

# Tome of Monsters & Creatures

Marauders & Manors: An Open Multi Class System for  
Fantasy Role Playing Games

Version 1.0.1



Adjacent Game Resource

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## Monsters:

### What is a Monster:

Monster is a generic term for all manner of animals, beasts, creatures and monstrosities the players may encounter during an adventure. Monsters use an abbreviated version of attributes and are categorized under the following themes; animals; avian; beasts; chaos; demonic; draconic; elemental; fey; humanoid; magical; ooze & slime; plant; reptile & serpent; rodent, vermin & insect and undead. Monsters attributes are described as follows:

- Name: Monsters name
- Keywords: A brief three key word description detailing their theme; description and size category.
- Threat: A measure of the monsters threat from level 1 (low threat) to level 10 (powerful threat). Higher level monsters having greater attributes, skills and abilities.
- Hit Points (HP): A score representing on average how much physical injury or stress they can endure before dying when this falls to zero.
- Armor Defense, AD: The monsters toughness and ability to shrug off damage.
- Saves: +1 per die and use the skill bonus from the monster's description.
- Skill (Skill): +1 per 2 hit dice plus the skill die listed in the description is added to die rolls when making checks. Monsters do not have a detailed list of skills, use what you think is appropriate.
- # Appearing: x/y where "x" is a small group and where "y" is a large group.
- Treasure: Treasure associated with the monster which may be carried or in their lair. Presented in order of rising value from; S (Salvage); L (Loot); T (Treasure) and A (Artifact). Refer to the Treasure and Artifact sections.
- Combat: Refers to the monsters method, number of attacks and damage in combat. See skills above.
- Abilities: A key word which details any powers they possess. The referee will need to interpret the use of these in the game. The monsters part linked to the ability is listed in (italics) (see Harvesting Parts)
- Description: Describes the monsters appearance
- Lore: Details the monsters habits, motives, behaviors or abilities. The referee may allow players to discover this information through observation and lore checks.
- Hooks: A small table of potential plot hooks the referee can use when encountering a monster.

## Colossal Monsters:

Colossal monsters dwarf the players in size (IE giants, dragons or other huge beasts).

- They may be treated slightly differently with separate attributes and abilities for different body parts.

- This may present a combat puzzle for players who use different tactics to access or attack specific points to nullify an effect.

## Harvesting Monster Parts:

- Monsters parts may be harvested and used as resources for crafting magic items or extracting its essence for alchemy purposes. The number of parts harvested will depend upon the monsters size (see Monsters Harvest Size Table).
- For Alchemy: The essence of the harvested part is extracted and turned into a potion lotions, or powders. Treat the monsters ability as the potions effect (IE Griffin Feathers = Flight, Scorpion Stinger = Poison) as a single use item.
- For Crafting Magic Items: The harvested part should be linked to an object or weapon (IE Dragon scales turned to armor, poison applied to a weapon) then apply an effect based on the harvested part. The referee should determine the permanence of these (IE armor may grant permanent AD bonus, weapon effects may be temporary) and multiple parts may be required at the referees discretion
- Allow the players to get creative with their suggestions but the referee has the final say over the specific mechanical bonuses or features.

## Monster Parts Effects:

Acid: Damages objects/weapons/armor.  
Agile: Advantage to certain dexterity checks.  
Ambush: Advantage on surprise attacks.  
Amorphous: No fixed shape.  
Blind sight: No disadvantage acting in the dark.  
Charge: Fast move, advantage first attack.  
Charm: Charmed by next person you see.  
Climb: Advantage on climb rolls.  
Consume: Absorbs something.  
Convergence: Any spell casting failure invokes a roll on the spell casting glitch table.  
Dark Vision: Dark Vision 60 feet.  
Disease: Cause a disease.  
Divine: Holy.  
Eternal: Endless cycle of death and rebirth.  
Explodes: d12 explosive damage, 15-60 feet range.  
Eye Beam: Ranged attack. See text for range and damage.  
Fast: Move faster than a human.  
Fear: Intelligence save or force morale check.  
Fearless: Ignores morale checks  
Fire: Extra d8 fire damage.  
Fire Aura: fire damage out to 5-20 feet.  
Fire Resistance: Advantage on save vs fire.  
Flight: Can fly as move for encounter.  
Fortitude: Advantage on Constitution checks.  
Gas: Constitution save or choke d4.  
Grapple: Advantage on grappling maneuvers.  
Hesitant: Act last in a turn.  
Hide: Advantage on hide checks.  
Illusion: Create an illusion.  
Immortal: Does not die from aging.  
Immunity: Does not suffer from this effect.  
Incorporeal: Can phase through objects.  
Indestructible: Bonus to AD.  
Intelligent: Advantage on Intelligence skills.  
Leap: Jump for 20-60 feet.  
Levitate: Levitate up and down.  
Life Drain: Remove d20 years to life span.  
Lightning: Create lightning d10, 50-200 feet.  
Long Lived: Add d20 years to life span.

Lure: Charmed by something.  
Lycanthropy: Disease, Turn into Were creature.  
Magic: Grants a magic spell/power.  
Magic Resistance: Advantage to resist magic effects.  
Meditation: Recover hp's, exhaustion, or calm.  
Memories: Recall information. Roll lore with advantage.  
Mind Control: Control of something.  
Paralysis: Treat as down and out.  
Petrifaction: Turn to stone. Treat as down and out.  
Phase: Move through an object.  
Poison: Treat as rattled until cured.  
Portal: Creates a rift in space.  
Possession: Controlled by something.  
Power: Grants a magic spell/power.  
Prophecy: Foretells some future.  
Quick: Act twice per combat turn.  
Ranged Attack: Grants a ranged attack, d6.  
Reach: Grants a long reach melee attack.  
Regeneration: Regenerates d4 hp's per turn.  
Resistance: Half damage to a damage type or increased AD.  
Roar: Forces a morale check.  
Sense Nature: Determine someones intent.  
Senses: Advantage on to a sense (Type) check.  
Shape Change: Shape change to another form.  
Slow: Slower than a human.  
Stealth: Advantage on stealth checks.  
Stinger: Reach attack with poison.  
Storm: Summon storm, impairs an area.  
Strength: Advantage on strength checks.  
Suggestion: Plants a mental suggestion.  
Summon: Attracts something.  
Swim: Advantage on athletics swim checks.  
Telepathy: Use telepathy powers to 50-600 feet.  
Tentacle: Grow a tentacle, extra action.  
Tough: Resistance or Bonus AD to a check.  
Toxic: Constitution save or 1d6-1d20 damage.  
Track: Advantage on wilderness tracking.  
Tunneling: Creates an underground tunnel.

Water Breathe: Breathe underwater.  
 Weakness: Disadvantage against something.  
 Web: Create a magic spider web to 20-100 feet.

Wild Magic: Creates a wild magic effect.  
 Wind Push: Push something back 5-60 feet.

**Monster Harvest Size:**

Size	Number of Parts Harvested
Tiny	0.5
Small	1
Medium	1
Large	2
Colossal	4

**Typical Values by Threat Level:**

Threat:	HD:	AD:	Skill:	Damage:
1	½ - 2	6 - 16	0 - d3	d3 - d8
2	1 - 3	6 - 16	d3 - d4	d3 - d10
3	2 - 4	6 - 16	d3 - d6	d6 - d10
4	3 - 8	6 - 16	d4 - d8	d6 - d10
5	5 - 10	10 - 16	d6 - d10	d8 - d12
6	7 - 12	10 - 18	d10 - d12	d8 - d12
7	9 - 14	12 - 18	d10 - d12	d8 - d12
8	11 - 17	12 - 20	d12	d10 - d20
9	13 - 20	14 - 22	d12 - d20	d10 - d20
10	15 - 25	14 - 25	d20	d10 - d20

## Bestiary:

### Animals:

#### Antelope, Deer, Elk, Pronghorn

Threat 1 HP 6 AD 13 Skill - # Appearing d6/2d12  
Combat: Antlers (d6)  
Abilities: Fast, Charge

#### Bear, Grizzly

Threat 3 HP 15 AD 12 Skill d6  
# Appearing d2/d8  
Combat: Grab & Crush (d10) or Claw (d6) and Bite (d8)  
Abilities: Strength, Resistance -Missile, Piercing, & Blunt, Track

#### Birds - Eagle, Hawk, Falcon, Vulture, Owl

Threat 1 HP 2 AD 15 Skill -  
# Appearing d4/d20  
Combat: Talons (d3)  
Abilities: Fast, Flight, Small, Senses-Sight

#### Boar - Pig, Hog

Threat 2 HP 10 AD 11 Skill -  
# Appearing d4/2d10  
Combat: Tusks (d8)  
Abilities: Fast, Senses-Scent

#### Crocodile, Alligator

Threat 2 HP 10 AD 12 Skill d4  
# Appearing d4/2d10  
Combat: Bite (d6)  
Abilities: Resistance-Blunt & Slash, Swim

#### Elephant

Threat 5 HP 30 AD 10 Skill -  
# Appearing d4/2d20  
Combat: Crush (d10)  
Abilities: Slow, Tough, Strong

#### Fox, Arctic Fox

Threat 1 HP 2 AD 14 Skill -  
# Appearing d4/d10  
Combat: Bite (d3)  
Abilities: Fast, Agile, Small, Senses-Scent, Sight, & Hearing

#### Lion, Tiger, Panther

Threat 3 HP 15 AD 13 Skill d6  
# Appearing d2/d12  
Combat: 2x Claws (d8), Grapple  
Abilities: Fast, Charge, Senses--Scent, Sight, & Hearing, Strength

#### Monkey, Chimpanzee, Baboon

Threat 1 HP 3 AD 13 Skill -  
# Appearing d6/3d8  
Combat: Claw (d6), Grapple  
Abilities: Fast, Agile, Acrobatics, Senses-Sight

#### Wolf

Threat 1 HP 5 AD 11 Skill -  
# Appearing d6/4d6  
Combat: Bite (d6)  
Abilities: Fast, Senses-Scent, Sight, & Hearing, Charge, Summon, Pack, Tracking

## Horse, Mule, Pony, Donkey

Threat 1-3 HP 8-32 AD 10 Skill – to d10

# Appearing d6/3d10

Combat: Bite (d4-d8) or Hoof (d6-d12)

Abilities: Fast, Strong

Horse Trait - Roll 2d20:

1. Nag, slow and moves at half speed
2. Untrained, requires constant instruction to move
3. Bad tempered, may bite or kick unfamiliar people
4. Stubborn, may refuse to gallop
5. Bucks, tries to throw rider when charging
6. Headstrong, may disobey commands
7. Fearful, wary in combat situations
8. Aloof, may not respond to commands
9. Smart, may interfere in an encounter situation
10. Skittish, difficult to control, increase speed by half
11. Sensitive, constantly nuzzles its rider
12. Alert, tail swishes when danger nearby
13. Sure Footed, good at traversing difficult ground
14. Spirited, can be difficult to control but powerful
15. Charger, powerful moves twice speed
16. Leaper, advantage when jumping fences
17. Social, can be distracted by other actions
18. Aggressive, bite does d6 damage
19. Robust, bonus to health (+4)
20. Majestic, unique appearance (color, style)

## Hound, Dog, Hunting Dog, Hyena, Jackal

Threat 1 HP 5 AD 10 Skill -

# Appearing d4/2d12

Combat: Bite (d6)

Abilities: Fast, Senses-Scent & Sight, Tracking

Hound Traits - Roll 2d20:

1. Old, slow and moves at half speed
2. Barks, barks at anything continuously
3. Excitable, constantly seeking attention
4. Stubborn, may refuse to obey commands
5. Digger, runs off to dig up the nearest bone
6. Chewer, likes to chew stuff including equipment
7. Lazy, refuses commands, likes to lay down
8. Howler, howls at night, doesn't give you much peace
9. Distracted, have to repeat instructions constantly
10. Aggressive, prone to biting unfamiliar people
11. Loyal, will defend owner
12. Courageous, may interfere in an encounter situation
13. Affectionate, constantly seeks attention from owner
14. Intelligent, will follow basic commands easily
15. Alert, barks at potential dangers
16. Sniffer, advantage on tracking checks
17. Finder, will randomly dig up objects
18. Vicious, bite does d8 advantage damage
19. Tough, bonus to health (+2)
20. Calm, appears unfazed during taxing situations

## Snakes, Normal

Small to Large Reptile, Animal – Poisonous and Constricting. 1 foot to 30 feet long

Threat 1 HP 3-10 AD 8-10 Skill d3

# Appearing d3/d8/d12

Treasure NA

Combat: Bite (d3, d6, d8). Poison per hour, turn, or round (d3, d6, d8) until 3 Constitution saves are made. Constriction (d3, d6, d8). Will typically be venomous or constrictor.

Abilities: Fast, Senses (Scent or Thermal Imaging), Tough- Bonus AD

## Swarm, Small/Tiny Creature

Insect/Mammal, Medium - A multitude of tiny creatures acting as a single creature.

Threat 2 HP 10 AD 12 Skill d3

# Appearing 1 swarm Treasure NA

Combat: Bites and stings- see below

Abilities: Fly

A swarm fills a 10'x10'x30' area, and automatically hits any creature in the area each round for 2 points of damage (full armor), 4 damage (up to three quarters armor), or 6 points of damage with no armor. This damage represents many stings and bites.

Any creature in the area whose action for the round is either to run from the area or to swat the insects with a torch will take only 1 damage.

Attacking the swarm by swatting creatures with a melee weapon will only do a single point of damage to it.

Swarms are not harmed by missile or thrust weapons. They take d3 from slashing and blunt weapons. Fire and cold attacks or area effect attacks do full damage

## Avians:

### Birdmen

Avian Humanoid, Medium - Humanoid in shape with the features of a bird including wings on their back.

Threat 2 HP 8 AD 10 Skill d4

# Appearing d8/3d12/3d20x10 Treasure L

Combat: Claws (d4), Primitive Weapon (d6)

Abilities: Flight (Feathers)

Lore (Roll d6 on a successful lore check)

1. Cursed humans, afflicted with madness
2. They regress to a birdlike state over time
3. Tend to isolate themselves from human kind
4. Their wings enable an ungainly flight
5. Can fight with primitive weapons
6. Communicate using a language of twits, chirps and whistles.

Hooks (Roll d6)

1. Searching for an artifact to lift their curse
2. Scavenging for food
3. Fleeing from something nasty
4. Scavenging for supplies to build their nearby nests
5. Searching for their former families, looking to say goodbye
6. Fleeing a settlement, seeking a place of solitude.

### Fire Phoenix

Elemental, Medium - The elemental fire bird crackles and soars through the skies. Flames surround its body as it lights up the sky.

Threat 4 HP 25 AD 14 Skill d8

# Appearing d2 Treasure -

Combat: 2x Claws (d8, advantage), Fire Aura (d6 auto, 20 feet radius)

Abilities: Flight (Feathers), Fire (Blood), Explosive (d12, Short) (Heart), Immunity (Tail)

Lore (Roll d6 on a successful lore check)

1. Swoops down from above clawing and burning their victims
2. Immune to fire and heat
3. Has a weakness to water
4. Upon death their spirit returns to the plane of fire
5. They have an insatiable hunger and the need to feed
6. Nest near volcanoes and lava flows

Hooks (Roll d6)

1. Scouring the skies, searching for food
2. Recently arrived through a rift from the plane of fire
3. Searching for a rift to return to the plane of fire
4. On the hunt, their prey is in the distance
5. Returning to their nest, their hunger satiated.. for now
6. Summoned by one who wields the power of fire magic

## Griffin

Large - A powerful majestic creature with the body of a lion and wings of an eagle.

Threat 6 HP 30 AD 15 Skill d12

# Appearing 1/d4/d10+3 Treasure Lx3, Tx3

Combat: 2x Bite & Claw (d12, advantage)

Abilities: Fast (Blood), Strong (Talons), Flight (Feathers), Roar (Beak)

Lore (Roll d6 on a successful lore check)

1. Frightens their victims with a powerful roar
2. Ravages their victims, furiously biting and clawing them
3. Their feathers unlock the power of flight
4. Their talons have strength properties
5. Their eggs are made of pure gold
6. They are revered by worshipers of Somaris (the Sun God)

Hooks (Roll d6)

1. Hunting for food, beware
2. Soulfully searching for a mate
3. Returning to their nest atop the highest mountain peaks
4. Swiftly heading away from a terrible upcoming storm
5. Being flown by a legendary figure
6. Looking for a suitable nest, it is time for a new birth

## Harpy

Avian Humanoid, Medium - A half human half bird like bedraggled female humanoid with large vulture like wings and clawed hands and feet.

Threat 3 HP 12 AD 12 Skill d6

# Appearing d6/2d8 Treasure Lx2

Combat: Talons (d6), Lure (Far, Intelligence check)

Abilities: Flight (Feathers), Hide (Heart), Ambush (Blood), Lure (Tongue)

Lore (Roll d6 on a successful lore check)

1. Nest deep within forests
2. Lure their victims with a melodious tune
3. Have the ability to fly
4. Said to carry away wicked and evil creatures
5. Feathers can be used as an alchemy resource (flight)
6. Were once elves touched by chaos (false)

Hooks (Roll d6)

1. They wish to speak of a dark tidings and coming woe
2. You hear the enchanting sound of music and laughter.
3. They are hunting for food
4. Setting a trap or ambush to even the odds in their favor
5. Congregating around a natural hazard, seeking a misfortune
6. Living in secret, not wishing to reveal themselves

## Moon Wings

Avian Humanoid, Medium - A half human half bird like humanoid with large eagle like wings, wolf like head, and clawed feet.

Threat 3 HP 16 AD 13 Skill d6

# Appearing d10/2d8 Treasure Lx2

Combat: Talons (d6), Drop the Rock (d6+3), or Bite (d8)

Abilities: Flight (Feathers), Hide (Heart), Ambush (Blood), Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Nest deep within forests
2. Lure their victims into ambushes
3. Animal cunning
4. Said to carry away wicked and evil creatures
5. Feathers can be used as an alchemy resource (flight)
6. Nest in caves or in tops of giant trees

Hooks (Roll d6)

1. Riding thermals in the distance
2. A villager is missing
3. They are hunting for food
4. Setting a trap or ambush to even the odds in their favor
5. Congregating around a natural hazard, seeking a misfortune
6. Living in secret, not wishing to reveal themselves

## Shrills

Avian, Vampiric, Small - Small bat like creatures with sharp pointed beaks, usually found motionless in dark, dry places ready to ambush creatures of flesh.

