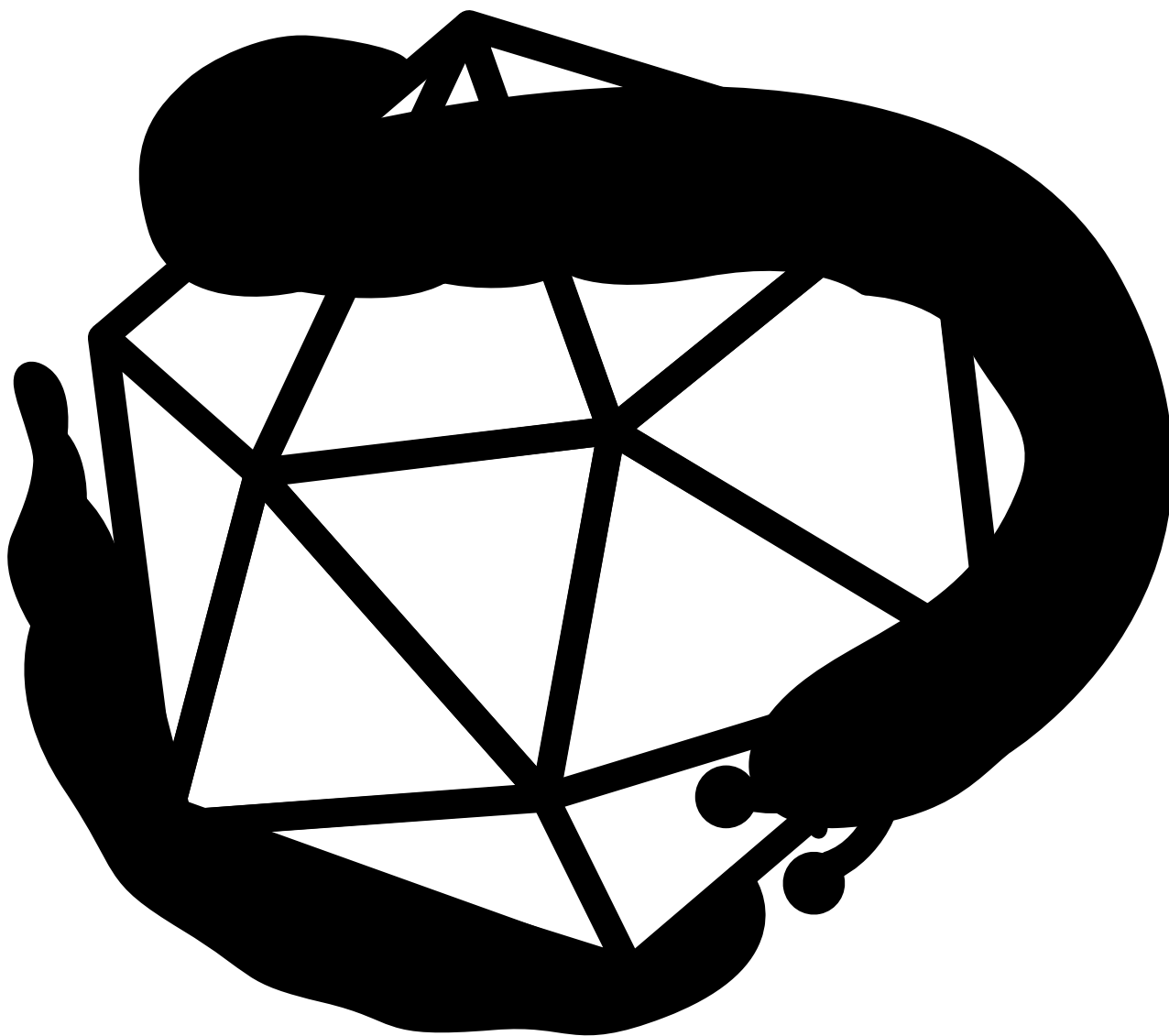


Snice

Creatures of Advantica

A bestiary for the Snice Pen & Paper System's Core Setting



Work in progress version

• Some artwork might be replaced at later stages. • Some entries might not contain any artwork at this moment at all. • Statblocks of creatures might change as work on this project progresses.

Table of Contents

Alp.....	5
Cave Rat	7
Spore Cave Rat.....	8
Demonfolk	9
Dryad.....	11
Elvyra	13
Foxwolf.....	15
Arctic Foxwolf	17
Fungus Knight.....	19
Ghost Spider.....	21
Goblin	23
Goliath Spider.....	25
Gremlin	27
Hoarder.....	29
Kappa	31
Kumoringu	33
Mimic.....	35
Sapling.....	37
Scarecrow	39
Sentient Sword.....	41
Troll.....	43
Wind Troll.....	45
Deep Sea Troll	47

Snice & Creatures of Advantica are projects of © Alice Peters, Parou.moe
Any artwork in this book is either personally handdrawn or generated with AI specifically for the Snice project.

Advantica

- City
- Town
- Village / Settlement
- Temple / Tomb



Alp

The Alp is a two legs-walking, grey to purple creature with a grotesque face and enormously large horns. Alps became sort of a nighttime story told to children, although their history reaches into the distant past.

