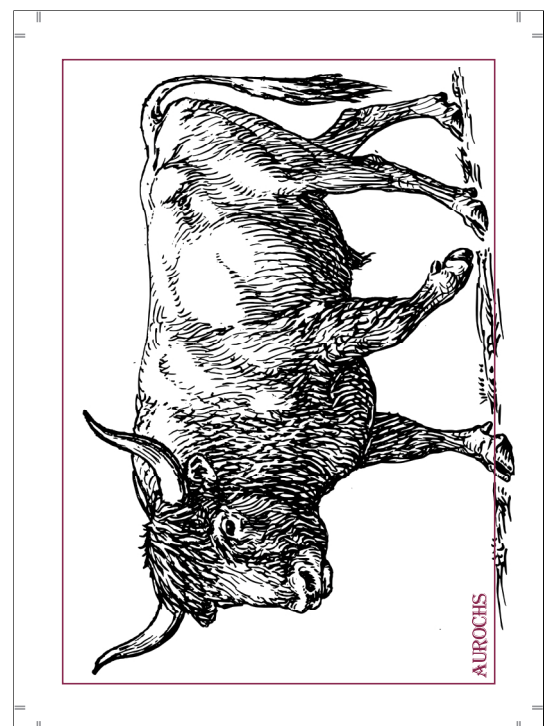
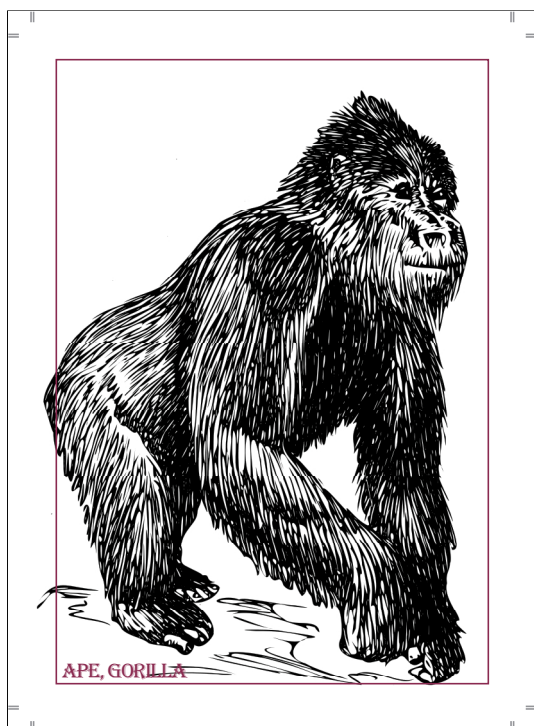
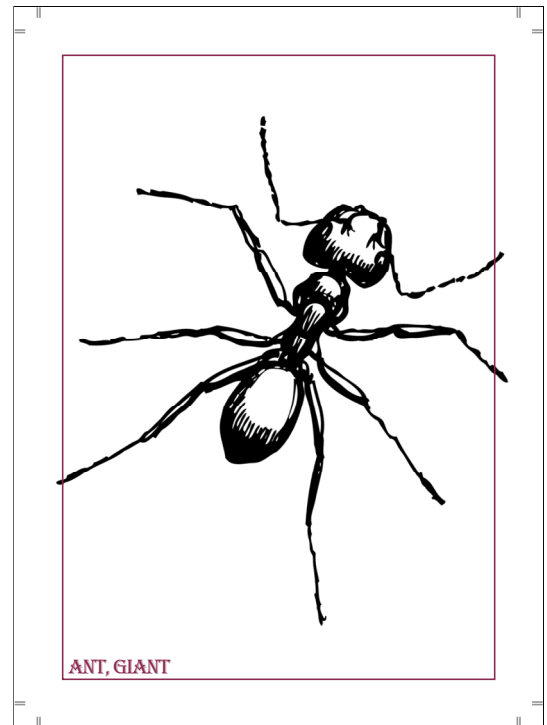
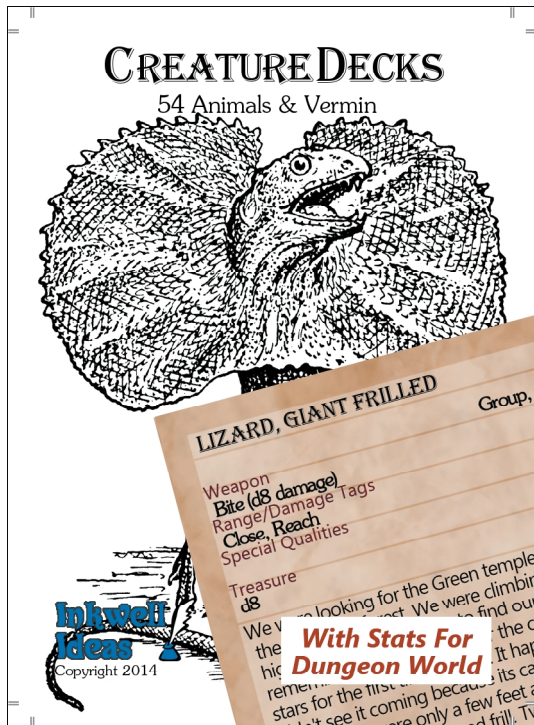




ANT, GIANT

Weapon
Mandibles (d6 damage)
Range/Damage Tags
Close
Special Qualities

Treasure
d6

You had seen the big ants of the jungle of Amzina. They were the size of your thumb and the hunter you guided was stung by one, resulting in a doubling of the size of his hand. You had even encountered the green magical ants forced into insane rituals by the demented druids of the Emerald Forests. But never before had you seen giant ants. The size of your thigh. Mandibles large as you can spread your hand, more powerful than the jaw of a dog and razor sharp! *Instinct:* To work for the ant-hill

- Direct soldiers on target
- Poison with a sting
- Outnumber enemies
- Fight whatever the cost

Animals & Vermin compatible with the Dungeon World RPG

01

CHECKLIST

- | | | |
|-------------------|-------------------|-------------------------|
| 01. Ant, Giant | 19. Eel, Electric | 37. Pony |
| 02. Ape, Gorilla | 20. Eel, Giant | 38. Rat |
| 03. Aurochs | Moray | 39. Raven |
| 04. Baboon, | 21. Elephant | 40. Ray, Manta |
| Higher | 22. Frog, Giant | 41. Ray, Stingray |
| 05. Bat | 23. Hawk | 42. Shark, Great White |
| 06. Bear, Grizzly | 24. Hippopotamus | 43. Snake, Giant |
| 07. Beetle, Giant | 25. Horse | Python |
| Fire | 26. Hyena | 44. Snake, Giant Rattle |
| 08. Beetle, Giant | 27. Leech, Giant | 45. Snake, Spitting |
| Spitting | 28. Leopard | Cobra |
| 09. Bison | 29. Lion | 46. Spider, Giant |
| 10. Boar | 30. Lizard | Tarantula |
| 11. Cat | 31. Lizard, Giant | 47. Squid, Giant |
| 12. Centipede, | Filled | 48. Tiger |
| Giant | 32. Lizard, | 49. Toad, Giant |
| 13. Cheetah | Monitor | 50. Turtle, Giant |
| 14. Crab, Giant | 33. Monkey | Snapping |
| 15. Crocodile | 34. Octopus, | 51. Wasp, Giant |
| 16. Dog | Giant | 52. Weasel, Giant |
| 17. Dolphin | 35. Orca | 53. Wolf |
| 18. Eagle | 36. Owl | 54. Wolverine |

Note: Moves and tags in parentheses are optional. They were added to create a mystical version of the creature.

