

THE LAST GUARDIAN



Trico is a chimera-like creature with canine, feline, and avian-like traits. Once under control of an evil entity, he was freed and revitalized by aide of a small boy. Now he roams the world for both their safety and the child's.

TRICO

Huge monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	18 (+4)	12 (+1)	10 (+0)	11 (+0)

Saving Throws Str +11, Dex +9

Skills Athletics +11, Acrobatics +9, Perception +6, Survival +6

Damage Resistances nonmagical bludgeoning, piercing, and slashing

Senses darkvision 60 ft., passive Perception 16

Languages understands Common, but can't speak

Challenge 7 (2,900 XP)

Bioluminescence. Trico's horn casts a dull glow, shedding dim light in a 30-foot radius.

Actions

Multiattack. Trico makes three attacks with his claws.

Claws. *Melee Weapon Attack* +11 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage and the target is shoved a distance equal to the damage dealt, rounded up.

Wing Attack. Trico beats his wings. Each creature within 10 feet of Trico must succeed on a DC Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Trico can then fly up to half his flying speed.





PLAYING TRICO

Trico is less of a monster and more of a companion, accompanying those he trusts. Though, it's easy to gain this by simply feeding him and tending to his wounds.

Trico has a personality similar to a canine, the reflexes of a cat, and the ability to fly like a bird. His eyes change color depending on his mood. Pink for aggressive, yellow for intrigue/alertness. Otherwise, they're usually black.

He is receptive to extreme fear by eye-shaped symbols or talismans, though will disregard that fear during extreme situations (like if those he cares about are in danger), otherwise, he is unable to move.

He disregards his surroundings almost entirely if he can smell food or special incense used by his former Master to pacify them. If this happens, he ignores all outside stimulation, including commands, until the scent is gone.

Trico enters a sort of rage-like trance during combat, allowing him to ignore pain and his surroundings. This continues after combat, which in-turn he stamps the ground and bats enemy corpses around with his arms. To relieve him, Trico must be calmed by those he trusts. Usually by petting him.

There are special crystals that resonate with his biology, making him susceptible to mind-control and aggressive behavior, though he can fight this effect.

SPECIAL ITEM

RUNIC MIRROR

Armor (shield), rare

This shield is more so a symbol-covered glass mirror. It does little for defence despite the unique and unnatural craftsmanship. This shield grants a -1 bonus to AC and has the following property.

Focusing Mirror. As an action, you can take a moment to focus light hitting the mirror into a beam of glowing light. If Trico is within 200 feet of you when you perform this action, lightning shoots from the tip of his tail as if Trico had cast *lightning bolt* at wherever the focused light hit a surface. Trico can withstand doing this 3 times a day.

Improved Focus. If Trico trusts and befriended you, his lightning becomes stronger. If you focus the mirror at a target, he fires a barrage of lightning as if he had cast *lightning bolt* at 6th level. Trico can withstand using this ability twice a day.