisted by magic and malice to *become* monsters. A hero wouldn't mercilessly kill a pack of hungry wolves—but they'll slay rot-magic dire wolves created by vampires. In many cases, animals are more likely to be bystanders than threats in an encounter.

Animal Traits

This section presents a number of default animal stat blocks with basic features. You can customize those stat blocks by adding traits from the following categories to more closely model the animal's most identifiable features. You can spend up to 4 points on traits to add to a stat block without increasing the encounter value. Each point you spend after 4 increases the stat block's EV by 2. Unless otherwise specified, you can select a trait only once.

Mobility Traits

Mobility traits cover a wide range of the options that keep animals moving.

Burrowing (2 Points)
The animal can burrow.

+1 Point: The animal can burrow through stone, creating a tunnel of their size in each square of stone they move through.

> **Typically Used By:** Ants, groundhogs, mohlers.

Climbing (1 Point)
The animal can automatically climb at full speed while moving.

> **Typically Used By:** Jaguars, monkeys.

Flight (2 Points)
The animal can fly, and their stability decreases by 2 (to a minimum of 0).

+1 Point: The animal can also hover.

> **Typically Used By:** Bees, birds.

Leaping (2 Points)
On their turn, the animal can high jump or long jump up to half their speed. This jump can allow the animal to move more squares than their speed.

> **Typically Used By:** Frogs, rabbits.

Slinking (1 Point)
The animal can use a move action to shift up to 3 squares, even while prone.

> **Typically Used By:** Snakes, vermin.

Swiftness (1 Point)
The animal has a +2 bonus to speed, and they ignore difficult terrain. (This trait can be selected twice.)

> **Typically Used By:** Tigers, wolves.

Swimming (1 Point)
The animal can automatically swim at full speed while moving.

> **Typically Used By:** Fish, penguins.

Lots of Options!
When using animal traits, think about using one mobility trait and either a defensive or an offensive trait to capture the sense of the animal. Other animal traits that don't need to be on the stat block can emerge naturally through gameplay, such as a cat taking no damage from a fall.

Defensive Traits

Defensive traits help animals stay out of danger—or to set ambushes for unwary prey.

Camouflage (1 Point)
The animal can attempt to hide even while observed. While no enemy has line of effect to the animal, they can automatically hide at the end of their turn.

> **Typically Used By:** Chameleons, foxes, tigers.

Fearsome (2 Points)
As a maneuver, the animal makes an imposing display. Each enemy within 2 squares of the animal who has **I<1** must shift 3 squares in a straight line away from the animal.

> **Typically Used By:** Aardvarks, lions, peacocks.

Pack (1 Point)
While adjacent to an ally, the animal can't be flanked or be made frightened.

> **Typically Used By:** Hyenas, sheep, wolves.

Plated (1 Point)
The animal has a +2 bonus to stability, and melee strikes against them take a bane.

> **Typically Used By:** Beetles, crabs, turtles.

Spiny (1 Point)
Whenever an adjacent enemy grabs the animal or uses a melee ability against them, that enemy takes 3 damage.

> **Typically Used By:** Porcupines, urchins.

Stench (2 Points)
At the start of the animal's turn, each enemy adjacent to the animal who has **M<1** must shift 1 square away from the animal.

> **Typically Used By:** Oxen, skunks, wolverines.

Thick Hide (1 Point)
The animal starts any combat encounter with 10 temporary Stamina. (This trait can be selected twice.)

> **Typically Used By:** Bears, elephants, rhinoceroses.

Unrelenting (2 Points)
Once per combat, when the animal is reduced to 0 Stamina, they can choose to either remain alive with 1 Stamina or immediately move up to their speed and make a free strike before dying.

> **Typically Used By:** Bears, boars.

Wiggly (1 Point)
The animal ignores opportunity attacks and gains an edge on the Escape Grab maneuver.

> **Typically Used By:** Eels, lizards, rats.

Withdraw (2 Points)
Whenever the animal takes damage, they can use a triggered action to halve that damage and all other damage they take until the start of their next turn.

> **Typically Used By:** Armadillos, turtles.

Offensive Traits

When animals hunt or face off against threats, they bring a wide range of offensive traits to bear.

Charger (1 Point)

The animal's signature ability has the Charge keyword, and they gain an edge on that ability if it is used as part of the Charge main action.

Typically Used By: Boars, rhinoceroses, swordfish.

Frenzy (1 Point)

The animal gains an edge on strikes against creatures who are bleeding or winded.

Typically Used By: Blood bats, piranhas, sharks.

