

## Beasts

There are an uncountable number of different beast species across Southern Border. Some of the more common ones are listed below. Beast statblocks are somewhat different than Gu Master statblocks. Beasts are missing several skills and attributes that they are incapable of using. As they do not have a Perseverance, when beasts reach 0 hit points they immediately die. They also do not have luck points, nor an aperture, and as such cannot activate Gu. Stronger beasts will have wild Gu worms living on or inside of them, however, and these Gu act independently, usually to assist the beast they live within. When the beast is in dire straits, however, most wild Gu will simply leave and try to escape.

Wild Gu on a beast king can choose to activate one time at any point on the beast's turn, or in reaction to a trigger if the Gu could ordinarily be activated as a reaction to the triggering effect.

### Iron Beak Crane Swarm

*Swarm of Ordinary Beasts* | Attributes | | | — | — | | HP | 60 | | Soul | 20 | | Movement | 4, 10 Flying | | Strength | 20 | | Agility | 55 | | Fortitude | 25 | | Cognition | 5 | | Wisdom | 30 | | Attitude | 5 |

Skills	
Close Combat	40
Ranged Attack	10
Athletics	44
Dodge	55
Awareness	30

Combat Actions |

**Multiattack.** *Melee Attack, 1 meter* The Iron Beak Crane Swarm attacks 2 creatures within range (reduced to 1 if the Iron Beak Crane Swarm is below half its maximum hit points or soul). On a hit, deal 12 force damage. | Bonus Actions | **Swarm.** The Iron Beak Crane Swarm mobs a 2 meter radius (reduced to 1 if the Iron Beak Crane Swarm is below half its maximum hit points or soul) until the start of its next turn. All creatures in the area have the *blinded* condition and take 4 force damage at the start of each of their turns.

### Iron Beak Crane (Hundred Beast King)

Attributes	
HP	45
Soul	6
Movement	5, 12 Flying

Attributes	
Strength	20
Agility	55
Fortitude	25
Cognition	25
Wisdom	40
Attitude	5

Skills	
Close Combat	60
Ranged Attack	10
Athletics	44
Dodge	55
Awareness	30

Combat Actions |

**Beak.** *Melee Attack, 1 meter* The Iron Beak Crane drills a target with its beak. On a hit, deal 12 force damage.

**Wild Gu** Roll 2d6 (rerolling duplicates) 1 - None

2 - Rank 1 Bullet Gu

3 - Rank 1 Copper Tendons Gu

4 - Rank 1 Golden Bell Gu

5 - Rank 1 Iron Needle Gu

6 - Rank 1 Silver Lining Gu

**Iron Beak Crane (Thousand Beast King)**

Attributes	
HP	80
Soul	10
Movement	5, 12 Flying
Strength	20
Agility	60
Fortitude	25
Cognition	40
Wisdom	40
Attitude	10

Skills	
Close Combat	75
Ranged Attack	10
Athletics	40
Dodge	60
Awareness	30

Combat Actions |

**Beak.** *Melee Attack, 1 meter* The Iron Beak Crane drills a target with its beak. On a hit, deal 20 force damage.

**Wild Gu** Roll 2d6 (rerolling duplicates) 1 - None

2 -

3 -

4 - Rank 2 Golden Bell Gu

5 -

6 -

**Lightning Wolf**

*Ordinary Beast*

Attributes	
HP	50
Soul	2
Movement	8
Strength	20
Agility	55
Fortitude	35
Cognition	5
Wisdom	30
Attitude	5

Skills	
Close Combat	45
Ranged Attack	10
Athletics	44
Dodge	55
Awareness	30

Skills
--------

Combat Actions
<b>Bite.</b> <i>Melee Attack, 1 meter</i> The lightning wolf bites a target. On a hit, deal 4 rending damage.

### Lightning Wolf (Hundred Beast King)

Attributes	
HP	50
Soul	9
Movement	10
Strength	35
Agility	65
Fortitude	50
Cognition	5
Wisdom	30
Attitude	5

Skills	
Close Combat	45
Ranged Attack	10
Athletics	44
Dodge	55
Awareness	30

### Combat Actions

- **Bite.** *Melee Attack, 1 meter* The lightning wolf bites a target. On a hit, deal 4 rending damage.

**Wild Gu** Roll 2d4 (rerolling duplicates)

1 - No wild Gu

2 -

3 -

4 -