

Beast Master

You come across the feared Beast Master, a renowned expert with creatures. The SGPH Foundation scientists had provided you with an experimental log which may help you in figuring out the Beast Master. As usual, some parts have been redacted.



SGPH



Solve. Gather. Protect. Hold

**Beast Master
Creature Breeding Project**

Experimental Log

Introduction

We have managed to capture some creatures that were previously trained and bred by the Beast Master. The Beast Master reportedly obtained these creatures from another dimension, in a land known by its inhabitants as Kalos. From our preliminary observations, these creatures seem to have interesting fighting and breeding properties/capabilities. This experimental log will describe these creatures and document the breeding experiments that will be carried out in an attempt to replicate the Beast Master's success. We will also hypothesize about the results of these experiments. The experimental results will be published in a separate report.

Experiment 1

Item #: SGPH-████

Codename: █████

Description: █████ is a pink, roughly spherical creature with large, blue eyes and triangle-shaped ears. It poses a threat with its captivating lullaby that can cause immediate drowsiness.

Experimental methodology: Breeding to be induced with 1 male and 1 female █████ until 100 eggs are obtained. We hypothesize that █████ of the creatures that hatch from these eggs will be male.

Experiment 2

Item #: SGPH-████

Codename: █████

Description: █████ is a grey/purple flying creature with two horn-like protrusions at the back of its head. It is said to have been recently brought back from extinction using new technology in its native land.

The two █████ in containment seem imposing and would scare other creatures into being unable to eat their food.

Experimental methodology: Breeding to be induced with 1 male and 1 female █████ until 160 eggs are obtained. We hypothesize that ███ of the hatchlings will be female █████ that do not scare other creatures into being unable to eat their food.

Experiment 3

Item #: SGPH-████

Codename: █████

Description: █████ is a yellow-and-black creature that seems to have one head at each end of its body. Both heads seem sentient, although the black head seems to be limited in its cognitive ability.

The █████ that had a lower yellow-to-black ratio liked sipping on plant sap; the other one seems to sleep less than most other creatures.

Experimental methodology: Breeding to be induced with 1 male and 1 female █████ until 25 eggs are obtained. We hypothesize that ███ of the hatchlings will sleep less than other creatures.

Experiment 4

Item #: SGPH-████

Codename: █████

Description: █████ is a pink coralline creature.

The two █████ in containment seem to have the ability to regenerate damaged portions of their bodies upon returning to their spherical cages.

Experimental methodology: First round of breeding to be induced with 1 male and 1 female █████ until 1 male and 1 female are hatched. Second round of breeding will then be induced with the 1 male and 1 female hatched from the first round of breeding, until 50 eggs are obtained. We hypothesize that ███ of the second-round hatchlings will have the ability to regenerate damaged portions of their bodies upon returning to their spherical cages.

Experiment 5

Item #: SGPH-████

Codename: █████

Description: █████ is a large simian creature with blue fingers and toes, and a flame on its head.

Experimental methodology: Results from preliminary experiments show that █████ can produce on average █████ eggs a day, though they could in theory produce any number. This rate is constant and independent of any egg production, which also occur independently. Breeding to be induced with 1 male and 1 female for exactly 1 hour. We hypothesize that the probability that exactly 1 egg is produced is about 35.43%.

Experiment 6

Item #: SGPH-████

Codename: █████

Description: █████ is a small, brown, quadrupedal mammalian creature with two big, white front teeth and a small, round tail.

The two █████ in containment seem to experience constant mood swings.

Experimental methodology: Breeding to be induced with 1 male and 1 female █████, 1 egg at a time. Each egg is to be hatched before breeding is induced to produce another egg. This process is to be repeated until █████ █████ that do not have constant mood swings are obtained. We hypothesize that the probability that exactly 1 █████ that has mood swings is hatched before the experiment ends is exactly 3.072%.

Experiment 7

Item #: SGPH-████

Codename: █████

Description: █████ is a flying squirrel-like creature.

The two █████ in containment would become especially fast when hit by lightning released by other creatures.

Experimental methodology: Breeding to be induced with 1 male and 1 female █████ until █████ eggs are obtained. We hypothesize that the chance of exactly 1 of the hatchlings also speeding up when hit by lightning is exactly 15.36%.

Experiment 8

Item #: SGPH-████

Codename: █████

Description: █████ is a fire-breathing anteater-like creature.

The two █████ in containment seem especially gluttonous.

Experimental methodology: Breeding to be induced with 1 male and 1 female █████ until 4 eggs are obtained. We hypothesize that the chance of exactly █ of the 4 hatchlings also being gluttonous is exactly 2.56%.

Experiment 9

Item #: SGPH-████

Codename: █████

Description: █████ are apparently the favorite food of the creatures in Experiment 8.

The two █████ in containment are extremely lethargic and would refuse to move half the time.

Experimental methodology: Breeding to be induced with 1 male and 1 female █████ until 14 eggs are obtained. We hypothesize that the chance that at least █ of the hatchlings would be lazy is about 98.25%.

Experiment 10

Item #: SGPH-████

Codename: █████

Description: █████ is a white, well-groomed canine creature, apparently beloved by the human inhabitants of its native land of Kalos.

Experimental methodology: Of the █████ in containment, 3 are female and the other 2 are male. Researchers will pick 2 at random and try to induce breeding. Repeat this process for another 14 times. On average, █████ eggs will be obtained.