Writer: Bastien Wauthoz Editor: Joe Wetzel

Contains content from Dungeon World,
by Sage LaTorra and Adam Koebel

Animals & Vermin compatible with the Dungeon World RPG

00

AUROCHS

Weapon
Horns (w/2d6+1 damage, 1 piercing)
Range/Damage Tags
Close, Reach
Special Qualities

Treasure
d6

The hunter was hiding in the high grasses. He was wearing a coat made from the mane of a terrible black aurochs. The scent of the beast rendered him nearly undetectable. He was spying the aurochs herd, looking for a suitable prey: a weakling or an elder. When he found it, he burst onto his legs, his flint tipped spear firmly held in his hand. He knew it would all go wrong when he saw the sabre tooth tiger jump on a youngling at the back of the herd. The aurochs went crazy. How could he avoid the stampede? *Instinct:* To eat peacefully

- Regroup to stampede threat
- Trample a threat
- Overturn a menace
- Impale with horns

Animals & Vermin compatible with the Dungeon World RPG

03

APE, GORILLA

Weapon
Claws (w/2d8+2 damage)
Range/Damage Tags
Close, Forceful
Special Qualities

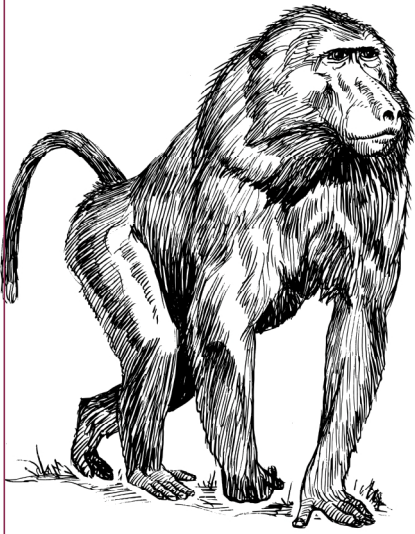
Treasure
d8

The alpha male was in such a rage. This huge gorilla was coming at you, charging, crying and bumping his huge fists on his large torso. It was not a good idea to trespass into his territory. Your comrades tried to stop the gorilla with their spears. He broke them as if they were only twigs. Those who opposed it with swords were violently cast aside. It was coming at you because it knew you were the alpha of your group. Now, do you have what it takes? It surely does!

- Instinct:* To protect his family
- Use simpler group tactics
 - Scare away with a show of force
 - Protect the females and young
 - Use simpler tools and handmade weapons

Animals & Vermin compatible with the Dungeon World RPG

02



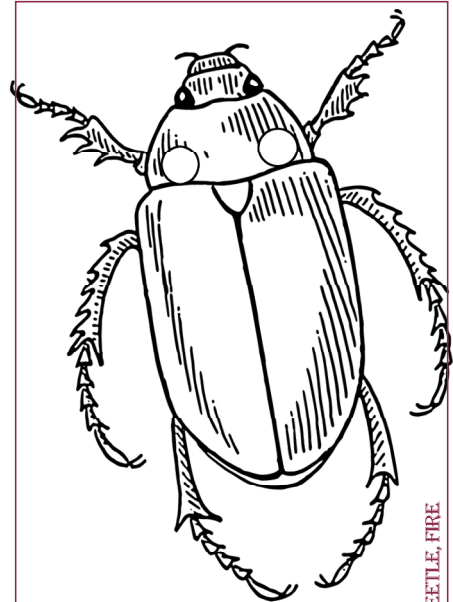
BABOON



BAT



BEAR, GRIZZLY



BETLE, FIRE

BAT

Weapon
Jaws (d8 damage, 1 piercing)
 Range/Damage Tags
Close
 Special Qualities
Fight, Echolocation
 Treasure
d8

Tags
Group, Small, Stealthy
 HP 6 Armor 0

This is the last time I take an alchemist mission on! Last time I had to fight the demented druids of the Emerald Forests for a handful of big green ants. Today I have to find a white crossed bat of Anmar. This pest is a vampire bat, like many big bats, mind you. But this one is special. You know bats see perfectly in the darkest black. And that's exactly what this one does. As soon as it flaps its wings darkness forms around it and up to several feet away. How the hell can you catch it?

- Instinct:* To hunt at night
- Hide well and without a sound
 - Hunt when it's dark
 - Make fly-by attacks
 - (Create a veil of darkness)

Animals & Vermin compatible with the Dungeon World RPG

05

BABOON

Weapon
Bite (d8 damage, 1 piercing)
 Range/Damage Tags
Close
 Special Qualities
 Treasure
d8

Tags
Group
 HP 6 Armor 1

The tree-people of the Oa jungle know how to live in peace and harmony with apes. From the smallest ones to the largest. But there is one species they avoid because they are pests: the green baboon of Oa. It is a clever fellow, even more than that. It has a strange sense that enables it to know what you're going to do. It will dodge your weapon, avoid your trap, anticipate your spell. Whatever you'll try, it'll know beforehand! Listen to the wisdom of the tree people and deceive it by presenting something it desires, food or female.

- Instinct:* To overcome others
- Climb acrobatically
 - Attack from strange angles
 - Make a show of force
 - (Anticipate your actions)

Custom Move: When a green baboon anticipates your action, treat a 10+ like a 7-9 and all other results as 6-.

