

MONSTER HUNTER GUIDE SAMPLE (PG 1/1)

SUMMARY: This is an original sample entry of a mythical creature during the Kamakura Period in Japan. Samurai warriors with magical abilities can see these creatures and must defeat them from attacking townsfolk.

SMIGS

Cleave the heart in two with a combination of magic and katana attacks.

At first, smigs are slow and easy to evade. However, the creature will splinter itself in two when injured. The creature gains speed and strength with every regeneration. Limited by their peripheral vision, they are susceptible to straight-on attacks combined with magic.

Smigs are manipulative predators that utilize surprise attacks to become injured. They are often seen as prey but can quickly become predators when their timing is right. Their thin skin allows them to tear their bodies in two and grow new heads rapidly. However, this epidermis also leaves their heart vulnerable to attack.