

ABOLETH

Weapon
Tentacle (d10+3 damage)
 Range/Damage Tags
Reach
 Special Qualities
Telepathy
 Treasure
d10 + 2d4

Deep below the surface of the world, in freshwater seas untouched by the sun, dwell the aboleth. Fish the size of whales, with strange growths of gelatinous feelers used to probe the lightless shores. They're served by slaves: blind albino victims of any race unfortunate enough to stumble on them, drained of thought and life by the powers of the aboleth's alien mind. In the depths they plot against each other, fishy cultists building and digging upward towards the surface until someday, they'll breach it. For now, they sleep and dream and guide their pallid minions to do their bidding. *Instinct:* To command

- Invade a mind
- Turn minions on them
- Put a plan in motion
- (Make adjacent creatures breathe water, not air)

Aberrations & Magical Beasts compatible with the Dungeon World RPG

01

CHECKLIST

01. Aboleth	19. Eye of the Deep	37. Owlbear
02. Ankheg	20. Froghemoth	38. Pegasus
03. Basilisk	21. Gibbering Mouther	39. Phase Tiger
04. Behir	22. Giallon	40. Phoenix
05. Blink Dog	23. Gorgon	41. Purple Worm
06. Bulette	24. Griffin	42. Remorhaz
07. Catoblepas	25. Gug	43. Roper
08. Cave Fisher	26. Hippogriff	44. Rust Monster
09. Chimera	27. Hydra	45. Sea Serpent
10. Choker	28. Intellect Devourer	46. Shocker Lizard
11. Chuul	29. Kraken	47. Slime Crawler
12. Cloaker	30. Manticore	48. Sphinx (Gyno)
13. Cockatrice	31. Mimic	49. Stinger
14. Darkmantle	32. Naga, Dark	50. Tarrasque
15. Dragon Horse	33. Naga, Guardian	51. Thunderbird
16. Dragonne	34. Naga, Spirit	52. Unicorn
17. Drider	35. Neothelid	53. Will-o'-Wisp
18. Ettercap	36. Otyugh	54. Wolf, Winter

Note: Moves & tags in parentheses were added to creatures from the core Dungeon World book.

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Aberrations & Magical Beasts compatible with the Dungeon World RPG

00

BASILISK

Weapon
Bite (d10 damage)
 Range/Damage Tags
Close
 Special Qualities
 Treasure
b(2d8)

"Few have seen a basilisk and lived to tell the tale. Get it? Seen a basilisk? Little bit of basilisk humor there. Sorry, I know you're looking for something helpful, sirs. Serious stuff, I understand. The basilisk, even without its ability to turn your flesh to stone with a gaze, is a dangerous creature. Bulbous, frog-like eyes and six muscled legs built for leaping. A bit like an alligator, with snapping jaws and sawing teeth. Covered in stony scales and very hard to kill. Best avoided, if possible."

- Instinct:* To create new statuary
- Turn flesh to stone with a gaze
 - Retreat into a maze of stone

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03

ANKHEG

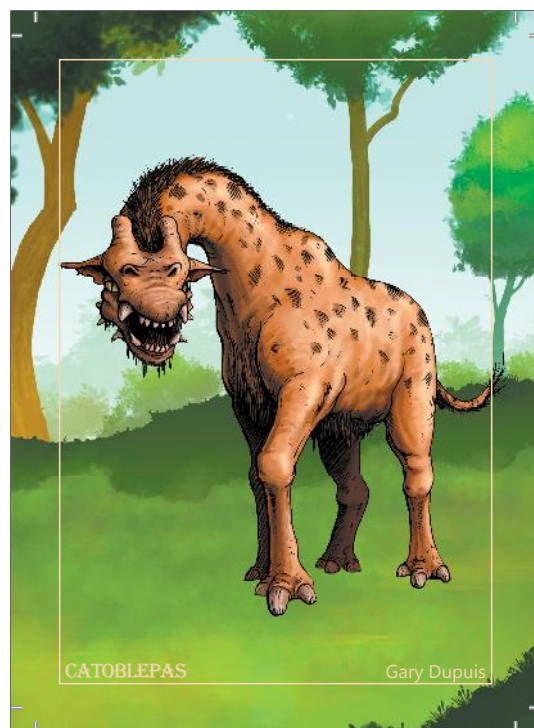
Weapon
Bite (d8+1 damage)
 Range/Damage Tags
Close, Reach
 Special Qualities
Burrowing
 Treasure
d8

A hide like plate armor and great crushing mandibles are an ankheg's reliable features. A stomach full of acid that can burn a hole through a stone wall makes them all the worse. They'd be bad enough if they were proper insect-sized, but these things have the gall to be as long as any given horse. It's just not natural! Good thing they tend to stick to one place? Easy for you to say—you don't have an ankheg living under your corn field. *Instinct:* To undermine

- Undermine the ground
- Burst from the earth
- Spray forth acid, eating away at metal and flesh

Aberrations & Magical Beasts compatible with the Dungeon World RPG

02



BLINK DOG

Group, Small, Magical, Organized
Tags
HP 6 Armor 4

Weapon

Bite (d8 damage)

Range/Damage Tags

Close

Special Qualities

Illusion

Treasure

d8, +1 strange or magical item

Now you see it, now you don't. Hounds once owned by a sorcerer lord and imbued with a kind of illusory cloak, they escaped into the woods around his lair and began to breed with wolves and wild dogs of the forest. You can spot them, if you're lucky, by the glittering silver of their coats and their strange, ululating howls. They have a remarkable talent for being not quite where they appear to be and use it to take down prey much stronger than themselves. If you find yourself facing a pack of blink dogs you might as well close your eyes and fight. You'll have an easier time when not betrayed by your natural sight. By such sorceries are the natural places of the world polluted with unnatural things.

Instinct: To hunt

- Give the appearance of being somewhere they're not
- Summon the pack
- Move with amazing speed

Aberrations & Magical Beasts compatible with the Dungeon World RPG

05

BEHIR

Solitary, Huge, Magical, Devious
Tags
HP 20 Armor 2

Weapon

Jaws (d8+5 damage)

Range/Damage Tags

Reach, Near

Special Qualities

Treasure

d8, +1 strange or magical item

The behir is a forty foot long abomination you just don't want to bump into. Set at the top of a long snake-like neck, its head feels like the unnatural offspring of a crocodile and a goat. Its body is covered with bluish scales. It has twelve short and sturdy legs on which it runs quickly, swaying like a myriapod. Its powerful tail balances menacingly when it stares at its next dinner. The behir breathes a lightning ray that paralyzes its prey just before it swallows it whole like serpents do. *Instinct:* To devour

- Breathe a paralyzing lightning
- Deflect a magical effect
- Move deceptively
- Swallow whole

Custom Move: When it swallows you whole, ROLL+DEX. On a 10+, you get out of its mouth in time. On a 7-9, Choose 1:

- You don't lose something valuable.
- You are unhurt.

On a 6-, Defy Danger +CON until you are free. If you fail, take your Last Breath.

