



a book of beasts

sample file

56 monsters
for *Dungeon World*

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Introduction

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

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

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

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

—Jason

Naming convention

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

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

Organization

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

LOWLAND: tundra, plains, desert, etc.

WETLAND: marsh, swamp, river, etc.

WOODLAND: forest, jungle, etc.

HIGHLAND: hills, cliffs, mountains, etc.

UNDERLAND: caves, dungeons, etc.

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

Treasure

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

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

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

Incessant

*Group, Organized,
Construct*

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

HP 10 Armor 3

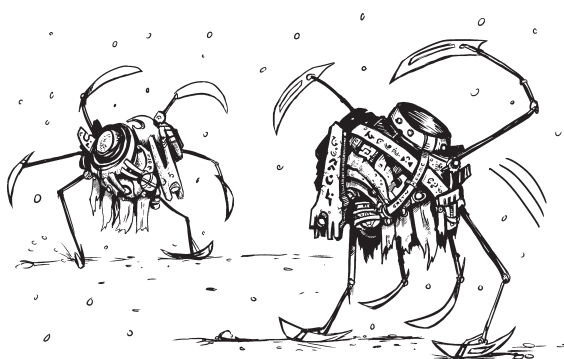
Special Qualities Metal,
mindless

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

Instinct To patrol, until the end of time

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

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



White Cat of One Hundred Paws

Group, Small, Organized, Stealthy, Lawful

Damage Bite 1d6 (*hand*)

HP 6 Armor 0

Special Qualities None

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

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

Instinct To search for trouble

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

Treasure Lengthy pelt.



Final Crane

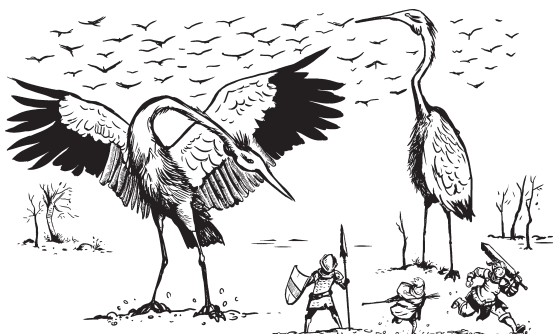
Horde, Large, Terrifying

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

HP 7 Armor 1

Special Qualities Winged

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



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

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

Treasure A wasteland of material goods.



Mouth=That=Goes=on=Legs

Solitary, Huge, Magical, Terrifying

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

HP 20 Armor 4

Special Qualities Legendary

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

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

Instinct To walk and devour

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

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



Fell Burr

Group, Small, Magical

Damage Spines 1d6 (*hand*)

HP 6 **Armor** 1

Special Qualities Fey

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

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

Instinct To replace heat with cold

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

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



Tusker

Horde, Chaotic

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

HP 3 **Armor** 1

Special Qualities None

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

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

Instinct To stay sharp, demolish, and slay

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

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

Kime Drake

Group, Large, Cautious

Damage Toothy bite 1d8 (*close*)

HP 6 **Armor** 2

Special Qualities Winged, vulnerable to fire

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

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

Instinct To stalk prey from the sky

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

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



Angel of Ice

Solitary, Large, Divine, Lawful

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

HP 18 **Armor** 3

Special Qualities Immobile

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

Instinct To drain darkness from the world

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

Treasure Property of the dark-hearted.



Flurry Worm

Horde, Tiny

Damage n/a

HP 1 **Armor** 0

Special Qualities Parasite

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

Instinct To find a fleshly host

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

Treasure Property of former host.

Snow Creeper

Group, Organized

Damage Pincers 1d8 (*close*)

HP 12 **Armor** 1

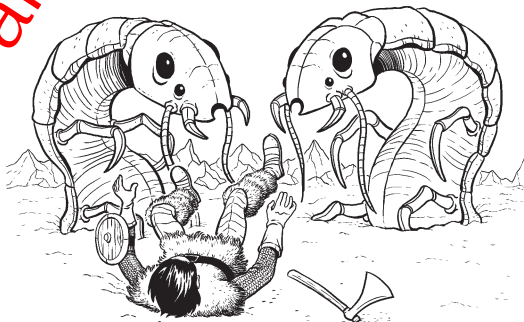
Special Qualities None

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

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

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

Treasure Property of prey.



Ravenborn

Group, Organized, Intelligent

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

HP 7 Armor 0

Special Qualities Winged

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

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



Instinct To curse the fate of being trapped between worlds

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

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

Shale Sentinel

Solitary, Large

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

HP 16 Armor 2

Special Qualities Rock

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

Instinct To send trespassers back

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

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