Grappler (1 Point)

If the target of the animal's signature ability has **A<1**, they are grabbed by the animal.

+1 Point: An enemy grabbed by the animal takes a bane on the Escape Grab maneuver.

Typically Used By: Apes, octopuses, snakes.

Hunter (1 Point)

The animal ignores concealment.

Typically Used By: Eagles, rats, wolves.

Multilimb (2 Points)

The animal can target one additional creature or object whenever they make a free strike, use the Grab maneuver, or use the Knockback maneuver. (This trait can be selected twice.)

Typically Used By: Monkeys, octopuses, quadrakangas.

Pouncer (1 Point)

As a maneuver, the animal jumps up to 3 squares. If they land on an enemy their size or smaller, that enemy is knocked prone and the animal can make a free strike against them.

Typically Used By: Foxes, wild cats.

Power (1 Point)

Whenever the animal force moves a target, they have a +2 bonus to the forced movement distance.

Typically Used By: Bears, bulls, lions.

Projectile (2 Points)

The animal's signature ability gains the Ranged keyword and adds Ranged 10 to its distance.

Optional: The animal's signature ability can deal acid or cold damage.

Typically Used By: Archer fish, snakes.

Reach (1 Point)

The animal's signature ability gains a +2 bonus to distance. (This trait can be selected twice.)

Optional: The animal's signature ability can deal fire or sonic damage.

Typically Used By: Frogs, giraffes, pistol shrimp.

Venom (1 Point)

The animal's signature ability deals an extra 2 poison damage, and if the target has **M<1**, they are weakened (save ends).

Typically Used By: Platypuses, snakes, wasps.

Web (2 Points)

The animal gains the following ability.

▦ Web 2d10 + 2

Area, Weapon	Maneuver
◪ 3 cube within 1	◉ Each creature in the area

- (≤11) **A<0** restrained (save ends)
- (12-16) **A<1** restrained (save ends)
- (17+) **A<2** restrained (save ends)

Effect: The area is difficult terrain for enemies until the end of the encounter.

Typically Used By: Pelagic snails, spiders.

Supernatural Traits

Animals who channel magic or psionic power can show off a range of unusual supernatural traits.

Death Fumes (10 Points)

Whenever the animal takes damage, each creature adjacent to the animal who has **M<1** takes damage equal to half the creature's current Stamina.

Typically Used By: Death snails.

Elemental (2 Points)

The animal has an affinity for one of the following damage types: acid, cold, corruption, fire, lightning, poison. The animal has damage immunity 3 to the chosen damage type, and their strikes deal the chosen damage type instead of their original damage type.

Typically Used By: Fire salamanders, ice bats.

Gelatinous (2 Points)

The animal can move through spaces as if they were size 1T. Whenever the animal takes damage, they can use a triggered action to separate into two animals. Each new animal has the same statistics as the original but has half the original's current Stamina.

Typically Used By: Earthworms, thunderjellies.

Hypnosis (2 Points)

As a maneuver, the animal targets one enemy within 5 squares with their gaze, movements, or vocalizations. If the enemy has **R<1**, they are dazed (save ends).

Typically Used By: Angler fish, snakes, tigers.

Imposer (2 Points)

The animal's size increases by 1 (to a minimum of size 2), and they gain a +2 bonus to stability. Additionally, the animal gains a +3 damage bonus to strikes.

Typically Used By: Dire animals, terror lizards.

Pass Through (2 Points)

The animal can move through solid matter, and strikes made against them take a bane. If the animal ends their turn inside solid matter, they are shunted out into the space from which they entered it.

Typically Used By: Barn owls, tiger wraiths.

Translation (2 Points)

The animal can teleport.

+1 Point: The animal can also hover.

Typically Used By: Quantum spiders, thrazzes.

Animal Stat Blocks

The following stat blocks can be used to describe everyday animals capable of acting as threats or challenges to the heroes under appropriate circumstances. Alternatively, you can add traits to these stat blocks to describe animals of a specific type. If you're adding traits to animal stat blocks, build out your custom animals ahead of time to lessen the amount of flipping back and forth between stat blocks and traits during play.

Animal Notation

When building an animal by adding traits to a stat block, you can use a shorthand to describe the animal. For example, a dire wolf might be denoted as "Predator B: Swiftness, Pack, Hunter" to indicate that you're using the Predator B stat block with the Swiftness, Pack, and Hunter traits.

The Example Animals table breaks out a number of animals using this notation. Selected traits are listed in order by category—mobility, defensive, offensive, and supernatural.

Can I Make a Harmless Animal?