Aberrations & Magical Beasts compatible with the Dungeon World RPG

04

CATOBLEPAS

Group, Devious, Terrifying
Tags
HP 10 Armor 1

Weapon

Tail (d6+5 damage)

Range/Damage Tags

Close, Reach, Forceful

Special Qualities

Stench breath, Bloodshed raging eyes

Treasure

d6

I told you not to chase boars in deep swamps. But you didn't listen! Now we had to face this horrendous creature. Half boar—my gods, its bloodshed eyes! Half giraffe—such a long neck, half hippopotamus and half tapir—its club-like tail that nearly knocked me off! Of course I know that's too many halves! But how would you describe that... that thing? I know you won't because you came too close and crossed its befouled breath. And now you're dead, my dear! *Instinct:* To protect its territory

- Kill with foul breath
- Surprise from the mud
- Smack a rear foe with tail club
- Scare with a stare

Custom Move: When you inhale catoblepas bad breath, ROLL+CON. On a 10+, it just stinks! On a 7-9, it's foul and you choose one:

- You don't pass out.
- You're not blind.

Each will last until you receive proper care. On a 6-, you take your Last Breath.

Aberrations & Magical Beasts compatible with the Dungeon World RPG

07

BULETTE

Solitary, Huge, Construct
Tags
HP 30 Armor 3

Weapon

Bite (d10+5 damage, 3 piercing)

Range/Damage Tags

Close, Forceful

Special Qualities

Burrowing

Treasure

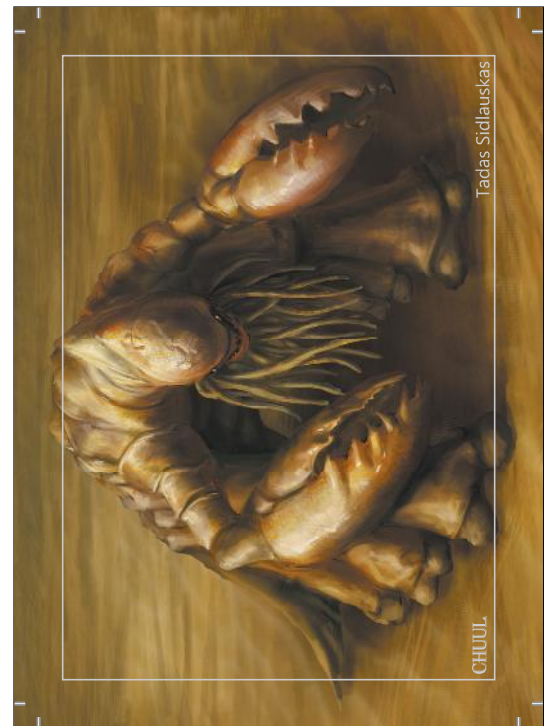
d10

A seasoned caravan guard learns to listen for the calls of a scout or sentry with a keen ear. A few extra seconds after the alarm is raised can mean life or death. Different cries mean different responses, too—a call of "orcs!" means draw your sword and steady for blood but a call of "bandits!" says you might be able to bargain. One alarm from the scouts that always, always means it's time to pack up, whip your horse and run for the hills? "LAND SHARK!" *Instinct:* To devour

- Drag prey into rough tunnels
- Burst from the earth
- Swallow whole

Aberrations & Magical Beasts compatible with the Dungeon World RPG

06



CHIMERA

Weapon **Blitz (d10+1 damage)**
 Range/Damage Tags **Reach**
 Special Qualities

Treasure
 d10

Well-known and categorized, the chimera is a perfected creature. From the codices of the Mage's Guild to the famous pages of Cullaina's Creature Compendium, there's no confusion about what chimera means. Two parts lioness, one part serpent, head of a she-goat, and all the vicious magic one can muster. The actual ritual might vary, as might a detail or two—more creative sorcerers switch the flame breath for acid, perhaps. Used as a guardian, an assassin or merely an instrument of chaos unchained, it matters little. The chimera is the worst sort of abomination: an intentional affront to all natural life. *Instinct:* To do as commanded

- Belch forth flame
- Run them over
- Poison them

CAVE FISHER

Weapon **Razor sharp pincers (d6 damage, 2 piercing)**
 Range/Damage Tags **Close, Near, Messy**
 Special Qualities **Walk on walls**
 Treasure
 d6

Many have told stories of how the Caves of Chaos breed abominations. The cave fisher has proven them awfully true. You find this pest in deep, dark, filthy underground dungeons. Unsuspecting, you rarely notice the sticky filament attaching to you. Your first awareness is often the pull as it starts to wheel you in. When you glance at it, it just looks like the mad crossing of a lobster with a spider. It has a chitinous armor, eight pairs of legs and two slender pincers. But there is this long snout that fires the strong adhesive filament. Then its pincers dismember a careless adventurer. *Instinct:* To slice up prey

- Fire adhesive filaments
- Reel in a tagged foe
- Slink away in a natural environment
- Hang from a filament

CHUUL

Weapon **Claws (d8+1 damage, 3 piercing)**
 Range/Damage Tags **Close, Reach, Messy**
 Special Qualities **Amphibious**
 Treasure
 d8

Your worst seafood nightmare come to life. A vicious sort of half-man half-crawdad, cursed with primal intelligence and blessed with a pair of razor-sharp claws. Strange things lurk in the stinking pools in caverns best forgotten and the chuul is one of them. If you spot one, your best hope is a heavy mace to crack its shell and maybe a little garlic butter. Mmmm. *Instinct:* To split

- Split something in two with mighty claws
- Retreat into water

CHOKER

Weapon **Choke (d10 damage)**
 Range/Damage Tags **Close, Reach**
 Special Qualities **Flexible**
 Treasure
 d10

Some say these things descended from the family of a cruel wizard who forced them to live out their lives underground. They say his experiments led him to fear the sun and ages passed while he descended into unlife, dragging his folk along with him. These things resemble men, in a way. Head, four limbs and all that. Only their skin is wet and rubbery and their arms long and fingers grasping. They hate all life that bears the stink of the sun's touch, as one might expect. Jealousy, long-instilled, is hard to shake. *Instinct:* To deny light

- Hold someone, wringing the breath from them.
- Fling a held creature
- (Hide in an unnatural position)



COCKATRICE

		Tags
Weapon	Group, Small, Hoarder	
Beak (d8 damage)	HP	Armor
Range/Damage Tags	6	1
Close		
Special Qualities		
Stone touch		
Treasure		
b[2d8]		

"I ain't ever seen such a thing, sir. Rodrick thought it a chicken, maybe. Poor Rodrick. I figured it to be a lizard of a sort, though he was right—it had a beak and gray feathers like a chicken. Right, well, see, we found it in the woods, in a nest at the foot of a tree while we were out with the sow. Looking for mushrooms, sir. I told Rodrick we were—yes, sir, right sir, the bird—see, it was glaring at Rodrick and he tried to scare it off with a stick to steal the eggs but the thing pecked his hand. Quick it was, too. I tried to get him away but he just got slower and slower and...yes, as you see him now, sir. All frozen up like when we left the dog out overnight in winter two years back. Poor, stupid Rodrick. Weren't no bird nor lizard, were it, sir?" *Instinct:* To defend the nest

- Start a slow transformation to stone
- (Warn with a dreadful cock-a-doodle-doo!)