Alps mainly feed on the dreams of other creatures. They torture their victims in their sleep to feed on their nightmares, as they are supposedly tastier to them than other dreams.

Alps have historically lived in the woods and only came into contact with civilization once their living areas decreased massively in size.

They are said to sometimes work together with Sirene's or other creatures that are known to lure and put their victims to sleep.

Adventurers often tell stories of Alps visiting them in their sleep when resting on a mission.



Sleepless

Alps themselves don't sleep and therefore don't dream. They are immune to conditions that cause creatures to fall asleep.

Camouflage

The Alp is a master when it comes to hiding in the nature. Their body blends in with trees and swampy waters until sighted.

Blindness

Their faces, or their lack of them, are not only there to scare their victims. Alps are naturally blind but have a heightened sense of hearing and smell. Alps have **advantage** on **Perception Checks** that are based on smell or hearing.

Alp Medium humanoid Nightmare						Life Points: 20 Social Status: 1	2 Level
ATK 8 (+3)	CON 3 (-2)	DEX 6 (+1)	MAG 9 (+4)	PER 5 (±0)	INT 6 (+1)		
Traits: Weakness: Fire (2x Damage) Immunities: Sleeping Languages: Advantica Experience: 1 Point (Easy) / 2 Points (Difficult) Typical Rewards: Part of a horn			Actions: Claws: The Alp has sharp claws that inflict 1d4 + ATK damage. Dream Catcher: The Alp casts a dark web of energy on a sleeping creature that inflicts 2d8 damage and restores half of it on the Alp. The target wakes up immediately. Magic Projectile: Alps are novice magic users. They can cast a projectile of dark energy that inflicts 1d8 + MAG damage.				

Cave Rat

Cave rats are small critters that call the corners and cracks of caves and ruins their homes.

They are friendly little animals that go through their everyday life without bothering anyone if not necessary. Their food consists of nuts, seeds and small leftovers of other animals or humanoid species.

Some cave rat colonies roughly mirror humanoid societies and even have assigned groups that imitate those of adventurers. If you meet one of these little fellas, they are likely part of an exploration squad or food gatherers.



Needs variant artwork

Cave Rat

Small Critter

Life Points: 6

Social Status: 2

1
Level

ATK	CON	DEX	MAG	PER	INT
3	0	6	0	2	2
(-2)	(-5)	(+1)	(-5)	(-3)	(-3)

Traits:

Weakness: Water (2x Damage)
Languages: Animalistic gestures

Experience: 1 Point (Easy)
Typical Rewards: Nuts, Seeds

Typical Equipment: Needle, Nut-Shield, Leaf Armor

Actions:

Bite: Cave rats have sharp teeth that cause **1d4 + ATK** damage.

Needle: Melee weapon that inflicts **1d4 + ATK + 1** damage.

Nut-Shield: Gives **+1 Bonus** to **Defending Action**.

Spore Cave Rat

Sometimes cave rat colonies exist deep down in dungeons. In the moist and overgrown with fungus and moss chambers, cave rats have all they need. Water, food and materials for clothes and equipment.

Due to their intense consumption of mushrooms and mold, the spore cave rat's fur and eyes have become a color resembling that of their main food source.

Withered Environment

Due to their living environment, spore cave rats have an immunity against **Poison** and **Acid**.



Spore Cave Rat

Small Critter

Life Points: 6

Social Status: 2

1
Level

ATK	CON	DEX	MAG	PER	INT
4	0	5	0	1	2
(-1)	(-5)	(±0)	(-5)	(-4)	(-3)

Traits:

Weakness: Water (2x Damage)
Immunities: Poison, Acid
Languages: Animalistic gestures

Experience: 1 Point (Easy)
Typical Rewards: Small mushroom

Typical Equipment: Needle, Leaf Ar

Actions:

Bite: Cave rats have sharp teeth that cause **1d4 + ATK** damage.

Needle: Melee weapon that inflicts **1d4 + ATK + 1** damage.

Demonfolk

Deep in the north of Advantica lies the kingdom of Amevia, the homeland of demons.

Demons are humanoid beings that inherited unmatched affinity for magic in all the kingdoms of Advantica. Demonfolks don't worship a single god, but generally accept the bigger picture and are often seen being fluent in the usage of spells and rituals originating from different gods.

Dark Past

The old tribes were said to have taken part in the mysterious events that lead up to the destruction of the kingdom in the center of Advantica. Legends of the old days describe connections between the demonfolks and the group responsible for the catastrophe that hit Advantica that day.

Age of Heroes

Over time, the actions of groups and individuals originating from Amevia, greatly improved the image other kingdoms had of the demonfolks. Bards all over the continent are still singing about their great deeds and sacrifices for the good of everyone.

Today, demonfolks are reintegrated into the societies of Advantica and live normal lives, separated from the actions of their distant ancestors.

The Void

The origin of demonfolks is still puzzling, but most historical texts agree that they come from a place deep inside the void above Advantica. Some suggest that the demonfolks resided with the gods themselves before they came to Advantica.



Accustomed to the heat

Demonfolks have a natural resistance to fire and any **fire** based attacks against them have **disadvantage** on their **Attack Roll**.

