

YE OLDE PHYSIOLOGUS

A COLLECTION OF FIRST TIER
CREATURES FROM HERALDRY
AND BEYOND



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DEDICATION

To My Family.



WELCOME TO YOUR NIGHTMARE!

Collections of creatures have been common since the dark ages. In those days, much of what you would see was as fanciful as the creatures one might find in the various *Monster Manuals* or the *Fiend Folio*: creatures described by travelers to wide-eyed audiences and taken down by scribes all too eager to capture the oddities of the world outside.

Often, having little by which to describe these oddities, they were mixtures of familiar animals — body of a lion here, head of a serpent there, legs and claws of an eagle, and so forth. Lucky for us, the fanciful creatures in our modern bestiaries are given rules, stats, and backgrounds that allow us to play the world's greatest role playing game!

Many of the creatures in this volume have very little written about them that is not Christian allegory. For those, I have looked carefully at the images used in heraldry and the like and attempted to flesh them out in the same tone and feel as the various source material. Write a review or leave a comment and let me know how well I did.

Some of the creatures in this collection are beasts I have thrown at my players over the years. Most of these are creatures that can be found in the myth, and lore of an ancient people, or perhaps in the tomes that originated in the Dark Ages. Wherever they came from, I hope you find them interesting to read, and enjoyable at your game table.

— K. David Ladage

INSPIRATION

Some specific books that helped to inspire these creations include *FANTASY WARGAMING* (Stein and Day, 1981), *MONSTERS OF MYTH AND LEGEND I, II, and III* (Mayfair Games, 1984, 1989, and 1992), and others I am sure have fallen into the realms of things I have long forgotten about.

WHO IS KENDALGE?

Kendalge is a sage, wizard, artificer, etc. that I have used in multiple campaigns. Consider him my own personal Elminster, if you



will. If you have read the first volume in the *Ye Olde* series ([Ye Olde Majik Shoppe](#)), you have a bit of an introduction to the man and his outlook on life — if not, I highly recommend getting a copy.

Kendalge is easy enough to drop into any campaign, and can be a lot of fun considering that he is brilliant, aloof, intimidating, and a bit insane. Granted, he is modeled (loosely) on my father (my father is brilliant, aloof, intimidating; not yet insane but he has a few years ahead of him, so who knows). Throughout the text, there are snippets of writings from Kendalge.

CREDITS AND IMAGES

All images used in this volume are either in the Public Domain, or I have acquired the permission to use it. The last page gives sourcing information for each image. Where possible, the artists was given credit.

I fully understand that the artwork used here is not the full-color, splashed over half a page, modern masterpieces that appear in the *Monster Manual* and other books released by Wizards of the Coast. These are images that were used as the basis for heraldic design, or that appeared in actual Medieval Bestiaries. Given the tone I want to set with this volume, this artwork works best.

Other images — such as those that are for creatures that were never in myth and lore but sprang from my deranged mind — I looked for and tried to use art of a similar quality and tone. I hope this does not distract from the enjoyment of this volume.

ALPHYN

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10+12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Dex +4, Wis +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Keen Hearing. The alphyn has advantage on Wisdom (Perception) checks that rely on hearing.

Grapple. If the alphyn has a creature grappled (see Tail attack, below) it may make a rake attack against the grappled creature with its hind claws as a bonus action.

Pack Tactics. The alphyn has advantage on an attack roll if at least one of the alphyn's allies is within 5 feet of the creature and the ally is not incapacitated.

Pounce. If the alphyn moves at least 20 feet straight toward a creature and then hits with its claw attack on the same turn, that target must succeed on a DC 14 strength saving throw or be knocked prone. If the target is prone, the alphyn can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the alphyn can long jump up to 30 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Rake. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, the alphyn cannot attack another target with its tail, and cannot move more than 10 feet per turn.



ALPHYN

The head and body of a lion, hind legs that end in lion-like claws and front legs that end in sharper, dragon-like talons. It's long, knotted tail is prehensile and can grapple.

