



a book of beasts

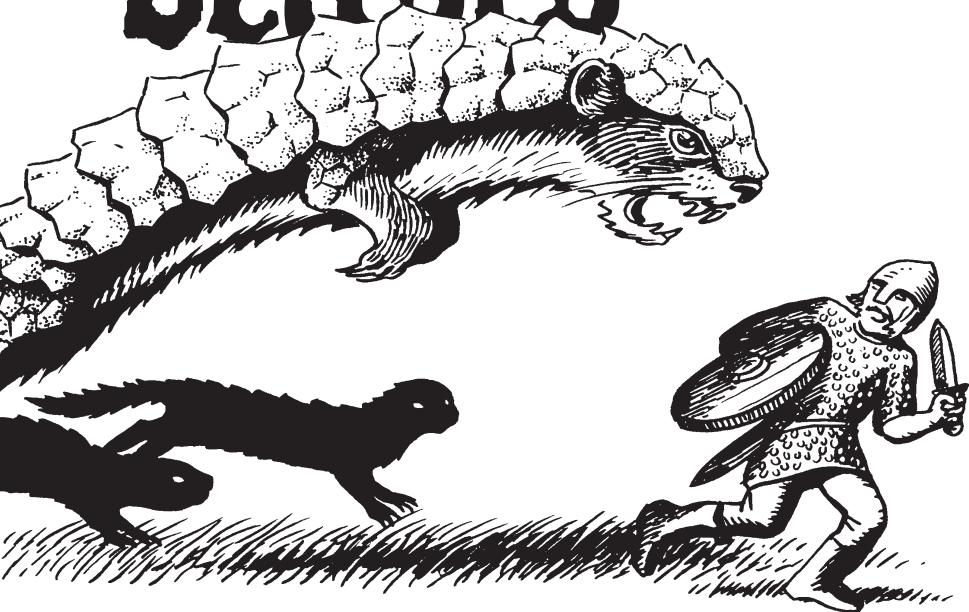
56 monsters
for *Dungeon World*

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Introduction

This book collects beasts, humanoids, and monsters for use with *Dungeon World*. It's designed as a reference for both preparing a game ahead of time and for impromptu use during play.

Every entry herein was created using the creature tables in *The Perilous Wilds* (another Lamplblack & Brimstone publication). I rolled up 56 different creatures, in the climate and terrain order shown in the contents listing on the facing page, then fleshed out the resulting prompts using the *Dungeon World* guidelines for monster creation and my own imagination. I then assigned each page spread to a different artist, giving them very little direction in interpreting my written descriptions.

Due to the extremely random nature of this process, my rolls resulted in more airborne and undead monsters than might occur in a carefully edited and balanced compendium. But one of my goals was to stay true to what the dice gave me, and that's what they gave me.

I hope you have as much fun playing with these monsters as I had making them up!

—Jason

Naming convention

I've given every creature a descriptive name in English. You can use a name as-is, or "translate" it into languages native to your game world.

For instance, a Ravenborn (p9) might be called *Urodzony Kruk* in an invented culture that uses Polish as its linguistic basis, or *Whanau Rauweni* in one based on the Maori language.

Organization

Creatures are grouped by climate, and each climate group is divided into up to five different general terrain types:

LOWLAND: tundra, plains, desert, etc.

WETLAND: marsh, swamp, river, etc.

WOODLAND: forest, jungle, etc.

HIGHLAND: hills, cliffs, mountains, etc.

UNDERLAND: caves, dungeons, etc.

Each terrain type takes up a single page spread, and the four creatures within that spread are listed in order from least to most dangerous. So you can have the book open to whatever terrain the PCs happen to be exploring, and quickly pick a monster of the desired lethality.

Treasure

At the end of each creature entry are suggestions for items of value that might be associated with that creature, listed from lesser to greater value. When you roll on the *Dungeon World* treasure table (also reproduced in *The Perilous Wilds*), you can use these suggestions to help interpret your roll.

For example, the treasure entry for the Incessant (p4) is "ever-pulsing heart (crystal or metal, source of power)." We roll its damage die (1d8+2) on the treasure table and get an 8: "a small item (gem, art) of great value (2d6x100 coins, 0 weight)." When the PCs get the heart assessed, I'll roll 2d6x100 to determine the heart's worth. If we had rolled a 3—"several coins, about 4d10"—I would describe how the heart was damaged and of diminished value.

Many treasure entries include "property of victim" or something similar. Here you may imagine who may have fallen prey to the creature in the past, and interpret the treasure roll in that light.

Incessant

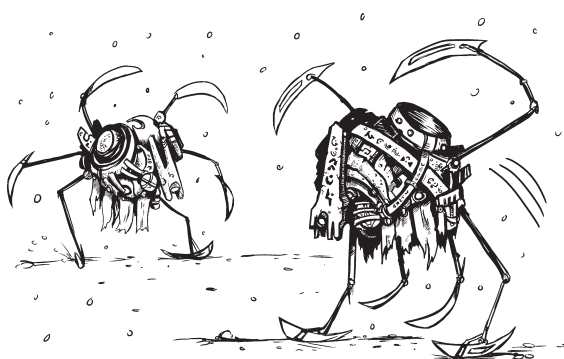
*Group, Organized,
Construct*

Damage Skate blades
1d8+2 (*close*, 1 piercing)

HP 10 Armor 3

Special Qualities Metal,
mindless

Built according to some arcane design and powered by sorcery or clockwork, this metal minion resembles a skating insect as it speeds across ice and snow on scythelike appendages. Once set in motion, a squad of Incessants follows a strict patrol path, attacking anything that does not carry the mark of their master and creator.



Instinct To patrol, until the end of time

- * Skate at alarming speed
- * Assemble in synchronized order
- * Plow through them and knock them flying

Treasure Ever-pulsing heart (crystal or metal, source of power).

White Cat of One Hundred Paws

Group, Small, Organized, Stealthy, Lawful

Damage Bite 1d6 (*hand*)

HP 6 Armor 0

Special Qualities None

A single White Cat undulating across the snow like a centipede the size of a grown man's leg is disturbing, but half a dozen bursting from a drift at once will freeze you in your boots. Their circuitous paths decorate the wintry landscape like wood-

worm trails in a rotten log, a patternless chaos; but they are in fact creatures of order, often domesticated and employed by Northerners as hunting cats.



Instinct To search for trouble

- * Surround them
- * Trip them up
- * Dip in and out of snow like an eel in water

Treasure Lengthy pelt.

Final Crane

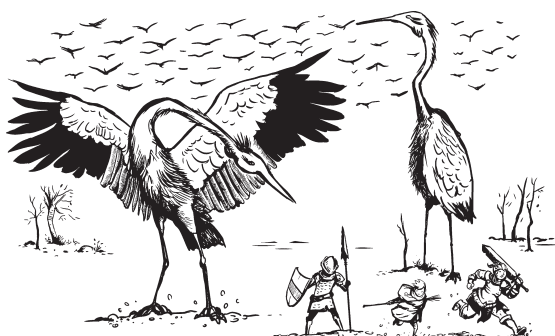
Horde, Large, Terrifying

Damage Great beak 1d6+1
(close, reach, 1 piercing)

HP 7 Armor 1

Special Qualities Winged

By dint of natural accident or whim of the gods, their dominance is utter—hunting, feasting, multiplying, until their numbers blot out the sun. How to prepare against their migration, as they wing toward our walls? A legion of the King's archers would not be enough, my lady. I advise saddling six of our fastest horses for your most trusted allies (myself included). What for the townsfolk? A prayer, offered on the hoof.