You certainly can! Animal traits can be applied to the **noncombatant** stat block to make unimposing animals the heroes can rescue (see Harmless Creatures in the Introduction section). Surviving a wild animal attack can also be handled through group tests and montage tests as if those animals were environmental challenges to overcome rather than individual threats.

Animal — Level 1 Elite Harrier
Animal — EV 12

1M	6	60	0	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —   **Weakness:** —
Movement: —

Might 0   **A**gility +2   **R**eason −2   **I**ntuition +1   **P**resence −2

🗡 **Natural Weapon** 2d10 + 2   **Signature Ability**
Melee, Strike, Weapon   Main action
⟋ Melee 1   ◎ Two creatures or objects

≤11   6 damage
12-16   9 damage
17+   12 damage

Effect: The animal shifts up to 2 squares between strikes.

👤 **Rush**
—   Maneuver
⟋ Self   ◎ Self

Effect: The animal moves up to their speed.

★ **Nature's Spirit**
While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.

Animal Swarm — Level 1 Elite Hexer
Animal, Swarm — EV 12

2	5	40	1	4
Size	**Speed**	**Stamina**	**Stability**	**Free Strike**

Immunity: —   **Weakness:** —
Movement: —

Might −2   **A**gility +1   **R**eason −3   **I**ntuition +2   **P**resence −3

🗡 **Flurry** 2d10 + 2   **Signature Ability**
Melee, Strike, Weapon   Main action
⟋ Melee 1   ◎ Two creatures or objects

≤11   6 damage
12-16   9 damage; pull 1
17+   12 damage; pull 2

Effect: If the target is pulled into the animal swarm, that forced movement deals damage only at the Director's determination.

★ **Swarm**
The animal swarm can move through spaces as if they were a size 1M creature, and can occupy other creatures' spaces. At the start of each of the animal swarm's turns, they can make a free strike against each creature whose space they share.

◉ **Impede**
Area   Maneuver
⟋ 1 aura   ◎ Special

Effect: The area is difficult terrain for enemies until the start of the animal swarm's next turn.

★ **Nature's Spirit**
While outdoors or in a natural environment, the animal swarm can negate a bane on their abilities or turn a double bane into a bane.

Big Animal A

Animal — Level 1 Elite Mount
EV 12

2	6	60	1	4
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: —

Might +1	**A**gility +2	**R**eason −2	**I**ntuition +1	**P**resence −2

✏️ **Natural Weapon** 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
↗️ Melee 1 — 🎯 Two creatures or objects

- ≤11   6 damage
- 12-16   9 damage; **A < 1** 3 damage
- 17+   12 damage; **A < 2** 3 damage

✏️ **Toss**
Melee — Maneuver
↗️ Melee 1 — 🎯 One creature or object

Special: The target must be the animal's size or smaller.

Effect: The target vertical slides up to 3 squares. If the target is an ally, they can make a free strike at the end of the forced movement, then fall without taking damage.

❗ **Juke**
— — Triggered action
↗️ Self — 🎯 Self

Trigger: The animal is targeted by an area ability.

Effect: The animal shifts up to 2 squares before the ability resolves.

⭐ **Nature's Spirit**
While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.

Big Animal B

Animal — Level 2 Elite Mount
EV 16

3	6	80	3	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: — **Weakness:** —
Movement: —

Might +2	**A**gility +1	**R**eason −1	**I**ntuition +1	**P**resence 0

✏️ **Natural Weapon** 2d10 + 2 — **Signature Ability**
Melee, Strike, Weapon — Main action
↗️ Melee 2 — 🎯 Two creatures or objects

- ≤11   7 damage
- 12-16   10 damage; push 1
- 17+   13 damage; push 2

👤 **Trundle**
— — Maneuver
↗️ Self — 🎯 Self

Effect: The animal moves up to their speed. They can make a free strike against each creature who makes an opportunity attack against them during this movement.

❗ **Animal Rally**
— — Triggered action
↗️ Ranged 20 — 🎯 One ally

Trigger: The target is knocked prone.

Effect: The animal moves up to their speed. If they end their turn adjacent to the target, they can use the Stand Up maneuver to let the target stand, then get on to ride them.

⭐ **Beast of Burden**
While riding the animal, two size 1 allies can occupy the same space.

⭐ **Nature's Spirit**
While outdoors or in a natural environment, the animal can negate a bane on their abilities or turn a double bane into a bane.