Pride Leader. The alphyn is rather intelligent and hunts in packs. Alphyn are very rare, however, thus when a pack is encountered, it will generally be one or two alphyn and several standard Lions (see Monster Manual, page 331). This is also true for encountering alphyn in their lair. It is rare to find more than four of these creatures at any one location.

Breeding. Alphyn can (and often do) breed with lions. These offspring are always lion-like and not alphyn-like. However, the lion produced is a bit larger and more aggressive than normal. These offspring are sterile.

Chimerical creatures are common on heraldic devices. These creatures can convey so much more than a non-chimerical creature can. Consider a lion vs. the Alphyn. With the Alphyn you get the lion and so much more.



AMPHISBAENA

A winged serpentine creature with a head on both ends, and two legs. The scales are generally green or black; the feathered wings come in a variety of colors.

Blood of Medusa. Amphisbaena were, according to legend, created when medusa blood dropped into the sand of a grand desert.

Weak Flier. Although it can fly, it is not a very maneuverable or graceful flier; it can only fly for short distances: two turns in the air before needing to spend at least one turn on its feet.

Weak Eyesight. The front head has two horns that are more defensive than offensive. This head has a singular eye that is described as *dull* by the poet Nicander. The front head is the more dangerous as this is the one with the venomous bite. The rear head has no horns, but instead has two large ears giving it exceptional hearing. This head has two eyes. Despite this, the eyesight of either head of this creature is relatively poor. Still, having eyes on both directions makes sneaking up on one rather difficult.

Hoop. Although its ability to fly is limited, the Amphisbaena can hoop — the front head grasping the tail, the legs being tucked in, and then the creature rolls at amazing speeds. While hooping, the amphisbaena cannot attack and will incur opportunity attacks if it moves out of a creature's reach.

Solitary Hunters. Encountered outside of a nest, it is unlikely to see more than two.

AMPHISBAENA

Small beast, unaligned

Armor Class 11

Hit Points 11 (2d6+4)

Speed 30 ft., fly 45 ft., hoop 90 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	3 (-4)

Saving Throws Dex +4, Wis +3

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Keen Hearing. The Amphisbaena has advantage on Wisdom (Perception) checks that rely on hearing.

Poor Eyesight. The Amphisbaena has disadvantage on Wisdom (Perception) checks that rely on sight when the target of the check is more than 10 feet away.

Hoop. As long as the Amphisbaena is not currently engaged in melee, it can curl itself into a hoop and move up to 90 feet per turn. While hooping, it cannot make any attacks.

ACTIONS

Multiattack. The Amphisbaena makes two attacks: each head gets one bite.

Bite (front head). *Melee Weapon Attack:* +1 to hit, reach 5 feet, one target. *Hit:* 2 (1d6-1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Bite (rear head). *Melee Weapon Attack:* +3 to hit, reach 10 feet, one target. *Hit:* 4 (2d4-1) piercing damage.

Although I cannot be certain, I have gravitated over the years to the hypothesis that Amphisbaena did not suddenly erupt from the desert sands where a drop of Medusa's blood splashed. Instead, I am of the opinion that some Alchemist was attempting to create a two-headed amphiptere.

ANTALOPE*Medium beast, unaligned*

Armor Class 13

Hit Points 11 (2d8+2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	2 (-4)	14 (+2)	3 (-4)

Saving Throws Str +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Charge. If the antelope moves at least 20 feet straight toward a creature and then hits with its gore attack on the same turn, that target must make a DC 12 Strength saving throw or be knocked prone. If knocked prone, the serrated edges of the antelope's horns deal an additional 9 (2d8) slashing damage.

Pack Tactics. The antelope has advantage on an attack roll if at least one of the antelope's allies is within 5 feet of the creature and the ally is not incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

ANTALOPE

The antelope is slightly larger, and vastly more ferocious than the antelope. This creature's horns are amazingly sharp and serrated, making the charge from this beast a terrifying proposition.