Instinct To prey upon the living like a wave upon the sand

- * Darken the snows like an approaching storm
- * Pluck a fleeing person or domesticated animal from the ground
- * Swallow victim whole, with exactly two convulsions of a snakelike throat

Treasure A wasteland of material goods.

Mouth=That=Goes=on=Legs

Solitary, Huge, Magical, Terrifying

Damage Jaws that bite
[b]1d10+4 (close)

HP 20 Armor 4

Special Qualities Legendary

The woodcuts illustrating *Terrors and Wonders of the Northern Reach* give pause on

their own, but animated by the book-wizard's art these images make the turning of each page a thrilling prospect. The last entry, however is warded with a magical seal: placed by the wizard's wife, after she found him expired in his scriptorium.

Instinct To walk and devour

- * Drive wildlife away a day in advance of arrival
- * Roar in reverse, sucking in all magical energy within half a league
- * Swallow a large thing, whole

Treasure Second-hand account; first-hand account; physical evidence.





Fell Burr

Group, Small, Magical

Damage Spines 1d6 (*hand*)

HP 6 **Armor** 1

Special Qualities Fey

A witch once stalked these woods, collecting and corrupting what she found. Frostborn fey were trapped and experimented upon with dire purpose, until one day they had their revenge. Imprisoned forest spirits were freed, but some were distorted beyond recovery—transformed into crystalline spheres which now tumble with the wind until

they encounter warm-blooded animals. To these they stick with their needle-like spines, piercing veins and replacing the heat of life with a wicked cold.

Instinct To replace heat with cold

- * Stick fast
- * Sing others of their kind to the heat
- * Leave a frozen corpse behind

Treasure Property of victims (buried in snow, encrusted with ice).



Tusker

Horde, Chaotic

Damage Goring tusks 1d6+4
(*close, forceful, messy*)

HP 3 **Armor** 1

Special Qualities None

Twice a year, in spring and fall, a frenzy overtakes the herd, as these dog-sized beasts seek to clean and sharpen their four long teeth on any

object that offers resistance. Entire groves of trees may be found mauled to flinders, exposed rock scarred by deep gouges, and woe to any creature that strays across their path. Red-eyed, white-headed, bristly gray-and-black body hair growing in a strange spiral pattern that some say marks them as servants of chaos.

Instinct To stay sharp, demolish, and slay

- * Burst forth from the snowy underbrush
- * Take their legs out from under them
- * Enter blood frenzy

Treasure Hide (decorative, mark of chaos); tusks (ivory); property of victims.

Kime Drake

Group, Large, Cautious

Damage Toothy bite 1d8 (*close*)

HP 6 **Armor** 2

Special Qualities Winged, vulnerable to fire

Which came first: the lizard or the bird? Sages pondering the answer ignore the more practical question: what

tool is best for killing a flying crocodile? Surely an arrow, fired from a healthy distance. A fair notion, until said missile's flight is compromised by snowstorm, or the capacity of the archer's quiver is tested by a half dozen of the winged things looming into view over the treetops. Fall back, then, and draw blades sharp enough to pierce thick hide. With luck, the mage knows words of fire. Without, his last thoughts may turn to birds, lizards, and the food chain of this northern clime.

Instinct To stalk prey from the sky

- * Drop out of sight and return at an opportune moment
- * Exhale a freezing blast
- * Feign death and let them have it when they get too close

Treasure Many teeth (trinkets); white hide (armor); property of victims.



Angel of Ice

Solitary, Large, Divine, Lawful

Damage Winglike limb 1d10+4 (*reach, near, forceful*)

HP 18 **Armor** 3

Special Qualities Immobile

You may find yourself at the edge of a circular clearing, facing a great tree of ice with limbs like attenuated wings, an ancient bastion of holy power. If you are free of inner darkness, she grants peace; otherwise, you are compelled to touch her, thence to renounce your past ways or give in to ice, cracking and falling amongst her roots like so many before.

Instinct To drain darkness from the world

- * Emanate faint, otherworldly music
- * Reflect the truth like a mirror
- * Extract the heat of evil

Treasure Property of the dark-hearted.



Flurry Worm

Horde, Tiny

Damage n/a

HP 1 **Armor** 0

Special Qualities Parasite

The SNOW CREEPER (below) generally dwells on high ground, but when impregnated, the female of the species seeks out the highest local point, where she deposits her egg sac before expiring. When the sac bursts, hundreds of larval creepers, each the size of a fly maggot, drift downward on the wind. Climbers may think themselves in the midst of a brief snow flurry, not realizing until too late that the flakes are alive and seeking purchase.

Instinct To find a fleshly host

- * Seek heat and burrow into it
- * Gestate until the next full moon
- * Emerge in some horrific fashion

Treasure Property of former host.

Snow Creeper

Group, Organized

Damage Pincers 1d8 (*close*)

HP 12 **Armor** 1

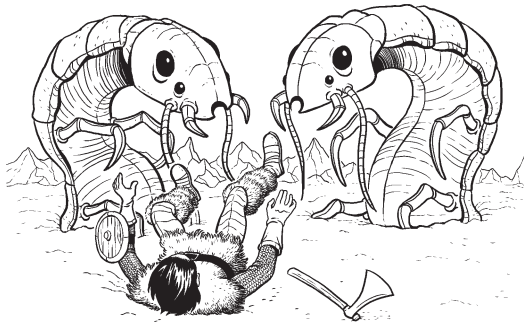
Special Qualities None

Resembling a white shelled worm the size of a human, this silent denizen of highland slopes avoids open areas in favor of tunneling through snow and ice. According to some collective urge, creepers dig elaborate, maze-like warrens organized into sleeping, mating, dining, and larder areas. Certain tunnels terminate in ambush points, where the creatures wait unmoving for long spans of time, bursting forth to grab passing prey. Which, upon expiration, is then dragged to the nearest larder.

Instinct To survive and reproduce (see FLURRY WORM, above)

- * Ambush from below
- * Drag them out of sight
- * Retreat into tunnels

Treasure Property of prey.



Ravenborn

Group, Organized, Intelligent

Damage Talons 1d8 (*hand*), obsidian-tipped spear 1d8 (*reach*)

HP 7 Armor 0

Special Qualities Winged

Once, the story goes, a mortal man was plucked from his home and claimed as a mate by the sky god. His wife ascended the highest peak to retrieve

him, and he was forced to choose between mortal and deity. His choice condemned the married pair to the mountaintop, and to bodies half bird in composition. The ravenborn are said to be their descendents, circling far and wide from their aerie-towns, but never touching down below the treeline.



Instinct To curse the fate of being trapped between worlds

- * Be an omen of worse things to come
- * Call an unkindness to the scene
- * Carry them aloft

Treasure Uncut garnet; polished amber on a leather thong; golden anklet.