Animals & Vermin compatible with the Dungeon World RPG

04

BEETLE, FIRE

Weapon
Flames (d6 damage ignores armor)
 Range/Damage Tags
Near
 Special Qualities
Full of flames
 Treasure

Tags
Horde, Small
 HP 3 Armor 3

Scarabaeus pyractomena! What a delightful creature—see how its carapace glitters in the light of our torches? Not too close now, they're temperamental, you see. The fire in their belly isn't just metaphorical, no. Watch as I goad the beast. Aha! A spout of flame! Unexpected, isn't it? One of these creatures alone, if it comes up from below, can be a hellish nuisance to a farmstead or village. A whole swarm? There's a reason they call it a conflagration of fire beetles. *Instinct:* To enflame

- Undermine the ground
- Take to the air
- Spray forth flames

Animals & Vermin compatible with the Dungeon World RPG

07

BEAR, GRIZZLY

Weapon
Claws/bite (d10+2 damage)
 Range/Damage Tags
Close, Forceful
 Special Qualities
 Treasure
d10

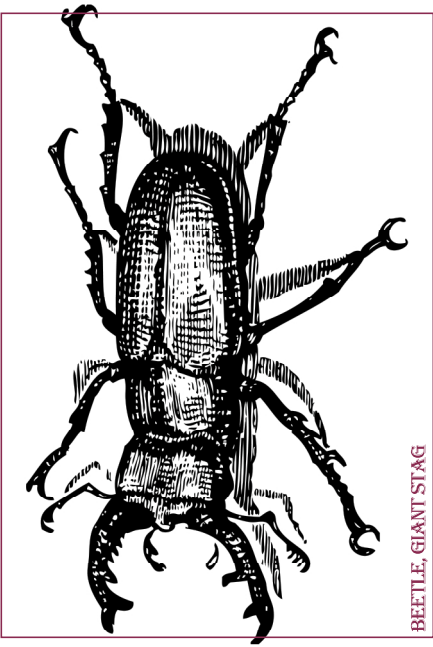
Tags
Solitary
 HP 16 Armor 1

The grizzly is said to be the fiercest and most powerful of bears. Have you ever encountered a blue grizzly of the Crystal Hills? I'd bet so! This thing is two feet taller than your normal bear. Its claws are made of razor sharp crystals that cut through metal and flesh alike. It's powerful jaws are certainly dangerous, but not as much as his eyes. They look like polished quartz, white and transparent. When the bear feels cornered or outmatched, it will use its strange eyes and disintegrate its hunter. Definitely not your average grizzly...

- Instinct:* To chase trespassers
- Run for extended periods
 - Make a show of force
 - (Use disintegrating ray when cornered or outmatched)

Animals & Vermin compatible with the Dungeon World RPG

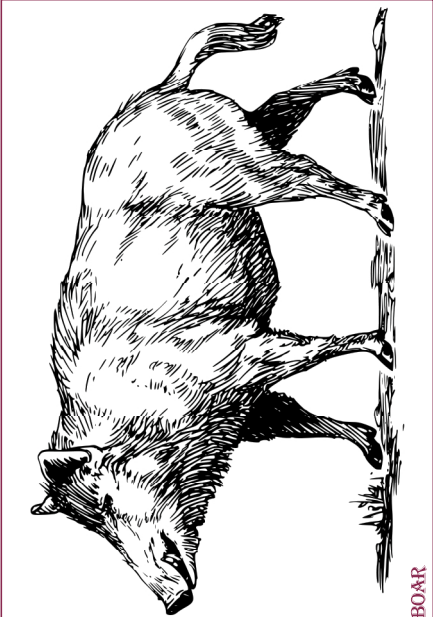
06



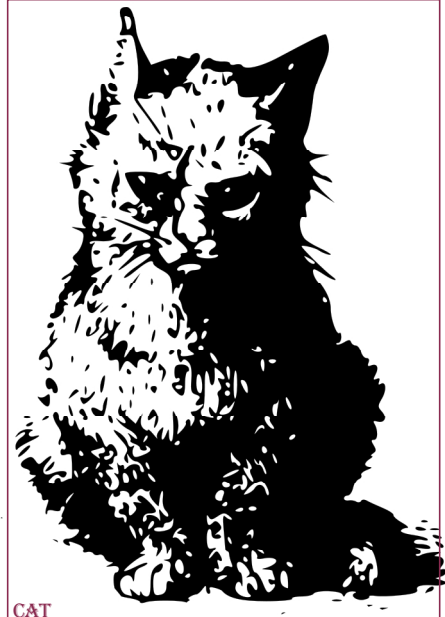
BETLE, GIANT STAG



BISON



BOAR



CAT

BISON

Weapon		Tags
Hooves (d6+3 damage)	Horde, Large, Organized	
Range/Damage Tags	HP	Armor
Close, Reach, Forceful	7	1
Special Qualities		

Treasure

d6

They say the spirit of the plains lies in the bison's eye. There's not much spirit then, if you hear me. I mean, look at them chewing and standing. There is hardly any life or spark in them. What about the raging bull? Yes, those have frightening eyes. You say it's the spirit of the plains coming to help them avoid danger or avenge them. I don't know. And how do I explain the white bison channeling lightning with its horns? Well, maybe that one has spirit! But it sure as hell is an exception! *Instinct:* To eat peacefully

- Gather strength in the group
- Charge a predator
- Trample whatever impedes flight
- (Channel lightning)

BEETLE, GIANT STAG

Weapon		Tags
Antler mandibles (d8+1 damage, 1 piercing)	Group, Large	
Range/Damage Tags	HP	Armor
Close, Reach, Messy	10	3
Special Qualities		

Treasure

d8

The red guerrigue in the southern part of Frenk is host to some of the largest insects. The giant stag beetle is the best known with its one foot long antlers. They can grab a man and break a few vertebrae if he doesn't free himself quickly. More dangerous are the sharp mandibles the beetle will use to cut itself a healthy part of flesh. The rare giant stag beetle species is ruby red and its elytra are highly valued as ornaments. It has a particularly vicious hot acid-like spit.

Instinct: To roll in the dirt

- Overthrow enemies
- Grab someone in antler mandibles
- Tear flesh away with mandibles
- (Spit acid)
- (Show off with ruby red elytra)

CAT

Weapon		Tags
Pointy claws and teeth (d8 damage, 1 piercing)	Group, Small	
Range/Damage Tags	HP	Armor
Close	6	0
Special Qualities		

Treasure

d8

They are only cats, said I. Nothing to be afraid of, really. Of course they were acting strangely. And there was that light reflecting in their eyes. Most important, there was that strange design in their fur. Like a smiling skull on the back of their head. They were following us for sure. Turning us around like they were playing cat and mouse. Then I saw the same light as theirs in my son's eyes. And he turned at me, hissing at me. He went away. The next week, I saw this skulled cat with his very hair color! *Instinct:* To play cat and mouse

- Climb out of reach
- Move stealthily
- Get into trouble due to curiosity
- (Transform prey into skulled cat)

BOAR

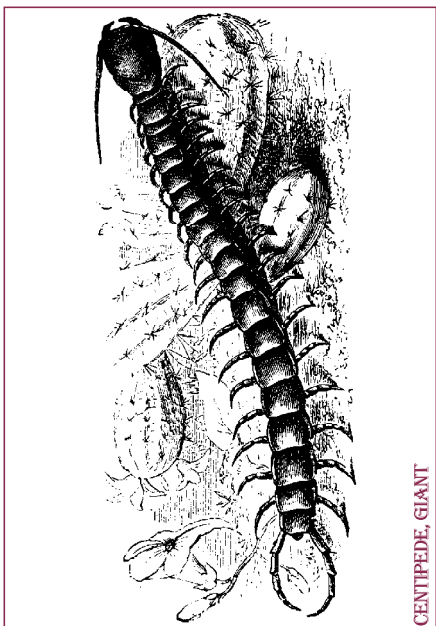
Weapon		Tags
Tusks (d8 damage)	Group	
Range/Damage Tags	HP	Armor
Close	6	1
Special Qualities		