Masters of Magic

The demonfolk has an innate affinity for magic of all kinds. When casting a spell that **infuses** an object with **Elemental Damage**, the effect is increased by **+1** elemental damage.

Innate Darkvision

Demonfolks are born with **Darkvision**. Even in absolute darkness, they still see shapes of the environment around them and can navigate through them.

Demonfolk

Medium humanoid

Life Points: 28

Social Status: 5

3

Level

ATK	CON	DEX	MAG	PER	INT
8 (+3)	5 (±0)	6 (+1)	7 (+2)	5 (±0)	6 (+1)

Traits:

Resistance: Fire (½ Damage)
Languages: Advantica, Demon

Experience: 2 Points (Easy) / 4 Points (Difficult)

Typical Equipment: Light Weapons, Heavy Weapons, Light Armor, Heavy Armor

Actions:

Horns: Melee weapon that inflicts **1d4 + ATK** damage.

Dryad

Dryads are spirits of the forest, taken shape to protect their home from intruders and thieves.

The dryads possess healing abilities, given to them by their goddess Feleya, the patron of nature and spring water.

They act as the guardians of their home forests, as well as priests and ambassadors of Feleya.

Their connection to the nature around them is strong and the dryads despise everything and everyone who try to destroy or take it away from the animals and spirits of the forests.

Dryads are often described as very friendly and welcoming to individuals that respect the nature and appreciate it.

Nature's Protector

Because of their strong affinity with nature, dryads gain **Resistance** against **Fire** attacks while they are emerged in spring water.

Magical Counter

When the dryad is attacked by a spell or attack that uses the **Magic Modifier**, they gain **advantage** on their evading roll.

Spiritual Heritage

Granted by their origin as spirits, dryads can communicate with the dead through Hebari, the language of the spiritual realm.



Dryad

Medium humanoid, Guardian of the Forest

Life Points: 34

Social Status: 6

3
Level

ATK	CON	DEX	MAG	PER	INT
6 (+1)	6 (+1)	7 (+2)	6 (+1)	6 (+1)	7 (+2)

Traits:

Weakness: Fire (2x Damage)
Immunities: Corruption
Languages: Advantica, Hebari

Experience: 2 Points (Easy) / 4 Points (Difficult)

Typical Equipment: Bow, Sword, Mace, Light Armor

Actions:

Bow: Ranged weapon that inflicts **1d6 + DEX** damage.

Sword: Melee weapon that inflicts **1d6 + ATK** damage.

Mace: Melee weapon that inflicts **1d8 + ATK** damage.

Healing Touch: Restores Life Points on a target or the dryad by **1d12 + MAG**.

Elvyra

Elvyra is a black fungus that sometimes grows from an infected colony of mossy fungus. In their natural shape, Elvyra is a big fleshy fungus colony that can move around freely and secretes spores that charm nearby humanoid creatures. Elvyra can assume the shape of a young, conventionally attractive woman of elvish or demon like appearance.

Elvyra in their humanoid form has the personality of a spoiled woman that wants everything to be exciting and expensive. They repeatedly secrete fungus spores that charm nearby humanoid creatures and make them follow Elvyra's commands.

Their victims feel the constant need to hurt them. This roots from Elvyra's regenerative abilities. Once Elvyra is wounded, the same

spot regrows new tissue that quickly overtakes the spot and over time forms a new Elvyra colony until they separate from the original. With this ability and the victim's help, Elvyra reproduces quickly and infinitely if not stopped.

If a charmed victim can't fulfill their desires, the victim gets disposed of and often absorbed to feed Elvyra.

In combat, Elvyra colonies are often seen commanding their victims to fight for them instead. If it comes down to face to face combat, Elvyra is seen wielding a sharp knife that likely is a transformed body part itself.

Charming Spores

Elvyra constantly secretes spores that attempt to charm humanoid creatures they touch. Once charmed, the victims feel the need to hurt & injure Elvyra but prioritize following their orders.

Obedient Punishment

Once a charmed victim touches Elvyra with their skin, the victim suffers 2d10 damage.

Wicked Mycelium

When Elvyra is injured in their humanoid form, the wound usually regenerates quickly and grows an entirely new body part, even if the injury wasn't caused by a missing body part. From extremely deep or intense injuries, Elvyra is able to grow entire clones of themselves that separate from the main body once full growth is reached.

Hot Blooded

Elvyra is accustomed to warm temperatures and thrives especially well in high temperature environments. If a colony of Elvyra is affected by a coldness caused effect like **Freezing** or **Frozen**, their regenerative abilities are blocked for as long as the condition lasts.



Elvyra Medium Fungus Shapeshifter						Life Points: 54 Social Status: 2	5 Level
ATK 4 (-1)	CON 7 (+2)	DEX 11 (+6)	MAG 8 (+3)	PER 6 (+1)	INT 8 (+3)		
Traits:			Actions:				
Weakness: Ice (2x Damage) Immunities: Charmed Languages: Advantica, Mucus			Knife +1: Elvyra is typically seen wielding a sharp knife of organic origin that inflicts 1d4 + DEX + 1 damage.				
Experience: 3 Points (Easy) / 5 Points (Difficult) Typical Rewards: Fungus spore			Charm: If the target fails against this Magic attack, it is now considered charmed and follows the orders of the caster until they succeed an Intelligence Check against 14.				
Typical Equipment: Knife +1 (DEX), Light Armor			Draining Kiss: Elvyra can absorb 2d6 Life Points of an already charmed target in melee range.				