Shale Sentinel

Solitary, Large

Damage Blow 1d10+1 (*close, reach, forceful*), hurled shard 1d8+1 (*near, far, forceful*)

HP 16 Armor 2

Special Qualities Rock

When an entire rock outcropping steps free of its mother mountainside and lumbers in your direction, caked with ice like armor, you might well reconsider your path. But before turning tail, recall the local wisdom: its body isn't granite, but flaky mudstone, easily crushed. Then again, so are you.

Instinct To send trespassers back

- * Charge downhill
- * Knock them down
- * Blind them with shattered shale

Treasure Property of former trespassers (amongst their crushed remains).



Owlbat

Group, Small

Damage Beak and talons 1d6
(close)

HP 6 Armor 0

Special Qualities Winged

Though it preys primarily upon smaller mammals found aboveground in the tundra and wintry woods, the owlbat always nests underground, as far away from snow and ice as it can manage. Its soot-black feathers conceal it well in the darkness, but its position may be occasionally betrayed by the reflective silver discs of its great eyes. Some say the owlbat carries a vile blight, others consider it a symbol of the wisdom of the depths.

Instinct To seek sustenance

- * Strike like a bolt from above
- * Seize a small thing
- * Leave them with a verminous disease

Treasure Guano (fuel, when powdered); tongue (a delicacy).



Frostbiter

Group, Undead, Terrifying

Damage Chill bite 1d8 (close)

HP 6 Armor 1

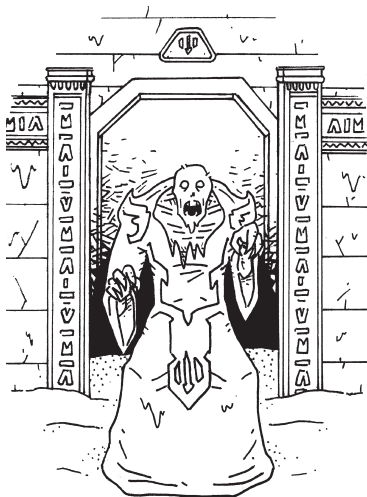
Special Qualities None

An evil lord who once dwelt in the freezing lands above was entombed with his entire estate, which included a score of servants drugged during the funeral rites and sealed, still living, into the walls of the tomb. The deep cold claimed them before starvation, and unholy magic laid into stone by necromantic priests ensured their eternal vigilance. Frozen corpses, preserved through the centuries, awakened by disturbers of the peace.

Instinct To protect their master's estate

- * Shatter any bond
- * Seize them with claws of ice
- * Turn victims into puppets of the dead

Treasure Burial hoard of master.



Lure-Light

Horde, Small, Organized, Undead

Damage Draining presence 1d6 (*close, ignores armor*)

HP 3 Armor 0

Special Qualities Floating, intangible

Darkness fills the deeps like water fills a well, and many a soul has drowned therein. Some lost spirits—variously appearing as a flickering torches, lanterns, the gleam of jewels in the dark—drift through tunnel and cave, luring others to a fatal or crippling misstep into an unseen pit or chasm. Victims so injured are swarmed by other lure-lights, seeking to increase their company. A lure-light is freed from its eternal wandering when the physical remains of the body to which it was once attached are returned to the surface.

Instinct To lure the greedy and the lost

- * Embodiment a tempting shine or glimmer
- * Draw other lure-lights to the scene
- * Swarm the injured like a frenzy of fireflies

Treasure Property of victims.



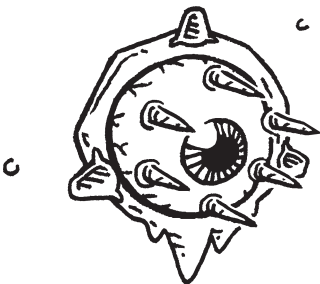
Demon's Eye

Solitary, Small, Construct, Intelligent, Devious, Terrifying, Planar

Damage Reaming spikes 1d10+2 (*hand, 2 piercing*), freezing gaze 1d10 (*reach, near, immobilizing*)

HP 12 Armor 2

Special Qualities Floating



This agent, dispatched from the Plane of Ice, defies academic analysis. Scholars variously claim it as demonborn, construct, or elemental, but at least agree upon strategy: run for your life. Resembling a giant floating eyeball encased in a shell of ice, the demon's eye is a horror to behold; moreso when it activates the spinning ring of spikes encircling its pupil and lunges at a fleshly target in pursuit of a core sample.

Instinct To serve its otherworldly master

- * Coat surroundings in a crust of slippery rime
- * Bend the weak-willed to dire purpose with dominating gaze
- * Report back to the Plane of Ice in a blink

Treasure Property of victims.



House-Hopper

Solitary, Tiny

Damage Bite 1d4 (*hand*) or antlers 1d6 (*close*)

HP 3 **Armor** 0

Special Qualities None

Often mistaken for a cat or rabbit at a distance, nonetheless closer kin with deer, with whom it shares antlers (of a kind) and an ability to leap high. Feeding these creatures will cause them to loiter, and take up residence in the nearest thatched roof. Observers of a house so occupied

think its owners blessed; the owners think otherwise once breeding season begins. Male hoppers who come in sight of one another will instantly joust to the death.

Instinct To seek easy sustenance

- * Chitter like a feral squirrel
- * Leap beyond the dictates of reason
- * Charge with disproportionate fury

Treasure Antlers (good or bad luck charm); spleen (curative).

Prayer Sparrow

Horde, Tiny, Organized, Divine

Damage Peck 1 (*hand*) or swarm 1d6 (*hand*)

HP 1 **Armor** 0

Special Qualities Winged

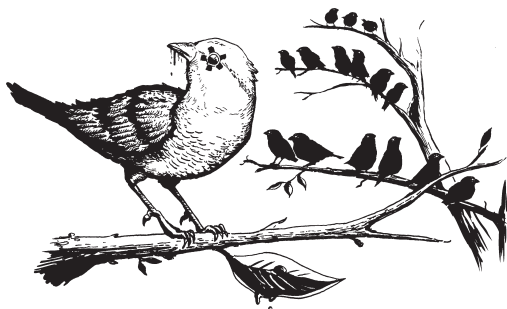
A small black bird with white breast and golden head, which congregates in chirruping lines along tree branches and peaked roofs, often in the vicinity of

religious functions. In some quarters, a supplicant will choose a particular sparrow and silently petition it until the bird takes flight, sure sign that the prayer will be delivered. But woe is he who leaves services unrepentant, for he may find himself swarmed, and soon the golden heads stained scarlet.

Instinct To serve the devout and punish the unrepentant

- * Wheel across the sky in a dizzying cloud
- * Alight in an immaculate line
- * Show them the error of their ways with a hundred tiny jabs

Treasure Speckled eggs (magical ingredient, cursed foodstuff).



