

Creature	Family	Section	Str Roll	Str Avg	Con Roll	Con Avg	Siz Roll	Siz Avg	Int Roll	Int Avg	Pow Roll	Pow Avg	Dex Roll	Dex Avg	App Roll	App Avg	Hit Points	Damage Bonus	Armor	80% Skills	60% Skills	50% Skills	40% Skills	30% Skills	Weapons	Powers	Description	
Enfield	chimeric	monster	2d4+5	10	2d6+6	13	2d4+3	8	6	6	3d6	10.5	2d6+9	16	-	-	10.5	-	1d3 fur	track	sense, listen		dodge, move quietly		bite 40% 1d8+1/2db, claw 50% 1d6+db	night vision, 2 attacks, tireless running, smell, magic defence Pow+5	lion body with fox head, eagle talons for front legs, wolf hindquarters and tail	
Aigicampus	chimeric	monster	2d6+11	18	2d6+6	13	2d6+9	16	6	6	3d6	10.5	2d6+8	15	-	-	14.5	+1d6	1d3 fur, scales, and hide		swim				bite 35% 1d4+1/2db	adapt to water, magic defence Pow+5	goat with fish tail for hind quarters	
Gamelyon	chimeric	monster	2d6+16	23	2d6+8	15	2d6+13	20	6	6	3d6	10.5	2d6+9	16	-	-	17.5	+2d6	1d4 fur		move quietly	jump, hide, fly	climb, listen, sense, dodge	track	bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks, fly, 2 attacks, magic defence Pow+10	dragon winged lion	
Hippaelectryon	chimeric	monster	2d6+22	29	2d6+9	16	2d6+18	25	5	5	3d6	10.5	2d6+3	10	-	-	20.5	+2d6	1d4+1 fur and feathers						bite 35% 1d4+1/2db, rear and plunge 45% 2d6+db	magic defence Pow+10	horse front half, front legs, and head, rooster rear half, rear legs, wings, and tail	
Demobison	chimeric	monster	2d6+22	29	2d6+12	19	2d6+22	29	5	5	3d6	10.5	2d6	7	-	-	24	+3d6	1d4 fur			fly			bite 35% 1d4+1/2db, trample 45% 1d6+db	magic defence Pow+10	bat winged bison	
Taurocampus	chimeric	monster	2d6+26	33	2d6+12	19	2d6+23	30	5	5	3d6	10.5	2d6+2	9	-	-	24.5	+3d6	1d4 fur, scales, and hide		swim				bite 35% 1d4+1/2db	adapt to water, magic defence Pow+10	bull with fish tail for hind quarters	
Hippocampus	chimeric	monster	2d6+27	34	2d6+10	17	2d6+21	28	5	5	3d6	10.5	2d6+3	10	-	-	22.5	+3d6	1d4 fur, scales, and hide		swim				bite 35% 1d4+1/2db, rear and plunge 45% 2d6+db	adapt to water, magic defence Pow+10	horse with fish tail for hind quarters	
Calopus	chimeric	monster	2d6+5	12	2d6+6	13	2d4+5	10	6	6	3d6	10.5	2d6+6	13	-	-	11.5	-	1d3 fur						dodge, move quietly, listen, sense	bite 50% 1d10+1/2db	night vision, tireless running, magic defence Pow+5	wolf body with a horned cat head
Cynogriff	chimeric	monster	2d6+6	13	2d6+6	13	2d4+4	9	6	6	3d6	10.5	2d6+9	16	-	-	11	-	1d4 fur and feathers			fly			bite 40% 1d8+1/2db, claw 50% 1d6+db	hawk vision, flying, magic defence Pow+5	dog body with eagle front legs, head, and wings	
Cynocampus	chimeric	monster	2d6+7	14	2d6+6	13	2d4+5	10	6	6	3d6	10.5	2d6+6	13	-	-	11.5	-	1d3 fur, scales, and hide		swim				bite 40% 1d8+1/2db	adapt to water, magic defence Pow+5	dog with fish tail for hind quarters	
Alphyn	chimeric	monster	2d6+9	16	2d6+6	13	2d6+5	12	6	6	3d6	10.5	2d6+5	12	-	-	12.5	+1d4	1d4 fur	track	sense, listen				bite 40% 1d8+1/2db, claw 50% 1d6+db	night vision, 2 attacks, tireless running, smell, magic defence Pow+5	wolf body with dragon front legs	
Peryton	chimeric	monster	2d6+15	22	2d6+6	13	2d6+9	16	6	6	3d6	10.5	2d6+9	16	-	-	14.5	+1d6	1d4 fur and feathers			fly			claw 50% 1d6+db	flying, magic defence Pow+5	stag with the wings and hind quarters of a bird	
Leocampus	chimeric	monster	2d6+21	28	2d6+8	15	2d6+15	22	6	6	3d6	10.5	2d6+9	16	-	-	18.5	+2d6	1d4 fur, scales, and hide		swim				bite 50% 1d10+1/2db, claw 50% 1d6+db	adapt to water, 2 attacks, magic defence Pow+10	lion with fish tail for hind quarters	
Opinicus	chimeric	monster	2d6+25	32	2d6+9	16	2d6+19	26	6	6	3d6	10.5	2d6+9	16	-	-	21	+3d6	1d4+1 fur and feathers		move quietly	jump, hide, fly	climb, listen, sense, dodge	track	bite 50% 1d6+1/2db, claw 50% 1d6+db	hawk vision, 2 attacks, flying, magic defence Pow+10	lion body with eagle wings, eagle head, and camel tail	
Keythong	chimeric	monster	2d6+25	32	2d6+9	16	2d6+19	26	6	6	3d6	10.5	2d6+9	16	-	-	21	+3d6	1d4+1 fur and feathers		move quietly	jump, hide	climb, listen, sense, dodge	track	bite 50% 1d6+1/2db, claw 50% 1d6+db	hawk vision, 2 attacks, magic defence Pow+10	lion body with eagle head, eagle talons for front feet, and camel tail	
Griffin	chimeric	monster	2d6+25	32	2d6+12	19	2d6+19	26	6	6	3d6+3	13.5	2d6+9	16	-	-	22.5	+3d6	1d4+1 fur and feathers		move quietly	jump, hide, fly	climb, listen, sense, dodge	track	bite 50% 1d6+1/2db, claw 50% 1d6+db	hawk vision, flying, 2 attacks, magic defence Pow+10	lion body with eagle wings, eagle head, eagle talons for front feet, and camel tail	
Hippogriff	chimeric	monster	2d6+25	32	2d6+12	19	2d6+19	26	6	6	3d6+3	13.5	2d6+3	10	-	-	22.5	+3d6	1d4+1 fur and feathers		move quietly	jump, hide, fly	climb, listen, sense, dodge	track	bite 35% 1d4+1/2db, claw 50% 1d6+db	hawk vision, flying, magic defence Pow+10	horse rear half and legs, eagle front half, legs, and head	
Manticore	chimeric	monster	2d6+27	34	2d6+12	19	2d6+21	28	7	7	3d6+6	16.5	2d6+9	16	-	-	23.5	+3d6	1d6 fur and hide		move quietly	jump, hide, fly	climb, listen, sense, dodge	track	bite 50% 1d10+1/2db, claw 50% 1d6+db, sting 40% 1d6+1/2db+poison	dark vision, poison sting, 2 attacks, flying, magic defence Pow+15, immune to poison	lion body, dragon wings, scorpion tail, human face	