Foxwolf

Foxwolves are one of the many animals naturally occupying the forests and wilderness of Advantica. They often live and hunt in groups of 3 or more individuals.

The prey of the Foxwolf usually consists of smaller animals like rabbits or mice, but a hungry group can easily hunt larger animals, such as boars or even horses.

Single Foxwolves are usually friendly towards adventurers who wander through their habitats. Should an adventurer see 2 or more of them observe them from a safe distance, caution is advised.

Foxwolves exist in many varying shapes and forms depending on their age or habitat.

Predator

The Foxwolf is a born predator, especially of smaller creatures. They have **advantage** on **Dexterity** rolls that involve jumping or avoiding attacks.



Young Foxwolf

Small Wolf Puppy

Life Points: 7
Social Status: 2

1
Level

ATK	CON	DEX	MAG	PER	INT
3 (-2)	1 (-4)	5 (±0)	4 (-1)	7 (+2)	3 (-2)

Traits:

Weakness: Lightning, Ice (2x Damage)
Languages: Foxwolf

Experience: 1 Point (Easy)
Typical Rewards: Claw

Actions:

Bite: The Foxwolf has sharp teeth that inflict **1d4 + ATK** damage.



Adult Foxwolf

Medium Wolf Predator

Life Points: 12
Social Status: 2

1
Level

ATK	CON	DEX	MAG	PER	INT
5 (±0)	3 (-2)	6 (+1)	5 (±0)	7 (+2)	4 (-1)

Traits:

Weakness: Lightning, Ice (2x Damage)
Languages: Foxwolf

Experience: 2 Points (Easy) / 3 Points (Difficult)
Typical Rewards: Foxwolf Fur, Claw

Actions:

Bite: The Foxwolf has abnormally sharp teeth that inflict **2d4 + ATK** damage.

Arctic Foxwolf

The colder parts of Advantica are the home to many animals that appreciate the extremely low temperatures. One of those is the Foxwolf.

The arctic variant of the Foxwolf is resistant against cold temperatures and fully adjusted to the snow and icy surfaces in such places.

Arctic Foxwolves are more aggressive than other variants and are seen attacking entire groups of adventurers that are weakened after wandering through the arctic areas for days.

Predator

The arctic Foxwolf is a born predator, especially of smaller creatures. They have **advantage** on **Dexterity** rolls that involve jumping or avoiding attacks.

Thick Fur

Arctic Foxwolves are resistant to the cold temperatures in the habitats they live in. Ice based attacks have disadvantage on their **Attack Roll** against them.

Icy Breath

Living in arctic regions for generations, Foxwolves developed a technique that allows them inhale large amounts of air and exhale a gas like substance that freezes creatures it touches.



Arctic Foxwolf						Life Points: 18	<div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">2</div> Level
Medium Wolf Predator						Social Status: 1	
ATK 7 (+2)	CON 4 (-1)	DEX 6 (+1)	MAG 6 (+1)	PER 7 (+2)	INT 5 (±0)		
Traits: Resistance: Ice (½ Damage) Weakness: Fire (2x Damage) Languages: Foxwolf Experience: 2 Points (Easy) / 4 Points (Difficult) Typical Rewards: Arctic Foxwolf Fur, Claw				Actions: Bite: The arctic Foxwolf has abnormally sharp teeth that inflict 2d4 + ATK damage. Icy Breath: Arctic Foxwolves are able to exhale a low temperature gas. If the target fails a Constitution Check against 12 , the target is freezing and can not <i>attack</i> in their next turn.			

Fungus Knight

Once a personal knight of the king of a long forgotten kingdom, the fungus knight is a lost soul that still walks through the halls of its former castle. Overgrown with purple fungus, the fungus knight commands other creatures and residents of its castle that suffer long term sicknesses from exposure to its spores.

Although cold in appearance and actions, some adventurers report that they heard the fungus knight mourn the downfall of its former kingdom, awaiting the rise of a new king to serve.

Spore Shield

The fungus knight constantly excretes spores that connect to a thin surface around it and passively blocks up to **1d6** damage when attacked by a melee attack.

Ancient Body

The fungus knight's body is as old as written history and strengthened through intense training and partly petrification. When attacking with a heavy weapon, the fungus knight gains **+2** to its **Attack Roll**.



Fungus Knight

Medium cursed humanoid

Life Points: 127

Social Status: 3

5
Level

ATK	CON	DEX	MAG	PER	INT
11 (+6)	12 (+7)	7 (+2)	9 (+4)	10 (+5)	9 (+4)

Traits:

Resistance: Water (½ Damage)
Weakness: Fire (2x Damage)
Immunities: Poisoned
Languages: Hebari

Experience: 8 Points (Easy) / 12 Points (Difficult)

Typical Equipment: Heavy Armor, Great Sword, Hellebade

Actions:

Heavy Weapon: The Fungus Knight attacks with a giant great melee weapon that inflicts **1d12 + ATK** damage.