Threat 1 HP 1 AD 15 Skill -

# Appearing d10/3d10 Treasure -

Combat: Pierce (d3)

Abilities: Flight (Wings), Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Emit a high pitched piercing shriek
2. Swarm their victims puncturing them to death
3. Have an aversion to fire and light
4. Vampiric and feed off blood
5. Nocturnal, sleep during the day and fly at night
6. Nest near places of darkness and chaos

Hooks (Roll d6)

1. Hang motionless in a deep sleep, awaiting their time of flight
2. Have been disturbed by something and are swarming
3. Frightened and fleeing some light or fire
4. Feeding on an animal or creature
5. Flying erratically, diseased and mutated, explode on death
6. Emitting a high pitched holler (a mating call)

## Tempest

Elemental, Large - Large mutated luminescent sky phoenix with powerful wings.

Threat 5 HP 25 AD 14 Skill d10

# Appearing d2 Treasure -

Combat: 2x Claws (d8) or Lightning X3 then once per minute (d10, 100 feet long)

Abilities: Flight (Feather), Lightning (Wings), Storm (Beak)

Lore (Roll d6 on a successful lore check)

1. Bringer of storms, the skies rumble with their presence
2. They can summon lightning with the beat of their wings
3. Feathers are an electrical conductor
4. Its wings contain the power of lightning
5. They survive on the blood of animals and creatures
6. They were the servants of elemental mages of old

Hooks (Roll d6)

1. Angry and emotive, summoning a storm as they fly
2. Attracted to some force of power, a convergence may occur
3. Searching for food, their hunger must be satisfied
4. Being hunted by others, it flees captivity
5. It returns to the clouds, to drift in a meditative sleep
6. It has been summoned and returns to its master

## Roc

Monstrosity, Colossal - Enormous ravenous bird of prey, resembling a gigantic eagle. They reside in the tallest of mountains in places of solitude.

Threat 10 HP 60 AD 15 Skill d20

# Appearing 1 Treasure -

Combat: Beak or Talons (d20), Grapple/Crush (d6, auto)

Abilities: Flight (Feathers), Strength (Talons), Resistance-Blunt, Piercing, Slash, & Missile (Wings)

Lore (Roll d6 on a successful lore check)

1. The loud beat of its wings signals their approach from afar
2. They dive from above at incredible speed to attack their prey
3. They are so large, they can block out the sun and put the land into darkness (false)
4. Beasts of incredible power, can crush or snap smaller opponents in moments
5. They sometimes drop their victims from an incredible height, before collecting the remains for food
6. Sometimes accompanied by a flight of eagles

Hooks (Roll d6)

1. Protecting a nearby nest or eggs
2. Hunting for food
3. Their claws carry a person or animal to feed their young
4. The Roc has been summoned by someone of power
5. They are seeking a mate
6. Migrating to a place of safety, danger lurks nearby

## Beasts:

### Bear

Beast, Mutant, Animal, Large - Large powerful carnivorous creatures with thick fur and found in a variety of habitats.

Threat 3 HP 15 AD 12 Skill d6

# Appearing d2/d8/2d10 Treasure -

Combat: Grab & Crush (d6) or Claw (d10)

Abilities: Strength (Blood), Resistance-Blunt, Piercing, Slash, & Missile (Fur), Track (Snout)

Lore (Roll d6 on a successful lore check)

1. Mutated creatures who have been exposed to chaos
2. Enraged, erratic, afflicted with madness and aggression
3. Their festering boils and sores are infected
4. Will grab and crush their victims or claw them to death
5. Their rotten infected fur is tainted with chaos
6. Their body hosts the mind of a wicked spirit

Hooks (Roll d6)

1. Wandering in a blind madness, will attack creatures in sight
2. Curiously exploring, the madness at bay for now
3. Hunting for food
4. Seeking some respite from the discomfort of their sores
5. Has recently fed, seeking a place to slumber
6. Being attracted to some chaotic power or artifact

### Chimera

Beast Mutant, Large - Large hybrid mutated creatures resembling several different animals and creatures, each Chimera has a unique appearance.

Threat 4 HP 30 AD 13 Skill d8

# Appearing 1 Treasure -

Combat: 2x Claws (d10)

Abilities: Strength (Blood), Leap (Claws), Senses-Sight (Eyes)

Lore (Roll d6 on a successful lore check)

1. The result of dark magic practices and experimentation
2. Some are rumored to breathe fire (variant)
3. They are drawn to each other then fight to the death
4. The blood of a chimera has mutagenic properties
5. Found in the darkest forests and deepest swamplands
6. Cannot survive the cold (false)

Hooks (Roll d6)

1. Hunting for food
2. Drawn to another of its kind, there is danger nearby
3. Pursued by a group of monster hunters seeking a bounty
4. Feeding on a victim, it has been surprised
5. Writhing in pain and agony as it suffers a mutation
6. Lying in wait, ready to ambush its prey

## Direwolf

Beast, Canine, Large - Immense, ferocious, malevolent wolf.

Threat 4 HP 20 AD 13 Skill d8

# Appearing d2/d6/3d6 Treasure -

Combat: 2x Bite (d8)

Abilities: Strength (Blood), Leap (Claw), Stealth (Paws), Track (Ears), Grapple (Claws), Senses (Snout), Resistance (Fur)

Lore (Roll d6 on a successful lore check)

1. Often followed by a pack of wolves.
2. Cunning creatures with keen sense of smell.
3. Large and deadly. Can pin opponents down.
4. Can summon wolf packs with a fearsome howl.
5. Very aggressive creatures.
6. Can leap over large objects.

Hooks (Roll d6)

1. Being ridden by a Beastman, leading his hunters
2. Hunting for food
3. Leading a migrating pack of wolves
4. Tracking and pursuing a group of travelers
5. Howling loudly, evil spirits are at play
6. Feeding upon some other animal or game

## Leech, Giant

Beast, Invertebrate, Medium - Giant leeches are 3'-4' long parasitic worm like creatures that suck blood from prey larger than themselves.

Threat 3 HP 15 AD 12 Skill d6

# Appearing d4/d12 Treasure NA

Combat: Bite (d6) then Blood Drain (d6)

Abilities: Stealth (Skin), Tough- Increased AD (Skin) Water Breathing (Skin), Disease (Saliva)

Lore (Roll d6 on a successful lore check)

1. Has a savage bite that attaches it to a victim
2. Once attached it automatically drains d6 blood each round
3. If killed or detached, the victim bleeds d3 points for d6 rounds
4. After being bitten, save vs Constitution or lose 1 point of Constitution. Repeat daily until 3 saves are made or death occurs. Recover 1 point per day resting or week with less than moderate activity.
5. Found in water or moist land environments
6. Has no lungs or gills, breathes through skin

Hooks (Roll d6)

1. A swarm is lurking at a local water crossing
2. Several are attached to prey
3. Swarming to find a lair
4. Maneuvering for an ambush position
5. Sunning on a rock
6. Fleeing something

## Werewolf

Beast, Humanoid, Medium - Humans cursed with an affliction turning them to wolf like predators, their jaws drip with a sickly taint.

Threat 6 HP 30 AD 15 Skill d12

# Appearing 1 Treasure T3

Combat: 3x Bite/Claw (d8), Lycanthropy (critical hit)

Abilities: Fast (Blood), Agile (Bones), Strong (Heart), Resistance-All non magical or non silvered weapons (Fur), Senses (Ears), Lycanthropy (Teeth)

Lore (Roll d6 on a successful lore check)

1. They fear divine powers
2. They have a weakness to silver
3. Speaks with snarls, barks and the odd word
4. Retain echoes of their former lives, can recognize loved ones
5. Savage, strong, primal creatures
6. The blood lust rises at the time of a full moon

Hooks (Roll d6)

1. Chasing a former known person, they don't know why
2. Their blood lust has risen, it is a time of frenzy
3. Fleeing people, their true nature revealed in a lucid moment
4. Now fleeing the scene of a savage attack
5. Summoning a pack of wolves, it is a wild night
6. Hunted by a group of monster hunters

## White Ape

Beast, Primate, Medium – Semi intelligent nocturnal apes whose fur has faded from living in the dark.

Threat 2 HP 10 AD 10 Skill d4

# Appearing d6+1/3d20 Treasure -

Combat: 2x Fists (d6) or 2x Rocks (d4, Medium)

Abilities: Strong (Bones), Agile (Paws), Resistance-Blunt & Slash (Fur), Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Come out at night to scavenge for food
2. Protective of their lair, defend by hurling rocks at intruders
3. Semi intelligent, can learn behaviors and use simple tools
4. Can see clearly in the dark
5. Their white fur is highly prized
6. Mingle with other primate species

Hooks (Roll d6)

1. Making hand gestures, trying to communicate
2. Scavenging for food and scraps
3. Searching for a new home
4. Fleeing some other terror in the area
5. Traveling and exploring, will avoid encounters
6. Grunting and hooting, they are protecting something

## Worm, Giant

Beast, Invertebrate, Large - Large subterranean worm creatures with chitinous plates that move by burrowing underground bursting up through earth.

Threat 5 HP 20 AD 16 Skill d10

# Appearing d2/d6 Treasure Lx3

Combat: Grab, Bite (d10, advantage when held) and Swallow (d6, acid each round)

Abilities: Strength (Intestines), Tunneling (Teeth), Resistance-Increased AD (Chitinous Plate)

Lore (Roll d6 on a successful lore check)

1. Sense noise and vibrations in the ground
2. Feed on decaying organic matter
3. Attack by grabbing and biting their victims
4. Breed by laying scores of eggs which gestate and hatch
5. Their chitinous plates are prized items
6. They travel in groups

Hooks (Roll d6)

1. They are tracking the vibrations in the ground
2. Fleeing some deep seismic activity
3. Detected organic matter upon which to feed
4. Nesting and laying scores of eggs
5. Creating new tunnels to aid exploration
6. Detected some other noise in the area

## World Eater

Beast Invertebrate, Colossal - This colossal subterranean worm creature lies dormant, hidden deep within the earth in a state of hibernation. When awakened, it will seek to feed its ravaging hunger devouring plants and life leaving a trail of desolation. It's desire to simply satisfy its vast emptiness.

Threat 10 HP 150 AD 20 Skill d20

# Appearing 1 Treasure Lx5, Tx5

Combat: Devour (d20, medium) Acid (d10, automatic if devoured)

Abilities: Tunneling (Teeth), Resistance-Increased AD (Chitinous Plate), Acid (Intestines)

Lore (Roll d6 on a successful lore check)

1. Possess crystalline teeth which are a rare and prized commodity (valuable)
2. When awakened they have an insatiable appetite for organic matter
3. Devours victims allowing its acidic juices to decompose their bodies
4. A victim may be able to slice their way out from the inside (20 points damage required)
5. They leave vast circular tunnels deep within the ground
6. They sleep for centuries

Hooks (Roll d6)

1. You have found the bones and fossils of a long dead world eater
2. You have found the remains of some old crystalline teeth
3. You have discovered a vast circular tunnel which leads deep within the earth
4. A vast creature lies dormant deep within the earth
5. It travels and burrows to the depths of the earth, seeking a place for its long hibernation
6. They have been awakened by some deep seismic activity

## Chaos Monsters:

### Barghest

Canine, Medium - Monstrous canine creatures with abnormally sized teeth and claws, their dull red eyes glowing with menace.

Threat 2 HP 10 AD 12 Skill d4

# Appearing d6/2d8 Treasure -

Combat: Bite (d6) or Claws (d6)

Abilities: Strength (Teeth), Fast (Blood),

Leap (Heart)

Lore (Roll d6 on a successful lore check)

1. Known as the hounds of chaos
2. Operate in small packs, stalking and hunting their prey
3. Can shape shift (false)
4. Only appear in places of darkness or at night
5. Those who see a Barghest are doomed to die
6. Attack with savage fangs and claws

Hooks (Roll d6)

1. Have arrived from a rift in the Shadowlands
2. On the hunt for someone specific
3. They have been drawn to a place of death
4. Summoned by an arcane ritual
5. Have recently feasted upon something
6. A pack is traveling to some specific destination

### Basilisk

Monstrosity, Large - A hostile mutated creature resembling a large hybrid bird and reptile that can live for hundreds of years.

Threat 6 HP 30 AD 14 Skill d12

# Appearing 1 Treasure -

Combat: 2x Claws/Fangs (d10), Petrifying Gaze, Poison

Abilities: Resistance (Skin), Fast (Blood),

Poison (Venom), Petrification (Eyes)

Lore (Roll d6 on a successful lore check)

1. Wanders the wilderness leaving a stench of chaotic magic
2. Petrifying Gaze paralyzes (Constitution save or paralyzed. Save each round of gaze attack. On third fail, character is turned to stone. Freed from effect after third success or 1 minute.)
3. Terrorized of its own gaze
4. Bite is poisonous (Constitution or 1d12 damage.)
5. Created through chaos magic and dragon eggs
6. Eyes (petrification) and venom (poison) can be harvested

Hooks (Roll d6)

1. On the hunt for food
2. Seeking a suitable place to nest and lay eggs
3. Drawn to a chaos rift in this realm
4. Has been driven to madness, very aggressive
5. Marking its territory as king of the reptiles
6. Being pursued by a group of monster hunters

## Deviant

Beast, Large - Large, powerful, four legged beasts twisted and mutated by chaos.

Threat 4 HP 20 AD 13 Skill d8

# Appearing d4 Treasure -

Combat: 2x Claws/Fangs (d8)

Abilities: Immunity- Weapons (Fur), Strength (Horn), Fast (Blood), Leap (Heart), Resistance- Fire & Lightning (Fur)

Lore (Roll d6 on a successful lore check)

1. Immune to non magical weapons, only affected by magic and silver weapons
2. Savage their victims with horns, fangs and claws
3. Often accompanied by packs of Barghest
4. Originate from the Shadowlands
5. Fur can be harvested (defense) but is tainted by chaos
6. The blood of the beast is acidic (false)

Hooks (Roll d6)

1. Released from the Shadowlands to cause destruction
2. Searching from a rift to return home
3. Pursuing a target, their hunger must be satisfied
4. Drawn to a convergence of chaotic powers
5. Migrating to another place
6. Being pursued by a group of monster hunters

## Doom Teeth

Chaos, Small - Dark greenish blobs with wide mouths full of frightfully sharp teeth running on two skinny, scabrous legs.

Threat 1 HP 4 AD 12 Skill d4 # Appearing 2d20  
Treasure NA

Combat: Bite (d8)

Abilities: Senses (Scent - Holes on head), Leap (Legs), Fast (Legs)

Lore (Roll d6 on a successful lore check)

1. Advantage on tracking rolls.
2. Can leap 20' high or 15'.
3. Unshakable morale. They will attack until killed.
4. Will try to isolate and overwhelm enemies by using pack tactics.
5. Enjoy eating the living and the dead.
6. Death Stench – Emits a stench in 15' radius upon death. Constitution save or spend d4 rounds retching. Anyone retching is also rattled (All rolls are with disadvantage).

Hooks (Roll d6)

1. A pack on the move.
2. Consuming a body.
3. They have been drawn to a place of death.
4. Seeking a place of ambush.
5. Fighting with an animal.
6. Fighting with a human.

## Psycher

Chaos, Humanoid, Medium - Tall twisted humanoid aberration with elongated limbs.

Threat 3 HP 15 AD 10 Skill d6

# Appearing 1 Treasure Lx2

Combat: Mind Control (long, Intelligence save) or Claws (d4)

Abilities: Stealth (Skin), Mind Control (Brain)

Lore (Roll d6 on a successful lore check)

1. Slowly hunts its prey, lurking in darkness and shadows
2. Compulsively feeds off life energies of others
3. Possesses victims to kill others, then feeds upon the remains
4. Must feed weekly otherwise it will die
5. Drawn to and collects items of magic and minor artifacts
6. Communicates in short whispering hisses

Hooks (Roll d6)

1. Stalking a victim
2. Has possessed a victim, they lurk nearby
3. Exploring an area, they have sensed magics
4. Feeding upon a previous victim
5. Fleeing from a monster hunter
6. Waiting to ambush the party 18

## Spitting Horror

Chaos Monstrosity Medium - Body of a goat. Head of a snake.

Threat 3 HP 15 AD 14 Skill d6 # Appearing d10

Treasure NA

Combat: Bite (d8) Acid Spit (d10, d4 if Constitution save is made.)

Abilities: Tough (Fur – Increased AD), Acid (Spit), Intelligent

Lore (Roll d6 on a successful lore check)

1. Servants of chaos princes and sorcerers.
2. Enjoys tormenting and dominating others.
3. Will provide a service for a hideous price.
4. Hates silvered weapons. Takes double damage.
5. Cannot harm the innocent. (False)
6. Spit glands can be harvested and alchemically prepared into a potent acid.

Hooks (Roll d6)

1. Seeking a new lair.
2. Hunting a victim for their master.
3. Drawn to an atrocity.
4. Summoned from the shadowlands by a spell failure.
5. Feasting on a victim.
6. Guarding their master's domain.

## The Ashen

Chaos, Humanoid, Medium - Dark featureless humanoid beings who wield obsidian blades made from volcanic rock.

Threat 1 HP 8 AD 10 Skill d4

# Appearing d6/2d8/3d20 Treasure Lx2

Combat: 2x Obsidian Sword (d6) or Obsidian Knife (d4)

Abilities: Fast (Blood), Phase (Heart), Dark Vision (Eyes), Stealth (Skin)

Lore (Roll d6 on a successful lore check)

1. Soldiers from the shadow realms, commanded to kill
2. Phase in and out of reality (medium range) to flank opponents
3. Obsidian blades (+1 attack die) shatter on a critical fail
4. They can see equally well in day or at night
5. Disappear in a wisp of smoke when killed
6. They have no mouths and do not require sustenance

Hooks (Roll d6)

1. On the hunt to kill something specific
2. Commanded to secure or guard an area
3. Drawn by the power of chaos magic
4. They are already battling some other creatures
5. Summoned from the Shadowlands by some ritual
6. Returning to a rift after a successful mission

## Shadow Mass

Chaos, Spirit, Large - A sentient chaotic force which slips and slides between chaos and reality.

