

MAMMOTH (4 hearts)

A slow, deliberate force of nature. The mammoth is a herd beast but dangerous when cornered or protecting its kind. It is feared for its sheer bulk and strength, not its aggression.

ROLLS: +5 STR and CON, +1 others

ACTIONS (1 per TURN)

TUSK SWEEP: A broad swing of its head strikes all NEAR targets. WEAPON DAMAGE + knockback to FAR.

STAMPEDE (HERD ONLY): If more than 2 Mammoths are together, they can stampede as a unit. All in path must roll DEX or take 2x ULTIMATE DAMAGE.

TRUNK GRAB: Picks up one CLOSE target (gear or creature) and throws it FAR. If it grabs a PC, they take WEAPON DAMAGE and must roll CON or be stunned for their next turn.

TERRITORIAL BELLOW: A loud, trumpeting call. All animals (other than mammoths) within FAR must roll WIS or flee for one round.

THICK HIDE: Reduces all incoming DAMAGE by 3.

HERD INSTINCT: Mammoths never flee while others of the herd are threatened. If a baby is harmed, the herd will focus all attacks on the attacker.

SKY SHADOW (2 hearts)

A massive raptor with the wingspan of a ship's sail. Sky Shadows are intelligent, greedy birds that hoard shiny gear and dropped weapons. They stalk the mountains, cliffs, and glaciers.

ROLLS: +2 ALL STATS

ACTIONS (2 per TURN)

DIVING SNATCH: Drops from above to grab potential prey. Target must pass a DEX roll or be lifted FAR into the air. The sky shadow can always let go as a free action.

GEAR THIEF: If a player drops or fumbles an item, the Sky Shadow may immediately swoop in to steal it—no roll required.

PECK: Attacks CLOSE target for WEAPON DAMAGE. Grabbed targets are hit automatically.

SHRIEK: An earsplitting cry. All creatures must pass a CON roll or take BASIC DAMAGE and drop what they are holding.

NEST OF SHINY BONES: Sky Shadows line their high nests with glittering tools, weapons, and bone trophies.

HUNTER'S MEMORY: Remembers those who wounded it. May return days or weeks later to ambush the same party.

PINE STAG (2 hearts)

A towering moose-elk hybrid with enormous antlers like spiny branches. Elusive, swift, and territorial, it charges in quick bursts, then vanishes into the trees.

ROLLS: +2 ALL STATS

ACTIONS (2 per TURN)

GORING CHARGE: A NEAR or FAR sprint. Targets in the way must roll DEX or suffer ULTIMATE DAMAGE and be knocked prone. A nat 1 means the target is impaled on an antler.

VANISH: After a successful attack, the Pine Stag may retreat to FAR range.

ANTLER SWEEP: All CLOSE targets take WEAPON DAMAGE and are pushed back NEAR.

FOREST STEP: Ignores movement penalties in forests.

CALL OF THE BRANCH: Once per combat, summons 1D4 smaller forest beasts (boars, deer, birds) to distract or harass enemies.

SYMBOLIC BEAST: Some tribes see the Pine Stag as a sacred omen of survival or death. Killing it may provoke reverence, fear, or taboo.

THUNDERFOOT (3 hearts)

An enormous, shaggy herbivore related to prehistoric rhinos. Its footsteps shake the ground, and when startled, it stampedes blindly.

ROLLS: +3 ALL STATS

ACTIONS (2 per TURN)

STAMPEDE: Runs in a straight line to FAR distance. All prone creatures in path must roll HARD DEX or take 2x ULTIMATE DAMAGE.

STOMP: Smashes the ground. All NEAR enemies must pass a DEX roll or fall prone.

GORE: CLOSE target suffers WEAPON DAMAGE and is knocked back to NEAR. On a nat 20 the target is impaled on the horn instead.

WALL OF FLESH: Thunderfoot cannot be moved. STR rolls to push or hold it back are IMPOSSIBLE.

NERVELESS: Immune to pain. Keeps fighting past 0 HP for 1D4 ROUNDS unless its heart or brain is destroyed.

ICEBACK (2 hearts)

A spiny, low-slung quadruped with a thick, frozen ridge of bone and fat. Like a cross between a glyptodon and a crocodile, it uses armor and patience to survive.

ROLLS: +4 STR, +2 others

ACTIONS (1 per TURN)

TAIL CLUB: A CLOSE attack that smashes through armor and structures. Deals WEAPON DAMAGE and crashes one piece of armor.

TRENCH DIG: Digs into the ground to become nearly unmovable. In this state, all attacks against it are HARD

SPIKED BACK: Enemies who miss with a melee attack take WEAPON DAMAGE automatically.

JAGGED SHELL: only takes half damage from ranged attacks.

SIEGE BEAST: Some say that it is possible to tame icebacks in which case they would serve as formidable mobile shelters or battering rams.