Ecology. Filling much the same ecological niche as its more common cousin, Antelope will sometimes travel within antelope herds. If these creatures are not exceedingly rare, consider 5–15% of all antelope to actually be antelope.

Trophies. In some primitive tribes, the antelope's serrated horns are used as weapons. The base being smoothed down to form a handle, and the curved serrated edge being used as a blade. Depending upon the length of the horns, treat these as daggers or short swords.

The antelope are a curiosity. No matter where I go, they never travel with less than a dozen adults. If you spot a group of three of these nasty creatures, be on the lookout for at least nine others. Probably more.



BONNACON

The *bonnaccon* is a bull-like animal with the mane of a horse. It has horns, but it is a timid creature and will run away if it feels threatened in any way. This is when the creature is dangerous.

Befoul. As it runs away, it emits excrement which is so hot as to set fire to anything it touches. It can continue to defecate for an exceedingly long period of time — legend suggests it could cover and set aflame three acres of land at a go. This is most likely an exaggeration or a description of a herd of these beasts. It will defend itself with its horns if forced into a corner, but chances are it will continue to befoul even then.

Strangely, the beast is listed in the life of Saint Martha, the individual who, according to legend, tamed and defeated a Terrasque. The *Bonnaccon* is listed as the father of the *Terrasque* itself (the mother being the *Leviathan*)... thus, any who would seek out the *Terrasque* to destroy it may have an opportunity to destroy the two beasts that birthed it in the first place.

BONNACON

Large beast, unaligned

Armor Class 10
Hit Points 25 (2d10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +2
Damage Immunities fire
Senses passive Perception 12
Languages —
Challenge 0 (10 XP)

Befoul. At the first sign of trouble, the *bonnaccon* will run away, defecating as it goes. This waste is hot enough to ignite grasses, trees, and other tinder. The *bonnaccon* may emit this as a spray, creating a 20 ft. cone behind the animal; all within suffer (3) 1d6 fire damage, or half that amount if they make a successful DC 13 Dexterity saving throw.

ACTIONS

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



BOREYNE*Medium monstrosity, chaotic neutral*

Armor Class 10

Hit Points 25 (2d10)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +2

Damage Immunities acid

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Amphibious. The boreyne can breathe air and water.

Pack Tactics. The boreyne has advantage on an attack roll against a creature if at least one of the boreyne's allies is within 5 feet of the creature and the ally is not incapacitated.

Rust Metal. Any nonmagical piercing or slashing weapon made of metal that hits the boreyne corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical piercing or slashing ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 5 (2d4) acid damage. The boreyne's bite corrodes a nonmagical metal armor and metal shields. If the target is hit and is wearing metal armor or carrying a metal shield, that armor (80%) or shield (20%) takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Claws. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Even among the chimerical creatures, the boreyne is an oddity. No discernable gills, yet it breaths water. Strange creature indeed.

**BOREYNE**

This creature has a lion-like body and head, inward curved horns, large talon clad feet, a fin along its back to the root of the tail, and a forked tongue. The breath of the animal is caustic and will burn flesh, rust metal, and so on.

Acidic Blood and Breath. Boreyne have a highly acidic blood that rusts metals. This is also true of their breath; bites from these creatures deal piercing and acid damage.

Sea Lions. As amphibious creatures, the boreyne are adept at being in water. In general, they are salt-water creatures (although legends of fresh-water boreyne with tiger-like qualities persist) and are quite adept at using their claws and bite underwater. Boreyne spend most of their lives in the water, coming out onto the land to hunt when needed. They often have underwater caves that they live in and eat wandering fish that happen to meander within.

These lairs are often the homes of a great many electric eels living in holes and cracks along the edges.

Schools. Note that while traveling and fighting underwater, these creatures will move in schools — using the three dimensions of their watery environment to their advantage. This is very important when considering the pack tactics advantages that these creatures receive.