Stinging Billy

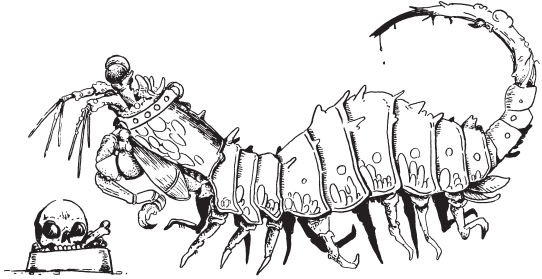
Solitary

Damage Tail stinger 1d8
(close)

HP 12 Armor 1

Special Qualities Poisonous

A sixteen-legged, exoskeletal creature the size of a mastiff, similarly domesticated as a guard animal for the wealthy, and famed for “billy-black,” a deadly venom delivered via its sickle-shaped stinger. Nocturnal by nature, predator of livestock and housepet alike, it will kill anything that disturbs the cool, dark nooks in which it rests during the day.



Instinct To defend its ground

- * Rear up in a display of rippling legs
- * Seize them with forelegs
- * Deliver venom that kills within a day

Treasure Property of victims; billy-brain (antidote to billy-black when removed intact and properly prepared); billy-black venom sac.

Channel Doze

Solitary, Amorphous

Damage Engulf 1d10 (*hand*, ignores armor)

HP 12 Armor 1

Special Qualities Blind, amphibious, immune to blunt and piercing weapons

Speculation runs the gamut, but most agree this sentient slime cannot have been a product of nature alone. Unwary travelers moving through tall grass are likely to stumble into the web-like network of trenches that it calls home, and find themselves stuck fast in the tar-like excretion it leaves in its wake. Extrication is of the essence, for though the muddy ooze consumes and digests topsoil in the process of ditch-digging, it flows fast through its channels. And meat is a treat.

Instinct To extend the network

- * Trap them in tar trail
- * Appear to be dirt or mud
- * Reconstitute disparate parts

Treasure Property of many victims.





Jewelbird

Solitary, Tiny, Hoarder

Damage Talons & beak 1d6
(close)

HP 3 Armor 0
Special Qualities Winged

So-called for both its coat of shimmering feathers (blue, gold, carmine), and for the way it decorates its nest with shiny things scavenged from the swamp. Less kindly

deemed “thiefbird” or “dinner” by those who’ve felt the tug of its black beak at their purse. Valued for the contents of its bower; as a captive songbird, for its trilling call; and as part of the aforementioned meal, roasted and sweetly glazed.

Instinct To filch pretty things

- * Snatch the shiny thing and wing away
- * Decide the shiny thing is someone’s eye
- * Give them pause with a burst of extraordinary song

Treasure Flakes of mica; lockpicks; a key; gem fragments (sapphire, topaz, opal).

Fenkin

Group, Intelligent, Stealthy, Lawful

Damage Tortoise-shell knife 1d8 (close) or
javelin 1d8 (near, thrown)

HP 6 Armor 0
Special Qualities Amphibious

The reeds shift as if by a breeze, a strange toad-like call is answered in kind, at a distance. Fenkin territory. The rust-colored spots mottling their gray skin would give them away if they didn’t smear themselves with mud for camouflage. Most outsiders deem them savage, ignorant of the strict moral code by which their tribal villages are governed. Emaciated, graceful, unblinking.

Instinct To defend territory

- * Arise in ambush from the muck
- * Call the creatures of the fen
- * Disappear into the reeds

Treasure Necklace of teeth; uncut sapphires.



Great Armored Swamp Stoat

Group, Large, Devious

Damage Incisor bite 1d8+3 (*close*)

HP 10 **Armor** 3

Special Qualities None

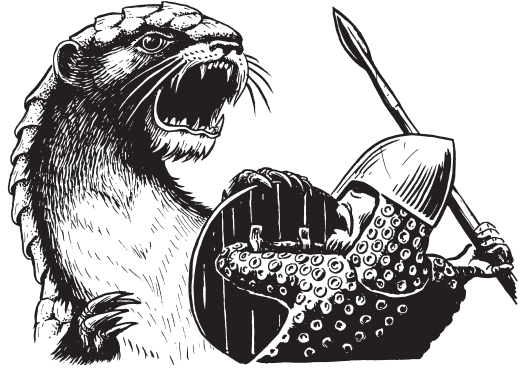
Shielded on its back, shoulders, and forehead by bony plates, but covered elsewhere by glossy brown fur that turns white on the underbelly. Swamp stoats

nest in the places that once housed their prey: dank dens, bog hummock burrows, entire villages gutted for surplus provisions. When aroused to kill, they emit an overpowering musk that staggers their foes. Some say other swamp-dwellers have trained the murderous things as mounts. If so, surely magic is involved.

Instinct To eviscerate the soft-bellied

- * Leap upon them from behind
- * Fold into a ball of armor
- * Spray them with stupefying musk

Treasure Bone plates; silky fur (called “queenscloak”); musk glands; property of prey.



Deathnose

Group, Huge, Terrifying

Damage Proboscis 1d8+3
(*reach, 2 piercing*)

HP 14 **Armor** 0

Special Qualities Winged

Beware the distant hum, causing the water to tremble as it grows. Take shelter where you can, in the tangled roots, and pray, but know that—

despite your smallness—they can sense your heat. Beware the Nose of Death, lancing from the sky, spearing man and steed alike, in the softest, vital parts. The shriveled vessel tossed aside a moment later, curled in on itself like a question: who next shall be delivered, as promised by the winged hum?

Instinct To take blood from the blood-filled

- * Move from *reach* to *near* or vice versa in an instant
- * Mesmerize them with thrumming wings
- * Exsanguinate in a wink

Treasure Whatever remains after they have supped.

Blighter

Group, Tiny, Chaotic

Damage Burrow 1d8-2 (*hand*)

HP 1 Armor 3

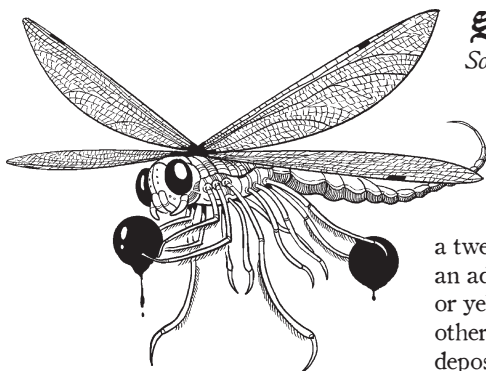
Special Qualities Blind, mindless

Long ago displaced from some unquiet depth, these armored crustaceans repel rhyme and reason alike as they ravage the woodlands. Thumb-sized, armored pill-bugs affected as much by a direct hammer-blow as might be a ball of cast iron, they tunnel into anything softer than stone, excreting a white ichor that swiftly kills and begins to rot organic matter. The King's Foresters have resorted to fire in an effort to control the scourge.

Instinct To scuttle blindly

- * Describe a mad path through the undergrowth
- * Leave crazed swaths of white rot
- * Find a chink in their armor by accident

Treasure Inorganic property of victims.



Shiny Silent

Solitary, Devious, Stealthy

Damage Stinger 1d10 (*close*)

HP 12 Armor 2

Special Qualities Winged, aquatic

This reclusive killer—resembling a twelve-legged dragonfly the size of an adult human and encased in green or yellow opalescent armor—joins with others of its kind only to mate. Eggs deposited near streams and ponds hatch

into aquatic nymphs, which prey upon fish and frogs until metamorphosing into adults, at which stage they grow wings but remain able to move freely between water and air. Most disturbing are their caches of “blood-honey,” globes of distilled mammal plasma which they secrete into hollow trees for future consumption.