Airborne Spores: The Fungus Knight uses an action to shoo fungus spores from all over its body into the air. Any creature nearby has to roll a **Perception Check** against **10**. If they fail, they take **1d6** damage and lose **1d4 Endurance**.

Ghost Spider

Ghost spiders are protectors of the spiritual realm and have the ability to shift from and to our world under certain circumstances.

The ghost spider is known for its calculated moves and attacks. They prey upon lonely spirits but are able to use their acidic webbing on unsuspecting targets as well.

Sometimes, ghost spiders can be found near invisible connections between the two worlds, guarding the entry until it closes.

When faced with a group of ghost spiders, death is almost foreseeable.

Spiritual Realm

If the ghost spider achieves a **Counter Attack**, it shifts into the spiritual realm and becomes **invisible** to the natural eye **for two turns or until it attacks**.

Master of Climbing

The ghost spider has **advantage** on all sorts of **Climbing Checks** on surfaces large enough to support its size and weight.

Webbing Specialist

Ghost spiders have knowledge in the architecture of spider webs and similar creature's nests. They are not affected by movement decreases caused by any kind of webbing.



Ghost Spider

Medium monstrosity

Life Points: 19

Social Status: 1

3
Level

ATK	CON	DEX	MAG	PER	INT
6 (+1)	3 (-2)	9 (+4)	5 (±0)	7 (+2)	4 (-1)

Traits:

Resistance: Lightning (½ Damage)
Weakness: Light (2x Damage)
Immunities: Cursed, Sleeping, Poisoned
Languages: Animalistic gestures

Experience: 3 Points (Easy) / 4 Points (Difficult)
Typical Rewards: Spiritual residue

Actions:

Bite: The ghost spider has abnormally sharp teeth that inflict **1d8 + ATK** damage. The target has to roll a **Constitution Check** against 8. If they fail, the target is now **scared** and can not perform any other actions than moving until their next turn.

Acidic Webbing: The ghost spider can spin a web of acidic strings around a target that has been scared and inflicts **flat 1d4 Acid** damage every turn until the target succeeds a **Constitution Check** against 13.

Goblin

Villagers often tell stories of small people with huge blood lust ambushing them outside their villages. Goblins are small humanoids, driven by their primal instincts and need for food in a society that is far from welcoming to them.

They hide in caves, dark parts of forests, mines

and ruins. Alone, a goblin is classified as a weak creature, but goblins are commonly seen in big groups, hunting or stealing for their own desires.

Even experienced adventurers sometimes have difficulties with them.



Goblin

Small humanoid

Life Points: 10

Social Status: 1

1
Level

ATK	CON	DEX	MAG	PER	INT
4 (-1)	5 (±0)	6 (+1)	3 (-2)	5 (±0)	5 (±0)

Traits:

Languages: Goblin

Experience: 1 Point (Easy) / 2 Points (Difficult)
Typical Rewards: Gold, Weapons

Typical Equipment: Sword, Bow, Dagger

Actions:

Sword: Melee weapon that inflicts **1d6 + ATK** damage.

Dagger: Melee weapon that inflicts **1d4 + DEX** damage.

Bow: Ranged weapon that inflicts **1d6 + DEX** damage.

Feline Eyes

Goblins are granted the Feline Eyes skill early in their life. Their eyes have a cat eye like appearance and glow in the dark. Goblins can see rough shapes even in a pitch black room.

Outliers

Goblins are outliers from any humanoid society other than themselves. They depend on what nature and crimes give them. That makes goblins very efficient in the creation of herbal medicine and simple potions.

Goblin Guard

Small humanoid

Life Points: 13

Social Status: 1

1
Level

ATK	CON	DEX	MAG	PER	INT
5 (±0)	6 (+1)	5 (±0)	3 (-2)	5 (±0)	5 (±0)

Traits:

Languages: Goblin

Experience: 1 Point (Easy) / 2 Points (Difficult)
Typical Rewards: Gold, Weapons

Typical Equipment: Sword, Hammer, Club, Flute Horn

Actions:

Hammer / Club: Melee weapon that inflicts **1d8 + ATK** damage.

Flute Horn: The goblin rolls an **Intelligence Check** against 10. If they succeed, nearby goblins are alarmed and join as reinforcements.



Goblin Cultist

Small humanoid

Life Points: 8

Social Status: 1

1
Level

ATK	CON	DEX	MAG	PER	INT
3 (-2)	4 (-1)	6 (+1)	5 (±0)	4 (-1)	6 (+1)

Traits:

Languages: Goblin, Demon

Experience: 1 Point (Easy) / 2 Points (Difficult)
Typical Rewards: Gold, Scroll

Typical Equipment: Staff, Dagger, Cultist robes

Actions:

Dagger: Melee weapon that inflicts **1d4 + DEX** damage.

Inspiring Dance: The goblin cultist performs a dance that increases one ally's **Attack Roll** by **1d6**.

Arcane Shield: Grants one ally a shield of **1d8**.

Goliath Spider

Deep in the dungeons of the kingdom of Droria dwells a creature that could only exist because nature allowed it to exist on a whim.

The goliath spider, a giant monster of the darkness. Resembling a spider only at its core, this being grows an especially hard exoskeleton around its body and is difficult to wound with common adventurer's equipment.