Threat 5 HP 20 AD 14 Skill d10

# Appearing 1 Treasure A

Combat: Consume (d8)

Abilities: Levitate (Dust), Immunity- Physical attacks (Dust), Convergence (Dust)

Lore (Roll d6 on a successful lore check)

1. Linked to an artifact and attracted to magic
2. Will flee if the artifact is destroyed
3. Immune to physical attacks
4. Magic users feel a rising tension based on its proximity
5. Creeps and slithers and then engulfs its victim
6. Convergence of power: Any spell casting failure invokes a roll on the spell casting glitch table.

Hooks (Roll d6)

1. It feels a new item of power in the area
2. A malicious drive to engulf someone
3. Slowly following its prey
4. Testing the boundaries from the artifact it's bound to
5. Has engulfed someone and absorbed their energy
6. Drawn to people using magic powers

## The Forbidden Chaos

Humanoid, Medium - A former god like being whose mind has turned to chaos. Humanoid in appearance. They are cunning, cruel and malevolent in nature.

Threat 10 HP 60 AD 15 Skill d20

# Appearing 1 Treasure Ax3, Tx3

Combat: 2x Magic or Weapon (d12)

Abilities: Fear (Skull), Magic (Blood), Magic Resistance (Bones), Immortal (Heart)

Lore (Roll d6 on a successful lore check)

1. Ancients of Supreme Power, their minds turned to chaos, cunning, cruel and malevolent in nature
2. They seek vengeance and destruction, all life is doomed to die
3. They seek passage to the mortal realms, they must be stopped at all costs
4. Masters of magic, seemingly invulnerable and proficient in all spells and incantations
5. Each Forbidden has mastery of one domain casting spells at advantage
6. Being in the presence of a Forbidden causes fear (range long, will save or be rattled)

Hooks (Roll d6)

1. Traveled through a rift to this realm for a few short moments
2. Seeking a powerful artifact
3. Seeking followers to grow their power
4. Seeking rifts in the current realm of existence
5. Searching for knowledge of ancient powers
6. Searching for clues of the other Forbidden

## Demons:

### Behemoth

Elemental, Demon, Colossal - A primeval force of chaos and fire. It appears as writhing mass of shadows, tentacles and fire.

Threat 10 HP 150 AD 15 Skill d20

# Appearing 1 Treasure Ax3

Combat: 6x Tentacles (d20, long) or Fiery Breath (d20, far)

Abilities: Magic & Fire Resistance (Blood), Fire Aura (medium, d10) (Heart), Fiery Breath (Heart), Fear (will save, far) (Horn), Telepathy (far) (Brain), Resistance (Scales)

Lore (Roll d6 on a successful lore check)

1. Created during the dawn of time as a counter point to creation
2. Its greatest ambition is to destroy others
3. Those within 60 feet are affected by fire (d10)
4. Exists within the deepest realms of fire
5. Its very presence causes fear (save or frightened).
6. Resistant to fire and magic

Hooks (Roll d6)

1. It stirs, it dreams, it appears as an illusion in your nightmares
2. Sent an imp or demon spawn to find portals to other realms
3. Forcing its way through a portal to the realm of humans
4. Holds a rift to the fiery planes of hell open for its legions
5. Seeks to bargain with those who wield powers in the realm of humans
6. Seeks to locate and rebuild the elemental gate of fire

### Demonfolk

Demon, Humanoid, Medium - The offspring of demons and humans, humanoid with a demonic appearance and traits of both races.

Threat 2 HP 15 AD 12 Skill d6

# Appearing d4/3d6/2d10x5 Treasure L, T

Combat: 2x Weapon (d6/d8)

Abilities: Fast (Blood), Fear (Brain), Strong (Heart), Fire Resistance (Horn)

Lore (Roll d6 on a successful lore check)

1. Red skinned and resistant to fire
2. Feared and reviled in human societies. Morale check on failed Intelligence save.
3. Cunning, intelligent, strong and powerful
4. Have shape shifting powers (false)
5. Attack with lightning fast reflexes
6. Some have horns, wings (possible flight) or a tail

Hooks (Roll d6)

1. A loner, seeking to flee people and society
2. Searching for an artifact of power
3. Seeking to bring a nearby settlement under their rule
4. Hunting someone which has offended them
5. Seeking others of their kind
6. Pursued by monster hunters

## Demon Spawn

Demon, Humanoid, Medium - Low level demons which are humanoid in appearance. Their skin has been hardened through exposure to fire.

Threat 1 HP 10 AD 9 Skill d4

# Appearing d6/d20/3d20 Treasure L

Combat: Weapon (d6)

Abilities: Fire Resistance (Scales)

Lore (Roll d6 on a successful lore check)

1. Originated from the fiery planes of hell
2. Foot soldiers of the greater demons, submit to their orders
3. Fire resistant having lived on the fiery planes of hell
4. Exist in a hierarchical structure of demons
5. Seeking an escape from the fiery planes
6. Have no loyalty to each other

Hooks (Roll d6)

1. On a mission to destroy something
2. Have fled the fiery realms and are seeking an escape
3. Hunting something or someone specific
4. Returning to a portal, time is running out
5. Sent on a mission of destruction and violence
6. Summoned by someone seeking to bind it to servitude

## Demon-Trul

Elemental, Demon, Large - Demonic trolls, large and powerful. Often feature horns, wings or tails

Threat 4 HP 40 AD 13 Skill d8

# Appearing d2/d6/2d10 Treasure -

Combat: Fist/Claws (d10 advantage)

Abilities: Strong (Horns), Fire Resistance (Scales/Skin).

Lore (Roll d6 on a successful lore check)

1. Originated from the fiery planes of hell
2. Shock troopers for the greater demons
3. Bestial primal creatures, simple intelligence
4. Live for battle and destruction
5. Have little loyalty to anyone
6. Variants may have different features or abilities

Hooks (Roll d6)

1. On a mission to destroy something
2. Immobile and merrily feasting on something it has killed
3. Agitated, confused and erratic, a constant buzzing in its head
4. Returning to a portal, time is running out
5. Sent on a mission of destruction and violence
6. Summoned by someone seeking to bind it to servitude

## Eye Hellion

Elemental, Demon, Large - A spherical demonic creature which slowly floats its many stalks swaying as it moves. It's large central eye blinks occasionally as knowledge is consumed.

Threat 6 HP 50 AD 15 Skill d8

# Appearing d2/d6 Treasure -

Combat: Eye Beam (d20, long), 5x Tentacle Stings (d6)

Abilities: Flight (Stalks), Fire Resistance (Scales/Skin), Senses- Sight (Stalks), Telepathy (Brain), Eye Beam (Eye)

Lore (Roll d6 on a successful lore check)

1. Originated from the fiery planes of hell
2. Highly intelligent creatures, all seeing, all knowing
3. Cycloptic eye shoots sorcerous beams of destruction
4. Communicates through telepathy
5. Has the power of slow flight
6. At close range, stings victims with its stalks

Hooks (Roll d6)

1. Seeking sustenance and resources
2. Seeks a lair where it can ponder the universes mysteries
3. Will kill to hide knowledge of its presence
4. Wants to dominate and rule the weak minded
5. Searching for a powerful artifact
6. Corrupting the minds of a nearby settlement

## Greater Demon

Elemental, Demon, Colossal – Huge, menacing fiery demonic creatures. Humanoid in appearance, surrounded by shadows and flames.

Threat 8 HP 80 AD 15 Skill d12

# Appearing 1/d6 Treasure A

Combat: 2x Weapon (d20, short) or Fiery Breath (d20, long)

Abilities: Fast (Blood), Strong (Horns), Fire Resistance (Scales), Fire Aura (Heart), Magic (Brain), Flight (Wings)

Lore (Roll d6 on a successful lore check)

1. They slumber deep within the earth
2. Each greater demon is named
3. Seeks to dominate and rule
4. Surrounded by aura of fire (d6 damage, short)
5. Wields mighty weapon and breathes fire
6. Some can fly and others use magic

Hooks (Roll d6)

1. Recently awoken from the depths of the earth
2. Senses the presence of a dragon, their eternal enemies
3. Seeks to dominate and rule the local area
4. Working with another power to devastate human lands
5. Senses the presence of a powerful artifact it covets
6. Searching for a portal to the fiery realm to summon a horde

## Imp

Demon, Humanoid, Small - A small flying demon with leathery wings, small horns and a tail. Can take the form of a small animal for short periods.

Threat 1 HP 3 AD 10 Skill -

# Appearing 1/d3/2d12 Treasure L

Combat: Stinging Tail or Claws (d4)

Abilities: Flight (Wings), Fire Resistance (Scales), Shape Change (Blood), Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Originated from the fiery planes of hell
2. The smallest and lowest creatures in demonic hierarchy
3. Fire resistant having lived on the fiery planes of hell
4. Often summoned to act as familiars for mages and wizards
5. Cunning and intelligent, will twist words and bargain
6. Speak with a raspy hiss

Hooks (Roll d6)

1. On a mission to collect something for its master
2. Have fled the fiery realms and are seeking an escape
3. Seeking small animals or game to feed its hunger
4. An advance scout for a demonic horde
5. Sent on a mission to spy on someone
6. Summoned by someone who seeks to bind it to servitude

## Worm, Cthonic

Demon Large – A hideous 9 feet long monster that is a cross between a worm and a squid. It has no apparent sensory organs and has a thick front tapering off to the rear. It's beak is surrounded by 8 slime covered tentacles.

Threat 3 HP 16 AD 10 Skill d6

# Appearing 1/d4 Treasure NS/Lx2

Combat: Bite (d3), Tentacles x8 (Paralysis)

Abilities: Darkvision (Dark patches beside beak), Paralysis (Slime on tentacles), Tough (Bonus AD)

Lore (Roll d6 on a successful lore check)

1. Tentacles are 5 feet long and covered in slime.
2. Those hit by a tentacle must make a Constitution save or become paralyzed for 2d12x5 rounds.
3. The worm will not bite unless faced with foes immune to it's slime.
4. If compelled to bite, it will flee on a special failure due to pain to it's sensitive beak.
5. Will eat anything organic.
6. It will not feed until after is has eliminated all active resistance.

Hooks (Roll d6)

1. Something is decimating the flocks.
2. Seeking a new lair.
3. Devouring a victim.
4. Guarding the nest.
5. Seeking to ambush or sneak up on a victim.
6. On a mission from a vile Mage/Sorcerer.

## Draconic:

### Dragons

Dragons are highly intelligent great winged lizards that are known for their immense power, their treasure hoarding, and for terrorizing large areas of countryside around their lairs.

#### Combat:

Young 1-19 Years Old

Threat 3 HP 24 AD 14 Skill d3

# Appearing d6 Treasure NA

Combat: Bite/Talons (d6), Breath x1 Recharge on 6 d6 (See Breath Table) Choose 1 Breath Attack

Adult 20-199 Years Old

Threat 5 HP 60 AD 16 Skill d8

# Appearing d3 Treasure Tx3

Combat: Bite/Talons (d10), Tail Slap 15' (d8), Breath x2 Recharge on 5-6 d6 (See Breath Table) Choose 2 Breath Attacks

Old 200-399 Years Old

Threat 7 HP 84 AD 18 Skill d10

# Appearing d2 Treasure Tx6

Combat: Bite/Talons (d12), Tail Slap 20' (d10), Breath x3 Recharge on 4-6 d6 (See Breath Table) Choose 3 Breath Attacks

Ancient 400+ Years Old

Threat 9 HP 120 AD 20 Skill d12

# Appearing 1 Treasure Tx10

Combat: Bite/Talons (d20), Tail Slap 30' (d12), Breath x4 Recharge on 3-6 d6 (See Breath Table) Choose 4 Breath Attacks

Abilities: Flight (Wings), Tough- Bonus AD (Scales), Fast in flight (Wings), Dark Vision (Eyes), Breath (Heart),

Magic - (Brain) of the eight forms of magic

Adult: Skilled-4, Expert-3, Mastered-1

Old: Skilled-2, Expert-3, Mastered-3

Ancient: Expert-3, Mastered-5

Lore (Roll d6 on a successful lore check)

1. Young dragons are bestial
2. Are woven from magic
3. Are subtle and often influence from the shadows
4. All dragons are prideful
5. Their gray, green, and brown scales make them easy to conceal
6. Ancient dragons can cause wind attacks

Hooks (Rolld6)

1. Searching for a donation to their horde
2. Meeting with a ...
3. Hunting for supper, "Hi supper"
4. Wounded and searching for a new lair
5. Servants of the Wyrms are abroad
6. Rumors of a dragons lair are circulating

## Dragon Breath Attacks:

Table 1:

	Size:	Damage:	Special:
Acid: Beam - Line			
Young	100' long x 5' wide	d6	NA
Adult	150' long x 5' wide	2d6	Damages leather items
Old	200' long x 5' wide	3d6	Damages metal items
Ancient	300' long x 10' wide	3d6	Damages magic items
Cold: Cone - Wedge			
Young	75' long x 15' wide	d6	NA
Adult	100' long x 25' wide	2d6	Can freeze small items
Old	150' long x 30' wide	3d6	Can freeze medium items
Ancient	200' long x 40' wide	3d6	Can freeze large items
Darkness: Cloud - Circle			
Young	25' wide x 20' high	NA	NA
Adult	50' wide x 30' high	NA	Loss of vision
Old	100' wide x 40' high	NA	Loss of vision
Ancient	200' wide x 50' high	NA	Loss of vision and hearing
Fire: Cone - Wedge			
Young	75' long x 15' wide	d6	NA
Adult	100' long x 25' wide	2d6	Burns for d3 rounds
Old	150' long x 30' wide	3d6	Burns for d6 rounds
Ancient	200' long x 40' wide	3d6	Burns for d10 rounds

Table 2:

	Size:	Damage:	Special:
Lightening: Beam - Line			
Young	100' long x 5' wide	d6	NA
Adult	150' long x 5' wide	2d6	Damages fragile items
Old	200' long x 5' wide	3d6	Damages durable items
Ancient	300' long x 10' wide	3d6	Damages magical items
Poison Gas: Cloud - Circle			Kills character level & below
Young	25' wide x 20' high	D3 in cloud	NA
Adult	50' wide x 30' high	D6 in cloud	2
Old	100' wide x 40' high	D8 in cloud	4
Ancient	200' wide x 50' high	D12 in cloud	6
Fear: Cone - Wedge		To resist fleeing, make a save:	Disadvantage on rolls with:
Young	75' long x 15' wide	NA	NA
Adult	100' long x 25' wide	Intelligence	Constitution
Old	150' long x 30' wide	Intelligence	Constitution & Strength
Ancient	200' long x 40' wide	Intelligence with disadvantage	Constitution, Strength, & Dexterity
Sleep: Cloud - Circle		To resist, make save:	Character level & below slumber
Young	25' wide x 20' high	NA	NA
Adult	50' wide x 30' high	Constitution	2
Old	100' wide x 40' high	Constitution	4
Ancient	200' wide x 50' high	Constitution with disadvantage	6

## Dragonkind

Draconic, Humanoid, Medium - A hybrid of human and dragon with humanoid form and draconic features.

Threat 2 HP 10 AD 10 Skill d4

# Appearing d2/d12/3d10 Treasure L, T

Combat: Weapon (d6/d8)

Abilities: Strength (Blood), Dark Vision (Eyes), Fire Resistance (Scales)

Lore (Roll d6 on a successful lore check)

1. The rumored offspring of human and dragon (false)
2. Has a thick scaly hide
3. Appearance may vary, some sport wings, horns or a tail
4. Hatched from eggs when they are born
5. Creatures of intelligence and cunning
6. Have the ability to see in the dark to 60 feet

Hooks (Roll d6)

1. Seeking rumors of the great dragons
2. Traveling in disguise to a settlement
3. Seeking others of its kind
4. Unfairly accused of witchcraft and being hunted
5. Tracking something or someone
6. Transporting a dragon egg

## Dragon Spawn

Draconic, Monstrosity, Small - A small dragon resembling the larger of the dragon species with a thick scaly skin, four limbs and wings.

Threat 1 HP 5 AD 10 Skill -

# Appearing d6/2d10 Treasure -

Combat: Bite or Claw (d6), Fire Breath (d4, short)

Abilities: Dark Vision (Eyes), Pack Tactics (N/A), Flight (Wings), Fire Breath (Heart)

Lore (Roll d6 on a successful lore check)

1. The smallest of the dragon species
2. They travel and hunt in small packs
3. Can fly acrobatically short distances
4. Small, vicious creatures which hunt for meat
5. Some can breathe fire (d4, short)
6. Snap, bite and claw when they attack

Hooks (Roll d6)

1. Hunting an animal for food
2. Gorging on the meat of a dead animal
3. Gathering supplies for their nest
4. Migrating to a different climate
5. Seeking shelter, it senses a weather event
6. Being pursued by something big and dangerous

## Drake

Draconic, Monstrosity, Large - A dragon, sea monster or sea serpent. They have four limbs and an elongated neck and sharp teeth and fangs.

Threat 3 HP 20 AD 13 Skill d6

# Appearing d4/d12/3d10 Treasure -

Combat: Bite (d8, short) and Tail (d6, push)

Abilities: Dark Vision (Eyes), Senses (Brain), Resistance (Scales)

Lore (Roll d6 on a successful lore check)

1. A species of the dragon race
2. They travel and hunt in small packs
3. Some drakes are elemental in nature (variants)
4. They forage and hunt for greater dragons (false)
5. Their color reveals their nature
6. Attack with a bite at the front and a tail swing at the back

Hooks (Roll d6)

1. Famished and hunting for food, desperate
2. Gorging on the meat of a dead animal
3. Seeking a place to nest or rest
4. Marking their territory
5. Migrating to a new home
6. Being pursued by something that is hunting them

## Dragon Mites

Draconic, Humanoid, Small - Small reptilian humanoids a few feet in height which appear in large numbers.