CLOAKER

		Tags
Weapon	Solitary, Stealthy	
Constrict (d10 damage, ignores armor)	HP	Armor
Range/Damage Tags	12	1
Close		
Special Qualities		
Looks like a cloak		
Treasure		
d10		

Don't put on that cloak, Gareth. Don't. You don't know where it's been. I tell you, it's no good. See! It moved! I'm not mad, Gareth, it moved! Don't do it! No! GARETH! *Instinct:* To engulf

- Engulf the unsuspecting
- (Cause fear with a moan)

Custom Move: (When a cloaker moans, all who hear it ROLL+CON. On a 10+, nothing happens to you. On a 7-9, you take run in fear and you choose one:

- Take -1 ongoing until you rest.
- Hold in place unable to move for one minute

On a 6-, you take both options.)

DRAGON HORSE

		Tags
Weapon	Solitary, Large, Magical, Intelligent, Cautious, Planar	
Energy bursting hooves (w/2d10)+1 damage)	HP	Armor
Range/Damage Tags	16	2
Close, Reach, Forceful		
Special Qualities		
Fly without wings		
Treasure		
d10+1d4, +1 strange or magical item, +1 thing not of this earth		

Once in a while you can hear the tale of the dragon horse, the mighty mount of a great hero. Bright eyes and blinding hooves, great mane and powerful legs. You recognize them at first sight. Or more likely with your heart that shines with joy if you're good or wither with fear if you're evil. The Bayerd Horse is one of the most famous. It helped the four Emong brothers to flee from their evil uncle, the Karl Magnus. With each gallop it jumped miles away, leaving a crater of burnt soil with broken and melted stone behind. *Instinct:* To protect good from evil

- Travel across planes
- Discern good from evil
- Fog breath
- Recklessly attack evil
- Choose a good hero as a rider

DARKMANTLE

		Tags
Weapon	Group, Stealthy, Amorphous	
Toothy underlayer (d6+2 damage)	HP	Armor
Range/Damage Tags	9	4
Close		
Special Qualities		
Stone-like shell		
Treasure		
d6, +1 ration		

Experienced adventurers know that any place full of stalactites may be a lair of darkmantles. These strange creatures hang from the ceiling, wrapped in their mantle disguised as a stalactite. Only their dark red eyes may betray them. They can indefinitely wait to fall on their prey but sometimes they move very slowly to target it. On the ground they are exposed, clumsy and slow and their only goal is to climb back to the ceiling. Only the most experienced know their soft skin secrete a strong acid. *Instinct:* To surprise

- Fall on a prey
- Hide as a stalactite
- Dissolve using strong acid



DRIDER

Group, Stealthy, Magical, Devious, Organized, Intelligent, Construct
 Weapon
 Offensive spells (1/2d6)+1 damage
 Range/Damage Tags
 Close, Reach, Near, Far
 Special Qualities
 Immune to charms/illusions, Move like a spider
 Treasure
 d6, +1 strange or magical item

There was a time when heroes brought war to the underground kingdoms of evil. Among these Drow were the most hated and relentlessly hunted down. So they created a cavalry of another kind out of spite and fueled it with hatred. Thus were born the first driders. A spider centaur cavalry adapted to underground warfare. In time, they were hunted with magic. So they asked their creators to teach them magic. They grew even more powerful but so distorted the Drow repudiated them. Now they endorse their spidery habits, weaving their webs of illusion. *Instinct:* To deceive and eat

- Attack from a unusual/difficult to reach position
- Weave complex illusions
- Attack with poisoned weapons
- Call for giant spiders

DRAGONNE

Group, Large, Organized, Intelligent
 Weapon
 Claws and jaws (d8+1 damage)
 Range/Damage Tags
 Close, Reach
 Special Qualities
 Clumsy flight
 Treasure
 d8

Put aside the mysteries around their origin, their semi-intelligence, and their instinct to serve the strong and tyrannical. All you really need to know about these aberrations is that they are strongly attached to their territory and to their pack. Don't put one or the other in danger if you don't want the beast to come at you. It usually takes the form of a deafening and threatening roar that scares the soul out of the bravest. Their jaws and claws are not less dangerous but far less publicized. *Instinct:* To defend its territory

- Terrify with a roar
- Warn away a foe
- Survey battle from above
- Focus on the strongest foe

Custom Move: When the dragonne roars at you, ROLL+WIS.

On a 10+, pussy cat! On a 7-9, you're shaken and you choose 2:

- You take -1 ongoing for the fight.
 - You can only take non offensive actions.
 - You're shocked until someone shakes you out of it.
- On a 6-, you call for retreat and flee.

EYE OF THE DEEP

Group, Stealthy, Magical, Organized, Intelligent, Amorphous
 Weapon
 Pincers (1/2d8) damage, 3 piercing
 Range/Damage Tags
 Close, Messy
 Special Qualities
 All around vision, Sees in complete dark, Resist high pressures
 Treasure
 d8

In the deepest seas lie many secrets, they say. The Eyes of the Deep are a good reason they will stay so. These aberrations have a rather spheric shape, a big central eye, and a pair of eyestalks on top. They have two lobster-like pincers and they use subtle illusions and paralysis powers. They would rather stalkingly chase a group, paralyzing its end member one after the other then confront the weakened group.

Ultimately, they will blind foes with a powerful flare of light. *Instinct:* To subjugate

- Silently prowl behind
- Create powerful illusions
- Paralyze the unsuspecting
- Blind enemies with a powerful flare

ETTERCAP

Group, Stealthy, Devious
 Weapon
 Bite (1/2d6) damage
 Range/Damage Tags
 Close
 Special Qualities
 Adhesive silk, 360-degree vision
 Treasure
 d6

Whichever forgotten god created the Ettercap was a sick joker. It is humanoid but perverted into a hunchback with a horrid spider abdomen jutting out of its back. It weaves webs and complex traps in the darkest places of deep woods to trap lost game and travelers. They are cunning and they like to surprise prey into continually more complex traps using whatever their environment offers. Like their supposed spider ancestry, they abhor direct fighting. Thus they create fatal traps and paralyzing webs in which they can bite a harmless creature with their deadly poison. *Instinct:* To trap

- Activate complex traps
- Bite with deadly poison
- Flee when outmatched
- Lure into a trap



GIBBERING MOUTHER

Weapon Solitary, Large, Magic, Divine, Devious, Terrify, Amorphous
Countless jaws (d10+2 damage, 3 piercing)
Range/Damage Tags HP 21 Armor 5
Close, Reach, Messy
Special Qualities 360-degree vision
Treasure d10 + 1 strange or magical item + sign of its deity