Instinct To defend territory

- * Descend silently upon a straggler
- * Dart about at lightning speed
- * Force them into deep water, into a bog, off a cliff

Treasure Prismatic eyes (magical ingredient); blood-honey (regenerative properties).

Bonepicker

Horde, Cautious, Organized, Undead

Damage Skeletal claws 1d6 (*hand*)

HP 3 Armor 0

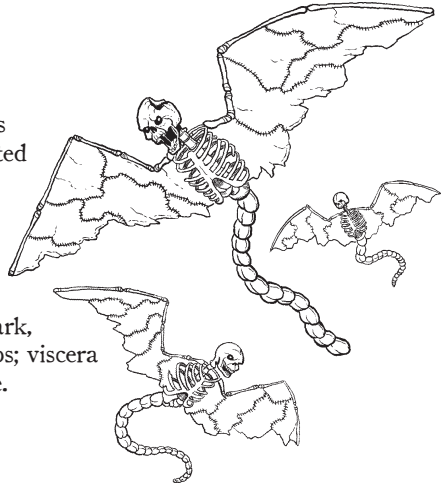
Special Qualities Winged

A graveyard between village and forest is found one morning plundered, the expected mob of incensed relatives forms, and into the woods they plunge. Perhaps they will find the huge nest, in the highest branches of dead old growth, woven of tightly interlocking thighbones. More likely their end will come sooner, after dark, when the legless horde descends: white ribs; viscera like a kite tails; wings of taut human hide.

Instinct To expand the nest and the flock

- * Make sure prey is outnumbered
- * Descend *en masse*
- * Flap clumsily out of reach

Treasure Property of victims.



Hulking Brute

Group, Large

Damage Great fist 1d8+3 (*reach, forceful*)

HP 14 Armor 2

Special Qualities None

Also known as “cretinous giants,” these towering ape-folk rip up trees to build colossal log forts. From these crude redoubts clan wages war upon clan, with little concern for any smaller creature that may fall between... unless said creature is a cheesemaker. Such magicians are pressed into servitude in order to produce every Brute’s treasured delicacy. The more mold, the better.



Instinct To reduce all rivals to pulp

- * Bound swiftly through the forest
- * Uproot a tree to use as a club
- * Smash an obstacle, an enemy

Treasure Iron wristband the size of a crown; cheese of great size but poor quality.

All-Watcher

Solitary, Small, Cautious

Damage Beak 1d8 (*hand*)

HP 8 **Armor** 0

Special Qualities Winged

Certain wizards have been known to domesticate this cliff-dwelling creature in order to take advantage of its ability to see magic, and thus aid in the acquisition of arcane objects. It can also see other things—some say *everything*—with the hundred eyes that festoon its head like fish eggs. Vicious when provoked, and possessing of an eerie, humming call.



Instinct To observe and judge

- * See the hidden, invisible, and otherworldly
- * Seize something magical and wing away
- * Fix them with the merciless glare of a hundred eyes

Treasure Brain (magical ingredient, imparts ability to see all).

Blighted Knight

Solitary, Undead, Chaotic

Damage Great axe 1d10+2 (*close, forceful*)

HP 12 **Armor** 2

Special Qualities Vulnerable to cold iron

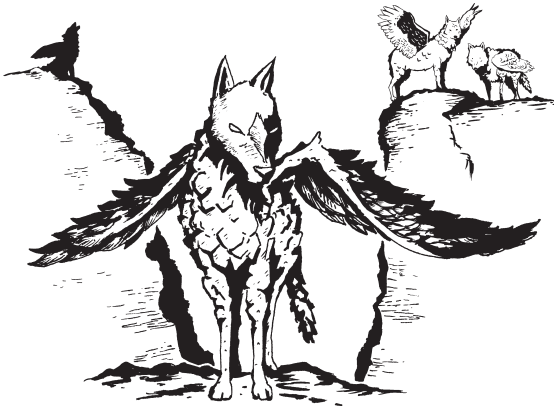
Long ago the highlands belonged to several lords, but a foul disease brought them low and reduced their subjects to mad savagery. Those leaders claimed by the affliction were entombed in caves or chambered cairns, sealed against the increasing depredations of their people; but the disease held some fragment of their souls in place, and their bodies remained animate even in death. Now, they await the breaking of the seals, and the opportunity to visit horrific harm upon the living.

Instinct To wreak savage destruction

- * Emit a soul-chilling roar
- * Cleave things left and right
- * Lay a blight of chaos upon them

Treasure Great axe; chainmail; jewelry of silver, red enamel (brooch, armband, etc.).





Flying Rockwolf

Group, Organized

Damage Bite 1d8+1 (*hand*)

HP 6 **Armor** 2

Special Qualities Winged

Rockwolves were bad enough, with their stoney hides and sharp fangs, before the theurge who created them went one step further and began cross-grafting them with giant hawks. Now packs of the

vicious things prowl the highland skies, falling to feast upon human and mountain goat alike. Scholars disagree on whether they lay eggs or give birth to live young.

Instinct To serve the pack, and feed

- * Fall from the sky like a storm of wings and teeth
- * Join with packmates to seize them with jaws
- * Carry them aloft

Treasure Property of prey.

Mawcrack

Solitary, Large, Planar

Damage Crushing walls 1d10+1 (*hand*)

HP 16 **Armor** 4

Special Qualities Rock

Among the dangers threatening the amateur climber are naturally-occurring crevasses liable to reward a single misstep with injury or death. Imagine one of these openings the mouth of a bizarre elemental creature, in the depths of which some temptation glitters, and you will have some notion of the Mawcrack. Though what it feels like, when the walls of its shaft-stomach begin to compress upon the unfortunate, is a thought best not entertained.

Instinct To wait and consume

- * Get their attention with shiny things
- * Seal them in darkness
- * Crush everything

Treasure Crushed property of victims.





Deep Ranger

Solitary, Intelligent, Stealthy, Lawful

Damage Longsword 1d8 (*close*) or longbow 1d8 (*reach, near, far*)

HP 12 Armor 2

Special Qualities Elf

The wilds near civilized lands are patrolled by protectors of the natural order, the regent's interests, or both; it follows that the depths might be subject to the same. Elves are renowned for their love of the sunlit world, but certain among them, born with sight able to penetrate the pitchest of black, commit to this task. Expunging evil, claiming treasure for their lord, showing up right at

the moment when less experienced delvers find themselves in over their heads.

Instinct To patrol the underlands

- * Know the way
- * Move like a shadow
- * Drop a target with a whistling shot

Treasure Longsword; longbow; elven chainmail; a treasure, recently retrieved.

Dream Eater

Group, Tiny

Damage Bite 1d4 (*hand*)

HP 1 Armor 0

Special Qualities None

Wherever the dungeon wall gives way to earth, one may find holes dug by these blind, vole-like rodents with purplish fur and pale extremities. Those who sleep once in proximity to their burrows will fail to dream, awakening anxious and unrested; a second time, and they may find themselves too drained to stand; from a third night the sleeper may not rouse at all.