Threat 1 HP 3 AD 8 SKL -

# Appearing d20/6d10/3d20x5 Treasure -

Combat: Bite (d2, disadvantage attack), Weapon (d4 or d6)

Abilities: Dark Vision (Eyes), Pack Tactics (N/A)

Lore (Roll d6 on a successful lore check)

1. Commonly found in dark and underground places
2. Averse to sun light (disadvantage)
3. Hiss and roar in their own tongue to communicate
4. Cowardly, will only fight with superior numbers
5. Possess dark vision, can see in the dark
6. Worship larger creatures of the dragon family

Hooks (Roll d6)

1. Scavenging for food and supplies
2. Looking for shiny new things
3. Following the signs of their god
4. Displaced refugees searching for a new home
5. Dragging a dragon egg along with them
6. Adopting the location as their home (setting traps)

## Salamander

Draconic, Monstrosity, Medium - Serpentine creatures with the body of a human and tail of a serpent surrounded by an aura of fire.

Threat 3 HP 15 AD 12 Skill d6

# Appearing d6/d12/4d6 Treasure T

Combat: Spear (d6) & Fire Tail (d4 or grapple)

Abilities: Fire Resistant (Scales), Fire Aura (d4, close) (Heart)

Lore (Roll d6 on a successful lore check)

1. Originated from the lower planes of hell and fire
2. Creatures of intelligence, seeking to dominate
3. Wield weapons in combat
4. An aura of fire burns (d4) people within close proximity
5. Fire resistant but also immune to cold
6. Speak their own dialect (demon)

Hooks (Roll d6)

1. Seeking to dominate a local settlement
2. Traveling to meet something from the planes of hell
3. Scouting the area, their lair is nearby
4. Pursuing something or someone
5. Returning with prisoners from a recent raid
6. Scavenging metallic items to forge into weapons

## Wyrm

Draconic, Monstrosity, Large - A wingless dragon with a reptilian body, it slithers and slides and has a poisonous bite.

Threat 3 HP 30 AD 13 Skill d8

# Appearing d2/d6 Treasure -

Combat: Poisonous Bite (d8, short, Constitution save or rattled)

Abilities: Dark Vision (Eyes), Senses-Scnt (Brain), Swim (Flesh/Skin), Water Breathe (Flesh/Skin), Poison (Venom)

Lore (Roll d6 on a successful lore check)

1. A species of the dragon race
2. Lays eggs, giving birth to wyrmlings
3. They shed their skin when they grown
4. Its bite is poisonous (Constitution save or rattled)
5. Its second bite is deadly (Constitution save or death)
6. Venom can be extracted from a dead wyrm

Hooks (Roll d6)

1. Hunting a target for food
2. Mating with another wyrm
3. Seeking a place to nest and lay eggs
4. Traveling to a new environment for comfort
5. Has been surprised as it rested, it is defensive
6. Being pursued by something that is hunting them

## Elder Dragon

Draconic, Monstrous, Colossal - A colossal reptilian creature of legend with four limbs, huge wings and a long neck which breathes some substance.

Threat 10 HP 150 AD 18 Skill d20

# Appearing 1 Treasure R Ax2, Tx5, Lx10

Combat: 2x Bite/Talons (d20) or 1x Breath (d20, medium area)

Abilities: Flight (Wing), Strength (Teeth), Fortitude (Heart), Fast (Blood), Wind Push (Wings), Resistance to non Monstrous Damage (Scales), Resistance Magic (Scales), Dark Vision (Eyes), Breath (Heart), Fear (N/A)

Lore (Roll d6 on a successful lore check)

1. The last of the ancient immortal giant dragons, each one is named
2. Their minds have been ravaged by time, memories of their lives have been forgotten and intelligence replaced by animal instinct
3. Reside in inhospitable places at the edge of the world, their lairs hold an array of treasures
4. Huge, ferocious, prodigious creatures causing fear and awe with their colossal appearance
5. Elder Dragons can soar across the skies at a great speed causing a sonic boom when they appear
6. Forms of attack and defense include; claws and bite; fire breath weapon; stomp; tail whip and wind

Hooks (Roll d6)

1. Roaming the sky driven by a familial instinct to search for a cache of lost dragon eggs
2. Hunting for food, it is ravenous
3. Scouring the land, marking its territory with a trail of destruction
4. Returning to its lair, it has hunted and fed this day
5. Setting out on its last grand flight around the globe, in its final weeks of its life
6. Seeking a new nest or lair, it has eggs to lay

## Elemental:

### Clay Men

Construct, Humanoid, Large - Large (15ft tall)  
stocky featureless humanoid formed of a rocky  
clay like substance.

Threat 4 HP 20 AD 13 Skill d8

# Appearing d4/d10/2d20 Treasure -

Combat: Strike (d8, advantage)

Abilities: Strength (Clay), Resistance-Blunt &  
Missiles (Clay), Slow (Clay), Regenerate (d4)  
(Clay)

Lore (Roll d6 on a successful lore check)

1. Clay like constructs, automatons for their masters
2. Can sink to the earth and appear elsewhere (false)
3. Can speak (false)
4. Incredibly strong and tough but slow to act (acts last)
5. Their approach can be heard through tremors on the ground
6. Regenerate d4 health per turn, except for magic or lightning damage.

Hooks (Roll d6)

1. Guarding something for a former master
2. Excavating the ground, driven by some motivation
3. Standing motionless, ready to be awakened
4. Wandering around, their commands forgotten
5. Statuesque, awaiting a command word or magic
6. Crawling around, its legs worn away over the centuries

### Fire Spirit

Elemental, Fire, Large - A malevolent spirit  
appearing as a humanoid mass constructed of  
fire, a living inferno.

Threat 5 HP 40 AD 12 Skill d8

# Appearing 1 Treasure -

Combat: 2x Swipe (d10, burns) or 1 Fire Clap  
(short, d6)

Abilities: Fire Shape (Heart), Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Dances a wicked dance, burning and spitting embers
2. Its touch burns those it comes into contact with
3. Can create a burst of fire at short range
4. Immune to fire
5. Leaves combustibles on fire in its path
6. Weakness to water

Hooks (Roll d6)

1. You have found a trail of ash and cinder
2. Summoned by a fire mage
3. Escaped from the fiery realms through a fracture in reality
4. Seeks oxygen and fuel to destroy and consume
5. Sent to destroy an artifact of power
6. You spot a tell tale sign of smoke in the distance

## Fire Tornado

Elemental, Fire, Medium - A swirling, spitting, crackling tornado of fire which haphazardly shifts and moves.

Threat 1 HP 8 AD 10 Skill d4

# Appearing d6/d10 Treasure -

Combat: Fire (d6, short)

Abilities: Immunity (Fire) (Ashes), Fire (Ashes)

Lore (Roll d6 on a successful lore check)

1. Randomly spits out sparks and embers (short range)
2. Immune to fire
3. Burns out by shrinking in size and losing 1 HP per minute
4. Created by evil spirits, demons or elemental mages
5. Has a weakness to water
6. On a critical hit grows in power

Hooks (Roll d6)

1. Summoned by a fire mage
2. Demons are dancing around the fire tornado
3. A freak of nature, wild and uncontrolled
4. Created through the death of a fire phoenix
5. Created through uncontrolled wild magic powers
6. Slipped through a rift in reality from the planes of hell

## Gargoyle

Elemental Construct, Medium/Large - A gargoyle is made of stone and looks like a winged and horned humanoid figure. Despite their weight, they can fly clumsily yet quickly.

Threat 4 HP 24 AD 14 Skill d6

# Appearing 1d6/2d4

Treasure NA/Lx2

Combat: Claw x2 (d6), Bite (d8), Horn (d4/d12)

Abilities: Slow on foot (Stone), Flying (Wings), Fast flying (Stone), Immunity- only hit by magic weapons (Enchantment), Immunity to Sleep and Charm spells (Enchantment)

Lore (Roll d6 on a successful lore check)

1. Only hit by magic weapons
2. Do terrible horn damage when charging or diving from above.
3. Created as guards.
4. Very intelligent and prone to independence if abandoned over a long period of time.
5. Protective of their lair. They will viciously attack those who trespass.
6. May only hit by magic weapons.

Hooks (Roll d6)

1. On a mission for it's master.
2. Guarding a site.
3. Seeking to avenge it's master.
4. Seeking a lair.
5. Seeking a mage to repair it's damage.
6. Battling s monster.

## Nymph

Elemental, magic, Medium - Said to be potent spirits of the waters, they are beautiful and awe inspiring in appearance.

Threat 2 HP 10 AD 10 Skill d4

# Appearing d4/d8+2 Treasure T

Combat: Claw or Bite (d6) or Water Magic

Abilities: Charm (Wings), Shape Change (Blood), Water Magic (Heart)

Lore (Roll d6 on a successful lore check)

1. Found near water locations
2. Will charm and beguile their victims
3. Possess the ability to shape change into another form
4. Have the ability to cast spells from the water domain
5. Protects innocent creatures, such as the young
6. Long lived creatures, each one should be named

Hooks (Roll d6)

1. A festivity is occurring, come, eat and drink and be merry
2. They hide near a water source, warily watching intruders
3. Guiding an innocent animal or child to safety
4. Charming another traveler who is enjoying their company
5. Searching for an ancient shrine or artifact
6. Performing a ritual, an oracle is being foretold

## Smoke Wolf

Elemental, Fire, Medium - A malevolent creature of fire and smoke. Eyes like red coals. Fur like dark, drifting smoke.

Threat 3 HP 15 AD 13 Skill d6

# Appearing d10 Treasure NA

Combat: Bite (d6) Flame breath (d10, d4 if Constitution save is made.)

Abilities: Fast, Strong (Heart), Fire (Tongue), Stealth (Paws), Weakness to Cold and Water attacks

Lore (Roll d6 on a successful lore check)

1. Immune to fire.
2. Take double damage from cold and water attacks.
3. Breathe fire three times daily.
4. Strong and quite.
5. Hunt in packs.
6. Created by evil spirits, demons, and elemental mages.

Hooks (Roll d6)

1. Summoned by a fire mage.
2. Seeks to return to the fiery realms.
3. On a mission for a fire mage.
4. Seeking a lair.
5. You spot smoke in the distance.
6. Hunting a fire phoenix.

## Water Weird

Elemental, Water, Large - An elemental spirit, the living incarnation of water appearing as translucent blue creature.

Threat 2 HP 15 AD 10 Skill d4

# Appearing d2/d6 Treasure Lx2

Combat: Engulf/Choke (d4 per round), Slam (d6 push)

Abilities: Amorphous (Water), Immunity Water (Water), Shape Change (Water)

Lore (Roll d6 on a successful lore check)

1. Bound to a pool or water source
2. Will rise up and engulf/choke victims (d4 each round)
3. Can slam opponents in the form of a mighty wave
4. Invisible when in water
5. Able to change its form and appearance
6. Some are intelligent and can speak

Hooks (Roll d6)

1. Conjured by a mage wielding the power of water magic
2. Seeking to escape the water source to which it is bound
3. Wants to feed on the energy of a creature
4. Tells a riddle, will reward one who answers correctly
5. Two water weirds contest the same water source
6. The water source is dissipating, requires help to survive

## Whirlwind

Elemental, Air, Large - Living incarnation of air resembling a large gray vortex of swirling air, the whirlwind.

Threat 3 HP 15 AD 12 Skill d6

# Appearing 1/d6 Treasure Lx2

Combat: Push (d6, 3 feet for every point of failed Strength save) or Lightning (d10, long)

Abilities: Fly (Dust), Push (Dust), Lightning (Dust)

Lore (Roll d6 on a successful lore check)

1. Circles, harries and pushes victims away
2. Calls lightning strikes (d10, long)
3. Can twist and move through small cracks and fissures
4. When uncontrolled can become a storm
5. Recharges its power when merging with clouds or mist
6. Whirlwind dust can be used as an alchemy resource

Hooks (Roll d6)

1. Summoned by an elemental mage, wielding air magic
2. A natural occurrence
3. An evil spirit controls the vortex
4. Wants to test its strength against other objects or powers
5. Pursuing a flying creature
6. Converging with other elemental powers

## Elemental Gate

Elemental, Magic, Colossal - The pillars of creation, the gateways to other worlds. Gigantic megalithic structures constructed of different colored crystal rock. They brim and hum with great power.

Threat 10 HP 500 AD 20 Skill d20

# Appearing 1 Treasure \*

Combat: Toxic- Save vs Constitution or at far range, rattled; at medium range, d4

Constitution damage per round. Death occurs at zero Constitution. Survivors recover one point per week.

Abilities: Toxic, Power, Portal, Indestructible, Wild Magic causes convergence: Any spell casting at up to far range invokes a roll on the spell casting glitch table, failures require two. (All - Elemental Stone)

Lore (Roll d6 on a successful lore check)

1. Found within the very depths of the earth
2. They emanate with raw cosmic power which causes tension rising to an overpowering stress and aural injury
3. The original gateways to other worlds
4. Leeches power from other worlds to create life in the realm
5. Almost indestructible, constructed of element stones
6. Spells trigger a wild magic surge

Hooks (Roll d6)

1. A piece of the vast gateway has been uncovered, its vast size is yet to be revealed
2. It is fading from this world, drawn to the dimension it was once linked with
3. The vibrations from a buried gateway is causing seismic disturbance
4. The presence of the gateway is the cause of wild magic
5. The crumbling remains of the gateway has been found
6. The portal has re opened, something approaches from beyond

## Fey:

### Changeling Fey

Humanoid, Medium - Humanoid creatures of magic with the ability to change its form to that of another creature at will.

Threat 3 HP 15 AD 10 Skill d6  
# Appearing d2/d8 Treasure L, T  
Combat: Weapon (d6/d8)  
Abilities: Shape Change (Heart)

Lore (Roll d6 on a successful lore check)

1. Changelings are intelligent creatures, often mischievous
2. They like to blend in with other populations
3. They are said to bring bad luck
4. Anger a changeling and it will seek to take over your life
5. They are Elves who disguise their appearance (false)
6. Can use armor, equipment and weapons

Hooks (Roll d6)

1. On a mission to spy on someone
2. On a mission to kill someone
3. On a mission to become someone
4. Pursuing strange creatures and learning their new form
5. Being pursued for a crime they committed
6. Being pursued for a crime they did not commit

### Elder Fey

Humanoid, Medium – An ancient elf, a genetic throwback to their once immortal forms. Divine in appearance.

Threat 4 HP 28 AD 14 Skill d8  
# Appearing 1 Treasure L, T  
Combat: Weapon (d8/d10)  
Abilities: Eternal (Heart), Divine (Heart), Meditation (Brain), Magic (Brain), Immunity (Blood)

Lore (Roll d6 on a successful lore check)

1. Will age very slowly and live for ages
2. Considered Gods among the Wildfolk
3. Possess knowledge of previous ages
4. Immune to poisons, disease and illnesses
5. May meditate for years
6. Not interested in mundane affairs

Hooks (Roll d6)

1. Revered as a holy person by a group of Wildfolk
2. Searching for an elemental gate
3. Deep in a decade long meditation
4. Searching for a way to the lands from whence they came
5. Seeking to unlock the mysteries of time and creation
6. Pursuing the greatest of evils in the lands

## Brownie (Gnome)

Fey, Humanoid, Small - Small humanoid creatures standing 3 feet high. An exuberant race, inquisitive, chirpy with a zest for life.

Threat 1 HP 4 AD 8 Skill -

# Appearing d6/2d10/d20x3 Treasure L, T

Combat: Weapon (d4)

Abilities: Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Excel at crafting, mining, invention, agriculture, & arts
2. Live in nature, in woods, wilds, underground dens
3. Scavengers, collectors, tinkers
4. Love traveling, exploring and discovering new things
5. Generally peaceful, they will defend themselves if necessary
6. Some Gnomes live deep underground

Hooks (Roll d6)

1. Fleeing from a savage creature they have awoken
2. Traveling and exploring the wilds and borderlands
3. They have discovered a ruin, scavenging for items
4. Plotting to defeat something that has been troubling them
5. Hiding, something dangerous is nearby
6. Seeking to trade with the adventurers

## Morgen

Fey, Humanoid, Medium - Appear as a small group of beautiful humanoid women lost in the wilds, in reality they are evil spirits.

Threat 2 HP 10 AD 8 Skill d4

# Appearing d4/d8/2d12 Treasure L, T, A

Combat: Dagger (d4), Claws (d3)

Abilities: Charm (Eyes), Illusions (Heart), Magic Resistant (Heart)

Lore (Roll d6 on a successful lore check)

1. Often found in nature and the wilds
2. Their hypnotic songs lure victims to their lair
3. May possess minor magic artifacts
4. Feed off the life energies of men to sustain their powers
5. Can use charm, cast illusions and minor magics
6. Mischievous often playing tricks and causing harm

Hooks (Roll d6)

1. A settlement has been the subject of recent misfortunes
2. Contesting a location with a group of nymphs
3. A charmed stranger is being lured by their songs
4. Hiding nearby, seeking their next target to ambush
5. Vampiric feeding on their last victim
6. Returning to their nearby den

## Norns

Fey, Humanoid, Medium - Mysterious female humanoids, ethereal and spiritual in nature. Always appearing in groups of three.

Threat 3 HP 18 AD 10 Skill d6

# Appearing 3 Treasure L, T, A

Combat: Dagger (d6),

Abilities: Prophecy (Blood), Magic (Blood), Magic Resistant (Blood), Long Lived (Heart)

Lore (Roll d6 on a successful lore check)

1. Found in remote regions
2. Often worshiped by locals in the region
3. Can foretell the future, for a price
4. Possess the ability to use magics
5. Are said to live for generations
6. Followers of the old ways

Hooks (Roll d6)

1. A settlement has been the subject of recent misfortunes
2. Contesting a location with a group of nymphs
3. Collecting ingredients for their potions and salves
4. Inviting you to have your fortune told
5. Journeying to witness a significant event
6. On a pilgrimage to collect tithes from locals

## Sprite

Magical, Humanoid, Tiny - Humanoid fairies with wings who inhabit the mystical glades and forests bordering the fey wilderlands.

