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BESTIARY

"By the unclean crack of the Nightwalker, get up! These beasts are mere chickens!"

Shieldmaiden Armanda pulled her sword from the dragon spawn and wiped the steel on the merchant's fur collar as he lay there. Blood pulsed slower and slower from the wound she had opened in the monster's chest.

"Look at that, you're finally baptized!" she grinned and looked at her companion's soiled face. Then she turned serious.

"They say the spawns' mother Krasjika has already rotted, but refuses to leave this world out of love for her offspring and human flesh. Save your screams for her!"

And sure enough, there was a furious, gurgling roar in the distance, laden with otherworldly rage.

Welcome to the *Book of Beasts*. In these pages you will find no fewer than 28 new monsters, along with rules for using them and unique encounters and events for each and every one of them.

After that, the book presents as many as 36 new random encounters that the adventurers might run into, followed by a battery of useful tools and tables for the Gamemaster. At the end

of the book is a rule set for playing *Forbidden Lands* on your own, without a Gamemaster.

The *Book of Beasts* is not tied to any particular campaign or part of the game world. It can be used just as well in the core game's Ravenland as in the campaigns The Bitter Reach or Aslene – or in your own homebrew game world.

Enjoy!



USING THIS BOOK

The Gamemaster can use the beasts described in this book in many different ways. A random encounter from chapter 7 in the *Gamemaster's Guide* can be replaced with a random or purposely chosen monster from this book.

The text on each beast contains one or several new random encounters, and some monsters also come with suggested events that could occur at adventure sites.

The descriptions of the monsters in this book essentially follow the same format as in the *Gamemaster's Guide*, but add a few aspects to each monster, as described below.

LORE ROLL

Each monster in this book comes with a list of what an adventurer can learn about the beast with a successful **LORE** roll. More **X** grants additional and more significant insights to those hoping to defeat – or at least survive the encounter with – the beast in question.

RESOURCES

Each description of a monster specifies what resources the adventurer can harvest from a vanquished monster. Usually, the player character requires a certain skill or talent in order to obtain the treasure.

MONSTERS

D66	MONSTER
11	Amphibian
12–13	Amoeba
14	Basilisk
15	Bog Man
16	Dread Raptor
21–22	Gatekeeper
23	Giant Specter
24	Giant Spider, Hatchling
25	Giant Spider, Adult Male
26	Giant Spider, Elder Female
31	Greater golem
32–34	Imp
35	Iron Dragon
36–41	Mara
42	Mire Drake
43	Mummy
44	Nature Spirit
45	Possessor
46	Rat King
51	Rock Troll
52	Shapeshifter
53	Skolopendra
54	The Swarming Death
55	Tupilaq
56	Twisted Ent
61	Undead Dragon
62	Vampyr
63	Water Troll
64–65	Will-O-The-Wisp
66	Wolfshadow





AMPHIBIAN

The water goddess Flow – caring and good – appears to have her sharp side. To protect the source of the healing springs and the crystal-clear waters that are the essence of Flow, she created the amphibians: cosmological hybrids of lung and gill, tasked with preserving the purity of the waters by watching the entrances to their goddess' realm. They are secretive creatures, reclusive and shy, but in carrying out their protective duties they are as slippery as eels and as cruel as poison toads. Woe to those who bring the filth of the earth to their unsullied realm, woe to those who bring human diseases to the springs of the divine. Above all they guard against the demons who muddy the waters with their mog, but unwashed adventurers will also meet a swift end if they try to pass down into the sacred freshwater deep.

Amphibians are large, frog-like humanoids capable of breathing air as well as water. They are found in rivers, lakes, and bays, but have a special fondness for deeper waters. One can occasionally glimpse their sentinels, armed with leisters, like motionless statues on skerries and rocks, carefully watching the movements of the land folk. Their dwellings are located beneath the surface, and there are stories about vast underwater kingdoms with palaces and treasure troves. But the conflicts between amphibians and other kin are mainly about their offspring. The amphibians are born from eggs similar to frogspawn, floating on the surface and therefore easily gathered by coastal fishermen and saurians, who regards the eggs as a nutritious delicacy.



RANDOM ENCOUNTER: A SUSPICIOUS STRANGER

A solitary islet emerges from the mist before you. It is barren, without any sign of a settlement, but you notice the shape of a humanoid figure with long arms leaning against a spear on a protruding rock. The creature is too far away for you to make out any facial features, but you get a bad feeling that it is staring straight at you. Next thing you know, the creature has vanished – and you suddenly feel very vulnerable in your humble vessel.