For dreams removed take with them a sweet flavor the creatures detest, leaving the brain creamy, delectable—and in sufficient quantity to feed a warren of twelve.

Instinct To clear their heads of revolting nonsense

- * Scurry harmlessly away from torchlight
- * Devour sleeping thoughts from a near distance
- * Arrange a feast for the family

Treasure Brain (magical ingredient, cures insomnia and nightmares).



Architect Lichen

Solitary, Large/Huge, Intelligent, Amorphous

Damage Envelop 1d10 (*hand*)

HP 20+ **Armor** 0

Special Qualities Immune to blunt and piercing weapons

Possessed of obsessive intelligence, imposed by demonic will or evolved by way of some ancient contamination of nature, this yellow-gray organism grows to mimic subterranean construction. Corridor, ante-chamber, underground temple—they may appear covered in lichen, or they may be the lichen itself: inviting exploration, enveloping, transforming organic matter into the building blocks of an orderly, ever-expanding self.

Instinct To consume and expand

- * Assume the form of an inviting architectural feature
- * Creep from boot to belt in a nonce
- * Allow them one last cry before turning them into art

Treasure Property of prey, artfully arranged.



Fallen Giant

Solitary, Huge, Undead

Damage Skeletal hand 1d10+5 (*reach, near, forceful*)

HP 22 **Armor** 3

Special Qualities None

Giant society is rarely considered in full by scholars, who presume them mere savages of colossal size. But no doubt some possess “civilized” traditions: laws of ownership, religious tenets, burial rites. And a giant’s tomb is a thing to behold, its oversized treasures moreso—but beware the restless titan, whether cursed with unlife for foul misdeed or animated by the necromancer’s art. For a cleric of proportionate zeal is not easy to enlist.

Instinct To destroy disturbers of eternal rest

- * Cause loose masonry to fall with a step
- * Express dismay at lack of ability to taste them, after swallowing one
- * Scatter them like tenpins

Treasure Giant’s burial gear; giant burial offerings (gold plates, goblets, goose).



Wastewalker

Group, Intelligent, Organized

Damage Spiked staff 1d8 (*close*) or sling 1d8 (*near, far*)

HP 6 Armor 1

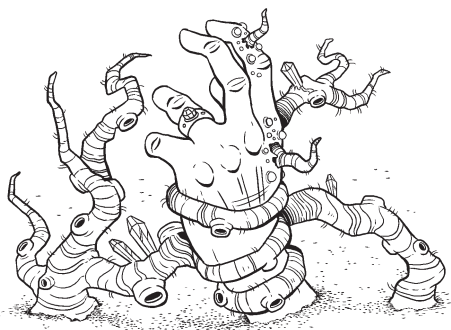
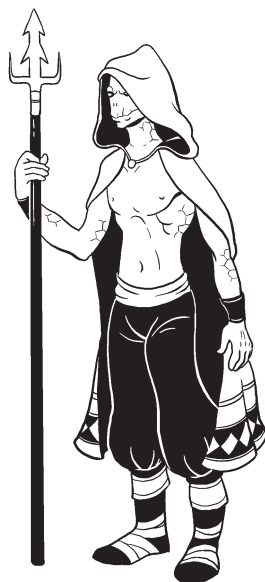
Special Qualities None

Tall, long-legged humanoids with scaly reddish skin, able to survive for weeks on end without water. Also called “thirstless” by foreign traders who employ them as guides, wastewalkers are warlike by nature and nomadic by necessity. They roam the open land, always in search of a better life, and more than willing to seize it by force. Yellow eyes and a tendency to bask in the heat encourage rumors of a reptilian blood.

Instinct To seek better prospects

- * Stun them with a slingstone to the skull
- * Disarm them with a deft strike
- * Capture them for untoward purposes

Treasure Jewelry of silver, turquoise; trophy item; teardrop jasper; spyglass.



Eternal Rest

Solitary, Huge, Planar

Damage Disintegrating tendrils 1d6 (*hand, ignores armor*)

HP 20 Armor 0

Special Qualities Mindless, vulnerable to water

Long ago, an alchemist created new life with extraplanar ingredients. This hybrid of fungus and crystal overtook

her laboratory and cast its spores into the wider world. Colonies of the original specimen now stretch for up to a mile just below the surface of the sand. Those who rest within range awaken to find themselves held fast by a web of hairlike tendrils, which leech life and turn flesh to sand—hinting at the origin of the desert itself.

Instinct To turn this world to desert

- * Hold them fast
- * Dehydrate them
- * Turn an extremity to sand

Treasure Property of victims, scoured of all organic matter.

Sand Snapper

Horde, Small

Damage Snapping teeth 1d6 (*close*)

HP 2 Armor 1

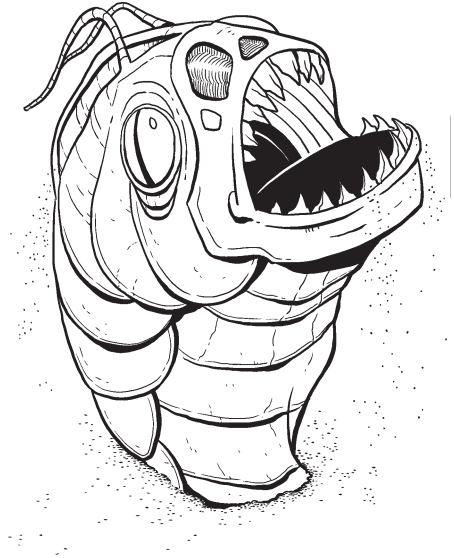
Special Qualities None

The first sign is a rippling along the surface of the desert, as if a hard wind blows across the sand. Then, the ground seethes and boils, and they begin to jump: fist-sized, chitinous, maws lined with sawblade teeth, snapping snapping snapping until they gain purchase. Like a school of ravenous, carnivorous fish, they swim underfoot in search of meat.

Instinct To feed

- * Find a chink in their defenses
- * Start a feeding frenzy
- * Force a loss of footing

Treasure Property of victims.



Undying Allothurge

Solitary, Intelligent, Devious, Undead

Damage Searing blast 1d8+1 (*close, reach, near*)

HP 12 Armor 1

Special Qualities Spellcaster

Viziers of an ancient king, the allothurges mastered the elements of the wasteland and bent it to the will of their master, divining the location of deep water, enslaving outsiders to build great palaces of sandstone, searing dissenters with the heat of a merciless sun. The most powerful, by unholy rite and at cost of their souls, outlasted their master; they now brood over the ruins of a bygone era and plot to revive past glories at any cost.

Instinct To see the old kingdom reborn

- * Summon horrors of the desert
- * Cast a spell of sand, heat or wind
- * Break their will and enslave them

Treasure Golden diadem; golden neck collar; leopard-skin cloak; magic sun-staff.