Treasure

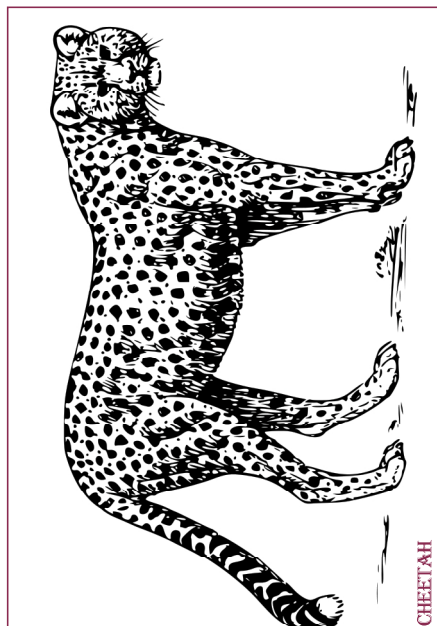
d8

The woods were silent until that moment went a terrible sound made itself clear. It was the sound of a stampede accompanied by high shriek of rage. Bushes and small trees were coming down, cast aside while this running devastation went straight ahead without stopping and barely avoiding the bigger trees. Then you saw it. Two small black eyes, a large black pig snout and two terrible tusks. Time to meet your friend the angry boar. Hopefully it is not a white crossed head boar, that one would shake the ground before you and prevent you from escaping. *Instinct:* To confront trespassers

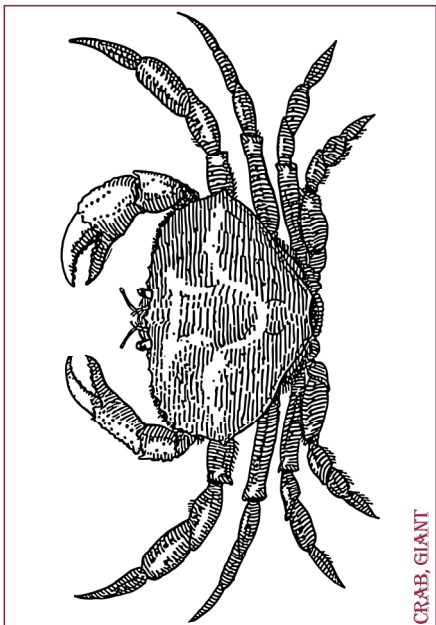
- Run headless of obstacles
- Gore someone with tusks
- Eat every part of its prey
- (Clear obstacles with ground tremors)



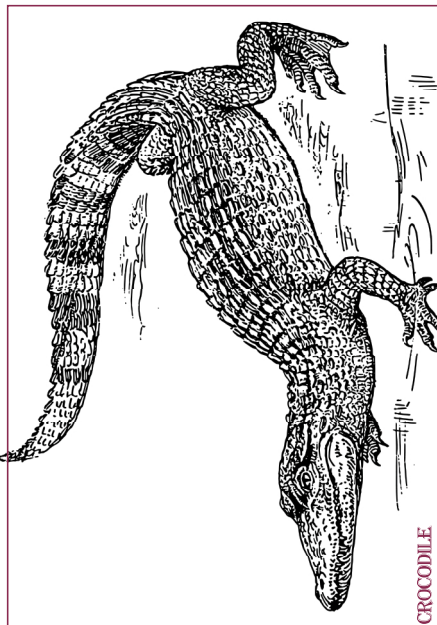
CENTIPEDE, GIANT



CHEETAH



CRAB, GIANT



CROCODILE

CHEETAH

Weapon		Tags
Claws and bite (1d2+10 damage)	HP 12	Solitary
Range/Damage Tags		Armor 1
Close		
Special Qualities		

Treasure
d10

The sun has been too hot, the rain too sparse. We know then this year will be remembered as the year of the hungry cheetahs. They will come at night, maybe even in daylight if hunger needs. They will come to take their toll on unwary children, on isolated women, and reckless hunters and gatherers. Worse even! We could have a dry storm. And with it would come the blue cheetah. It looks like a black panther with just a faint blue glow to tell them apart. But this one can call the lightning... *Instinct:* To outrun its prey

- Burst of speed
- Jump on prey's back
- Trip a running prey
- (Call lightning)

Animals & Vermin compatible with the Dungeon World RPG

13

CENTIPEDE, GIANT

Weapon		Tags
Mandibles (d6 damage)	HP 6	Group, Devious
Range/Damage Tags		Armor 2
Close		
Special Qualities		

Treasure
d6

Ok, when your work is to go underground exploring deep alleys in forgotten catacombs, to risk your life in the darkest caves of forbidden kingdoms, you're quite accustomed to large vermin. I mean large insects are more common than you'd think down there. But I can assure you that waking up with a meter-long centipede on your blanket is always quite a scene. Coz you know that if you hadn't woke up at that instant, the vermin would have bitten and poisoned you. And you'd be in much more trouble! *Instinct:* To find food

- Poison by bite
- Climb on wall and ceilings
- Move quickly and stealthily
- Hide in a dark place

Animals & Vermin compatible with the Dungeon World RPG

12

CROCODILE

Weapon		Tags
Powerful bite (d10+1 damage)	HP 16	Solitary, Large, Stealthy
Range/Damage Tags		Armor 2
Close, Reach		
Special Qualities		

Remain underwater of hours
Treasure
d10

The murky yellow waters of the Great Estuary are host to many kinds of predators coming from sea or inland waters. Even when they don't go after you, you can be the collateral damage of their fight. Among these, the yellow crest crocodile is definitely not the biggest, but one of the most dangerous. Its crest is magical and can turn flesh to stone, sending prey to sink down to the muddy river floor. His eyes can turn stone to flesh, reanimating its prey just before his terrible teeth bite it to death. *Instinct:* To drown preys

- Hide motionless in muddy waters
- Sprint to catch prey
- Grapple with its jaws
- Drown a grappled prey
- Slap with its tail
- (Turn flesh to stone, and vice versa)

Animals & Vermin compatible with the Dungeon World RPG

15

CRAB, GIANT

Weapon		Tags
Pincers (d8 damage, 1 piercing)	HP 6	Group
Range/Damage Tags		Armor 3
Close, Messy		
Special Qualities		

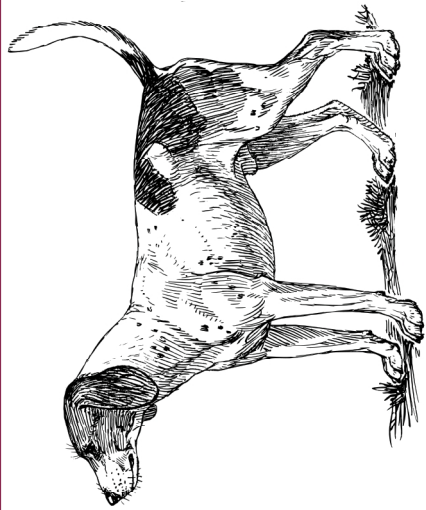
Treasure
d8

The storm had washed ashore the old fishing boat, broken. And his crew had been scattered all along the beach, unconscious. They were coming for fresh and tasty meat. Crabs were getting off the sand, swimming out of the sea, or bursting out of water holes. Most were quite large... Larger than a cart wheel, with pincers strong enough to cut an arm off, and mandibles chopping their way through leather and fabric. *Instinct:* To eat on carrion