The tale says that one night, the goddess of insanity and the god of hunger went on a spree. They celebrated so much the goddess got pregnant. For centuries her insane needs were surpassed by the hunger of that which formed in her belly. When she finally gave birth to it, she tore it apart in a liberating frenzy that lasted ages. All along, the offspring pleaded its cause, its speech getting always less intelligible. Parts fell on the world and thus were born gibbering mouthers. Their insane gibbers are more dangerous than their countless jaws. *Instinct:* To eat and drive insane

- Drive insane with its endless gibbering
- Ooze out to surround
- Melt ground under it into quicksand
- Spit acid in the face

FROGHEMOTH

Weapon Solitary, Huge, Stealthy
Tentacles (1/2d12+3 damage)
Range/Damage Tags HP 24 Armor 3
Reach, Forceful, Messy
Special Qualities Electrical immunity, Resist fire
Treasure d12+1d4

When titans walked the earth and ate dinosaurs, a froghemoth was already the nastiest encounter possible in a swamp. Today, climate has changed and most swamps aren't large enough to sustain such gigantic monstrosities. Since dinosaurs aren't that widespread nowadays, froghemoths have to turn on smaller beasts and lost groups. They take them by surprise, wreck chaos and havoc and then feed on the dead bodies. Every now and then a young adult has to go out and see the world to find a suitable swamp. Outside their favorite environment they are disoriented and fearful, but no easy prey. *Instinct:* To feed

- Erupt from hiding in swamp muck
- Shake the whole area with a roar
- Grab a foe with a tentacle or tongue
- Swallow whole a grabbed foe

GORGON

Weapon Group, Large, Magical, Organized, Construct
Horns (d10+5 damage)
Range/Damage Tags HP 14 Armor 3
Close, Reach, Forceful, Messy
Special Qualities Sees in the dark
Treasure d10, +1 strange or magical item

There is always need for a good magical beast to besiege castles. So said Muham the Great, First Archmage of the Great Tolmid sultanate. He created the first gorgons out of scrawny cattle that his experiments had turned crazy. Then he unleashed them against the rebel town of Ishtirla. They leveled the great outdoor wall and turned most of the population into stone or bloody carcasses. His work done, he left the gorgons there, thinking they would naturally dwindle. He was wrong. However, what drove them to dark caves and dungeons is unknown. *Instinct:* To defend its territory

- Breath petrifying gas
- Charge & Trample

Custom Move: When you inhale petrifying gas, ROLL+CON. On a 10+, it's disgusting! On a 7-9, choose 1:

- You don't take -1 ongoing until you rest.
- Your movements are not slowed down.
- A part of your body is petrified.

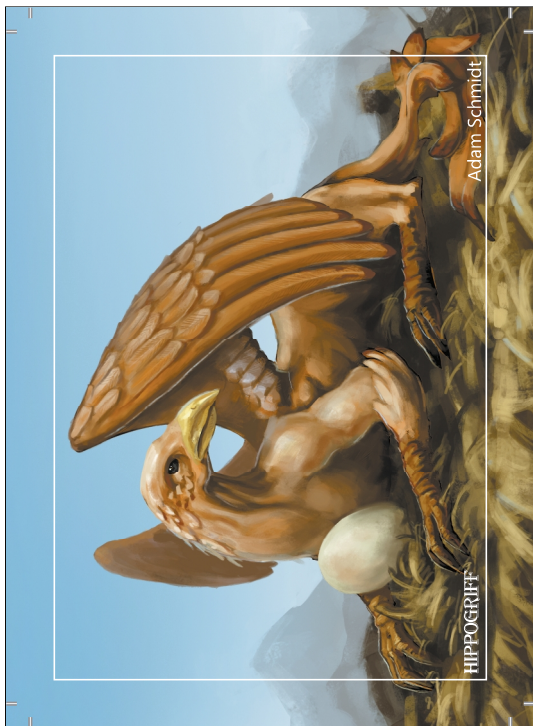
On a 6-, you're transformed into a living immobile statue.

GIRALLON

Weapon Solitary, Huge
Rending hands (d10+5 damage)
Range/Damage Tags HP 20 Armor 1
Reach, Forceful
Special Qualities Many Arms
Treasure d10

The pounding of the jungle drums calls to it. The slab of meat on the sacrificial stone to lure in the great ape. Girallon, they call it—a name from the long-forgotten tongue of the kings who bred the beast. Taller than a building, some say. Cloaked in ivory fur with tusks as long as scimitars. Four arms? Six? The rumors are hard to verify. Every year it is the same: some explorer visits the jungle villages seeking the ape and returns, never quite the same, never with a trophy. The pounding of the drums goes on. *Instinct:* To Rule

- Answer the call of sacrifice
- Drive them from the jungle
- Throw someone



GUG

Weapon Solitary, Stealthy, Intelligent, Planar, Terrifying
Powerful jaw (1/2d10)+5 damage, 1 piercing
Range/Damage Tags HP Armor
Close, Forceful 16 1
Special Qualities
Immune to poison
Treasure
d10, +1 thing not of this earth

There is still debate about which plane gugs come from in the first place. But everyone agrees it sure isn't a very welcoming one. Similarly, there is no consensus whether they can reproduce on our plane or if they just have an astoundingly long lifespan. But when a gug jumps in the middle of a dungeoneering party, wrecking havoc and disappearing with the tastiest member, these questions seem the least of anyone's worries. Experience shows that rescuing their comrade leads the party into a deadly hunt and the prey isn't necessarily the fleeing gug. *Instinct:* To eat flesh, fresh and tasty

- Jump out of hiding
- Hide in unlikely corners
- Isolate and kidnap a tasty target
- Ambush a hunting party

GRIFFIN

Weapon Group, Large, Organized
Talons (d8+3 damage)
Range/Damage Tags HP Armor
Close, Reach, Forceful 10 1
Special Qualities
Wings
Treasure
d8

On first glance, one might mistake the griffin for another magical creature such as the manticores. It looks the part, doesn't it? These creatures have the regal haughtiness of a lion and the arrogant bearing of an eagle, but they temper those with the unshakeable loyalty of both. To earn the friendship of a griffin is to have an ally all your living days.

Truly a gift, that. If you're ever lucky enough to meet one, be respectful and deferential above all else. It may not seem so but they can perceive the subtlest slights and will answer them with a sharp beak and talons. *Instinct:* To serve allies

- Judge someone's worthiness
- Carry an ally aloft
- Strike from above

HYDRA

Weapon Solitary, Large
Bite (d10+3 damage)
Range/Damage Tags HP Armor
Close, Reach 16 2
Special Qualities
Many heads, Only killed by a blow to the heart
Treasure
d10 + 1d4

A bit like a dragon, wingless though it may be. Heads, nine in number at birth, spring from a muscled trunk and weave a sinuous pattern in the air. A hydra is to be feared—a scaled terror of the marsh. The older ones, though, they have more heads, for every failed attempt to murder it just makes it stronger. Cut off a head and two more grow in its place. Only a strike, true and strong, to the heart can end a hydra's life.

