

Glowy eyes deep within the shadowy edge of the forest might seem like fireflies.

Small creatures who walk on two legs. Large eyes. Large bat-like ears on the side of their heads, flopping as they walk. Covered in a short fur of various patterns. You might hear them chittering under their breath.

Hamster-folk Minion

Level 4 minion 44XP
+0 Initiative +0 Perception
AC: 16 FORT: 15 REF: 12 WILL: 12
Speed: 6

Attack: +9 vs. AC ; 5 DMG

The hamsterfolk minions tend to attack with their teeth. Some have cooking utensils. They are the cooks, gatherers, and carriers of the party.

STR: 16 (+3) DEX: 10 (+0) WIS: 10 (+0)
CON: 14 (+2) INT: 8 (-1) CHA: 9 (-1)

This lot pulled the short straw in nearly everything. Their tactic is to follow their leader's commands, even to the death. Most often they are enraged and drugged, with no fear of death.

Hampster Folk Soldier

Level 4 soldier 175XP
+6 Initiative +3 Perception
HP: 56 Bloodied: 28
AC = 20 FORT: 17 REF: 15 WILL: 14
Save = +2 to ongoing Speed: 5

Attack: +9 vs AC; 1d8+4 dmg

May gain 14 temp HP when bloodied

A soldier's favorite weapon is a light blade, often jagged from chopping tree branches for their houses. They have the ability to teleport 2 spaces as an at-will power.

Endurance +8 Intimidate +7
STR: 18 (+6) DEX: 14(+4) WIS: 12 (+3)
Con: 16 (+5) INT: 10(+2) CHA: 10 (+2)

This is the tracker/skinner/leader of the party

Hampsterfolk Stormwitch

+4 INT +5 Perception

HP: 42 Bloodied: 21

AC 17 FORT 13 REFLEX 14 Will 15

Speed 6

Attack: +4 vs AC 1d8 dmg (dagger/wand)

Spell: Range 20 ; +7 vs Reflex, 2d4+4 Nature dmg (At-Will)

Spell: 3 targets, Range 10 ; +7 vs Reflex, 1d6+4 frost dmg (Standard)

If successful, all targets slowed by half for 1 round

Spell: Burst 1 within 10 ; +7 vs. Fort, 1d8 + 4 dmg

+11 Arcana

STR 10 (+2) DEX 14 (+4) Con 12(+3)

INT 18(+6) WIS 17(+5) CHA 12(+3)

These are the fire power of the party, slaying the animals they hunt and using their powers to gather fruit from high in the trees, make cooking fires, etc.

Truffle-Sniffing Snufflehound

+7 Initiative Perception +10

HP 70 Bloodied 35

AC 20 FORT 18 REFLEX 16 WILL 16

Resist 20 Fire

Speed 5 LEAP 7

Attack: CLAW (at-will) +11 vs. AC; 2d6 +4 dmg

SPELL: Range 10 ; +9 vs Reflex, 1d10 +1d6

Secondary attack: +9 vs. Fort // Target takes ongoing 5 poison damage

STR 18(+7) Dex 15(+5) WIS 15(+5)

CON 14(+5) INT 10(+3) CHA 11(+3)

The snufflehound has the ability to track nearly anything it's smelled once, and across very long distances. They sort of resemble giant anteaters but with snubbier noses and a maw full of razor sharp teeth like that of an opossum.

First Part of Battle: 4-6 minions, one soldier, 2 artillery
Second Part of Battle: Rest of Minions, Snufflehound