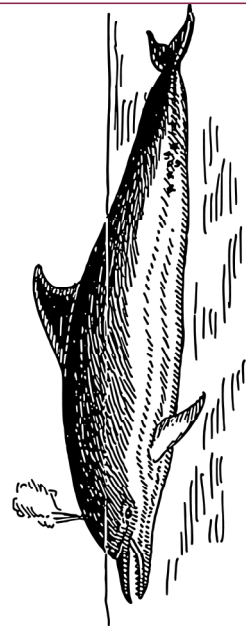
- Move sideways
- Grapple a prey
- Tear prey in two
- Breathe water or air, if gills stay moist

Animals & Vermin compatible with the Dungeon World RPG

14



DOG



DOLPHIN



EAGLE



EEL, ELECTRIC

DOLPHIN

		Tags
Weapon		Group, Intelligent
Powerful snout (d8 damage)	HP	Armor
Range/Damage Tags	6	0
Close		
Special Qualities		
Agile swimming		
Treasure		
d8		

Do you know why dolphins are so playful with swimmers? Do you know why they can swim for hours alongside a ship. Because these little bastards steal your dreams! And do you know why they steal your dreams. To sell them to sirens. And do you know their fees? Mariners! Lost mariners attracted by the siren's call! Not all of 'em are eaten alive by the sirens. Some are transformed into dolphins and sent to sea. You can tell them by their eyes. More sad and a little more red than usual. *Instinct:* To play with seafarers

- Destabilize a poor swimmer
- Use pack tactics
- Launch a speedy attack
- (Steal a memory)

Custom Move: When a dolphin wants to steal your memory, ROLL+WIS. On a 10+, it doesn't work. On a 7-9, it gets a fragment of the memory. On a 6- it gets the full memory.

DOG

		Tags
Weapon		Group
Bite and claws (d8 damage)	HP	Armor
Range/Damage Tags	6	0
Close		
Special Qualities		
Treasure		
d8		

Dogs. You see 'em everywhere. The true friend of men. It's not always been like this and we shouldn't forget they evolved from domesticated wolves. This fact was brought back to our attention by the case of the green spots. I was sent to investigate dire wolf attacks inside the great cities of the Puresky Kingdom. I had been looking for possible entrances for weeks without results. Then, during one night of vigil I witnessed the transformation. Dog lycanthropy, indeed! And I found the way to detect affected dogs: green spots on the iris. *Instinct:* To serve its master

- Obey its master's order
- Jump to the throat
- Grab with the jaws
- Be deceived by a friendly demeanour
- (Transform into a dire wolf)

EEL, ELECTRIC

		Tags
Weapon		Group, Small, Devious
Bite and electric shock (d6 damage)	HP	Armor
Range/Damage Tags	6	0
Close		
Special Qualities		
Aquatic, swimmer		
Treasure		
d6		

Fishermen have many stories about electric eels. From the normal sting stories to those of more powerful eels that killed a distant relative. The most astounding story I have ever heard is that of the psychopathic electric eels. These are said to be bred by merfolk, triton, or another barbaric aquatic tribe. They are trained to grow a powerful electric capacity, to attack a target, and even to work together. It has been said they could surround a prey and kill it in a maelstrom of lightning! *Instinct:* To shock

- Shock with electricity
- Slip through someone's clutches
- Burst into attack
- (Several together shock as a lightning bolt)

Custom Move: When you're shocked by an electric eel, ROLL+CON. On a 10+, it doesn't hurt that bad. On a 7-9, choose 1.

- You're knocked off.
- You loose a valuable piece of equipment.

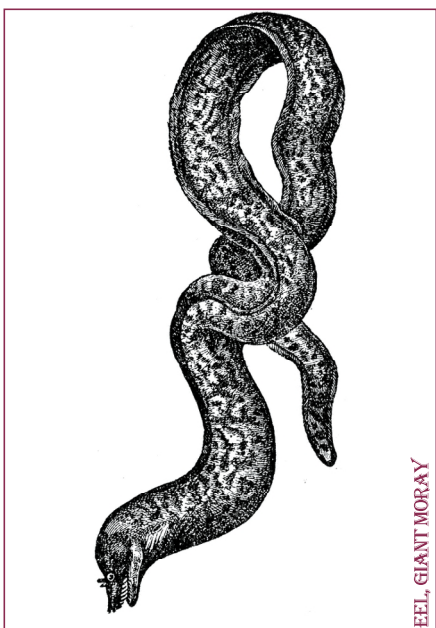
On a 6-, you are electrocuted.

EAGLE

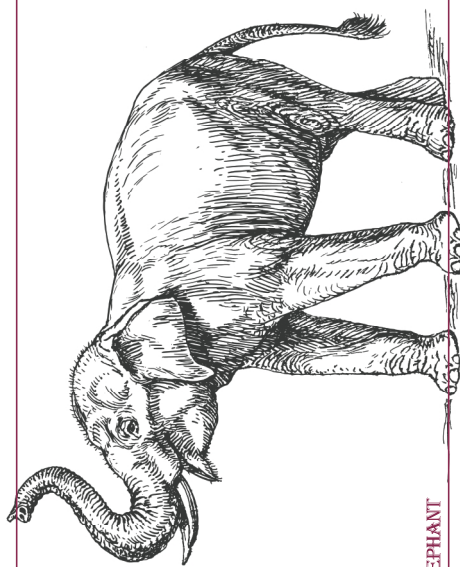
		Tags
Weapon		Group, Small, (Magical)
Sharp beak and talons (d8 damage)	HP	Armor
Range/Damage Tags	6	0
Close		
Special Qualities		
Fight		
Treasure		
d8 +1 strange or magical item		

The Marches were on fire. Many of the outermost castles were isolated. Some had been besieged for months by green skins. The Duke of the Marches was looking for a way to contact his isolated vassals in order to plan what's known today as the reconquista. The answer was the burnt Sienna eagle. This quite rare magical eagle can relay messages instantly. It took four more months for the Duke to capture enough eagles to coordinate his master plan. By the time he was ready, the Sienna castle had been burnt to the ground. Hence the name of the eagle. *Instinct:* To fly free