A patrol of belligerent amphibians has spotted the adventurers' boat, which is targeted by a ramming attack according to the rules on page 9. If the adventurers make a **SURVIVAL** roll they can spot the swimming bodies beneath the surface in time to grab hold of something before the first blow hits them (+1 to **MOVE**). The GM decides whether the amphibians are guarding a nearby hatching site with large quantities of eggs or whether the adventurers are drifting over one of the mysterious underwater realms mentioned in the legends.

TERRAIN TYPES: Lake, Quagmire

EVENT: ALL THAT GLITTER IS NOT EGGS

You move between the trading stalls at the large marketplace that rises above the river on sturdy stilts. Suddenly someone comes rushing towards you – fluttering clothes, a frog-like face, a frightened voice gasping “Protect my children!” Then the figure dives into the river and disappears.

After that, three things happen in quick succession. First, the adventurers discover that the largest and strongest member of the group has been handed a bundle containing what looks like oversized frog eggs. The eggs are transparent, and the adventurers can see tadpoles with bulging eyes swimming around in the cloudy liquid. Secondly, a local guard patrol shows up, armed with halberds and heavy crossbows. They are led by a merchant in a purple beret who points an accusing finger at the egg-filled bundle. Thirdly – before the patrol reaches the adventurers – D6 amphibian warriors come climbing out of the river, commanded by the female who handed over the bundle. The GM decides how the situation

LORE ROLL	
NUMBER OF X	INSIGHTS
1	Amphibians are frog-like humanoids mainly found in deep waters, where (according to legend) they guard the entrances to the water goddess Flow's realm.
2	Although amphibians can move effortlessly on land, they live in vast underwater realms where they gather riches from sunken ships and human treasures.
3	Amphibians hatch from eggs similar to those of frogs, which float close to the surface and are a highly sought delicacy among land-living kin.



develops, but adventurers who side with the amphibians will gain a powerful ally for adventures to come.

ADVENTURE SITE: Village

TYPICAL AMPHIBIAN WARRIOR

ATTRIBUTES:

STRENGTH 5, AGILITY 2, WITS 3, EMPATHY 3

MOVEMENT: 2 in water, 1 on land

SKILLS: Endurance 2, Melee 3, Scouting 3, Survival 3

ARMOR RATING: 2 (thick frog skin)

TYPICAL GEAR: Leister or harpoon, dagger, fish bone amulet bearing the mark of the goddess Flow.

DROWNING ATTACK: In water, the amphibians primarily attack by pulling their victims beneath the surface and drowning them. The attacks are often performed collectively, with multiple amphibians **GRAPPLING** a chosen victim together (page 92 of the *Player's Handbook*). If the attack succeeds, the victim is pulled beneath the surface and must make an **ENDURANCE** roll each round not to start drowning (page 113 of the *Player's Handbook*).

COLLECTIVE RAMMING ATTACK: Amphibians occasionally perform sneaky ramming attacks against fishing boats and other floating vessels. Their reason for doing so is unclear. Perhaps the boats simply come too close to their spawn, or maybe they are protecting the entrances to the underwater realm of the goddess Flow. Whatever the case, the ramming attack is an extremely unpleasant and often fatal experience. The amphibians attack the vessel from below, always as a group, swimming at full speed and crashing headfirst into the hull. Roll D6 to determine the effect:

1–2: The heavy blow rocks the boat and sends strong waves crashing over the railing, showering the adventures and their gear.

3–4: The powerful blow throws the boat several fathoms into the air. Everyone on board must make a **MOVE** roll (does not count as an action), otherwise they are plunged into the water and targeted by the amphibians' drowning attacks.

5–6: The violent blow capsizes the boat. Everyone on board is plunged into the water and targeted by the amphibians' drowning attacks, one after the other.

NO MONSTER ATTACKS

The rules for monsters in combat (page 73 of the *Gamemaster's Guide*) do not apply to amphibians. They act like normal NPCs, except in water where they prefer to drown or ram their victims as described above. Amphibian warriors are armed with leisters or harpoons made from fish or whale bones. Technically they are handled like tridents and long spears respectively, but with one extra point in damage (leister 3; harpoon 2) due to the large number of barbed prongs.



RESOURCES

Amphibian eggs are not only delicious, but highly nutritious, making them an excellent source of food. An egg is a tiny item but can be cooked by a **CHEF** into a unit of **FOOD**. The eggs can also be sold at a substantial profit. The typical rate is five silver coins per egg.