This monstrosity has excellent eyesight in the darkest of all places, lurking in the shadows and waiting for an unsuspecting victim to cross

its paths. Its jaw could easily break a tree trunk if it wanted to.

The goliath spider features big thorns filled with venom on its back, that it can shoot at will to immobilize its prey.

Many people, even recognized heroes, fell victim to this cold blooded creature.

Perfect Darkvision

The goliath spider has **Perfect Darkvision**. Even in absolute darkness, it still sees everything around it clearly, as if it was bright daylight.

Master of Climbing

The goliath spider has **advantage** on all sorts of **Climbing Checks** on surfaces large enough to support its size and weight.

Exoskeleton

The exoskeleton of the goliath spider is too hard for normal weapons to penetrate it. Any attack against it caused by a weapon that *only* inflicts **non-magical** damage inflicts **half the damage**.



Goliath Spider

Large monstrosity

Life Points: 68

Social Status: 1

5
Level

ATK	CON	DEX	MAG	PER	INT
11 (+6)	12 (+7)	4 (-1)	3 (-2)	7 (+2)	4 (-1)

Traits:

Resistance: Poison (½ Damage)

Weakness: Fire (2x Damage)

Immunities: Poisoned

Languages: Kumoringu

Experience: 5 Points (Easy) / 8 Points (Difficult)

Typical Rewards: Goliath tooth, goliath string, piece of exoskeleton

Actions:

Bite: The goliath spider has abnormally sharp teeth and a strong jaw that inflict **3d4 + ATK** damage.

Venomous Thorns: The goliath spider shoots its back thorns at a target and inflicts **2d12 Poison** damage. If the target fails a **Constitution Check** against 15, it is now poisoned and takes **1d4** damage each turn for 4 turns.

Gremlin

Gremlins are little fire loving tricksters.

Although similar to goblins, they have an entirely different way of living. Gremlins are met in every corner of the world. They often live hidden in villages or forests, waiting for someone to prank.

Once a gremlin started targeting someone, they are almost impossible to stop and their

pranks get more intense as they proceed. This sometimes leads to entire villages being plagued by these little pranksters and can lead to unwanted destruction and injuries.

Adventurers should be cautious when they meet a gremlin and weird events start to follow them on their way.

Out of sight - out of mind

Gremlins are professionals in terms of hiding after a prank. If they are not caught in the act, they usually vanish out of sight almost immediately and are almost impossible to find.



Gremlin

Small trickster

Life Points: 24
Social Status: 1

2
Level

ATK	CON	DEX	MAG	PER	INT
4 (-1)	5 (±0)	6 (+1)	7 (+2)	6 (+1)	4 (-1)

Traits:

Resistance: Fire (½ Damage)
Weakness: Water (2x Damage)
Languages: Advantica, Gremlin

Experience: 2 Points (Easy) / 3 Points (Difficult)
Typical Rewards: Gremlin fur

Typical Equipment: Light melee weapon, light armor, light bow

Actions:

Sneaky Claws: The gremlin has sharp claws on their hands that inflict **1d4 + DEX** damage.

Fire Bolt: The gremlin is naturally proficient in the casting of fire magic. This spell shoots a crossbow bolt shaped projectile of fire at a target and inflicts **1d6 + MAG** damage.

Hoarder

Hoarders are goblin-like creatures that live in ordinary treasure chests inside of any kind of dungeon. They are able to partly speak humanoid languages and, without prompted, try to sell the contents of the chest they occupy for an often overpriced deal.

When declined, hoarders often get aggressive and attack the unknowing adventurer with whatever objects or artifacts the chest contains.

Although greedy and entitled, hoarders are usually open to bargaining and exchanging objects instead of gold.

A satisfied hoarder remembers its customer and stays loyal in possible future transactions.

Underground Network

Hoarders sometimes occupy multiple treasure chests that are connected by small underground caves that they can navigate through with ease.



Hoarder						Life Points: 24	② Level
Small merchant						Social Status: 1	
ATK 7 (+2)	CON 7 (+2)	DEX 6 (+1)	MAG 4 (-1)	PER 8 (+3)	INT 6 (+1)		
Traits:				Actions:			
Immunities: Charmed Languages: Advantica, Goblin, Gremlin				Advanced improvised weapon: The hoarder can attack with whatever item its chest contains. An object that isn't a weapon inflicts 1d6 damage without modifiers. If the object is thrown, it inflicts 1d4 damage without modifiers.			
Experience: 1 Point (Easy) / 3 Points (Difficult) Typical Rewards: Contents of its treasure chest							

Kappa

Kappas are small humanoid turtle like creatures that live deep in the waters of Advantica. They are usually peaceful and just live their lives, although very curious when paid attention to.

The kappa loves to bath in fresh water lakes and play around in the water. In older times, they were used by merfolk societies to protect their temples and shrines, as kappas are supposedly very local creatures once met with

trust and companionship.

Kappas are very efficient in the handling of tridents and harpune style weapons and even submerged in water, they are able to throw them almost as wide as one would on land.



