

# TICK

**Source:** 1e *Monster Manual*.

Ticks are generally considered to be loathsome and disgusting parasites, but merely pests. Giant ticks are far worse, and when they visit an area in numbers, they can be a terrible plague, slaying humanoids, cattle and pets alike. Giant ticks typically have surprisingly tough exoskeletons, but when it feeds, a giant tick's abdomen swells up and bloats.

## Giant Tick

Small natural beast

## Level 7 Soldier

XP 300

**HP** 84; **Bloodied** 42

**Initiative** +5

**AC** 23; **Fortitude** 21; **Reflex** 16; **Will** 18

**Perception** +5

**Speed** 5

### STANDARD ACTIONS

**(mbasic) Bite \* At Will**

*Requirement:* The tick may not have a creature grabbed.

*Attack:* Melee 1 (one creature); +12 vs. AC.

*Hit:* 2d6+8 damage, and the tick grabs the target (escape DC 19).

### MINOR ACTIONS

**(melee) Drain Blood \* At Will** 1/round

*Attack:* Melee 1 (one creature grabbed by the tick); +12 vs. Fortitude.

*Hit:* 1d8+3 damage, and the as long as the target remains grabbed by the tick, it takes ongoing 5 damage. Additionally, the target is weakened (save ends).

*Miss:* Half damage, and as long as the target remains grabbed by the tick, it takes ongoing 5 damage.

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**Str** 15    **Dex** 10    **Wis** 14

**Con** 20    **Int** 1    **Cha** 7

**Alignment** unaligned

**Languages** -

## Bloated Wood Tick

Medium natural beast

## Level 11 Soldier

XP 600

**HP** 116; **Bloodied** 58

**Initiative** +7

**AC** 27; **Fortitude** 25; **Reflex** 19; **Will** 22

**Perception** +8

**Speed** 5

### STANDARD ACTIONS

**(mbasic) Bite \* At Will**

*Requirement:* The tick may not have a creature grabbed.

*Attack:* Melee 1 (one creature); +16 vs. AC.

*Hit:* 3d6+9 damage, and the tick grabs the target (escape DC 23).

### MINOR ACTIONS

**(melee) Drain Blood \* At Will** 1/round

*Attack:* Melee 1 (one creature grabbed by the tick); +16 vs. Fortitude.

*Hit:* 1d8+7 damage, and the as long as the target remains grabbed by the tick, it takes ongoing 5 damage. Additionally, the target is weakened (save ends).

*Miss:* Half damage, and as long as the target remains grabbed by the tick, it takes ongoing 5 damage.

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**Str** 22    **Dex** 10    **Wis** 17

**Con** 20    **Int** 1    **Cha** 7

**Alignment** unaligned

**Languages** -

## Giant Forest Tick

Medium natural beast

## Level 13 Minion Soldier

XP 200

**HP** 1; a missed attack never damages a minion  
**AC** 29; **Fortitude** 27; **Reflex** 23; **Will** 25  
**Speed** 5, climb 5 (spider climb)

**Initiative** +8  
**Perception** +9

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Requirement:* The tick may not have a creature grabbed.

*Attack:* Melee 1 (one creature); +18 vs. AC.

*Hit:* 10 damage, and the tick grabs the target (escape DC 25).

### (melee) Drain Blood \* At Will

*Attack:* Melee 1 (one creature grabbed by the tick); +18 vs. Fortitude.

*Hit:* 13 damage, and as long as the target is grabbed by the tick, it is weakened.

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**Str** 22    **Dex** 10    **Wis** 17

**Con** 20    **Int** 1    **Cha** 7

**Alignment** unaligned

**Languages** -