Threat 1 HP 4 AD 16 Skill d4

# Appearing d6,3d12/6d10x2 Treasure -

Combat: Melee & Missile Weapons (d3)

Abilities: Stealth (N/A), Hide (N/A), Magic (Blood), Fly (Wings), Sense Nature (Blood)

Lore (Roll d6 on a successful lore check)

1. Protectors of the forests, nature's creatures
2. Sense the nature of other creatures
3. Aid those of a true nature and oppose others
4. Possess minor passive magics
5. Friends of the elves
6. Wary of civilization, strangers and urban development

Hooks (Roll d6)

1. Hiding in the forests, there be strangers about
2. Following the party trying to determine their purpose
3. Collecting resources and food to feed their fellows
4. Being chased by a fell beast
5. Casting minor illuminations to confuse travelers
6. Seeking a portal to the fey wilderlands to replenish their magics

## Tree Shepherds

Fey Plant, Sentient, Large - A tree shepherd is an intelligent and mobile tree, usually about 18' tall. Its trunk is split into two legs with root like feet.

Threat 6 HP 25 AD 17 Skill d12

# Appearing 1/d8 Treasure T

Combat: Branch x2 (2d6)

Abilities: Strong (Wood), Tough- Increased AD (Bark), Summon (Sap)

Lore (Roll d6 on a successful lore check)

1. Care for the trees and animals of their forest, and are allies to most forest creatures.
2. Can animate two normal trees within 60' to move and fight as tree shepherds. This may change each round.
3. Tree shepherds can only be distinguished from normal trees 90' or less
4. Surprise opponents on a 1-3 on 1d6.
5. Can be learn nature magic, arcane and divine
6. Have long memories and deep knowledge

Hooks (Roll d6)

1. Standing guard in a glade
2. Seeking a new lair
3. Killing a wretch
4. Talking with an elf
5. Clearing noxious vines
6. Planting seedlings

## Ancient Earth Tree

Magical, Plant, Colossal - Colossal trees standing hundreds of feet high with world roots that stretch hundreds of miles down and underground.

Threat 10 HP 500 AD 14 Skill d12

# Appearing 1 Treasure -

Combat: None

Abilities: Magic (Heartwood), Portal (Roots), Memories (Bark)

Lore (Roll d6 on a successful lore check)

1. The first plants to exist in the land
  2. The elves can fast travel through their roots
  3. The world roots link to portals to the fey wilderlands
  4. Sentient in nature, communicate through telepathy
  5. Have been a witness to the beginning of time
  6. Alter of worshiped for the elves
- Hooks (Roll d6)
1. A portal into the root of an earth tree has been discovered
  2. Something in the wilds is trying to reach you in your dreams
  3. You discover a cache of earth tree branches, from where did they come?
  4. The blackened remains of an ancient earth tree is discovered
  5. A journey to the fey wilderlands reveals an earth tree
  6. You find a giant seed, the size of a human head it is faintly magical

## Humanoids:

### Athach

Humanoid, Large - 18' tall hideously deformed giant with three arms, protruding from their chests.

Threat 5 HP 40 AD 13 Skill d8

# Appearing d6/d10 Treasure NA/L

Combat: Bash (2d12) or Bite (2d10) + Poison

Abilities: Strong (Heart), Tough- Bonus AD

(Bone), Weakness- Disadvantage on

Intelligence saves (Brain)

Lore (Roll d6 on a successful lore check)

1. Disadvantage on Intelligence saves, stupid and very bad tempered
2. Will normally kill and eat anyone they meet who does not give them gems and jewelry
3. Families are violent. Only the strongest and meanest children survive. They almost always kill their aging and weakening parents.
4. Prefer to bash their opponents against nearby objects or biting with their poisonous tusks.
5. Make a Constitution saving throw when bitten or be rattled for 1d6 x 10 minutes.
6. Dress in thick rotting hides and ill cured leathers from all their kills

### Hooks

1. Hunting little people for food
2. Eating the remains of their last victim
3. Seeking a new lair
4. A band has been terrorizing a region
5. Fighting with each other by the road
6. Carrying off hostages for ransom or supper

### Beastmen (Elite Orcs, Hobgoblins, & Bug Bears)

Humanoid, Animal, Medium - Savage warriors standing taller than man with animal like features.

Threat 3 HP 12 AD 12 Skill d6

# Appearing d8/10d6/3d20x5 Treasure L

Combat: Weapons (d6/d10)

Abilities: Strong (Horn), Resistance- Fear (Bones)

Lore (Roll d6 on a successful lore check)

1. Created from violence and chaos ooze
2. Operate in tribes, warbands, or legions where only the strong survive
3. Ferocious, not stupid. Advantage on fear checks
4. Speak the broken tongue, a language of words and grunts
5. Most have low intelligence, beware the clever, strong ones.
6. Individuals rise through force of arms

### Hooks (Roll d6)

1. Hunting something
2. Scouting new lands for potential raiding
3. Fleeing something big and nasty
4. Pursuing a vendetta against something
5. Returning to their lair with their spoils
6. A leadership contest (fight) has occurred in the group

## Beast Taint

Humanoid, Animal, Medium - Humanoid  
bipedal creatures with animal like heads and  
natural weapons.

Threat 2 HP 8 AD 11 Skill d4

# Appearing d6+2/3d12/ Treasure L

Combat: Weapon (d8) or Bite/Claw/Horns (d6)

Abilities: Fast (Hoof), Charge (Horn),

Senses - Choose 1 (Sight, Scent, Hear)

Lore (Roll d6 on a successful lore check)

1. Skittish and prone to anger
2. Hunt and prey in packs
3. Fast moving quickly in/out of combat
4. Communicate with barks and bleats
5. Can be nervous and paranoid when out numbered
6. Created in the labs of mad sorcerers

Hooks (Roll d6)

1. Hunting for food and supplies
2. Patrolling the borders of their lands
3. Helping a lame colleague return home
4. Tracking a threat in the region
5. Scaring away travelers near their lands
6. Looking to ambush a straggler or lone victim

## Giant, Remnant

Humanoid – Solitary, fair humanoids 2-4 times  
the size of men. The diminished remnant of  
elder giants of elder times. Survivors of the  
Dragon Wars.

Threat 7 HP 60 AD 10/14/18 Unarmored/Non  
metal/Metal Skill d12

# Appearing 1/d2/d6 Treasure Lx2/T

Combat: Large Weapon (d12) or Rocks/Tree  
Trunks (d8)

Abilities: Strong (Heart), Tough (Bone)- Damage  
Resistance- Bonus AD, Senses (Nose)-  
Advantage to Scent Checks

Lore (Roll d6 on a successful lore check)

1. Hatred of dragons bordering on madness.
2. Fair and noble countenance.
3. Bouts of melancholy.
4. Strong, hardy and fierce in a fight
5. Usually solitary. Build followers from those they encounter.
6. Have a keen sense of smell

Hooks (Roll d6)

1. The fair, fierce lady of a noble paladin
2. Looking for shelter and rest
3. Seeking aid to right a wrong
4. Living alone in a mountain pass
5. Deep in melancholy
6. Preparing to defend an isolated village

## Minotaur

Humanoid, Bull, Large - Powerful humanoids with the body of a man and the head of a bull.

Threat 4 HP 30 AD 14 Skill d8

# Appearing d2/d6/d10 Treasure Lx2

Combat: 2x Pole arm (d10 Advantage) or Horns (d8 Advantage)

Abilities: Dark Vision (Eye), Strength (Horn), Fast (Blood), Fortitude (Bone)

Lore (Roll d6 on a successful lore check)

1. Savage, angry and aggressive, generally attack on sight
2. Engage their victims by charging and goring them
3. Moves with incredible speed attacking twice
4. Limited bestial intelligence, can use weapons
5. Will react to obvious threats
6. Advantage to endurance and constitution checks

Hooks (Roll d6)

1. The guardian of an artifact or place
2. Hunting for food
3. Madness has descended, aggressive and furious
4. Drawn to the place of its creation through a dark ritual
5. Echoes of a former life, wants to be left alone
6. Something has angered it, it follows in pursuit

## Ogre

Humanoid, Primitive, Large - Misshapen humanoid creatures, three times as tall and twice as wide as a human.

Threat 6 HP 50 AD 14 Skill d12

# Appearing d2/d6/d12 Treasure LT

Combat: Large Weapon (d12) or Rocks (d8)

Abilities: Strong (Heart), Tough (Bone), Damage Resistance- Bonus AD (Bone), Keen Senses (Nose)

Lore (Roll d6 on a successful lore check)

1. Meat eaters and will hunt creatures of flesh for food
2. Simple, primitive creatures, can be tricked easily. Wear crude hides and skins.
3. Slow to react (act last in combat)
4. Strong, hardy and fierce in a fight, use improvised weapons
5. Short memories, survive by instincts not knowledge
6. Have a keen sense of smell

Hooks (Roll d6)

1. Hunting little people for food
2. Looking for shelter and rest
3. Limping has been injured in a fight with something
4. Fashioning a weapon from a tree
5. Eating the remains of its last victim
6. Collecting shiny things for its lair

## Troll

Humanoid, Grotesque, Large - Great bulky grotesque humanoid creatures, twice the height of man.

Threat 5 HP 35 AD 13 Skill d10

# Appearing d2/d8 Treasure Lx2

Combat: Fists (d10) or Weapon (d12) or Rocks (d6)

Abilities: Strong (Heart), Dark Vision (Eyes), Regeneration (d6), (Blood), Senses (Nose), Mutation (Blood)

Lore (Roll d6 on a successful lore check)

1. Incredibly strong and prone to rage, simple and slow moving
2. Greedy by nature, wants things
3. Attacks with fists or uses primitive weapons.
4. Possesses regenerative powers (d6 per round), regrowth from 0 hp's or less results in mutation
5. Acid, fire or magic prevents regeneration
6. Trolls blood has alchemical properties

Hooks (Roll d6)

1. Hunting little people for food
2. Held in captivity as a bodyguard for another
3. Wounded in a fight, waiting for a mutation to occur
4. Fashioning a weapon from a tree
5. Eating the remains of its last victim
6. A gathering is taking place, more will arrive soon

## Wretches (Orcs & Goblins)

Humanoid, Pack, Small - Small humanoids, gray skinned with yellow eyes and sharp fangs.

Threat 1 HP 3 AD 8 Skill -

# Appearing 2d6/4d12/d20x10 Treasure L

Combat: Fangs (d3), Improvised Weapon (d4), or weapon (d6)

Abilities: Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Weak and cowardly creatures
2. Swarm in number when the odds favor them
3. Employ simple tactics
4. Constantly scavenging for scraps
5. Fascinated with shiny objects
6. Use snarls and words a derivation of the broken tongue

Hooks (Roll d6)

1. Scavenging for food or supplies
2. Trailing a smaller group, looking for an ambush opportunity
3. Scouting an ancient ruin, a chance to explore
4. Grouped around an object they have found
5. Carrying scavenged items to their current lair
6. Hiding and waiting to ambush their next victims

## Elder Giant

Humanoid, Towering, Colossal - An ancient race of colossal humanoid beings who stand three to six times taller than a human.

Threat 10 HP 150 AD 15 Skill d20

# Appearing d2 Treasure A, T

Combat: Fist/Weapon (d20), Rock (d12, far)

Abilities: Strong (Heart), Tough (Blood),  
Resistance- Non magical weapons (Bone)

Lore (Roll d6 on a successful lore check)

1. Once inhabited the lands but have now regressed to a more primal state
2. Live for many centuries but their numbers are few and they often hibernate for decades
3. Appear as colossal humanoid creatures,
4. Semi intelligent creatures, incredibly strong but slow (act last) and ponderous
5. May carry ancient items and artifacts or clues to earlier ages of civilization
6. Wander the lands trying to reclaim memories of their former civilization

Hooks (Roll d6)

1. A giants footprint has been found
2. A giants bony remains have been found half-buried
3. You feel the seismic shakes of something in the distance
4. You hear a deep booming echo in the distance
5. You awake next to a sleeping giant covered in vegetation
6. A colossal giant walks in the distance migrating towards something

## Insects, Rodents, & Vermin:

### Acid Beetle

Insect, Medium – Carrion eaters who live underground.

Threat 2 HP 8 AD 14 Skill d4

# Appearing 1d8/2d6 Treasure Sx2

Combat: Bite (d6) Acid Stream (d4 and Irritant)

Abilities: Tough- Increased AD (Chitin), Acid (Mandible)

Lore (Roll d6 on a successful lore check)

1. Daily sprays acid in a 15 feet arc 10 feet away.
2. Those sprayed will have -2 to all rolls for 24 hours unless magically healed. May be affected twice for a maximum penalty of -4 for 24 hours.
3. Savage hunters of dogs and small children.
4. Sprays from gland above mandible.
5. Will viciously defend nursery burrow.
6. Mostly eat dead things, be careful where you bury loved ones.

Hooks (Roll d6)

1. Hunting prey.
2. Feeding on dead animal.
3. Digging a new lair.
4. Small burrows in along the path.
5. Guarding nursery.
6. Crouched in a row, humming softly. They are under the control of a nearby being.

### Ankheg

Giant Insect, Large – 10 feet long and 4 feet high. Ankheg are vicious, ambush insectivores.

Threat 3 HP 15 AD 14 Skill d4

# Appearing d6 Treasure L

Combat: Bite (d6), Acid Spray (d6 30' long line 5' wide), Slashing Fore Limbs (d8)

Abilities: Grapple, Acid (Gland near Mandible.), Tunneling, Slow, Tough- Bonus AD Chitinous body, Weakness (Fire)

Lore (Roll d6 on a successful lore check)

1. Scuttles about on eight legs. Can rear up and grapple (Advantage) with four of them.
2. Bite damage is automatic if grappled.
3. Can spray acid two times a day per HD if not grappling.
4. Acid does d6 damage for HD rounds. Neutralized by wine.
5. Burrows underground through earth, not stone, to create lairs for laying eggs and setting up ambush sites.
6. They are vulnerable to fire. Save vs fire with disadvantage and take double damage from fire.

Hooks (Roll d6)

1. Farmers report missing livestock.
2. A peddler reports a “monster” rose out of the earth and killed his horse, destroying his cart.
3. Waiting for lunch.
4. You feel a slight tremor beneath your feet.
5. You come upon a breeding pair feasting.
6. Young one(s) seeking new lair.

## Ant, Giant

Insect, Hive, Medium – Insect creatures, 3-4 feet long with six legs, brown/gray with exoskeleton body, mandibles and antenna.

Threat 3 HP 12 AD 13 Skill d6

# Appearing d10/14d6 Treasure -

Combat: Mandible Claws (d6 to d10)

Abilities: Climb (Legs), Senses-Scent (Antenna), Swarm (N/A), Resistance-Bonus to AD (Chitin Plate)

Lore (Roll d6 on a successful lore check)

1. Operate as a swarm with a hive mind mentality in colonies
2. Attack by grabbing, biting and swarming their opponents
3. Fire ants explode upon death (variant)
4. Acid ants spit acid (variant)
5. Exoskeleton can be harvested
6. Track and communicate using pheromones

Hooks (Roll d6)

1. Worker ants scavenging food for their queen
2. Worker ants digging new tunnels to expand their colony
3. Worker ants finding a dry warm area to lay their eggs
4. Soldier ants guarding the tunnels near their lair
5. Soldier ants exploring new territories
6. Soldier ants guarding the ant queen

## Ant Queen

Insect, Hive, Large - Huge (20-30 feet) mutated Giant Ant with six legs, tough exoskeleton, head, mandibles and antenna.

Threat 6 HP 40 AD 15 Skill d12

# Appearing 1 Treasure Tx3

Combat: 2x Mandible Claws (d10)

Abilities: Resistance- Bonus to AD (Chitin Plate), Summon (Gland), Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Relies on its army of giant ants to forage and feed
2. Can summon giant ants to assist
3. When well rested can lay a nest of eggs (d20)
4. Fights with two mandible claws
5. Some ant queens are venomous (variant)
6. Slow and largely immobile creatures

Hooks (Roll d6)

1. In a state of readiness to lay some eggs
2. Ponderously migrating to a new location
3. Instructing her soldier ants, two colonies are at war
4. Summoning her soldier ants, intruders are nearby
5. Feeding upon scraps fed by her workforce
6. You find the deserted remains of the 'upper' colony levels

## Swarm, Bats (Medium Insects/Mammals)

Mammal, Flying, Swarm - Vicious blood drinkers, the swarm occupies a 10x10ft area and acts as a group biting their opponents.

Threat 1 HP 10 AD 15 Skill -

# Appearing 1 swarm Treasure -

Combat: Bite (d4)

Abilities: Swarm (10x10ft) (N/A), Senses (Ears), Blindsight (Ears), Hard to Hit (N/A), Flight (Wings)

Lore (Roll d6 on a successful lore check)

1. Hard to hit a swarm, each hit only causes 1 point of damage
2. Fire and magic do normal damage
3. Swarms may vary in size
4. Vampiric, feeds off the blood of animals
5. Nocturnal, only active at night
6. Averse to bright light, fire and sun light

Hooks (Roll d6)

1. A swarm is hanging undisturbed as they are approached
2. The swarm is flying and swirling in a chaotic pattern
3. Something is controlling the entity of bats
4. The swarm is following a prince or princess of darkness
5. The bats have been summoned by a dark ritual
6. They fly with purpose, it is time to feed

## Fire Beetle

Insect, Medium – Carrion eaters who are opportunistic pack hunters.

Threat 2 HP 8 AD 10 Skill d6

# Appearing 2d10 Treasure Sx2, L

Combat: Bite (d6) Fire Spray (2d6, Constitution save for 1/2 damage)

Abilities: Fire Aura (10'x10' cone), Fire Resistance

Lore (Roll d6 on a successful lore check)

1. Eggs make healing/burn balm. Advantage on healing rolls when used over course of care.
2. Mostly eat dead things, be careful where you bury loved ones.
3. Savage hunters of dogs and small children.
4. Sprays from gland above eyes.
5. Will viciously defend nursery burrow.
6. Advantage to save vs fire effects and damage.