Kappa

Small humanoid sea creature

Life Points: 14

Social Status: 3

1
Level

ATK	CON	DEX	MAG	PER	INT
5 (±0)	6 (+1)	6 (+1)	4 (-1)	5 (±0)	7 (+2)

Traits:

Weakness: Lightning (2x Damage)
Languages: Advantica, Merfolk

Experience: 1 Point (Easy) / 2 Points (Difficult)
Typical Rewards: Gold, shell fragment

Typical Equipment: Spear, Trident, Harpune

Actions:

Shell Spin: The kappa can retract into its shell and spin. As long as it is submerged in water, this attack inflicts **1d4 + DEX** water damage.

Healing Bubbles: The kappa can shoot small air bubbles from its mouth that heal **1d6 + MAG** Life Points when touched by an ally and inflict **1d4 + MAG** water damage if touched by an enemy.

Kumoringu

When a Demonfolk got lost in a far away cursed forest, the lonely being's mind was corrupted by dark spirits for what felt like an eternity.

When they were found, the darkest corners of their mind took shape in their physique.

Of the once proud Demonfolk's appearance, the only characteristic left was the Kumoringu's upper body, looking as though a giant spider grew out of the hip where their legs once were.

Although scary looking at first, it turns out that these creatures still preserved their cognitive abilities, despite having no recollection of their previous life.

Today, Kumoringu are tribes of many individuals with different tastes, directions and goals.

Despite their successful integration in humanoid societies, there are still many outliers of the Kumoringu species, wandering around lost and left alone with their dark minds. The corruption often times takes over in such individuals and causes them to fully transform into their darkest nature, not being able to understand any other language than Kumoringu itself, completely fueled by their anger and sadness.

Lost and enraged Kumoringu are often avoided by adventurers, as they are efficient hunters when in this state.

Master of Climbing

The Kumoringu has **advantage** on all sorts of **Climbing Checks** on surfaces large enough to support its size and weight.

Webbing Specialist

Kumoringu have knowledge in the architecture of spider webs and similar creature's nests. They are not affected by movement decreases caused by any kind of webbing.

Light Sensitivity

The Kumoringu are highly sensitive to unusually bright light, such as the bright daylight. While affected by their Light Sensitivity, their **Perception** rolls have disadvantage.



Kumoringu

Large Half-humanoid Spider Monstrosity

Life Points: 40

Social Status: 2

4
Level

ATK	CON	DEX	MAG	PER	INT
10 (+5)	9 (+4)	5 (±0)	6 (+1)	6 (+1)	2 (-3)

Traits:

Resistance: Fire, Poison (½ Damage)
Weakness: Lightning (2x Damage)
Immunities: Cursed, Poisoned
Languages: Kumoringu (Spoken only)

Experience: 2 Points (Easy) / 5 Points (Difficult)
Typical Rewards: Part of a horn, venomous tooth

Typical Equipment: 1 Heavy Weapon, Light Armor

Actions:

Bite: The Kumoringu has sharp and pointy teeth. A bite of this creature inflicts **1d4 + ATK** damage.

Venomous Blood: As an action, Kumoringu are able to coat their teeth or any bladed weapon in their own blood and saliva. This mixture causes the surface to inflict **2d8 additional Poison** damage on hit. After a successful hit, the coating vanishes.

Mimic

Mimics are evil creatures that shapeshift into objects such as treasure chests or doors and live deep down in dungeons and dark places to lure uncautious adventurers into interacting with them, so they can feast on their dead bodies.

The true appearance of a mimic is still unknown to the people of Advantica, but it is assumed that it is so grotesque, that a novice adventurer would lose their mind upon sight.

Although evil, some mimics were reported to engage in contracts with brave adventurers in exchange for a constant source of feeding.

The sighted appearances of mimics include, but are not limited to, treasure chests, doors and other daily objects, weapons and even clothing articles such as armor.

Watery Skin

The Mimic's skin is usually covered in a water like substance that dilutes any acidic liquid that touches it and makes it resistant to **Acid** damage.

Perfect Shapeshifter

Mimics are masters of their work. A mimic that transformed into an objects is almost indistinguishable from the real counterpart as long as it doesn't move.

Increased Senses

Although mimics don't possess working eyes, they have increased senses of touch, hearing and smell. They can analyse anything that is happening near them, even in total darkness.



Mimic

Medium Shapeshifter

Life Points: 13

Social Status: 1

1
Level

ATK	CON	DEX	MAG	PER	INT
6 (+1)	5 (±0)	3 (-2)	3 (-2)	4 (-1)	4 (-1)

Traits:

Resistance: Acid (½ Damage)
Weakness: Lightning (2x Damage)
Languages: Mimic, sometimes Advantica

Experience: 1 Point (Easy) / 2 Points (Difficult)
Typical Rewards: Gold, Gems, Content of a normal chest

Actions:

Piercing Tongue: Mimics have a tongue with an extremely fine point. They can perform a stabbing attack with it that inflicts **1d6 + ATK** damage.

Crushing Jaw: Mimics that transformed into an object can open & close are able to crush anything in the opening and inflict **1d10 + ATK** damage.

Shapeshifting: The Mimic can assume the shape of a small to medium size object that it saw. Doing so, puts it asleep for 1 day and it is treated like the object itself.

Sapling

Saplings are small humanoid shaped beings that are overgrown with a man-eating plant.