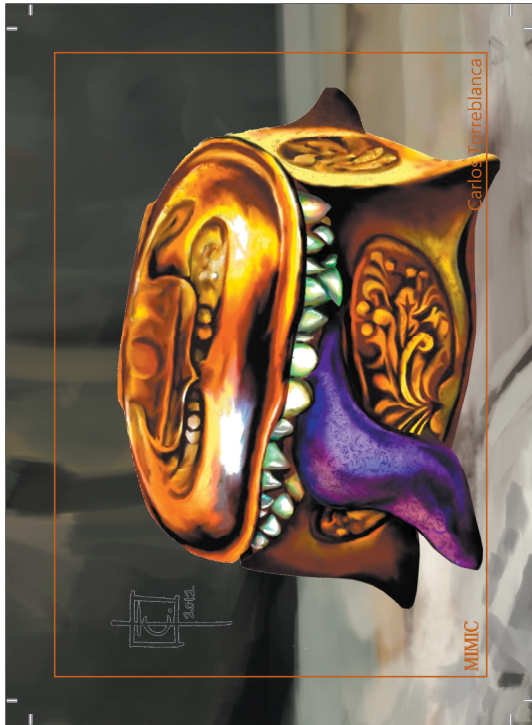
- Not time or tide or any other thing but this. *Instinct:* To grow
- Attack many enemies at once
 - Regenerate a body part (especially a head)
 - (Attack them from different directions (counts as a multiple attack))

HIPPOGRIFF

Weapon Horde, Large, Organized
Beak/claws (d6+4 damage, 1 Piercing)
Range/Damage Tags HP Armor
Close, Reach 7 1
Special Qualities
Powerful flight
Treasure
d6

Those were the years when warfare went airborne. Every nation created its winged cavalry with different magical beasts according to their alignment. Hippogriffs are a mixing of the robust forest horse and the royal eagle. They were the masterwork of the Magister Collegium of Frankstoften. They delivered a beast with good flying abilities while still easy to feed and train. Although not as powerful as griffins, wyverns or pegasi, they proved very efficient in combat because they naturally deployed group tactics. They became wild during the Darkening. Since then they haven't been able to reproduce in captivity. *Instinct:* To defend the herd

- Rally with a screech
- Parry with its wings
- Attack in a team
- Fly away when overmatched



KRAKEN

Weapon		Tags
Giant Tentacles (d10+5 damage)		Solitary, Huge
Range/Damage Tags	HP	Armor
Reach, Forceful	20	2
Special Qualities		
Aquatic		
Treasure		
d10 + 1d4		

"A cephalo-what? No, boy. Not 'a kraken' but 'the kraken.' I don't know what nonsense they taught you at that school you say you're from, but here, we know to respect the Hungerer. Right, that's what we call it, The Hungerer in the Deep to be more proper. Ain't no god, though we've got those, too. It's a squid! A mighty squid with tentacles thicker 'round than a barrel and eyes the size of the full moon. Smart, too, the Hungerer. Knows just when to strike—when you're all too drunk or too tired or run out of clean water, that's when he gets you. No, I ain't ever seen him. I'm alive, aren't I?" *Instinct:* To rule the ocean

- Drag a person or ship to a watery grave
- Wrap foes in tentacles
- (Cloud the sea in black ink)
- (Jet backward at amazing speed)
- (Control the weather)

INTELLECT DEVOURER

Weapon		Tags
Psionic burst (d8 damage, ignores armor)		Solitary, Magical, Stealthy, Devious, Intelligent, Amorphous
Range/Damage Tags	HP	Armor
Close	15	5
Special Qualities		
Only powerful magic weapons can harm it		
Treasure		
d8, +1 strange or magical item		

Brain on legs! People laughed the first time that cry was heard. But that was only seconds before the intellect devourer turned them against each other. These monstrosities are definitely stranger than anything else. Many people tend to think they are not of this world. They don't eat food but brains. And the fuller, the tastier. They can shrink to the size of a human brain and replace one in a previously emptied skull. This is their preferred tactic to get close to a really tasty meal. And their favorite attack is to manipulate people or induce madness. *Instinct:* To eat brains

- Induce madness
- Paralyze a target
- Burn with acid
- Replace someone's mind
- Use a psionic trick
- Gain general knowledge from host

Custom Move: When the Intellect Devourer induces madness in you, ROLL+WIS. On a 10+, you keep your wits. On a 7-9, choose 1.

- You are angry and attack the nearest target.
- You fall on your knees, weeping.
- You're so frightened you can't attack it anymore.
- On a 6- you go mad (Keeper's choice).

MIMIC

Weapon		Tags
Big jaw (d8 damage)		Solitary, Stealthy, Intelligent, Construct, Amorphous
Range/Damage Tags	HP	Armor
Close, Reach	15	4
Special Qualities		
Hard sticky shell, Acid Immunity		
Treasure		
d8		

According to the legend, the first Mimic was called into our world by Shanir the Eccentric who was challenged by another wizard of the Summoners' College. He summoned a being of chaos that he perverted to take the shape of the guild throne. When his challenger seated himself he was thrown 10 feet from the coveted chair. The feat became a masterwork, the masterwork a convenience. Mimics are really nasty beasts. They are incredibly patient and they will take even the most trained adventurer by surprise. They have a major flaw, though: strong alcohol or universal solvent releases its sticky bonds. *Instinct:* Attach to prey

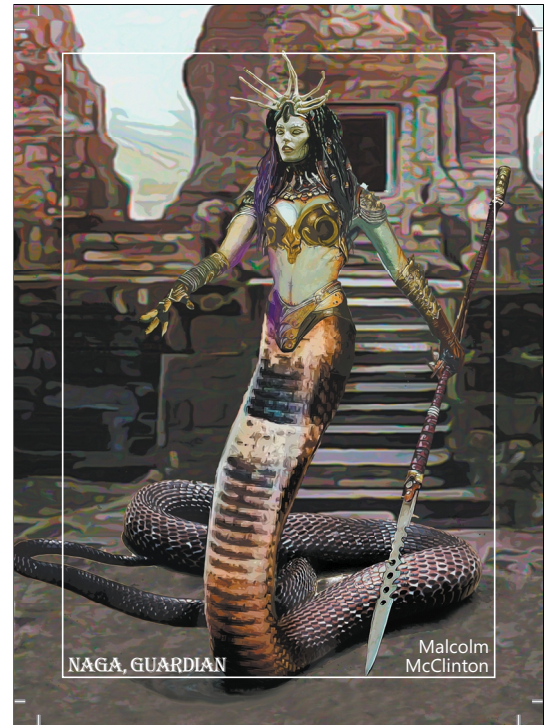
- Reveal its true nature
- Shift shape & form
- Batter a stuck prey
- Parley when outmatched
- Trade with intelligent beings

MANTICORE

Weapon		Tags
Stinger (d10+1 damage, 1 piercing)		Solitary, Large, Construct
Range/Damage Tags	HP	Armor
Close, Reach, Messy	16	3
Special Qualities		
Wings		
Treasure		
d10		

