

WEASEL

Source: 3.5 *Monster Manual*.

Dire weasels are aggressive, almost manic creatures with boundless energy. They grow up to 10' long and can be as much as 700 lbs in weight, yet are sleek and slender. They prefer to stalk their prey in the dark and then leap to the attack.

Dire Weasel

Medium natural beast

Level 1 Soldier

XP 100

HP 26; **Bloodied** 13

AC 17; **Fortitude** 13; **Reflex** 15; **Will** 12

Speed 7

Initiative +6

Perception +6

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Requirement: The dire weasel may not have a target grabbed.

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d6+5 damage and the dire weasel grabs the target (escape DC 12).

(melee) Drain Blood * At Will

Attack: Melee 1 (one creature grabbed by the dire weasel); +4 vs. Fortitude.

Hit: 1d10+5 damage.

Frenzied Attack * Encounter

Requirement: The dire weasel must be bloodied.

Effect: The dire weasel releases any creatures that it has grabbed, then makes the following attack.

Attack: Melee 1 (one, two or three creatures); +4 vs. AC.

Hit: 1d6+3 damage. For each creature hit by this attack, the dire weasel gains 3 temporary hit points.

Str 14 **Dex** 19 **Wis** 12

Con 10 **Int** 2 **Cha** 11

Alignment unaligned

Languages -