They live in especially wet forests & jungles and are seen wandering around the area as if they were guarding something.

Being bitten by a sapling is one of the most painful feelings in the world, as they inject a fluid that causes small plant like structures to grow out of the wound and block healing.



Sapling

Small humanoid man-eating plant

Life Points: 27
Social Status: 1

3

Level

ATK	CON	DEX	MAG	PER	INT
8 (+3)	5 (±0)	6 (+1)	4 (-1)	2 (-3)	3 (-2)

Traits:

Resistance: Water (½ Damage)
Weakness: Fire (2x Damage)
Languages: Sapling

Experience: 2 Points (Easy) / 3 Points (Difficult)
Typical Rewards: Sapling blossom, withered leaf

Actions:

Bite: The sapling has sharp teeth like structures made up from tree bark that inflict **1d4 + ATK** damage.

Piercing Branch: The sapling can shoot out branches from its body at any point and inflict **1d8 + ATK** damage.

Overgrowth: The teeth of the sapling secrete a juice that stimulates growth of plant like structures around a wound. If the **Bite** action is used, the target has to roll a **Constitution Check** against **10**. If the target fails, their maximum Life Points get reduced by **1d4** temporarily.

Scarecrow

In times of hunger and crisis, villagers and farmers often hope for a gift of some higher being to help them overcome the decreasing harvest.

It became a tradition to put up scarecrows on the fields, not only to scare off crows and other animals, but to pay their respect to the higher beings they worship.

Some villages go a step too far and build their entire beliefs around these creations and their associated effects, making sacrifices to increase them and opening up the path for evil spirits.

There are reports of entire villages falling into despair after worshipping a local deity and trying to sacrifice any outsiders visiting their villages.

Animated Evil

If the source of the spell that animated the scarecrow is destroyed or defeated, the scarecrow loses all movement and turns back into a normal object.

The Harvest

Scarecrows are generally worshipped by farmers and smaller cults that pray for a better harvest. After the scarecrow is defeated, the surrounding crop usually withers away.

Lesser Scarecrow

Medium totem

Life Points: 18

Social Status: 2

2
Level

ATK	CON	DEX	MAG	PER	INT
5 (±0)	5 (±0)	7 (+2)	3 (-2)	5 (±0)	3 (-2)

Traits:

Resistance: Water (½ Damage)
Weakness: Fire (2x Damage)
Languages: Mute, sometimes singular words

Experience: 1 Point (Easy) / 3 Points (Difficult)
Typical Rewards: Gold, remainders of their material

Actions:

Claws: The scarecrow has sharp claws that inflict **2d4 + ATK** damage.

Bite: The jaw of the scarecrow opens up to a wide smile, revealing sharpened teeth that inflict **2d6 + ATK** damage. The target has to roll a **Constitution Check** against 7. If they fail, the target is now **scared** and can not perform any other actions than moving until their next turn.



Scarecrow

Medium totem

Life Points: 32

Social Status: 3

4
Level

ATK	CON	DEX	MAG	PER	INT
6 (+1)	5 (±0)	7 (+2)	5 (±0)	5 (±0)	5 (±0)

Traits:

Resistance: Water (½ Damage)
Weakness: Fire (2x Damage)
Languages: Mute, sometimes singular words

Experience: 2 Points (Easy) / 5 Points (Difficult)
Typical Rewards: Gold, burned ashes

Typical Equipment: Light clothes, light weapons

Actions:

Claws: The scarecrow has sharp metallic claws that inflict **2d6 + ATK** damage.

Bite: The jaw of the scarecrow opens up to a wide smile, revealing teeth made from broken blades that inflict **3d6 + ATK** damage. The target has to roll a **Constitution Check** against 12. If they fail, the target is now **scared** and can not perform any other actions than moving until their next turn.

Sentient Sword

When a proud warrior dies in another world, their soul sometimes gets dragged to Advantica. Here, their soul takes shape in a weapon, usually a sword, that has full control over its body.

Alone in this world, they seek out a companion who they might be of use to in their current form. Companions for sentient swords are typically strong magic users or proven warriors of their own.

A sentient sword can be wielded as a normal weapon or fight on its own, following simple commands of its companion.

Soul from another world

Sentient swords are animated objects manifested from the energy of a lost soul from another world. They only speak Hebari, the language of the dead.

Spiritual Body

When the sentient sword's **Life Points** reach 0, instead of dying, it becomes a normal sword for 1 day. In this state, it can be used as a normal weapon.



Sentient Sword

Sentient Object

Life Points: 21

Social Status: 6

3

Level

ATK	CON	DEX	MAG	PER	INT
7	4	8	4	3	4
(+2)	(-1)	(+3)	(-1)	(-2)	(-1)

Traits:

Resistance: Earth (½ Damage)
Weakness: Fire (2x Damage)
Languages: Hebari

Experience: 2 Points (Easy)
Typical Rewards: Long sword

Actions:

Slash: The sentient sword attacks the target on its own and inflicts **1d6 + ATK** damage.

Vampiric Cut: The sentient sword can be **ordered as an action** to attack a target with a strong cutting attack that inflicts **1d8 Magical** damage and restores the same amount of Life Points for the person who commands it.