If the chimera is the first step down a dark path, the manticore is a door that can't be closed once it's been opened. A lion, a scorpion, the wings of a drake. All difficult to obtain but not impossible and just animals, anyway. The last component, the hissing hateful face of the beast, is the ingredient that makes a manticore so cruel. Young or old, man or woman, it matters not but that they are human, living and breathing, married to the creature with twisted magic. All sense of who they are is lost, and maybe that's a blessing, but the beast is born from human suffering. No wonder, then, that they're all so eager to kill. *Instinct:* To kill

- Poison them
- Rip something apart



NAGA, GUARDIAN

Weapon Solitary, Intelligent, Organized, Hoarder, Magical
Acid Spit (d10 damage) HP 16 Armor 3
Range/Damage Tags
Close, Reach, Near
Special Qualities

Treasure
b[2d10], +1 strange or magical item

Fairest of all the nagas, the Guardian is also the most ruthless when it comes to defend what it was entrusted with. But it is a cautious bastard, trust me, sonny. He will warn you and even allow you a chance to turn back, unharmed. If you don't, it will slide into its trapped lair and chances are you'll see many comrades fall before you find the bastard again. Then you'll have to fight this cunning bastard and its powerful spells. Whichever evil treasure or master it guards will then be your doom. Better avoid the sucker, sonny!

Instinct: To tirelessly guard

- Send a follower to their death
- Use old magic
- Offer a deal or bargain
- Barter using its mythic knowledge
- Activate a trap in its lair

NAGA, DARK

Weapon Solitary, Intelligent, Organized, Hoarder, Magical
Bite (d10 damage) HP 12 Armor 2
Range/Damage Tags
Close, Reach
Special Qualities

Treasure
b[2d10], +1 strange or magical item

Among the races of old that have now dwindled, some of the most royal are the nagas. It is not well understood whether the different nagas are highly specialized morphotypes of the same species, or different species. It's enough to say the dark naga doesn't care since it is more occupied with discovering lost magic and spells than socializing with its peers. This endless quest leads them to the same dark places that adventurers roam. It may even ally, temporarily, with them to fulfill one of its goals and betray them as soon as it is convenient. *Instinct:* To lead

- Send a follower to their death
- Use old magic
- Offer a deal or bargain

NEOTHELID

Weapon Solitary, Huge, Stealthy, Organized, Intelligent, Amorphous
Whip-like tongues (d12+5 damage) HP 27 Armor 3
Range/Damage Tags
Close, Reach, Near, Forceful
Special Qualities
Psychic senses and powers

Treasure
d12+1d4

Specimen three. The ragged party only brought me the head and a small part of the worm-like body of a Neothelidus regalis. Its brain seems dispersed in many nodules all along the body. However, the head shows a larger nodule with many eccentric bulges. These show strange patterns in the blood vessels and must be each a center for one of their many psychic powers. No less interesting is the gland that secretes their acid breath. Dissect it later. Even stranger is this eye-like structure beside the head nodule. Is this how they trace invisible beings? *Instinct:* Prepare for an even more ancient evil

- Isolate a powerful enemy
- Call minions
- Read a mind
- See invisible beings
- Breathe acid cone
- Psychic mind crush

Custom Move: When a neothelid crushes your mind, ROLL+CHA. On a 10+, petty psychic! On a 7-9, you choose 1:
 • You break down under the pain until it's dead.
 • Your mind is turned upside down (change all your relations into negative ones, keep your scores). You flee in panic.
 On a 6-, take your Last Breath.

NAGA, SPIRIT

Weapon Solitary, Intelligent, Organized, Hoarder, Magical
Poison Bite (d10 damage) HP 12 Armor 2
Range/Damage Tags
Close, Reach
Special Qualities

Treasure
b[2d10], +1 strange or magical item

The nagas span the whole spectrum from most noble to the vilest. This is the part of the spirit naga that revels in corruption and evil. This is an enemy not to be underestimated. It will charm the most powerful of a group to turn him on his friends. Then it will cast powerful spells to wreck havoc on the others or lure them into traps. Those adventurers who would attack it in close combat had better be careful of its poisonous bite. The spirit naga is definitely the nastiest of all its kind. *Instinct:* To feast on rotten meat

- Send a follower to their death
- Use old magic
- Offer a deal or bargain
- Charm with a gaze

Custom Move: When you resist the charm of a spirit naga, ROLL+WIS. On a 10+, just a queer look... On a 7-9, choose 1.
 • You're not dazed and confused.
 • You can't think straight (no Action with INT). You can't stop staring at those eyes.

On a 6-, only a proper magic will free you from its charm.



OWLBEAR

Weapon		Tags
Claws (d10 damage)		Solitary, Construct
Range/Damage Tags		HP Armor
Close		12 2
Special Qualities		

Treasure
d10

Body of a bear. Feathers of an owl. Beak, claws, and excellent night vision. What's not to love? *Instinct:* To hunt

- Strike from darkness
- (Charge any menace)

OTYUGH

Weapon		Tags
Tentacles (d10+3 damage)		Solitary, Large
Range/Damage Tags		HP Armor
Close, Reach, Forceful		20 1
Special Qualities		
Filth Fever		
Treasure		
d10		

The mating call of the otyugh is a horrible, blaring cry that sounds like a cross between an elephant dying and an over-eager vulture. The otyugh spends much of its time partly submerged in filthy water and prefers eating garbage over any other food. As a result, it often grows fat and strong on the offal of orcs, goblins and other cave-dwelling sub-humans. Get too close, however, and you'll have one of its barbed tentacles dragging you into that soggy, razor-toothed maw. If you get away with your life, best get to a doctor, or your victory may be short lived. *Instinct:* To befoul

- Infect someone with filth fever
- Fling someone or something
- (Grab a foe to eat him alive)

PHASE TIGER

Weapon		Tags
Clawed tentacles (d8+2 damage, 1 piercing)		Group, Large, Stealthy, Magical, Organized, Planar
Range/Damage Tags		HP Armor
Close, Reach, Messy		10 1
Special Qualities		
Phasing		
Treasure		
d8, +1 strange or magical item + something not of this earth		

Long ago, the Maharajas of Karhantala were competing over who was the best hunter. But even the rarest game or predator was not enough to decide between them. They agreed to hire the most skillful wizards of their time and asked them to create the ultimate prey. So were born the first phase tigers. *Instinct:* To kill for pleasure

- Be somewhere it doesn't appear to be
- Project an image of self
- Call the pack
- Shift in or out of reality
- Sniff out prey

PEGASUS

Weapon		Tags
Sharp hooves (d8 damage)		Group, Construct
Range/Damage Tags		HP Armor
Close		10 1
Special Qualities		
Wings		
Treasure		
d8		