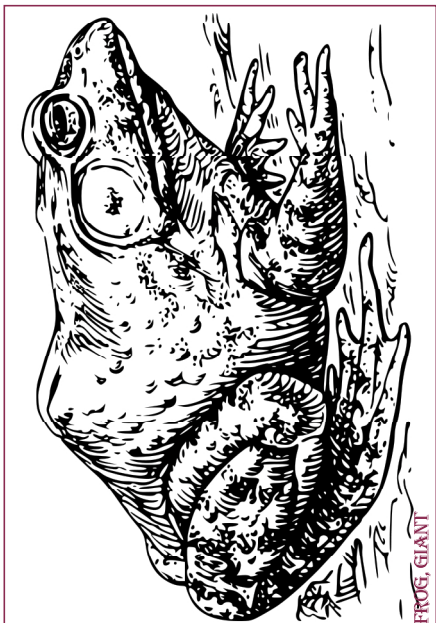
- Scout for prey
- Swoop down to attack
- Retreat in the sky
- (Magically send a message to another eagle)



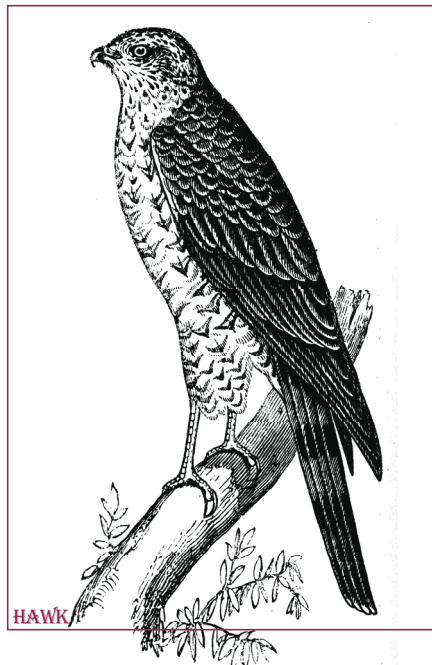
EEL, GIANT MORAY



ELEPHANT



FROG, GIANT



HAWK

ELEPHANT

Weapon	Tags
Large tusks (d10+5 damage)	Solitary, Large
Range/Damage Tags	HP Armor
Close, Reach, Forceful	16 1
Special Qualities	

Treasure
d10

When you see them peacefully grazing in the royal gardens, you would not believe these are the war oliphants of Khor, wouldn't you? However, you can see their magnificence. They are higher and stronger than other elephants. Their tusks are longer and more curved. However, their most striking feature is their third eye, placed in the center at the back their skull. Indeed, the Khor fire sorcerers can look into this eye to gather more magic. It is a kind of back up memory. Haven't you heard the saying? Where do you think it came from? *Instinct:* To protect its own

- Be deceptively fast
- Overturn opponent
- Trample someone
- Grapple with their trunk
- (Restore a spell to a sorcerer)

Animals & Vermin compatible with the Dungeon World RPG

21

EEL, GIANT MORAY

Weapon	Tags
Jaws (b2d10)+1 damage, 2 piercing)	Solitary, Large, Stealthy
Range/Damage Tags	HP Armor
Close, Reach, Messy	16 2
Special Qualities	

Aquatic, swimmer
Treasure
d10

The pearl diver was slowly sliding down. When he got to the bottom, he began gathering blue oysters. All about his work, he didn't notice the fleeting light reflected by a large wide eye. Hidden among cracks in the coral wall, it examined its prey waiting for it to come closer. Faster than lightning it burst out of the living cliff and grabbed the fisher's leg in its horrendous mouth. Blood tainted the water as the diver fought for freedom. Another short burst, the giant moray eel ended the diver's life in a single crush. *Instinct:* To hide in corals

- Burst out of a reef to attack
- Slip through someone's clutches
- React quickly
- Grab a victim with its jaws
- Eat a victim with its inner jaw

Animals & Vermin compatible with the Dungeon World RPG

20

HAWK

Weapon	Tags
Beak and talons (d6 damage, 1 piercing)	Horde, Small, Stealthy
Range/Damage Tags	HP Armor
Close	3 0
Special Qualities	

Flight
Treasure
d6

Mind you, falconry is only in its infancy. Falconers limit themselves to teaching hunting to these beasts. But there is far more than meets the eye to them! Look at how many ancient and actual gods are hieracocephalic, which means falcon-headed! That's no coincidence or mere aesthetics! Falcons have the ability to feel danger, a very acute sense that can be trained into precognition! Only when falconers reach this level of training will falconry rise to a major art, as arcane study for instance. Now I'm not sure all falcons have this ability. Black and gold falcons definitely do. *Instinct:* To hunt

- Hunt at dawn or dusk
- Swoop down on prey
- Obey its falconer
- (Announce an incoming danger)

Animals & Vermin compatible with the Dungeon World RPG

23

FROG, GIANT

Weapon	Tags
Bite (d8 damage)	Group
Range/Damage Tags	HP Armor
Close, Reach	6 0
Special Qualities	

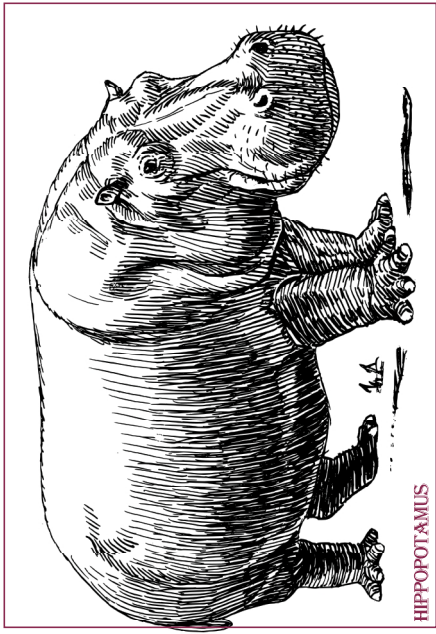
Amphibious
Treasure
d8

The two masked men entered the low passageway. They arrived inside an old crater with lush vegetation due to the heat from the volcano. There was a large pond in the middle with large individual parcels. In the pond was a strange group of giant frogs. Workers, heavily suited despite the heat, were scraping the frog's back to collect a yellow-green mucus. This was distilled in a nearby laboratory. The masked men stole a jar of distilled mucus marked as 'oriental dreams.' The name of a powerful drug they would sell for a handful of gold coins... *Instinct:* To lash out

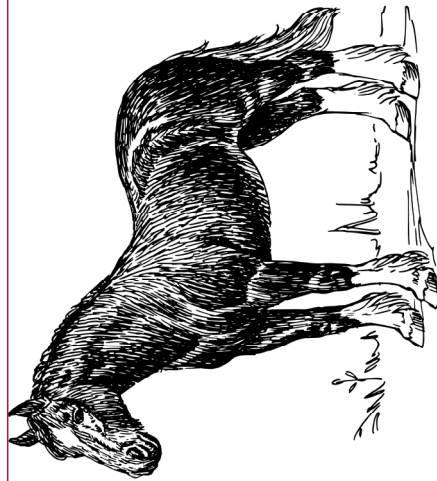
- Jump out of reach
- Swim or move fast
- Lash out with tongue
- Grab something with its tongue
- (Secrete a hallucinogenic mucus)

