

RPGive Monsters

These creatures appeared in the RPGive event, a live broadcast of Legend hosted by Joshua Lenon in December 2011 to help raise even more money for Child's Play.

Icipedede (EL 4)

Elite Mook [Magical Beast]

Discipline of the Dragon



+0	5 ft	45 ft	MEDIUM
INIT	REACH	SPEED	SIZE
Immunity to [Fear] and combat use of Intimidate Unaffected by extremely hot or cold weather			

52	16	Fort +4	Ref +4	Will +4
HP	AC	Awareness 13		



ATTACK ACTION			
+6	1d6+8	Spit Ice	
ATK	DAMAGE	[Medium]	



ATTACK ACTION			
+6	1d6+8	Bite	
ATK	DAMAGE	[Melee]	

Abilities: Str 16, Dex 10, Con 16, Int 8, Wis 8, Cha 8

Skills: Athletics +5, Stealth +5, Intimidate +5

KOM: Constitution **KDM:** Strength

Passive Abilities

Stance of the Falling Star^{EX}: When [Prone], the icipedede can stand up as a swift action instead of a move action.

Icipededes are stupid but ruthless predators that know no fear, and attack in large groups in order to overwhelm more powerful opponents. Other monsters often browbeat a score of icipededes into service, using them as disposable minions to further their own nefarious plans.

Unibear (EL5)

Unicorn Monk [Magical Beast] [Elemental]

Unicorn/Elementalist/Water Elemental/Discipline of the Crane

+1	10 ft	60 ft	LARGE
INIT	REACH	SPEED	SIZE



55	24	Fort +9	Ref +3	Will +11
HP	AC	Awareness 19		
[Resistance 5] to [Cold]				
Unaffected by extremely hot or cold weather				
Ignores difficult terrain				

ATTACK ACTION			
+10	1d8+5	Horn	
ATK	DAMAGE	[Melee]	
+5d4 on a Charge On critical hit, inflicts [Bleeding]			



STANDARD ACTION			
+10	1d8+5	Hungry Ocean ^{SU}	
ATK	DAMAGE	[Melee]	
Reduces target's maximum HP by 5 until the end of the [Encounter]; heals the unibear by 5 + the damage dealt			



STANDARD ACTION			
5d6+5	Elemental Burst ^{SLA}		
DAMAGE	35ft	[Cold]	At Will
One 5ft square Reflex DC17: half damage			



Abilities: Str 10, Dex 12, Con 16, Int 8, Wis 18, Cha 20

Skills: Athletics +5, Nature +4, Intimidate +10,

Perception +9, Geography +4, Medicine +4

Feats: Juggernaut, Telekinetic Adept, Optimistic Viscera

KOM: Charisma **KDM:** Wisdom **BAB:** +5

Activated Abilities

Agile Sea^{EX}: The unibear can take two 5 ft steps per round, as long as they are in the same direction.

Telekinetic Adept^{SU}: The unibear can telekinetically move objects that weigh 2 pounds or less and are within [Medium] range. It must expend a swift action to maintain concentration each turn, and can only move a given object 5 ft per [Round].

Items

Heavy Armor: +2 to AC, -1 to Reflex saves.

The unibear is a strange creature that is as majestic to behold as it is deadly. While the general shape of the monster is that of a polar bear, the creature's "fur" is composed of jagged icy spikes, the largest of which juts out of its forehead as a powerful horn. The unibear can use this horn to sap the life from enemies, draining their life force and leaving behind an empty, frozen husk.

Imbued with some magical ability, the unibear can handle tools and objects despite not having opposable thumbs, meaning that it can turn doorknobs and operate fine mechanisms that are useful at keeping wildlife out of, for instance, sleeping quarters.

The unibear's cunning and might often draws lesser creatures to it. The unibear uses them as bait for ambushes, distractions against powerful opponents when it flees, and other underhanded tactics, but survivors are treated to the entire kill, as the unibear is sustained exclusively by the life force it absorbs.

Though its composition leaves it physically brittle, the unibear is a surprisingly cunning and agile foe that can attack both in melee and at range. It is most commonly encountered in environments with heavy snow cover, and will often wait until its prey has entered a thick patch of snow before charging out of cover, plowing through the snow without any difficulty. If it is losing a battle, the unibear will retreat and fling icy bursts at its opponents, relying on its superior speed and the snow to keep the enemy away until they are too injured to pose a threat.

A Legendary Foe

Occasionally, a unibear's mastery of its domain becomes so absolute that it rises above and beyond the standard power of its kind and acquires one or more Legendary abilities. Worldhewn is suitable for unibears that are even more resistant to the elements than normal, while Collateral Damage and Bigger are beneficial to those unibears that prefer to attack from afar with its Elemental Burst. Unibears with Servant of Twelve Labors can create impressive fortifications and traps, while Windblessed unibears rely on the arctic winds to blow enemy arrows off course while they harass their prey at range.