Hooks (Roll d6)

1. Some calves are missing.
2. Feeding on dead animal.
3. Digging a new lair.
4. Explode on death (1d3 of 1d6 damage) (variant)
5. Guarding nursery.
6. Crouched in a row, humming softly. They are under the control of a nearby being.

## Giant Centipede

Giant Insect, Large – 1 foot long. Giant Centipedes are vicious, poison using carnivores.

Threat 1 HP 5 AD 14 Skill -

# Appearing 3d6/3d10 Treasure -

Combat: Bite (d2), Poison

Abilities: Swarm, Poison (Mandibles),

Weakness (Fire)

Lore (Roll d6 on a successful lore check)

1. Found in dark places like sewers or ruins
2. Bite injects poison
3. Poison causes 1 point of Strength, Constitution, or Dexterity loss if Constitution save fails.

Regain 1 characteristic point for each day spent resting.

4. Take double damage from fire
5. Segmented body with multiple limbs and large mandibles.
6. Hunts rats

Hooks (Roll d6)

1. There is an infestation on the farm
2. There is an infestation in the inn
3. Feeding on a rat
4. Chasing a rabbit
5. Scavenging a rotting deer carcass
6. Fleeing something

## Giant Fly

Giant Insect, Small – 2-3 feet long giant biting fly.

Threat 1 HP 9 AD 12 Skill d3

# Appearing 1d12 Treasure NA

Combat: Bite (d8)

Abilities: Flight (Wings), Disease (Bite), Agile,

Senses (Scent), Tough- Bonus AD Chitinous

body

Lore (Roll d6 on a successful lore check)

1. Bites are infectious. Roll Constitution save or lose 1 level of exhaustion. Roll daily until 3 save are made or death occurs. Each level of exhaustion takes 2 days to heal.
2. It's quickness gives it advantage to Dexterity checks.
3. Advantage on scent checks. It operates normally in the dark using it's sense of smell.
4. It has bulbous eyes that see all around it except for directly beneath it.
5. It feeds on decay, filth, and rot.
6. Glands in it's mandibles can be made into disease poison.

Hooks (Roll d6)

1. Feasting on a decomposing deer.
2. Swarming a small animal.
3. Resting in a tree.
4. Drawn to a place of death.
5. Attacking a large bee hive.
6. Establishing a nesting site.

## Rat, Giant

Rodent, Pack, Small - Giant rodent creatures, 3-4 foot long with long tails.

Threat 2 HP 9 AD 9 Skill d4

# Appearing 3d6/3d10 Treasure Lx2

Combat: Bite (d4), Disease (Critical Strike)

Abilities: Disease (Teeth), Fast (Blood), Dark Vision (Eyes)

Lore (Roll d6 on a successful lore check)

1. Found in dark places such as ruins or sewers
2. Scavenge for food within rot, ruins and debris
3. Can be aggressive when threatened
4. Will claw and bite their victim
5. Have an aversion to bright light and fire
6. Some have a venomous bite (variant)

Hooks (Roll d6)

1. Scavenging for food and scraps
2. Fleeing something or someone
3. Feeding upon something
4. Burrowing, digging, scrapping, gnawing, agitated
5. Hunting something it can eat
6. Swarming and terrorizing something

## Scorpion

Giant Arachnid, Pack, Large - Predatory arachnids, 8-10 feet in length with eight legs, two pincers and a poisonous stinging tail.

Threat 5 HP 25 AD 14 Skill d10

# Appearing 2d4 Treasure -

Combat: 2x Claws (d8) or Sting (d8, poison)

Abilities: Fast (Blood), Resistance (Chitin Plate), Senses-Sight (Head/Thorax), Dark Vision (Eyes),

Poison- d12, then d6 each round until

Constitution save is made. (Stinger)

Lore (Roll d6 on a successful lore check)

1. Giant Scorpions are carnivores, driven by a desire for food
2. Fast, agile and strong attacks with its pincers and stinger
3. Largely nocturnal and sleep during the day
4. Can exist and adapt to a variety of environments
5. Possesses a venomous sting
6. Their exoskeleton hide and blood can be harvested

Hooks (Roll d6)

1. Buried underground lying asleep
2. Buried underground lying in ambush
3. Hunting at night or in darkness
4. Migrating to a new territory
5. Feasting upon a recent kill
6. Seeking a place to deliver its babies

## Spider – Hunter

Giant Arachnid, Pack, Large - Large arachnid creatures, 5 feet long and tall with a gray, brown, mottled appearance.

Threat 4 HP 24 AD 12 Skill d8

# Appearing d4 Treasure L, T

Combat: Bite (d6)

Abilities: Climb (Leg), Senses (Eyes), Dark Vision (Eyes), Poison- Death in d4 turns on failed Constitution save. Save with disadvantage for greater spider. (Fang)

Lore (Roll d6 on a successful lore check)

1. Found lurking in the shadows waiting to strike
2. Does not use webs.
3. Deadly Poison.
4. Aversion to bright light and fire.
5. Is an ambush predator. Roll d6. Surprises victim on 3-6.
6. Advantage to stealth and hide checks.

Hooks (Roll d6)

1. Lurking and waiting to ambush their prey
2. Seeking a new lair
3. Feeding on a dead animal
4. Driven away by something else
5. Stalking a victim
6. Scavenging items

## Spider, Giant

Arachnid, Pack, Large - Large arachnid creatures, 6 feet long and tall with a leathery furry appearance.

Threat 4 HP 20 AD 12 Skill d8

# Appearing d4 Treasure L, T

Combat: Web (medium, hold), Paralysis, Bite (d6)

Abilities: Climb (Leg), Senses (Eyes), Dark Vision (Eyes), Web (Spinneret), Paralysis- On failed Constitution save. Save with disadvantage for greater spider. (Fang)

Lore (Roll d6 on a successful lore check)

1. Found lurking in the shadows waiting to strike
2. Uses web attacks to snare its prey. Dexterity save to dodge. Strength save to break free.
3. Paralyzes their victim with a bite for later feeding
4. Aversion to bright light and fire.
5. Can spin vast web networks
6. Use vibrations on the web network to communicate

Hooks (Roll d6)

1. Lurking and waiting to ambush their prey
2. Spinning a vast array of webs
3. Feeding on a trapped (and dead) animal
4. Driven away by something else
5. Stalking a victim, spinning webs to trap their prey
6. Scavenging items that have fallen into their web

## Spider Queen

Arachnid, Evil, Large - The Spider Queen is a creature of malice and evil taking the form of a huge arachnid.

Threat 10 HP 70 AD 15 Skill d20

# Appearing 1 Treasure A, Tx3

Combat: 2x Bite/Claws (d10)

Abilities: Intelligent (Brain), Senses (Eyes), Web (Spinneret), Senses- Sight (Brain), Agility (Legs), Climb (Legs), Fear (medium) (Brain), Poison (Fang)

Lore (Roll d6 on a successful lore check)

1. Possesses a sharp intelligence and will use its environment to her advantage
2. Creatures facing her wilt under a mystical fear (Intelligence 15 save or rattled. If failed, save each round with disadvantage.)
3. Commands an army of giant spiders which can be to her aid (d6 every d6 rounds).
4. Acts twice in a turn and uses a web based attack at range (long range 10x10ft area, strength test to break free or 10 points damage)
5. Moves to bite and poison its victim until death (first bite rattled, second bite death)
6. Has an aversion to bright light and fire.

Hooks (Roll d6)

1. Lurking and waiting to prey
2. Commanding her armies to spin a vast array of webs and build her empire
3. Feeding on a trapped (and dead) animal
4. Attracted to something with a taste of chaos
5. Spinning and weaving a web of traps in the location
6. Coveting an artifact in her web

## Tiger Beetle

Insect, Medium – Carnivorous 4 foot long beetles with mandibles 2 feet wide.

Threat 3 HP 15 AD 16 Skill d6

# Appearing d6/2d4 Treasure NA

Combat: Bite (2d6)

Abilities: Tough- Increased AD (Chitin), Fast (Legs), Senses (Scent)

Lore (Roll d6 on a successful lore check)

1. Fast, tough predators.
2. Prefer to avoid large individuals or groups.
3. Savage hunters of small prey.
4. Are scent hunters.
5. Will viciously defend eggs.
6. Prefer fresh meat.

Hooks (Roll d6)

1. Hunting prey.
2. Feeding on a freshly killed animal.
3. Digging a new lair.
4. Maneuvering to ambush a victim.
5. Guarding egg sacs.
6. Fleeing a menace.

## Magical:

### Ascendant Immortal

Humanoid, Medium - A humanoid individual with a touch of other worldly appearance about them.

Threat 6 HP 50 AD 15 Skill d12

# Appearing 1 Treasure Ax2

Combat: 2x Weapon (d8) or Magic Spells

Abilities: 1 Special Power (Blood), Magic (Blood), Resistance (Blood)

Lore (Roll d6 on a successful lore check)

1. Mortals who have ascended to god like status
2. Seek worshipers to rule and fuel their pride and power
3. Their presence can be felt through a rising tension in the air
4. Ascendants are all are named individuals
5. Possess at least one special ability
6. Have mastery over a single magic domain (cast at advantage.)

Hooks (Roll d6)

1. Seeking a powerful artifact
2. Looking to recruit followers to their cause
3. Hunting someone who is a threat to their plans
4. Meeting another ascendant in secret, plotting
5. Seeking knowledge of the ancients
6. In disguise as a common traveler for some nefarious reason

### Golem Construct

Humanoid, Large – 10 foot tall humanoids constructed of metal parts who move slowly with grinding and clanking from rusted gears.

Threat 4 HP 25 AD 14 Skill d8

# Appearing d4 Treasure \*

Combat: Fists (d8 advantage) or Weapon (d10 advantage)

Abilities: Strength (N/A), Resistance- Magic (Plate Armour), Slow (N/A), Immunity- Fire (Mind) (N/A)

Lore (Roll d6 on a successful lore check)

1. Created by the ancients as automaton soldiers
2. Capable of surviving hostile environments
3. Powered by an elemental stone\*
4. Their eyes show the nature of the elemental stones power
5. Immune to fire
6. Parts may be rusted, slow moving and noisy

Hooks (Roll d6)

1. Statuesque, awaiting the word of command
2. Broken and in disrepair, needs a part to function
3. Slowly carrying out a menial task
4. Marching with purpose, following a command
5. Guarding something valuable at a location
6. Searching for oil to lubricate their moving parts

## Hag

Magical, Humanoid, Medium - Hateful creatures of evil who appear as a wrinkled crooked crones who appear in small groups.

Threat 2 HP 8 AD 8 Skill d4

# Appearing d4 Treasure L, T

Combat: Dagger (d6, poison)

Abilities: Magic (Blood), Illusion (Blood),

Alchemy (N/A)

Lore (Roll d6 on a successful lore check)

1. Manipulative deceptive creatures
2. Employ trickery and illusions
3. Revel in the misgivings, failures and tragedies of others
4. Cowardly and do not openly fight
5. Seek knowledge, power and control of magics
6. Dark magic practices have affected their appearance

Hooks (Roll d6)

1. Gathering ingredients in the wilds for potions and alchemy
2. A coven are gathering to perform a dark ritual
3. Masquerading as a wise women, ready to share their misery
4. Seeking trade of illicit goods
5. Casting some petty curses at someone nearby
6. Hiding from someone with a knightly or virtuous character nearby

## Manticore

Magical, Monstrosity, Large - A fearsome monstrosity with the face of a man, body a lion, stinging of a scorpion tail and wings of a demon.

Threat 5 HP 35 AD 14 Skill d10

# Appearing 1 Treasure Tx2

Combat: 2x Claws (d10) or 2x Paralysis Spike (d6, long)

Abilities: Dark Vision (Eyes), Strong (Blood),

Fast (Blood), Paralyzing Attack (Spikes),

Leap/Fly (Wings)

Lore (Roll d6 on a successful lore check)

1. A predator which kills its prey with power and speed
2. Savages targets with its sharp claws
3. Shoots paralyzing spikes to pierce and impale its victims
4. Some can fly, others can leap distances
5. A manticore will make a loud roar to frighten its enemies
6. Can survive any environment but prefers warmer climes

Hooks (Roll d6)

1. Hunting for food, beware
2. Gorging on the meat of a dead animal
3. Has been injured and is limping
4. Marking their territory
5. Migrating to a new home
6. Being pursued by something that is hunting them

## Medusa

Magical, Humanoid, Medium - Tall humanoid females with snakes growing from their head, often cloaked to disguise their appearance.

Threat 3 HP 15 AD 14 Skill d6

# Appearing d3 Treasure T, Lx2

Combat: 2x Bite (d4, poison) or Petrification (medium range)

Abilities: Petrifying Gaze (Eyes), Poison (Snake), Magic (Blood)

Lore (Roll d6 on a successful lore check)

1. Victims of dark magic or a terrible curse
2. Petrifying Gaze freezes (Constitution save or rattled) at first
3. Second gaze turns victim to stone (Constitution save or turned to stone)
4. Attacks close range with poisonous snake bites
5. Some have the ability to cast magic (variant)
6. A medusa' blood can reverse petrification

Hooks (Roll d6)

1. Wandering a location in eternal torment, visitors beware
2. You find a series of stone statues, very realistic
3. Congregating with a coven of witches or hags
4. Searching for a rumored cure for their affliction
5. Seeking food and supplies before returning to their lair
6. Traveling with a group in disguise

## Unicorn

Magical, Mammal, Medium - A legendary creature resembling a white horse with a single pointed horn.

Threat 3 HP 15 AD 13 Skill d4

# Appearing d2/d8 Treasure A

Combat: Bite (d6), Hoof (d6), or Horn (d8)

Abilities: Magical (Horn)

Lore (Roll d6 on a successful lore check)

1. The horn is said to be a great source of magic (artifact)
2. The horn is said to possess great healing properties
3. Appears in times of darkness to give hope and light
4. Rarely seen
5. Some are said to have wings and can fly (false)
6. Killing a unicorn is said to bring a lifetime of bad luck

Hooks (Roll d6)

1. A fleeting appearance as it gallops away in the distance
2. Drinking from a pool or stream, aware of your presence
3. It has been wounded and staggers towards you, dying
4. Being pursued by hunters with nets trying to capture it
5. Appears in a dream, is this some prophecy or sign?
6. Approaches you shakily and lays down to rest beside you

## Ziggurat of the Ancients

Magical, Building, Colossal - A semi sentient magical construction created by the ancients many millennium ago. Originally formed as a building with several raised layers, its appearance has changed overtime to blend within current surroundings.

Threat 10 HP 500 AD 17 Skill d20

# Appearing 1 Treasure A, Tx3

Combat: N/A

Abilities: Magic Resistance (Stone)

Lore (Roll d6 on a successful lore check)

1. Used as a refuge and portal to other realms
2. Its appearance changes over time to blend in with current surroundings
3. Difficult to destroy through physical means
4. Dimensionally transcendental, much bigger on the inside than appearing on the outside
5. Accessing a Ziggurat requires completion of some puzzle or quest
6. Each one contains a relic of the ancients and are much sought after

Hooks (Roll d6)

1. Stepping through a portal leads to this place
2. The building is calling to you, welcoming you as a visitor
3. You find the ruined remains of a Ziggurat, an ancient ruin of strange construction
4. A strange doorway of some kind is visible, it does not fit in with the surroundings
5. Someone entered an old building, they were not seen again
6. The building you entered is peculiar in size, you should have reached the exit by now

## Oozes & Slimes:

### Acidic Slime

Amorphous, Acidic, Medium - Thick dark green acidic mass which clings to walls and drops on victims.

Threat 2 HP 10 AD 10 Skill d4

# Appearing 1 Treasure -

Combat: Acid (d6)

Abilities: Slow (Slime remains), Acid (Slime remains), Immunity- Weapons (Slime remains), Amorphous (Slime remains), Climb (Slime remains)

Lore (Roll d6 on a successful lore check)

1. Found in dark, dank places
2. Created by alchemy which has gone wrong
3. Clings and burns flesh causing damage to person
4. Immune to weapons but damaged by fire, ice or magic
5. Slimes may join together to form larger slime masses
6. Can move 10 feet per round

Hooks (Roll d6)

1. A dark pool of liquid shimmers on the floor
2. Something is dripping on you from above
3. A horribly burned and disfigured corpse lies on the ground
4. Lying stationary for someone to step on it
5. Slimes are migrating towards each other to form a colony
6. A disfigured slime covered form shambles towards you

### Amorphous Sludge

Ooze, Amorphous, Large - A mottled green mass of sludge formed of slime, ooze, fungus, mud, and plant life.

Threat 6 HP 50+ AD 14 Skill d8

# Appearing 1 Treasure Lx5

Combat: 4x Tendrils (d8, short)

Abilities: Resistance- Fire (Sludge remains), Immunity- Weapons but damaged by acid, ice or magic (Sludge remains), Slow (Sludge remains)

Lore (Roll d6 on a successful lore check)

1. Huge, covering walls, ceilings and floors of multiple rooms
2. Multiple tendrils strike at short range
3. Continuously increases its mass by consuming flesh
4. Dead chaotic beings which were rejected by mother earth
5. Found in swamp regions or deep underground
6. Senses (far) and moves towards creatures of flesh

Hooks (Roll d6)

1. Waiting, lurking deep within a bog or swamp
2. A number of vines (tendrils) lead towards thick vegetation
3. You hear a nearby bubbling and burping
4. A creature is being dragged by tendril into a slimy mass
5. An assortment of equipment in a pool of mud
6. Slowly creeping and slithering towards you

## Fiery Gunk

Amorphous, Elemental, Large - A slithering volatile bubbling mass, crackling with expectation and stinking like sulfur.