Don't go thinking that every creature not natural-born is a horrible abomination. Don't imagine for a second that they're all tentacles and screaming and blood or whatever. Take this noble beast, for example. Lovely thing, isn't it? A fine white horse with the wings of a swan. Don't look like it ought to be able to fly, but it does. The elves work miracles, in their own way. They breed true—that's the purity of elf-magic at work. Hatching from little crystal eggs and bonded with their riders for life. There's still some beauty in the world, mark my words. *Instinct:* To carry aloft

- Carry a rider into the air
- Give their rider an advantage



PURPLE WORM

Weapon		Tags
Bite (d10+5 damage)		Solitary, Huge
Range/Damage Tags		HP Armor
Reach, Forceful		20 2
Special Qualities		
Burrowing		
Treasure		
d10		

The Purple Worm! Blessed is its holy slime! We walk, unworthy, in its miles of massive tunnels. We are but shadows under its violet and all-consuming glory. Mere acolytes, we who hope someday to return to the great embrace of its tooth-ringed maw. Let it consume us! Let it eat our homes and villages so that we might be taken! The Purple Worm! *Instinct:* To consume

- Swallow whole
- Tunnel through stone and earth
- (Smash them between itself and walls)

PHOENIX

Weapon		Tags
Fire talons (d12+3 damage, 3 piercing)		Solitary, Huge, Magical, Intelligent, Amorphous
Range/Damage Tags		HP Armor
Near, Far, Messy		21 5
Special Qualities		
Fire Aura, Resurrection		
Treasure		
d12 +1d4, +1 strange or magical item		

The world is full of dangers and monsters, some of cosmic power. That's why there is the phoenix. This maxim of Ibn'Alledrin summarizes what the phoenix is: A counterbalance that heroes may consult and activate when needed. An incarnation of hope, eternally reborn from its own ashes. They also have great power and they can be counted on to overcome evil in a fight. They yield primal fire and energy with a cunning few wizards do. They never start a fight but they know how to finish it. *Instinct:* To aid against great evil

- Manipulate fire and energy
- Burn those within 5'
- Read the heart
- Incinerate a whole area
- Be reborn in flames

Custom Move: When you ask a favor of a phoenix when you have an impure heart, ROLL+CHA. On a 10+, it agrees. On a 7-9, choose 1.

- It doesn't ask you for a terrible sacrifice.
- It doesn't send you in a dangerous quest.
- It doesn't tell you never to bother it again.

On a 6-, you'd better run before it catches you!

ROPER

Weapon		Tags
Bite (d10+1 damage)		Close, Reach
Range/Damage Tags		HP Armor
Close, Reach		3 0
Special Qualities		
Rock-like Flesh		
Treasure		
d10		

Evolutionary happenstance has created a clever underground predator. Disguised as a rocky formation—most often a stalactite or stalagmite—the roper waits for its prey to wander by. When it does, whether it's a rat, a goblin or a foolhardy adventurer, a mass of thin, whipping tentacles erupts from the thing's hide. A hundred lashes in the blink of an eye and the stunned prey is being dragged into the roper's mouth. Surprisingly effective for a thing that looks like a rock. *Instinct:* To ambush

- Ensnare the unsuspecting
- Disarm a foe
- Chew on someone

REMORHAZ

Weapon		Tags
Bite (d12+3 damage, 1 piercing)		Solitary, Huge, Stealthy, Magical
Range/Damage Tags		HP Armor
Close, Reach, Messy		20 3
Special Qualities		
Keen vision, Sense tremors, Cold/fire immunity		
Treasure		
d10, +1 strange or magical item		

Remorhasius arcticus, the ice worm. Strangely adapted to its environment. Cold on the outside, burning inside. Burns its way through ice. Very difficult to kill or capture because anything that wounds them either burns or melts, and they are immune to cold or fire magic. It spots prey with its keen eyes or by feeling tremors in the ice. Their inner furnace explains why they are always so desperately hungry. It takes a lot of fuel to nourish such a fire... *Instinct:* To burn with hunger

- Burst out of cover or burrow away
- Burn anything that wounds them
- Move swiftly and flexibly



SEA SERPENT

	Solitary, Huge, Stealthy		Tags
Weapon	Venomous bite (d10+5 damage)		HP Armor
Range/Damage Tags	20 2		
Close, Near, Forceful			
Special Qualities	Agile/swift swimmer, Keen senses, Immune to cold, Resist fire		
Treasure	d10		

Look, sonny. I dunno why you go out at sea searching for this sea monstrosity. But let me try to talk you out of it. Don't ya realize the biggest danger is to be on a boat. When the sea serpent will be finished with yer boat how will ya come back? Ye right, ye'll drown. Stone cold fact. Sea serpents are the best way to test yer sailor's luck. You see one, it's only playful and you escape. Then ye're lucky. If ye're unlucky, it'll attack till yer ship is drowned. *Instinct:* To play with boats

- Burst out of the water
- Ram or capsize a boat
- Constrict a creature or boat

RUST MONSTER

	Group, Construct		Tags
Weapon	Corrosive touch (d8 damage, ignores armor)		HP Armor
Range/Damage Tags	6 3		
Close			
Special Qualities	Corrosive touch		
Treasure	d8		

A very distinctive-looking creature. Something like a reddish cricket, I think. Long crickety legs, anyhow. Blind, too, as I understand it—they feel their way around with those long moth-looking tendrils. Feed that way, too. Sift through piles of metal for the choicest bits. That's what they eat, don't matter the type, neither. Their merest touch turns it all to rusted flakes. Magic lasts longer but under the scrutiny of a rust monster, it's a foregone conclusion. Only the gods know where they came from, but they're a curse if you value your belongings. *Instinct:* To decay

- Turn metal to rust
- Gain strength from consuming metal

SLIME CRAWLER

	Group, Stealthy		Tags
Weapon	Paralyzing bite (d8)		HP Armor
Range/Damage Tags	6 1		
Close			
Special Qualities	Wall crawling		
Treasure	d8		

The slime crawler is just the kind of creature you'd expect as a Medusa puppet. It is stealthy, sneaky and paralyzing. Now, they are not really beautiful which is probably why they don't qualify. Most of the time, slime crawlers are solitary, but they may come in a pack. It's particularly true when closer to the nest; proximity is indicated by resin-like encrustations used by slime crawlers to protect their eggs. The most dangerous features of slime crawlers are their paralyzing tentacles and their tendency to attack from unexpected directions. *Instinct:*

- Attack from an unexpected direction
- Paralyze what's moving
- Climb out of reach
- Grab and bite

SHOCKER LIZARD

	Horde, Small, Stealthy, Magical, Organized		Tags
Weapon	Bite (d6 damage, ignores armor)		HP Armor
Range/Damage Tags	3 2		
Close, Near			
Special Qualities	Immune to electricity		
Treasure	d6, +1 strange or magical item		

Horrible beasts those shocker lizards! When you first spot one, you think dinner is served. When you're done with it, several more have appeared. Then comes the first shock. And more lizards gather. And the shocks hit harder until the first casualty falls. Now, if you are intelligent, that is when you'll retreat. Because, the more you stay the less chance you have. The lizards will appear more quickly than you can kill them. And finally they will shock you down, however tough you are. Follow the advice of an experienced monster hunter and avoid them! *Instinct:* To attack in packs

