

DigiPen Institute of Technology – Singapore

Mystica

[Monster Manual]

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Introduction

Many kinds of monsters and creatures roam the world of Mystica, they come in all shapes and sizes. This booklet lists the potential types monsters and creatures players may find themselves in combat with.

How to use this booklet

The monsters listed here may be used in conjunction with the Scenario guide or independently in custom made adventures. These monsters have a pre-designed behavior and game masters are advised to adhere to such rulings when mastering these adventures.

When used with the Scenario guide, locate the monsters or creatures printed in this booklet and play out the scenario accordingly to the scenario's instructions while following the pre-designed behaviors.

Monsters

Slime

Shapeless piles of goo that gained life after being exposed to magic. The magic that 'creates' them dictates their disposition, and since damage-inflicting-magic is the most abundant, most Slimes will attack any other creature on 'sight' Their blob-like body, coupled with their incapability to feel pain makes them sturdy foes.

Stats

<u>Attributes</u>	
Health	18
Strength	1
Dexterity	0
Stamina	2
Intelligence	-1
Agility	1
Move	2
Initiative	0 - 2

Attacks

Slam
Damage: Strength
Effect: -
Accuracy: 1D20 + Accuracy
Range: 1
Limitation: -

Behaviour

Slimes have no group cohesion, and will just attack the nearest enemy present without fear or strategy.

Baby Wyrm

Despite its name, Baby Wyrms are not exactly babies. They are in fact a type of reptilian creature that has evolved into something that is able to breathe and withstand fire. Their scaly hide makes them immune to fire.

Stats

Attributes	
Health	15
Strength	2
Dexterity	2
Stamina	2
Intelligence	2
Agility	2
Move	3
Initiative	5 - 10

Attacks

Bite
Damage: 1D4 + Strength
Effect: -
Accuracy: 1D20 + Dexterity
Range: 1
Limitation: -

Breathe fire
Damage: 1D4 + Intelligence
Effect: Chance of setting target on fire?
Accuracy: 1D20 + Accuracy (Damage done by lock never misses)
Range: Cone shape of 4
Limitation: -

Wyrmfyre
Damage: 1D8 + Intelligence
Effect: The Baby Wyrm takes half the damage the target takes, if the attack misses, then no damage is taken for both sides
Accuracy: 1D20 + Dexterity
Range: 1
Limitation: -

Behaviour

Baby Wyrms like to surround groups in combat. Once in range, they tend to take advantage of their immunity to fire and attack everyone with their flame breath. If the enemies are split up, or are attempting to surround the Baby Wyrm or Wyrms, the Baby Wyrms will move close together and attempt to finish off their targets one by one.

Ogre

Lazy but powerful, the Ogre spends most of his time eating and sleeping. Due to their low intelligence, most of them do not live long and fulfilling lives. They attack indiscriminately for food and fun.

Stats

Attributes	
Health	28
Strength	5
Dexterity	1
Stamina	3
Intelligence	1
Agility	3
Move	2
Initiative	0 - 3

Attacks

Ogre Smash
Damage: 1D6 + Strength
Effect: Damages adjacent characters for half the damage.
Accuracy: 1D12 + Accuracy (Check is done against all affected characters)
Range: 2
Limitation: Takes a turn to recover

Abilities

Giant Steps
Damage: -
Effect: Doubles any amount of Move he makes.
Accuracy: -
Range: -
Limitation: Resultant Move can only be in even numbers.

Behaviour

Dumb as a stick, Ogres attack the closest, most threatening; or tastiest looking enemy with intent to do as much damage as possible.

Ogres require rolling a Dexterity check to target anything behind it

Howler

Howlers are simian-like creatures that are commonly found in dense forest areas. Their cries may be heard throughout the day, but remain silent for most of the night unless provoked. Their cries also have the ability to stun a human when up close, but are relatively harmless at a distance through more often than not, annoying. A pack of Howlers are almost always led by an alpha male.

Stats

<u>Attributes</u>	
Health	6
Strength	3
Dexterity	6
Stamina	1
Intelligence	2
Agility	6
Move	5
Initiative	10 - 20

Attacks

Scratch
Damage: 1D4 + Strength
Effect: -
Accuracy: 1D20 + Dexterity
Range: 1
Limitation: -

Abilities

Screech
Damage: Intelligence/2
Effect: Stuns a target
Accuracy: 1D20
Range: AOE of 3 (Affects monsters except their own species)
Limitation: Cannot be used again until after the next turn

Behaviour

Howlers prefer to attack the weakest (lowest health) member in the party, but will target anyone otherwise.

They are fast, but not very strong, so if their health drops too low, they will keep their distance or run.

Nature's Rage (Gorilla)

Nature's very own rage takes the form of wild beasts, granting it the physical body it needs to get revenge on all who has taken it for granted. Nature has chosen a Gorilla, one that was as sturdy as a tree and hits harder than a rock.

Stats

Attributes	
Health	40
Strength	8
Dexterity	6
Stamina	10
Intelligence	4
Agility	3
Move	4
Initiative	25

Attacks

Pound
Damage: 1D12 + Strength
Effect: -
Accuracy: 1D20 + Accuracy
Range: 1
Limitation: -

Backhand**Damage:** Strength**Effect:** Counter-Attacks some melee attacks from the back.**Accuracy:** 1D20**Range:** 1**Limitation:** Cannot critically hit**Toss****Damage:** 1D20**Effect:** Picks up a boulder larger than a Human and flings it at a target.**Accuracy:** 1D12 + Accuracy**Range:** 5**Limitation:** Requires 1 turn to charge up the attack.**Lunge****Damage:** 2D10 + Strength**Effect:** Jumps forward in a straight line, damaging any target in the way. If it lands in the same square as another target, that target is flung 1 square in a random direction and stunned.**Accuracy:** 1D10 + Accuracy**Range:** 3**Limitation:** Cannot move before or after Lunging on the same turn.

Abilities

Contemplate
Damage: -
Effect: Frequently spends an entire turn doing nothing. Roll 1D10 at the start of each turn, rolling a 4 and below results in skipping the turn.
Accuracy: -
Range: -
Limitation:

Summon Howlers
Damage: -
Effect: Summons Minions equal to the party number + 2. Spawns from the edges of the map.
Accuracy: -
Range: -
Limitation: Used at 60% and 45% health. Consumes an entire turn when used.

Regenerate
Damage: -
Effect: Begins charging Nature's power in an attempt to heal up to 50% health.
Accuracy: -
Range: -
Limitation: Used only at 30% health. Requires 4 turns to charge. All damage done to it increases by 50%.

Behavior

Attacks the most annoying/threatening enemy; people who hurt Nature in its presence immediately go up a few notches on its 'To-Kill-List'. Will only Lunge or Toss if it cannot move or perform a melee attack on a target.