Gemback

Solitary, Small, Magical

Damage Snapping beak 1d8 (*hand*)

HP 10 Armor 3

Special Qualities Aquatic

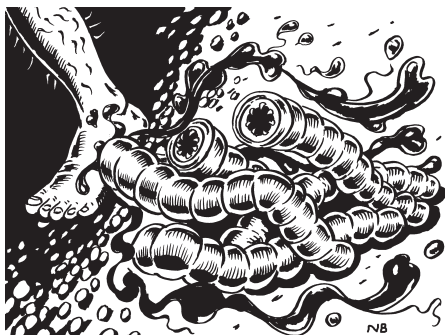
Retracting head and limbs into its beautiful crystalline carapace is the first line of defense, but persistent predators will be rewarded by a sudden flash of arcane energy, powerful enough to blind and stun a giant. They say the shell—amethyst, aquamarine, topaz—acts as a magical battery, absorbing the sun's energy all day long. Such concentration demands release, which may explain the flashes of colored light seen at night in the wetlands at the desert's edge. Note to collectors: hunt only in the pre-dawn.



Instinct To amble on to the next meal of sweet grass

- * Distract them from more important matters
- * Blind and stun them with a sudden burst of light
- * Be gone when their vision clears

Treasure Crystalline shell.



Sleeved Leech

Group, Organized, Cautious

Damage Sucking mouth 1d8 (*hand*)

HP 8 Armor 3

Special Qualities Aquatic

The sight of water after a long trek across the dunes is cause for celebration, but every desert-dweller knows not to overslake a burning thirst. The idea of stripping down and

immersing oneself in a cool oasis is similarly tempting, but pray resist, for some such pools are home to colonies of this vile, three-foot-long parasite. Should you find yourself unlucky host, know that its mouth is the only part unprotected by the sleeve of its segmented carapace. Which end is that? The one adhered to your backside.

Instinct To sup on mammalian blood

- * Attach to them without being noticed
- * Leave a trail of blood to attract other leeches in the vicinity
- * Detach and disappear underwater as soon as they strike back

Treasure Property of victims (sunk to the bottom), live specimen (for physicians).



Kiberrunner

Solitary, Stealthy

Damage Bite or claws 1d10+2
(hand, messy)

HP 12 **Armor** 0

Special Qualities None

Ravines cut through the desert are of great interest to the traveler, offering shelter, shade, and usually at least a trickle of water. They thus also

attract local fauna, and where beasts congregate one often rises to supremacy. This specimen does it by stealth—fur the color of sandstone, padded feet that never touch soft ground—and sudden ferocity. “Survivors” are those who witness the carnage only from the cliffs above, and recount the scene later, with shaking hands.

Instinct To stalk and slay

- * Follow them for miles, patient, invisible
- * Pounce at exactly the right moment
- * Rip out a throat

Treasure First-hand account, property of victims.

Kat Dragon

Solitary, Large, Devious, Terrifying, Legendary

Damage Massive incisors 1d10+3 (*close, reach*), claws 1d8+2 (*reach*), or tail whip 1d8+1 (*reach, forceful*)

HP 20 **Armor** 3

Special Qualities Winged, aquatic

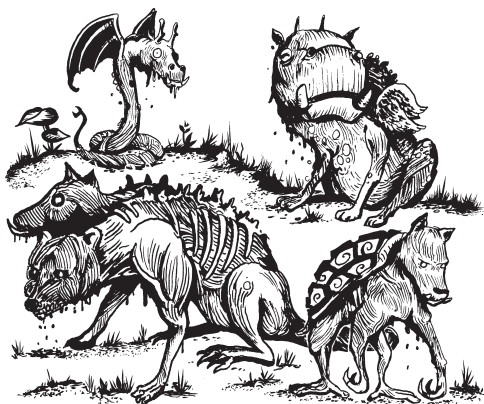
Preposterous! Absurd! I will not have such tales in my establishment! Out with you!

Instinct To embody the notion of “majestic vermin”

- * Send the peasants scurrying
- * Let out a terrifying squeak
- * Cough up a cloud of disease or a gout green fire

Treasure Property of prey, hoard of shiny things (in the dank crevice of its lair).





Flayed Beast

Group, Terrifying

Damage Fangs or claws 1d8 (*hand*)

HP 6 **Armor** 0

Special Qualities Varies

Test subjects, escaped or set loose from the depredations of some demented warlock with an unhealthy interest the cross-species grafting of wolves, wildcats, bats, owls, and innumerable others. Living experiments that were successful only in the sense that

some survived. Skinless, in constant agony, suicidal with rage, these fearsome aberrations now seek only the thing that grants momentary relief: killing.

Instinct To seek relief through violence

- * Burst from the undergrowth like a pack of demons
- * Reveal a surprising ability, the result of cross-species grafting
- * Expire with a sigh of relief

Treasure Property of victims.

Devil Monkey

Horde, Small, Intelligent, Organized, Devious, Planar

Damage Hurled object 1d4 (*reach, near*) or flaming flatulence 1d6 (*close, reach*)

HP 3 **Armor** 0

Special Qualities

Vulnerable to cold

On one of the planes of fire grows a tree; that tree bears flaming fruit; and that fruit, when consumed, inexplicably transports the eater to the hottest climes of the mundane world. Such was the means of arrival of this rapidly-multiplying species of diminutive, impish primates.



Instinct To find a way home, wreaking havoc along the way

- * Chatter mockingly from the treetops
- * Hurl flaming feces
- * Reveal much greater numbers than anticipated

Treasure Scavenged gold jewelry; burning gall bladder (magical ingredient).

Black Sap of Discord

Solitary, Amorphous, Chaotic

Damage Corrupting touch 1d10
(hand)

HP 15 Armor 1

Special Qualities Mindless, sticky

A curse placed long ago upon this stretch of steaming greenery has yielded a succession of horrors, large and small, but the most insidious is this inchoate lifeform, which invades and corrupts trees from the roots up, transforming vital sap into an extension of itself. The affected trees do not so much die as become possessed, and may return to healthy life if purged. And there's the sticky point: given the opportunity, the black stuff can invade and control anything with a vascular system.

Instinct To corrupt life of all kinds

- * Drip from an injured tree, smelling like sweet syrup
- * Be sticky in the most inconvenient way imaginable
- * Find a way in through an open wound or orifice and seize control

Treasure Property of victims (covered in sticky residue, difficult to remove).



Green Mother

Solitary, Huge, Intelligent, Lawful, Legendary

Damage Sweep of hand 1d12+3 (reach, forceful)

HP 24 Armor 3

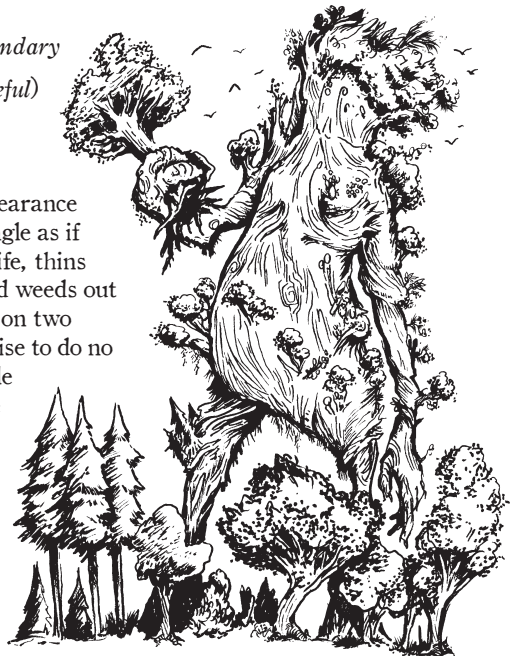
Special Qualities Omniscient, plant

Great creaking footfalls precede the appearance of this titan, who moves through the jungle as if it were her garden. She tends to young life, thins the trees where they grow too dense, and weeds out invasive species (including those that go on two legs). Visitors to her domain would be wise to do no harm, for despite the lack of recognizable head and associated sensory organs, she perceives all life and its intent.