Animals & Vermin compatible with the Dungeon World RPG

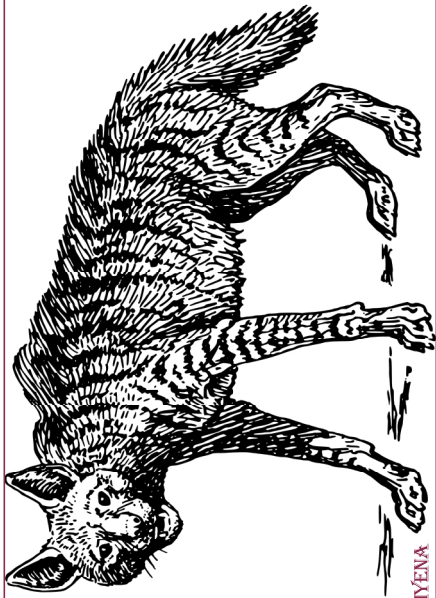
22



HIPPOPOTAMUS



HORSE



HYENA



LEECH, GIANT

HORSE

Weapon		Tags
Hooves and bite (d6 damage)	Horde, Organized	Group, Large
Range/Damage Tags	HP	Armor
Close	3	1
Special Qualities		

Treasure
d6

What makes a good war horse is not power, toughness, speed or payload. It's courage! You know the famous words of Khesar in the Wall Wars? From all the horse breeds, the belgian prancer is the bravest! That has often proven true. Was it not a belgian prancer who saved prince Theodlin when he was wounded? And what horses led the Khorus cavalry through the fire ring of the Blackfire council? Wasn't it Enbarr, the High Stallion, who led the fifty knights through the Valley of Death? All belgian prancers! Want a good warhorse, take one of these! *Instinct*: To stay docile

- Follow the herd
- Kick out a danger
- Jump over an obstacle
- Accept a rider
- Get easily scared

Animals & Vermin compatible with the Dungeon World RPG

25

HIPPOPOTAMUS

Weapon		Tags
Powerful jaw with large teeth (d8+3 damage)	Group, Large	HP
Range/Damage Tags	Armor	
Close, Reach, Forceful	10	2
Special Qualities		
Amphibious		
Treasure		
d8		

I have seen it once! A hippopotamus chasing a crocodile! At first glance, you wouldn't believe this peaceful river dweller would do it. But I have seen it! And the crocodile fled like hell! But if what you tell me is true, I would not like to get close to this scaly hippopotamus of yours. They sound like a very aggressive sort of seaweed grazer and a very territorial creature. And how can it swim with those armored scales? Air sacks below the scales, uh! And... it can empty them in a burst to create a powerful geyser. Nasty herbivore! *Instinct*:

- To live peacefully
- Dive under water
- Charge anything dangerous
- Cut someone in half with a bite
- Capsize a small river boat
- Trample a foe
- (Create a geyser)

Animals & Vermin compatible with the Dungeon World RPG

24

LEECH, GIANT

Weapon		Tags
Suckers (d8 damage)	Group, Small	HP
Range/Damage Tags	Armor	
Close	6	0
Special Qualities		

Treasure
d8

I remember well this time in the Fire jungle when we were hunted down by Fiery pygmies. They led us into their trap. We fell into warm muddy waters. That is when they attacked. Leeches, as long and wide as my legs. They are able swimmers and they found their way through our garments. Then they drained our blood so quickly we collapsed one after the other. The pygmies removed the leeches to cook and eat them! Only my regeneration ring saved me. That encounter was as close as can be. *Instinct*: To drain blood

- Bite to grab a prey
- Drain blood of a prey
- Regurgitate infected blood when hurt

Animals & Vermin compatible with the Dungeon World RPG

27

HYENA

Weapon		Tags
Bite (d6 damage)	Horde, Stealthy, Organized	Group, Small
Range/Damage Tags	HP	Armor
Close	3	1
Special Qualities		

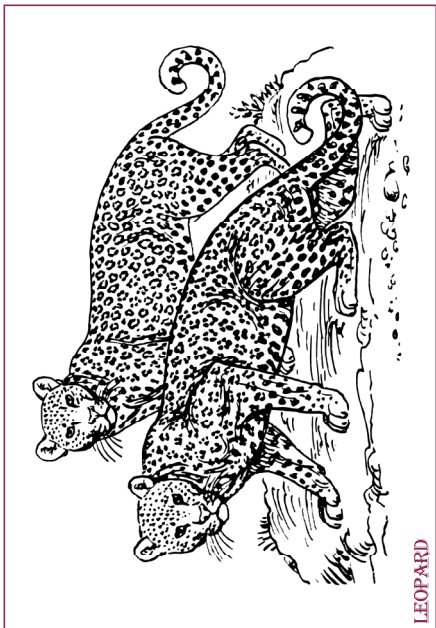
Treasure
d6

They say hyenas laugh because they scare off greater predators to scavenge their prey. The truth is their laugh is the call of an ancient druidical ritual. It helps them capture the spirit of the dead prey and transfer it to their leader. The leader can be recognized by the red color of its mane. It can use this spirit to fuel a powerful mind blast. This blow can either knock out an opponent or terrorize it. The legend says this power was given to hyenas by the Scavengers, a very diversified druidic college that lived in the primordial savannah. *Instinct*: To hunt or scavenge

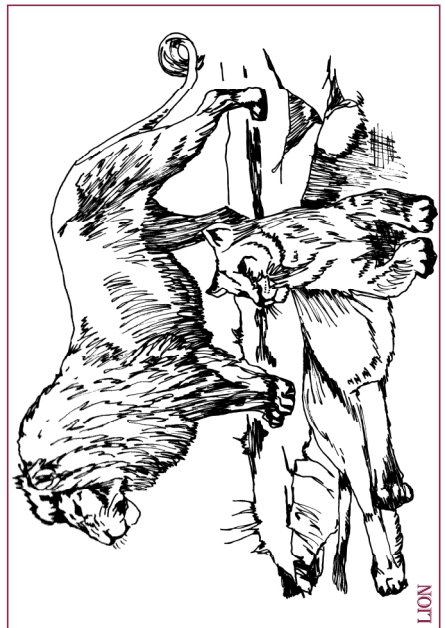
- Walk stealthily in tall grass
- Surround or corner a prey
- Chase someone from a prey
- (Consume a spirit to fuel a mind blow)