- Quickly appear from nowhere
- Shock with a powerful electric discharge
- Call with an electric discharge
- The more lizards, the greater the shock. (+1 damage each/2 lizards)



STIRGE

Horde, Tiny, Devious, Organized

Tags

Weapon

Claws (w/2d4)

Range/Damage Tags

Hand

Special Qualities

See in the dark, sharp sense of smell

Treasure

d4

Ye thought the big crystal mosquito was a pest, didn't ya sonny? What about those stirges. Large as a cat and none less agile or swift. Flying all around poking to latch on ye. Beware! Don't let them grab ye or... too late! Now, ye're all tired and drained aren't ye? Not good for a fight, eh! What? What stirge? Ouch! Now that hurts. And the worst is that the little pest may well carry a frackin' disease and infected me with it! Hate those! *Instinct:* To suck blood

- Drain 1 Con with needle-thin snout (ignores armor)
- Transmit a disease
- Buzz friends for the feast
- Fly swiftly and agilely
- Retreat when sated

Custom Move: When a stirge drains your vitality, ROLL+CON.

On a 10+, It's just a little blood. On a 7-9, it's a lot of blood and you choose 2.

- You're too weak to fight.
 - You take -1 ongoing until you Make camp.
 - You must Defy danger before you can go back fighting.
- On a 6-, you lose one point in one of your Traits (GM's choice).

Aberrations & Magical Beasts compatible with the Dungeon World RPG

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SPHINX (GYNOSPHERINX)

Solitary, Large, Magical, Intelligent, Hoarder

Tags

Weapon

Claws (d12+3 damage)

Range/Damage Tags

Close, Reach, Near, Far, Forceful

Special Qualities

See in the dark, telepathy, wings

Treasure

b[2d12]+1d4, +1 strange or magical item

Among the oldest and wisest creatures of this world are the sphinxes. Many scholars have asked them about the origin of their knowledge. This must be the one and only question they won't answer because each interviewer was faced with an unsolvable riddle. Contrary to the phoenix, a sphinx is not a servant of good. Thus, anyone seeking their wisdom had best come with a treasure of lost knowledge or be ready to face their riddles. And he'd be careful not to displease them or be ready to face a terrible enemy. *Instinct:* To acquire knowledge

- Dispel an enchantment or curse
- Cast a spell to protect or cure
- Hinder with his knowledge

Aberrations & Magical Beasts compatible with the Dungeon World RPG

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THUNDERBIRD

Solitary, Huge, Divine, Magical, Intelligent

Tags

Weapon

Lightning claws (b[2d10]+5, ignores armor)

Range/Damage Tags

Reach, Near, Far

Special Qualities

Made of solid thunder and lightning

Treasure

d10+1d4, +1 think not of this earth, sign of a deity

Long ago, a savage tribe rose to civilization in the Thunder Hills. They prayed to a god of wrath and thunder that gave them great power in war. They were endlessly pillaging neighbor tribes that lacked their skill and technology. Then came the Messiah who united the tribes to bring havoc in the Kingdom of the Thunder God. The tribes won, upsetting Him. And He turned the Messiah into a thunderbird. Then its own people turned against him for fear of the thunder. And he cursed their civilization and plagued it every year during the storm season. *Instinct:* To avenge the elements

- Strike by lightning
- Fly high and swift
- Hit and run
- Amplify a storm

Aberrations & Magical Beasts compatible with the Dungeon World RPG

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TARRASQUE

Solitary, Huge, Planar

Tags

Weapon

Many (Lots)

Range/Damage Tags

Special Qualities

Impervious

Treasure

The Tarrasque. Legendary unstoppable juggernaut—eater of cities and swallower of ships, horses, and knights. A creature unseen in an age but about whom all kinds of stories are told. One thread of truth weaves through these stories. It cannot be killed. No blade can pierce its stony shell nor spell penetrate the shield it somehow bears. Stories say, though, that the will of one pure soul can send it to slumber, though what that means and, by the gods, where such a thing might be found, pray we do not ever need to learn. It slumbers. Somewhere in the periphery of the planar edge, it sleeps for now. *Instinct:* To consume

- Swallow a person, group, or place whole
- Release a remnant of a long-eaten place from its gullet
- (Create strong tremors when moving)

Aberrations & Magical Beasts compatible with the Dungeon World RPG

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WILL-O'-WISP

Weapon	Solitary, Tiny, Magical	Tags
Ray (w/2d8-2 damage)	HP 12	Armor 0
Range/Damage Tags		
Near		
Special Qualities		
Body of light		
Treasure		
d8 +1 strange or magical item		

Spot a lantern floating in the darkness, lost traveler in the swamp. Hope—a beacon of shimmering light. You call out to it, but there's no answer. It begins to fade and so you follow, sloshing through the muck, tiring at the chase, hoping you're being led to safety. Such a sad tale that always ends in doom. These creatures are a mystery—some say they're ghosts, others beacons of faerie light. Nobody knows the truth. They are cruel, however. All can agree on that. *Instinct:* To misguide

- Lead someone astray
- Clear a path to the worst place possible

UNICORN

Weapon	Group, Large, Divine, Magical	Tags
(d8+1 damage, 1 piercing)	HP 12	Armor 2
Range/Damage Tags		
Close, Reach		
Special Qualities		
Kean senses, Sees in the dark, Immune to mind spells		
Treasure		
d8 +1 strange or magical item		

There is no fairer steed than a unicorn. Nor more loyal. Some say unicorns were a gift of the gods to the Gold Elves at a time when their heart was still pure and only filled with good. That was before the Fall. Now unicorns have retreated in the deepest woods far from the evil men can do. They live in peace with the forest peoples. However, a woman with a heart pure as diamond can win a unicorn's loyalty and ride her in the world of men. This is a clear sign that great deeds are near... and needed! *Instinct:* To fight evil

- Heal grievous injuries
- Lead forest creatures
- Choose a good, female rider
- Detect evil

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WOLF, WINTER

Weapon	Horde, Large, Stealthy, Magical, Organized	Tags
Jaws (d6+3 damage)	HP 11	Armor 1
Range/Damage Tags		
Close, Reach, Forceful		
Special Qualities		
Immune to cold		
Treasure		
d6 + 1 strange or magical item		

The Crystal Mountains are known for sheltering the wild Winter Elves. What is less known is that for generations they would go each year on a long hunt for the strongest wolf of the strongest pack which they did not kill but capture. Then they would keep it for three years among them and weave spells to grow it stronger, stealthier and more aggressive. They would send it back to take the head of the pack and breed stronger wolves. Thus were created the winter wolves, fiercest of all their kind, for the greatest pleasure of the Winter Queen. *Instinct:* To hunt aggressively

- Move invisibly in the snow
- Breathe supernatural coldness
- Howl icily
- Track infallibly in any winter terrain

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