◆ **Example Animals** ◆

Animal	Environment	Stat Block	Animal Traits	EV	Description
Rot bat	Caves, desolate battlefields	Animal	Flight, Hunter, Elemental (corruption)	14	This large, mangy bat has a skin-peeling bite and a terrible scream.
Thrazz	Throughout the timescape	Animal	Grappler, Hunter, Translation	12	This hexocular, hexapod canine has no fur and knows no fear.
Wild horse	Grasslands, canyons	Big Animal A	Swiftness ×2, Charger	12	A grazing equine, a wild horse has a remarkable top speed and a powerful charge.
Quadrakanga	Throughout the timescape	Big Animal A	Leaping, Multilimb, Pouncer	14	This highly aggressive four-armed kangaroo has a punch that can pierce steel.
Rhinoceros	Grasslands, deserts	Big Animal B	Plated, Charger, Power	16	A horn-nosed ungulate with a plated hide, a rhinoceros has poor eyesight.
Cass-o-war	Canyons, jungles	Big Animal B	Swiftness, Fearsome, Reach	16	A cass-o-war is a long-limbed sprinting bird with a colorful collar of waddles and a whiplike tail.
Bear	Forests, arctic	Predator A	Climbing, Thick Hide, Unrelenting	12	A bear is an imposing mammal with loose, thick skin and a huge appetite.
Titan beetle	Caves, jungles	Predator A	Flight, Plated, Multilimb	14	This hardy beetle can stand on their hind legs, creating the appearance of an armored warrior.
Dire wolf	Forests, swamps	Predator B	Swiftness, Pack, Hunter	16	This massive wolf is covered in rot and spiked fur.
Wode toad	Any wode	Predator B	Leaping, Grappler, Reach ×2	18	A giant hairy toad, the wode toad has clawed limbs and two tongues, one on both ends.
Piranha school	Rivers, swamps	Animal swarm	Swimming, Spiny, Frenzy	12	Piranhas are an aggressive species of fanged fish that leave no remnants of their prey behind.
Slag mite swarm	Desolate battlefields	Animal swarm	Burrowing, Venom	12	A species of silver bugs, slag mites have powerful mandibles they use to feed on iron and copper.

Predator A
Animal

Level 1 Elite Brute
EV 12

2	5	80	0	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: —
Movement: —

Weakness: —

Might +1 **A**gility +2 **R**eason −2 **I**ntuition +1 **P**resence +1

🗡 **Natural Weapon** 2d10 + 2
Melee, Strike, Weapon
⟁ Melee 1

Signature Ability
Main action
◎ Two creatures or objects

- ≤11 7 damage
- 12-16 10 damage; **M<1** prone
- 17+ 13 damage; **M<2** prone

👤 **Ready to Strike**

—
⟁ Self

Maneuver
◎ Self

Effect: The predator assesses their environment or lets loose a threatening roar and gains an edge on their next strike.

❗ **Quick Strike**
Melee, Strike, Weapon
⟁ Melee 1

Triggered action
◎ The triggering creature or object

Trigger: A creature or object comes within distance.

Effect: The predator makes a free strike against the target. If the predator was hidden from the target, the strike deals an extra 3 damage.

⭐ **Nature's Spirit**
While outdoors or in a natural environment, the predator can negate a bane on their abilities or turn a double bane into a bane.

Predator B
Animal

Level 2 Elite Brute
EV 16

3	5	100	2	5
Size	Speed	Stamina	Stability	Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 **A**gility +1 **R**eason −1 **I**ntuition +1 **P**resence 0

🗡 **Natural Weapon** 2d10 + 2
Melee, Strike, Weapon
⟁ Melee 2

Signature Ability
Main action
◎ Two creatures or objects

- ≤11 7 damage
- 12-16 11 damage; push 1; **M<1** prone
- 17+ 14 damage; push 2; **M<2** prone

◉ **Wild Swing** 2d10 + 2
Area, Weapon
⟁ 1 burst

Main action
◎ Each enemy or object in the area

- ≤11 3 damage
- 12-16 6 damage
- 17+ 8 damage; **A<2** bleeding (save ends)

❗ **Swat**
Melee
⟁ Melee 1

Triggered action
◎ The triggering creature or object

Trigger: A creature or object within distance deals damage to the predator.

Effect: The target is pushed up to 5 squares.

⭐ **Trample**
The predator can move through enemies' and objects' spaces at their usual speed. Any mundane size 2 or smaller object whose space they move through is destroyed. When the predator enters a creature's space for the first time on a turn, that creature takes 3 damage.

⭐ **Nature's Spirit**
While outdoors or in a natural environment, the predator can negate a bane on their abilities or turn a double bane into a bane.