Threat 5 HP 35 AD 12 Skill d10

# Appearing 1 Treasure -

Combat: Volatile Gunk (d8, short), Explosive (d20, medium)

Abilities: Amorphous (Gunk remains), Explosive (Gunk remains), Weakness (Water) (Gunk remains)

Lore (Roll d6 on a successful lore check)

1. Known as the 'oceans of hell'
2. Becomes agitated near people and starts to expand its mass
3. When in combat, volatile gunk bursts at short range
4. Can be harmed with physical weapons, water attacks do double damage
5. A medium to large flame attack causes the whole mass to explode
6. Instinctively moves towards creatures of flesh

Hooks (Roll d6)

1. Slowly slithering underground or within volcanoes
2. Charred remains of a body is found, everything has melted
3. Slowly creeping and slithering towards the adventurers
4. A fiery explosion is heard from nearby
5. First traces are spotted from a geyser in the ground
6. A trail of dust and ash leads into the distance

## Gelatinous Mass

Ooze, Acidic, Large - A transparent gelatinous mass, driven by a desire to absorb flesh to grow its mass. Has no impact on other objects.

Threat 3 HP 20 AD 12 Skill d6

# Appearing 1 Treasure Lx3

Combat: Grab to Engulf, Flesh Eating (auto d6)  
Abilities: Amorphous (Gelatinous remains), Climb (Gelatinous remains), Acid (Gelatinous remains)

Lore (Roll d6 on a successful lore check)

1. Created through dark science and magics
2. Slowly creeps and slithers through tunnels and passages
3. Attracted to creatures of flesh, wants to absorb them
4. Engulfs targets to choke and corrode them
5. A strength check is needed to break free
6. A critical hit splits it into two smaller operating parts

Hooks (Roll d6)

1. Stuck at the bottom of a pit, contains something shiny
2. Something ghostly is approaching, floating swords?
3. Lurking above, ready to fall, feed and absorb more flesh
4. You hear someones cry, they are half stuck in the mass
5. 2 smaller masses are trying to merge together
6. The place you are in is very clean, no debris or dust at all

## Sludge Beast

Mud, Humanoid, Medium - Tall featureless humanoid figure formed of sludge, consumes creatures of flesh for nourishment.

Threat 4 HP 25 AD 12 Skill d8

# Appearing d6 Treasure Lx2

Combat: Slam (d6), Mud Balls (d6, medium), Fists (d8)

Abilities: Strength (Sludge remains), Ranged Attack (Sludge remains), Submerged (Sludge remains), Resistance- Blunt, Missile & Fire (Sludge remains)

Lore (Roll d6 on a successful lore check)

1. Found in swamps, fens, bogs and marshes
2. When inactive they form large pools of mud
3. When active, rise up to form humanoid shapes and attack
4. Can throw mud balls at targets
5. Will pummel with the large fists
6. Will grab and slam victims and then absorb the corpses

Hooks (Roll d6)

1. Beware of slipping over the small pools of mud ahead
2. A creature is writhing on the ground covered in mud
3. Some featureless humanoid shapes emerge from the ground
4. A mud ball flies past you from an unknown direction
5. Several skeletal animal remains have been found
6. The ground is becoming more difficult to traverse

## Veiled Ooze

Ooze, Corrosive, Medium - A dark gray ooze which slowly slithers and creeps along the ground, walls and ceiling in dark places.

Threat 1 HP 5 AD 10 Skill -

# Appearing 1 Treasure -

Combat: Pseudopod (d6) then for 1d6 rounds Corrodes (d3)

Abilities: Slow (Ooze remains), Corrosive (Ooze remains), Amorphous (Ooze remains), Climb (Ooze remains)

Lore (Roll d6 on a successful lore check)

1. Found in dark places, buildings and underground
2. Hard to spot looks like wet rock
3. Can move slowly and squeeze through narrow gaps
4. Sticks to people and objects
5. Corrodes organic material and metal (d4, round)
6. Susceptible to elemental damage (fire, lightning, ice, etc.)

Hooks (Roll d6)

1. You hear slowly dripping water from the ceiling
2. A shallow pool of water lies on the ground ahead
3. You find the remains of an adventurer; weapons corroded
4. A creature staggers towards you, its flesh is burning
5. The floor feels slippery and sticky
6. A pile of wet rocks blocks your path

## Anomalous Beast

Ooze, Sludge, Large - A gaseous festering swamp like creature resembling stocky humanoid. Its skin is a writhing mass of plant life, vines, fungus.

Threat 10 HP 70 AD 15 Skill d20

# Appearing 1 Treasure -

Combat: Swipe (d12), Sludge (long, hold)

Abilities: Strength (Plant Parts), Tough- Bonus AD (Plant Parts), Resistance- Fire (Plant Parts), Gas (d4 choking, short) (Plant Parts)

Lore (Roll d6 on a successful lore check)

1. Lonely, solitary beasts thought to have been cursed
2. Lurks within the swamps, marshes and fens deep within the wilderness or deep underground where plant life can exist
3. Surrounded by a permanent haze of choking gas (range short, Constitution 10 save each round or choke for d4)
4. Lives to feed and consume on creatures of flesh
5. Will pursue its target throwing a thick sticky mud like substance (long range, Dexterity to avoid and Strength to break free)
6. Will move to close range and use its powerful swipe attacks

Hooks (Roll d6)

1. A large ball of mud lands near the party, surprising you
2. You can almost taste the acrid choking gas of something nearby
3. A large featureless figure starts to rise from the ground ahead of you
4. The mists start to depart ahead to reveal a large plant like mass ahead
5. You hear the roars of two creatures fighting, a large shambling mass is grappling with a large crocodile
6. A large swamp like creature lays at rest, it is not moving

## Plants:

### Death Flowers

Plant, Small - Death Flowers are achingly beautiful flowers with 12" wide petals that stand 3 feet high.

Threat 1 HP 4 AD 12 Skill d3

# Appearing 1d12 Treasure L

Combat: Thorns (d6)x2

Abilities: Senses (Leaves & Stalk), Magic (Flower), Immunity

Lore (Roll d6 on a successful lore check)

1. Intelligence save vs DC12 or be charmed/commanded to bury your face in the beauty of the flower.
2. While charmed, thorns automatically hit.
3. Viciously sharp thorn stalks that slurp blood.
4. Piercing weapons do 1 point of damage to the plant.
5. Their sap is a component of many charm potion recipes. And their petals are a component of many love potion recipes.
6. Do not require light as their roots and their stalks supply them with nutrients.

Hooks (Roll d6)

1. A partially decomposed body lies in front of a clump of beautiful flowers.
2. You spy, in the distance, the body of a hapless victim being impaled by the stalks of several flowers.
3. A mage wishes you to retrieve the sap and petals for an enchantment ritual.
4. An alchemist wishes for you to destroy a patch of these plants, depriving a competitor of their supply.
5. A noble wishes for you to destroy a patch of these plants to protect his village.
6. A druid is protecting a patch of these plants from a mob of rioting villagers.

### Fir Needler

Plant, Thorns, Large - Tall fir plant with rough spiky leaves.

Threat 3 HP 12 AD 8 Skill d6

# Appearing d10/d20 Treasure -

Combat: Needles (d6, short)

Abilities: Ranged Attack (Fir Needles), Senses (Fir Needles)

Lore (Roll d6 on a successful lore check)

1. Found in the forests and wilds
2. Fir Needler is sensitive to vibration and movement
3. Fires a batch (d10) of tiny needles at its victims
4. Plant loses 1 hit point after each batch
5. When reduced to 0 hit points, it falls to a dormant state
6. Takes a number of days to recharge

Hooks (Roll d6)

1. The remains of a small animal killed by spiky needles
2. Someone has hacked at the bushes and vegetation
3. A thick fir plant blocks your path
4. Something is moving in the bushes ahead
5. Did something just prick me?
6. A fir tree stands motionless in a dormant state

## Fungal Terror

Plant, Fungus, Medium - Human sized mushrooms found growing in damp, dark places.

Threat 1 HP 5 AD 5 Skill -

# Appearing d6/3d6 Treasure -

Combat: N/A

Abilities: Alarm (short) (Cap), Stealth (Stalk), Slow (Stalk)

Lore (Roll d6 on a successful lore check)

1. Can be hard to spot
2. Reacts to noise and light by releasing a high pitched sound
3. Creates noise until killed or no longer disturbed
4. This sound can alert other denizens
5. Does not move or attack
6. Can be used as a food source, for those with sturdy stomachs

Hooks (Roll d6)

1. You see a wall of mushrooms ahead of you
2. Half eaten remains of a mushroom like plant lies on the floor
3. The chopped remains of a mushroom plant lays scattered
4. A trail of fungal spores lay on the floor
5. Path is blocked by a mass of mushrooms and fungus
6. Something is shrieking loudly nearby

## Gas Spore

Plant, Gaseous, Small - Small fungal plants with spores found growing among other plants covering a short range area

Threat 2 HP 8 AD 6 Skill d4

# Appearing d20 Treasure -

Combat: Gas (short range area, Constitution save or rattled for 1 hour) (d6)

Abilities: Gas (Seed)

Lore (Roll d6 on a successful lore check)

1. Hard to spot among other vegetation
2. Reacts to movement releasing a choking acrid gas
3. Dexterity save or stealth check can be used to sneak past
4. New spores are grown from small seeds
5. Seeds can be harvested for alchemical use
6. Gas spores can be carefully removed

Hooks (Roll d6)

1. Thick vegetation lays ahead blocking your path
2. A bloated corpse lays upon the ground, covered in plants
3. Burst spores lay across the ground
4. A thick acrid gas is emitted nearby
5. A creature comes running out of a yellow gas
6. Something is coughing and choking nearby

## Gestalt Plant

Plant, Animated, Large - Large misshapen creature. Humanoid in appearance. Formed of plants, vines, moss and other plant like substances.

Threat 6 HP 50 AD 15 Skill d12

# Appearing 1 Treasure -

Combat: 2x Claw (d8) or Grapple/Absorb

Abilities: Strong (Vine Plant), Tough- Bonus AD (Vine Plant), Toxic fumes (Short) (Vine Plant), Engulf (Vine Plant)

Lore (Roll d6 on a successful lore check)

1. Sentient, capable of thoughts and instinctive behaviors
2. Toxic in nature, causes those in short range to choke, Constitution save or lose 1 point of Constitution. Regain 1 point per hour.
3. Claws its victims to the death
4. Absorbs the remains and nourishes itself (grows, +5 hp's)
5. Seeks to feed and grow
6. Averse to bright sun light

Hooks (Roll d6)

1. You hear the cries of combat in the distance, then all is quiet
2. You can smell a foul gas nearby
3. A large featureless figure rises from the ground ahead of you
4. There is a mass of plants and vegetation blocking your path
5. The ground is covered in thick, wet, slimy vegetation
6. A large swamp creature lies atop a static corpse, it stirs

## Vine Choker

Plant, Tendrils, Large - Large plant based creature formed of several dark vine like tendrils.

Threat 4 HP 10+4 each tendril AD 10 Skill d8

# Appearing d6/2d12 Treasure -

Combat: Grapple (Hold), Choke (d4, short)

Abilities: Strength (Vine Tendril), Fast (Vine Tendril)

Lore (Roll d6 on a successful lore check)

1. Found growing in forests, jungles and wild lands
2. Formed of d6+2 vine tendrils (4 hp) and plant mass
3. Remains hidden among vegetation awaiting its prey
4. Tendrils will attempt to grapple and choke its victim. Auto inflicts d4 after grapple is made.
5. Will then feed the corpse to its gaping maw (10 hp)
6. Needs to feed to grow and expand

Hooks (Roll d6)

1. The skeletal remains of a creature lay nearby
2. Someone has hacked at the bushes and vegetation
3. A thick mass of jungle vegetation blocks your path
4. Something seems to be moving in the woods and trees
5. You hear the gasps of something struggling and choking
6. You almost trip over some thick vines on the ground

## Wood Weird

Plant, Sentient, Large - A wild sentient living wood being which inhabits corpses and objects.

Threat 5 HP 30 AD 14 Skill d10

# Appearing d3/d12 Treasure Lx5

Combat: Weapon (d8)

Abilities: Resistance (Wood Bones)

Lore (Roll d6 on a successful lore check)

1. Unpredictable
2. Will seek to scare opponents away from their dwellings
3. They prefer peace to bond with objects
4. Their bonding leaves a trail of loot nearby
5. Can be aggressive when angered
6. Will not die completely unless burned or splintered

Hooks (Roll d6)

1. A large scarecrow stands ahead of you in the distance
2. You hear the clattering of objects and sounds of movement
3. Several weapons are hanging from a tree ahead
4. Branches of a tree are wrapping themselves around objects
5. A traveler is fighting a tree which looms over them
6. Chopped branches slither on the ground looking to reform

## Forest Maw

Plant, Amorphous, Colossal - A semi sentient creature formed of a connected series of plants of roots leading to its source, a large worm like creature.

Threat 10 HP 100 AD 10 Skill d10

# Appearing 1 Treasure A, Tx3

Combat: Consume (d4, long), Tendrils (d6 each, medium)

Abilities: Multiple Attack (d8+2 tendrils, medium) (Tendrils), Consume (Teeth)

Lore (Roll d6 on a successful lore check)

1. A creature born of chaos and dark magics, a vile pollution on the land
2. It consumes the life force of plants, vegetation and creatures as it expands its territory to quench its ravenous thirst
3. Forests within the maw are bereft of life with the trees appearing an ashen, charcoal color
4. Consumes life energies of creatures (long, 120 feet x 120 feet). Each minute the victim must make a Constitution 15 save or lose d4 hp.
5. The source contains a worm like creature living within a pit, armed with multiple tendrils (d8+2, med) which attacks individually
6. Elves and Druids have a sworn duty to defeat these creatures, their existence a stain on nature

Hooks (Roll d6)

1. A patch of forested lands lies barren and covered in ash and dust
2. You feel a faint trembling from the ground, perhaps some seismic activity
3. The ground and plant life around you starts to darken and disintegrate around your feet
4. Animals and creatures flee towards you from deep within the forest
5. Something grabs at your feet and legs
6. You sense a strange vacuum in the distance, no movement, no sound and a rising sense of tension

## Reptiles & Serpents:

### Crocodile, Giant

Lizard, Reptile, Large - Impressively large crocodiles which can grow to 25 feet in length.

Threat 3 HP 15 AD 14 Skill d6

# Appearing d6/d12 Treasure -

Combat: Bite (d8) & Tail (d6 + knock prone)

Abilities: Swim (Tail), Resistance- to non magical weapons (Skin), Water Breathing (Mouth), Senses- Sight & Hearing (Brain)

Lore (Roll d6 on a successful lore check)

1. Found in swamps, marshes and fens
2. Aggressive in nature pursuing other creatures when alerted
3. Can swim rapidly to hunt their targets
4. Uses their tail to floor their victim, Strength save to retain your footing
5. Can also make a savage bite attack
6. Often accompanied by a group of crocodiles

Hooks (Roll d6)

1. There is movement in the water
2. Something is hunting you hidden in the reeds
3. There is a mud mound ahead of you, it stirs
4. Creatures and birds fleeing from the direction ahead
5. A dead crocodile lays on the floor, savaged by something
6. You hear a deep groaning sounds from the woods ahead

### Giant Lizard – Gecko

Medium Reptile, Beast – 5 feet long carnivorous lizard who climbs above it's victim and drops down on them.

Threat 3 HP 16 AD 14 Skill d4

#Appearing d6/d10 Treasure -/S

Combat: Bite (d8)

Abilities: Senses (Sight), Tough- Bonus AD (Skin)

Lore (Roll d6 on a successful lore check)

1. Preys on dog sized animals
2. Will ambush humans if hungry and have numerical advantage
3. Dwells in any non cold environment
4. Has fearsome bite
5. Can walk on any solid surface including glass and ceilings
6. Has excellent vision

Hooks (Roll d6)

1. Sunning on nearby terrain feature
2. Ripping apart prey to feed young
3. Stealthily moving to ambush a target
4. Looking for new hunting territory
5. Attacking prey
6. Guarding nest

### Giant Lizard – Gliding

Medium Reptile, Beast – 6 feet long carnivorous lizard who leaps out of tall trees and uses it's skin flaps to glide down on it's prey.

Threat 3 HP 16 AD 14 Skill d4

#Appearing d4/d8 Treasure -/S

Combat: Bite (d10)

Abilities: Senses (Sight), Tough- Bonus AD (Skin), Fast (Glide)

Lore (Roll d6 on a successful lore check)

1. Preys on dog sized animals
2. Will ambush humans if hungry and have numerical advantage
3. Dwells in warm to hot forests
4. Has fearsome bite
5. Loiters in the treetops
6. Glides twice as fast as human runs

Hooks (Roll d6)

1. Sunning in the treetops
2. Ripping apart prey to feed young
3. Stealthily moving to ambush a target
4. Looking for new hunting territory
5. Attacking prey
6. Guarding nest

### Giant Lizard – Spiked Chameleon

Medium Reptile, Beast – 7 feet long carnivorous lizard who changes color to match it's surroundings

Threat 4 HP 30 AD 14 Skill d6

#Appearing d6/d10 Treasure -/S

Combat: Bite (d10), Horn (d8)

Abilities: Senses (Sight), Tough- Bonus AD (Skin)

Lore (Roll d6 on a successful lore check)

1. Preys on dog sized animals
2. Will ambush humans if hungry and have numerical advantage
3. Dwells in any non cold environment
4. Fearsome bite on successful tongue strike. The tongue can reach 10' snare human sized or smaller prey.
5. Blends in with surroundings and is not noticed unless it rolls a natural 2-4 on it's stealth check
6. Has excellent vision

Hooks (Roll d6)

1. Sunning on nearby terrain feature
2. Ripping apart prey to feed young
3. Stealthily moving to ambush a target
4. Looking for new hunting territory
5. Attacking prey
6. Guarding nest

## Lizard Folk

Reptile, Humanoid, Medium - Primitive reptilian humanoid creatures with lizard like features.

