

# CALOPUS

CALOPUS ARE HORNED BEASTS WITH LUPINE BODIES and spiny porcupine-like fur. Because of their copious spines and their large horns, these creatures are often caught in the undergrowth of the forests that they generally inhabit. Unwary travelers are usually able to run away before a calopus can kill or maim them. This beast's most common defense is to hurl its spines and run away once the poison takes effect.

Calopus		Level 1 Skirmisher
Medium natural beast		XP 100
Initiative +5	Senses Perception +2; low-light vision	
HP 30; Bloodied 15		
AC 15; Fortitude 14, Reflex 16, Will 12		
Speed 6		
⚡ Horn (standard; at-will)		
+5 vs. AC; 1d4+3 damage.		
🗡 Quill (standard; at-will)		
Ranged 10/20; +6 vs. AC; 1d6+3 poison damage.		
Secondary Attack: +5 vs. Fort; see <i>Poisoned Spike</i> .		
⚡ Quill Blast (standard; recharge ⚡⚡⚡) ~ Poison		
Close blast 3; +6 vs. AC; 1d8 +3 poison damage.		
Secondary Attack: +5 vs. Fort; see <i>Poisoned Spike</i> .		
Poisoned Spike ~ Poison		
A creature hit by a <i>Quill</i> coated with Calopus poison takes ongoing 5 poison damage and is immobilized (save ends both).		
Alignment Unaligned		Languages --
Str 13 (+1)	Dex 16 (+3)	Wis 11 (+0)
Con 11 (+0)	Int 1 (-5)	Cha 10 (+0)

## CALOPUS TACTICS

This creature avoids melee, preferring to throw spikes from a distance or to catch multiple foes in its *quill blast*.