Instinct To tend the garden of life

- * Have her legs mistaken for trees
- * Call vines and roots to her aid
- * Regenerate a deep wound

Treasure The jungle's natural wealth.





Skull-Headed Pester

Horde, Small, Stealthy, Devious, Organized

Damage Javelin 1d6 (*close, reach, near*) or knife 1d4 (*hand, 1 piercing*)

HP 3 Armor 0

Special Qualities None

An overweening sorceress enslaved a race of goblin-folk to excavate an ancient highland ziggurat, not expecting that they would rise up against her. With her last breath she uttered a curse that would condemn their offspring to be born without skin on their heads; and so their self-loathing has been compounded with each twisted generation.

Instinct To torment those less horrific

- * Impersonate a lifeless skull
- * Surround them in a sea of skulls
- * Force them into a maiming trap

Treasure Copper and silver jewelry; skull (gift and carved by the more vain among them).

Hillcat

Horde, Organized

Damage Bite or claws 1d6 (*hand*)

HP 3 Armor 0

Special Qualities None

Wild felines tend toward lives of solitude or tight-knit family groups, but in the hill country this particular breed of feral cat has reproduced unchecked at an alarming rate, and organized into great herds that move like leaderless flocks of birds. Though mainly scavengers, they are able to overwhelm larger creatures, and demonstrate a disturbing willingness to sacrifice themselves for the sake of their kin. Even so, they are servile before any KING OF THE MOUNTAIN (facing page).



Instinct To hunt and eat and nap in the shade

- * Lead the gullible into an ambush
- * Sacrifice self for the benefit of the herd
- * Convene after a feast to yowl like it's the end of the world

Treasure Property of victims.

Water-Crazer

Group, Large

Damage Stomp or chomp 1d8+1
(close)

HP 10 Armor 1

Special Qualities Blind

A bizarre creature resembling an eyeless, earless, clam-shaped head attached to a pair of massive legs, covered in a thick, gnarled, blue-black hide. Commonly seen striding ponderously across highland slopes, sweeping the rocky ground with the curtain of baleen-like tendrils that hangs from its mouth. This organ detects and extracts vital moisture wherever it may be found.



Instinct To seek water

- * Issue an eerie, keening call
- * Stamped!
- * Extract all moisture with extended contact

Treasure Tough hide (for armor); hardened clumps of bile (perfume ingredient).

King of the Mountain

Solitary, Large

Damage Tusks or claws 1d10+3
(reach, forceful)

HP 16 Armor 2

Special Qualities Regenerating

Certain peaks in arid climes are called “thrones” by the locals, a term meant to honor the fearsome giant lizard-cats that dwell thereon. Elephant-sized, feline in form, but possessing the overlapping scales and cold blood of a reptile, a King is rightly feared and often worshiped. Although prone to basking in the sun, it is quick to anger and able to move with dispatch, tossing foes about with its great tusks before stepping on them and tearing them to pieces.



Instinct To lord over all surveyed

- * Issue a warning growl that strikes fear into the boldest heart
- * Send them flying in all directions
- * Regenerate wounded flesh and muscle (but not bone)

Treasure Property of victims; cave of malachite, chalcidon, or gold (its lair).

Deep Lily

Group, Magical

Damage Spines 1d4 (*hand, reach, near*)

HP 3 Armor 0

Special Qualities Plant

Growing in soft earth near subterranean water sources, this spiny, globular cactus bears lavender blooms that emit a soft light of the same color. Anything of a magical nature that remains in proximity is slowly drained of its potency. Living things may regain their powers with time and distance, or by imbibing the water of the pulped cactus; non-living objects will be permanently drained.



Instinct To drink magic

- * Glow alluringly
- * Fling spines in all directions
- * Drain magical energy unnoticed

Treasure Lily-water (restores magical power); dried blooms (magical reagent).



Awakened Sentry

Group, Organized, Undead, Lawful

Damage Sickle-shaped sword 1d8 (*close*)

HP 6 Armor 2

Special Qualities None

The ancient priest-queens of the waste took great pains to protect their burial hoards, laying curses upon their most precious treasures, engineering labyrinths to surround their tombs, and populating those labyrinths with cadaverous warriors, sworn to undying defense. The trigger that rouses them from their slumber may vary, but once awakened they abide by the same code of honor that guided their caste in life.

Instinct To protect the priest-queen's hoard

- * Fall in with fellow sentries
- * Force them back into a waiting trap
- * Appear at every turn of the labyrinth

Treasure Priest-queen's hoard.

Stone Slipper

*Solitary, Stealthy,
Terrifying, Planar*

Damage Toothless maw
1d10 (*hand*, ignores armor)

HP 12 Armor 2

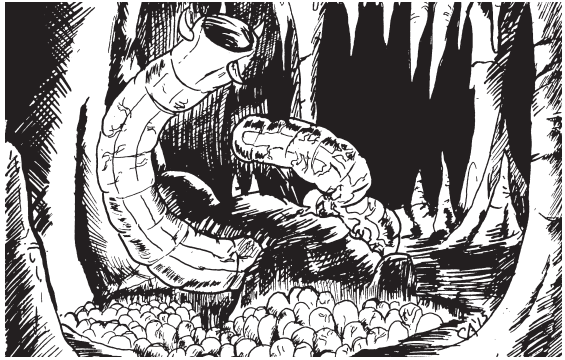
Special Qualities Limited
immateriality

An eyeless, grayish-orange serpent as long as a human is tall, able to move through desert rock, sand, and ore by trans-planar means. Stone slippers visit the material plane in order to lay their scintillant eggs, and defend their nests aggressively. Though unable to see, they are acutely sensitive to vibration, and will target noisier or larger prey first.

Instinct To protect egg clutch

- * Emerge suddenly from stone, ore, or soil
- * Take a bite out of something metal
- * Slip into stone, ore, or soil, leaving no trace

Treasure Scintillant eggs (possessing some trans-planar property).



Demon Pudding

Horde, Large, Organized, Intelligent, Amorphous, Planar

Damage Searing contact 1d6+3 (*hand*), blob of flaming pudding 1d6+3 (*reach, near*)



HP 11 Armor 1

Special Qualities Fireproof

Demons banished en masse from their native plane for insurrection, now seething blobs roaming the underlands in search of their kind. They hope to one day mount a coup against their former overlords, and are willing to exploit or cooperate with anyone able to aid them. Good luck is wished to any translators employed to that end.

Instinct To depose former masters

- * Set things alight
- * Leave a burning trail
- * Stick to them like... pudding

Treasure Any property of prey that might survive fire.

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