Threat 2 HP 10 AD 12 Skill d4

# Appearing d8/6d6 Treasure L

Combat: Weapon (d6/d8)

Abilities: Swim (Heart), Water Breathe (Mouth), Resistance- Bonus AD (Hide), Strong (Blood)

Lore (Roll d6 on a successful lore check)

1. Live away from other societies in deep marshes and swamps
2. Live in clans and communities
3. Protective of their lands, will defend their territory
4. Taller than humans and powerful in nature
5. Their hides are tough and can be harvested for armor
6. Can swim and hold their breathe for long periods (10 minutes)

Hooks (Roll d6)

1. Claw marks on trees indicate something is about
2. A Lizard folk hunting party approaches
3. Scouting new lands for raiding potential
4. Fleeing something big and nasty
5. Returning to their lair with their spoils
6. Young Lizard-folk gather food and supplies

## Serpent, Giant

Reptile, Beast, Large - Huge snake creature up to 50 feet long.

Threat 4 HP 30 AD 14 Skill d8

# Appearing d4/d8 Treasure -

Combat: Bite (d8, short), Crush (d6, auto), Swallow (on special success)

Abilities: Strength (Blood), Fast (Blood), Stealth (Skin), Senses- Sight (Brain), Swim (Skin)

Lore (Roll d6 on a successful lore check)

1. Stalks its victim before striking with a bite
2. Curls its body to grapple and then crush (auto hit) a target
3. Can swallow a human sized opponent on a special success bite attack
4. Swallowed victims are rattled and suffer d6 acid damage each turn
5. Some giant serpents have a poisonous bite (variant)
6. The skin of a giant serpent can be harvested

Hooks (Roll d6)

1. Stealthily moving to ambush a target
2. Choking and swallowing a large animal (horse, cow)
3. Hiding in a bog or pool, watching, waiting
4. Curled around a large tree, watching, waiting
5. Looking for an isolated place to birth its young
6. Fleeing quickly, surprised by something else

## Serpent Men

Serpent, Humanoid, Medium - Live secretly among humans. Serpent cults practice dark arts a plot the return of the serpent gods.

Threat 2 HP 10 AD 12 Skill d4

# Appearing d6+1/3d12 Treasure L

Combat: Weapon (d6)

Abilities: Illusion (Brain), Senses (Brain),

Damage Resistance- Bonus AD (Skin),

Suggestion (Brain)

Lore (Roll d6 on a successful lore check)

1. Appear as humanoids with scaly skin and serpent like heads
2. Use illusory powers to disguise their nature
3. Fall into one of three castes; warriors; explorers or sorcerers
4. Intelligent, sly and deceitful
5. Use the power of suggestion to command others- innate charm and command
6. Speak with a slight lisp

Hooks (Roll d6)

1. A coven are planning to meet to practice dark arts
2. One is seen sneaking among the shadows
3. A small group are exploring a discovered place
4. Searching for something or someone
5. Holding a rally (in disguise) and influencing others
6. Trading black market goods or knowledge

## Winged Serpent

Serpent, Flying, Small - Green skinned flying serpent creatures with snake like bodies and small wings about 3 feet in length.

Threat 1 HP 4 AD 12 Skill -

# Appearing d20 Treasure -

Combat: Bite (d3)

Abilities: Flight (Wings)

Lore (Roll d6 on a successful lore check)

1. Prey by swooping down and biting with their fangs
2. Red streaked variety are venomous with poisonous bite
3. Their meat can be consumed as food
4. Attack in large numbers
5. Congregate near bigger creatures and feed off left remains
6. Attracted to the stench of chaos

Hooks (Roll d6)

1. An artifact of chaos is nearby
2. Circling and flying waiting to ambush
3. Migrating to different environment or region
4. Feeding on an animal or creatures
5. Looking for a nest or place of rest
6. Gathering scraps for their young

## Wyvern

Reptile, Monstrosity, Large - A bipedal winged serpent dragon creature with two legs, two wings and a long tail.

Threat 5 HP 35 AD 15 Skill d8

# Appearing d4/d8 Treasure -

Combat: Bite/Claws (d8) & Stinger (d8, short, paralysis)

Abilities: Flight (Wings), Fast (Blood), Dark Vision (Eyes), Reach (N/A), Paralysis (Tail)

Lore (Roll d6 on a successful lore check)

1. Aggressive in nature, acts instinctively
2. Capable of flight at great speed
3. Their presence is announced with a thunderclap
4. Attacks twice in a round with a bite/claw and stinging tail
5. Tail strike paralyzes the target on failed Constitution save until save is made
6. Were once used as mounts in combat

Hooks (Roll d6)

1. You hear a boom and thunderclap from above
2. Animals are fleeing as a shadow crosses the ground
3. A large creature is sleeping atop a large rock
4. Flying towards its lair, at some place high up in the distance
5. Being pursued by something even bigger
6. Seeking a lair in a forest, wilds or caverns

## Hydra

Reptile, Monstrosity, Colossal - A colossal reptilian horror with nine heads and serpentine necks which can attack individually.

Threat 10 HP 9x 15 (per head) 100 (body) AD 15 Skill d12

# Appearing 1 Treasure Tx3

Combat: Bite (d8, short, multiple attacks x9)

Abilities: Dark Vision (Eyes), Multiple Attacks (x9) (N/A), Regeneration (Blood), Water Breathe (Tongue), Poison (Blood)

Lore (Roll d6 on a successful lore check)

1. Never sleeps with one of its heads constantly alert and awake
2. Attacks by biting with each of their heads (15 hp each) which explodes with caustic bile if destroyed (short, d8)
3. When one head dies another grows at d6 hp per turn, unless damaged by acid, fire or magic where they do not regrow
4. Hydras blood can be harvested as a powerful poison
5. Some hydras have breath weapons (false)
6. The teeth of the hydra have undead properties and can be harvested (false)

Hooks (Roll d6)

1. Crashing through the lands looking to feed its ravenous hunger
2. Evidence of a stampede and a trail of destruction lies ahead
3. Lying deep within a body of water, resting or waiting
4. Retreating to a large cave or towards a lake, ready to lay its eggs
5. Gorging and feasting on some unfortunate animals
6. Heard groaning and roaring in the distance ahead

## Undead:

### Banshee

Undead, Ghostly, Medium - An emaciated humanoid with a fractured mind, doomed to haunt places of the dead.

Threat 3 HP 15 AD 13 Skill d6

# Appearing d4/d8 Treasure L

Combat: Necrotic Touch (d8) or Sonic Wail (medium, d6)

Abilities: Stealth (Blood), Senses- Sight (Blood), Detect Life (Far) (Brain), Fear (Med) (Blood), Wail (Tongue), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. Detects life and haunts its prey
2. Necrotic touch revives its health (d8)
3. Uses a sonic wail (med area, d6, Intelligence save or be rattled)
4. Haunts places of the dead
5. Its presence causes fear (Intelligence save or be frightened)
6. Derives pleasure from causing misfortune and death

Hooks (Roll d6)

1. Found haunting a place of dead (cairns, tombs, graveyards)
2. Chasing memories of its former life
3. Waiting to ambush, it needs to feed
4. Evading a group of monster hunters
5. Feeding on its last victim, its energy revived
6. Hides in the shadows seeking to beguile a victim

### Ghoul

Undead, Humanoid, Medium – Undead eater of carrion and rotten meat.

Threat 2 HP 15 AD 12 Skill d4

# Appearing d6/3d8 Treasure Sx3 each

Combat: Claw (d3) x2. Bite (d6)

Abilities: Poison (Fangs), Immunity (Charm and Sleep Magic), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. Paralyzed on failed Constitution save after bite.
2. Automatically bite if both claws hit
3. Animal cunning, yet retains vague memories of what they once were
4. Prefers rotten meat. Will eat fresh meat out of necessity
5. Constant hunger, prefers sentient flesh
6. Occasionally succumbs to grief and despair at their condition and actions

Hooks (Roll d6)

1. Feeding on rotten bodies
2. Fleeing a holy or divine presence
3. Closing in on someone who is trapped
4. Hunting
5. Returning to lair
6. You see bodies or there is a terrible stench

## Ghost

Undead, Animated, Medium - Appear as an incorporeal translucent humanoid creature floating as it moves.

Threat 5 HP 20 AD 14 Skill d6

# Appearing d2 Treasure T, A

Combat: Necrotic Touch (d8)

Abilities: Dark Vision (N/A), Incorporeal (N/A), Fear (medium) (N/A), Flight (N/A), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. Incorporeal and can float through objects
2. Bound to an artifact and ceases to exist if this is destroyed
3. Ghosts cause fear (medium, Intelligence save or frightened)
4. Haunts the place it died or where it's bound to a task
5. Only harmed by silver or magic
6. If it completes its final task, it will be granted rest

Hooks (Roll d6)

1. Seeking the artifact which binds it to this place
2. Experiencing echoes of its former life
3. Lying in wait, seeking to drive intruders away
4. Sobbing and emotional, it fails to detect the intruders
5. Wandering the area, tied to an artifact nearby
6. Following someone who was once connected to them

## Mummy

Undead, Humanoid, Medium - Reanimated humanoid beings wrapped in bandages cloth and shrouds. Parasitic flies circle around them picking at their bodies.

Threat 4 HP 24 AD 14 Skill d8

# Appearing d4/d12 Treasure L, T

Combat: Claw (d8), Rotten Touch (disease check on special success)

Abilities: Strength (Blood), Dark Vision (Eyes), Fearless (Heart), Weakness (Fire) (Bandages), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. Created through ancient dark rituals
2. Protect tombs from those who dare desecrate these places
3. Rotten shrouds stink of infection and disease
4. Immensely strong, tough and fearless
5. They are susceptible to fire
6. Their touch can transmit disease

Hooks (Roll d6)

1. Commanded to guard a place of the dead
2. Wandering aimlessly, no knowledge of their former lives
3. A former king, looking to restore his empire
4. Seeking the ones who desecrated this place
5. Howls loudly summoning other people of the dead
6. Standing motionless, red eyes gleaming

## Skeleton

Undead, Animated, Medium - Fearsome  
animated remains of long dead creatures with  
a tough bony exoskeleton.

Threat 2 HP 10 AD 10 Skill d4  
# Appearing 2d6/3d10 Treasure L  
Combat: Weapon (d6)

Abilities: Dark Vision (Bone), Fearless (Bone),  
Damage Resistance- Missile, Piercing & Slash  
(Bone), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. Reanimated through the use of dark powers
2. Blunt weapons ignore damage resistance
3. Follows the last command of their creator
4. Immune to mind effects
5. Fearless and fights to the death
6. Not all skeletons are humanoid (variants)

Hooks (Roll d6)

1. Warning, will clash their weapons to  
summon others
2. Seeking some distant memory of its former  
life
3. Skeletons crawling on the ground, their legs  
removed
4. Standing motionless, waiting
5. Undertaking a mundane activity of their  
former lives
6. Marching towards something on the orders  
of their master

## Zombie

Undead, Humanoid, Medium - Mindless, rotten  
corpses reanimated through necrotic powers  
with an unquenched thirst for blood.

Threat 1 HP 6 AD 6 Skill -  
# Appearing d8/4d6 Treasure -  
Combat: Bite (d6, disadvantage attack)

Abilities: Slow (Blood), Diseased Bite  
(Constitution DC 10 to save) (Teeth), Undead  
(Heart)

Lore (Roll d6 on a successful lore check)

1. Occur in large groups
2. They are attracted to noise
3. A blow to the head (special success) will kill  
them instantly
4. They are clumsy with their attacks  
(disadvantage attacks)
5. People bitten by zombies can be infected
6. Mutations can occur with differing abilities  
(variants)

Hooks (Roll d6)

1. Summoned to protect something
2. Shambling towards some noise or  
disturbance
3. Standing motionless in wait
4. Feeding on some animal or creature
5. Closing in on someone who is trapped
6. They are running fast pursuing something  
(variant)

## Wight

Undead, Humanoid, Medium - A once mortal beings whose spirit now lives as a host in the body of a dead humanoid.

Threat 6 HP 30 AD 15 Skill d10

# Appearing d6/d8 Treasure T

Combat: 2x Claw (d6) + Constitution Drain

Abilities: Fast (Blood), Immunity- normal weapons (Blood), Life Drain (Claw), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. Feeds off life energies (each hit drains a point of Constitution on failed Constitution save)
2. Immune to normal weapons, only harmed by silver or magic
3. The bodies host an evil spirit
4. Found in places linked to their former lives
5. Searching for memories they have lost
6. Some are intelligent and live (disguised) among humans

Hooks (Roll d6)

1. It needs to feed soon and is hunting a victim
2. Fleeing some holy or divine presence
3. Drawn to a location remembered in its former life
4. Intelligent and building a network of contacts
5. Returning to its secret lair
6. Searching for artifacts of power

## Vampire

Undead, Shape Changer, Medium - An intelligent undead creature humanoid in appearance, with pale skin and haunting eyes. It feeds on the blood of others and are long lived creatures.

Threat 10 HP 60 AD 15 Skill d12

# Appearing d3 Treasure A, T

Combat: 2x Claws (d10) or Weapon (d20) or Bite (d6, heals d6)

Abilities: Fast (Blood), Strong (Blood), Senses- Sight (Brain), Shape Change (Blood), Regeneration (Blood), Flight (Heart), Charm (Heart), Dark Vision (Eyes), Long Lived (Blood), Undead (Heart)

Lore (Roll d6 on a successful lore check)

1. It must continuously feed on the essence of creatures otherwise it loses 1 hp per day and cannot regain any hp's through rest
2. Averse to garlic (disadvantage), harmed by silver (advantage on damage)
3. Nocturnal creatures, adverse to sunlight (disadvantage) sleeping by day and hunting by night
4. Appears as a human, possesses amazing strength, speed and senses and can shape change its form once per day into a bat
5. May charm and seduce or stalk and ambush their prey. A vampires bite regenerates d6 hp's for them
6. Cunning and intelligent creatures

Hooks (Roll d6)

1. In bat form spying on something or someone
2. Has recently fed and is hurriedly fleeing the scene
3. Pursuing a target, it needs to feed soon
4. Returning to their lair for rest and sleep
5. Charming other individuals as it seeks to build an empire/enlist into a cult
6. Traveling to visit someone they covet or love

## Monster Creation:

### Monster Type Table:

D20:	Size:	Threat:	HP:	AD:	Abilities:	Skill:
1-3	Small	1	5	6-16	1	0-d3
4-6	Medium	2	10	6-16	2	d3-d4
7-10	Medium	3	15	6-16	3	d3-d6
11-13	Large	4	20	6-16	4	d4-d8
14-16	Large	5	30	10-16	5	d6-d10
17-19	Large	6	40	10-18	6	d10-d12
20	Colossal	7+	60	12-18	6	d10-d20

### Typical Values by Threat Level:

Threat:	HD:	AD:	Skill:	Damage:
1	½ - 2	6 - 16	0 - d3	d3 - d8
2	1 - 3	6 - 16	d3 - d4	d3 - d10
3	2 - 4	6 - 16	d3 - d6	d6 - d10
4	3 - 8	6 - 16	d4 - d8	d6 - d10
5	5 - 10	10 - 16	d6 - d10	d8 - d12
6	7 - 12	10 - 18	d10 - d12	d8 - d12
7	9 - 14	12 - 18	d10 - d12	d8 - d12
8	11 - 17	12 - 20	d12	d10 - d20
9	13 - 20	14 - 22	d12 - d20	d10 - d20
10	15 - 25	14 - 25	d20	d10 - d20

## Monster Creation Process:

The monster creation process is used to create new monsters for the game. The referee is encouraged to create new monsters to give the players new and unexpected challenges.

1. Determine Type: Roll 1d20 on the Monster Type Table to generate the monsters basic attributes and number of abilities.
2. Generate Theme: Roll 2d20 on the Monster Generator Table to determine the theme for the creature.

3. Generate Abilities: Roll 2d20 on the Monster Abilities Table for each ability and choose the result you like from either column. You will need to flesh out the mechanics of each ability, use other monsters abilities as a guide.

4. Review and Refine: Amend details including attributes and abilities as you see fit.

5. Monster Description: Flesh out the detail by adding three bullet points to describe their appearance, behaviors/tactics and motivation linking these to their abilities.

## Monster Theme Table:

d20	Form	Nature
01	Abomination	Celestial, Godly
02	Amphibian	Chaos, Shadow
03	Animal, Mammal	Large, Colossal
04	Avian, Bird	Construct, Mechanical
05	Beast	Ooze, Slime
06	Dragon	Demon
07	Fish, Water	Elemental
08	Giant	Flying
09	Humanoid	Fungus
10	Insect, Arachnid	Group, Mob, Pack
11	Mollusk, Worm	Elite, Powerful
12	Material, Object	Magic, Fey
13	Mineral Form	Monstrosity
14	Crustacean	Mutant
15	Amorphous	Spirit
16	Tree, Plant, Sponge	Tiny, Small
17	Reptile	Undead
18	Spirit	Water Based
19	Swarm	Weird, Cosmic
20	Hybrid (Roll x2)	Hybrid (Roll x2)

## Monster Abilities Table:

d20	Ability 1	Ability 2
01	Acid, Gas	Fear, Fearless
02	Dark vision, Senses	Explodes, Fire
03	Charm, Possession	Weakness, Wild Magic
04	Resistance, Stealth	Has Followers, Has Servants
05	Poison, Disease	Is a Group, Is a Swarm
06	Immune, Resistance	Shape Changer, Toxic
07	Flight, Charge	Amorphous, Blind sight
08	Swim, Water Breathe	Indestructible, Tough
09	Magic, Illusion	Web, Track
10	Incorporeal, Phase	Ambush, Track
11.	Intelligent, Mind Control	Summons, Tentacle
12	Fast, Agile	Life Drain, Charm
13	Strength, Power	Climb, Tunneling
14	Ranged Attack, Fire Aura	Climb, Disease
15	Reach, Eye Beam	Grapple, Immunity
16	Has Multiple Attacks	Lightening, Lure
17	Regeneration, Fortitude	Lycanthropy, Petrification
18	Paralysis, Stinger	Power, Consume
19	Charge, Leap	Roar, Sense Nature
20	Telepathy, Hide	Wind Push, Convergence

# Thanks:

Special thanks for inspiration & ideas.

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