Animals & Vermin compatible with the Dungeon World RPG

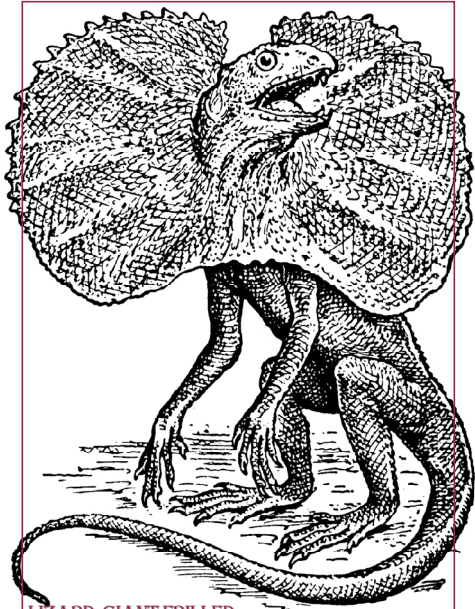
26



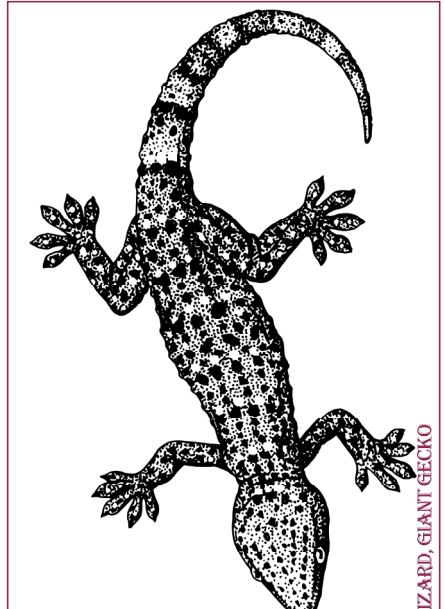
LEOPARD



LION



LIZARD, GIANT FRILLED



LIZARD, GIANT GECKO

LION

Weapon
Strong bite and claws (1d2d8+2 damage)
Range/Damage Tags
Close
Special Qualities

Group, Stealthy, Organized
HP 6
Armor 1

Treasure
d8

The three lions were closing toward the same spot. A strange bush burnt by a blue fire. One lion was red, another was black and the last was yellow. They stopped, forming a perfect triangle around the bush. Then a tall pillar of light emerged from the bush, nourished by the breath of the lions. In the light appeared the shape of a beautiful woman. Thus the Queen of Cats returned. This legend tells us there is more to Udunga lions than their mane, claws and teeth. They are good catalysts for powerful rituals. *Instinct:* To feed the pride

- Walk stealthily on ground level
- Adopt simple pack tactics
- Leap on a foe and attack on the go
- Claw at a grappled foe
- Circle prey and choose the weakest
- (Feed a ritual with magic)

Animals & Vermin compatible with the Dungeon World RPG

29

LEOPARD

Weapon
Ferocious bite (1d2d8 damage)
Range/Damage Tags
Close
Special Qualities

Group, Stealthy
HP 6
Armor 1

Treasure
d8

We all know leopards or black panthers. Some know about the black leopard which wears a black robe with yellow spots. What most ignore is that this race was created long ago by a malevolent god to serve as puppets and hunters to his grand priests. They were trained to hunt for servants of the good gods. The black leopard indeed has total protection from good. That god is now dead and his minions were hunted to near extinction. Few scholars know that a properly prepared skin of a black leopard can protect from evil. *Instinct:* To hunt

- Move stealthily at ground level
- Pounce on a foe and attack on the go
- Climb speedily and gracefully
- Strangle the throat in a quick bite
- (Protect himself from good)

Animals & Vermin compatible with the Dungeon World RPG

28

LIZARD, GIANT GECKO

Weapon
Bite (1d2d8 damage)
Range/Damage Tags
Close
Special Qualities

Group, Organized
HP 6
Armor 2

Treasure
d8

Papalisga savages often wear a necklace made out of gecko skin. The necklaces are said to protect them from evil spirits. There is a truth behind this belief. Gecko lizards are indeed powerful psychopomps. They retain dead or lost spirits, ghosts, or even a kami until they reach their destinations. Now you understand how some small humanoids can ride on giant geckos. A shaman can lead a ritual to link the rider, the spirit and the gecko together. This link can be dangerous as the spirit may possess the rider to fulfill his own goal. *Instinct:* To attract spirits

- Communicate with chirping sounds
- Get away in a speedy climb
- Attack from an impossible angle
- (Catch a spirit)

Animals & Vermin compatible with the Dungeon World RPG

31

LIZARD, GIANT FRILLED

Weapon
Bite (d8 damage)
Range/Damage Tags
Close, Reach
Special Qualities

Group, Stealthy, Terrifying
HP 6
Armor 2

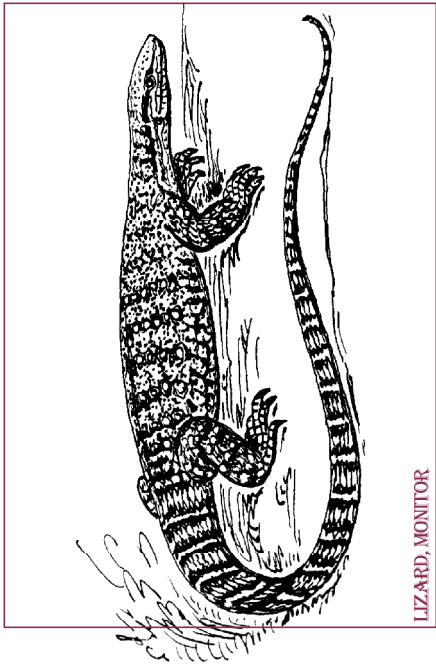
Treasure
d8

We were looking for the Green temple high in the canopy of the giant tree forest. We were climbing trees, walking the high branches, and trying to find our way in this green hell. I remember making camp near the canopy and looking at stars for the first time in days. It happened the day after. We didn't see it coming because its camouflage was near perfect. We were only a few feet away when it hissed and displayed its large colored frill. Two of our guides were terrified, fled and finally fell in an endless scream. *Instinct:* To deter possible threats

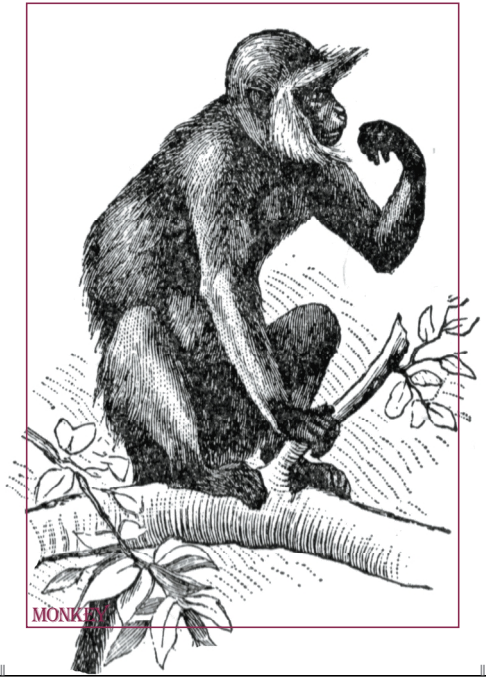
- Hide using camouflage
- Raise frill to intimidate
- Charge hissing and extending frill
- Act and react quickly

Animals & Vermin compatible with the Dungeon World RPG

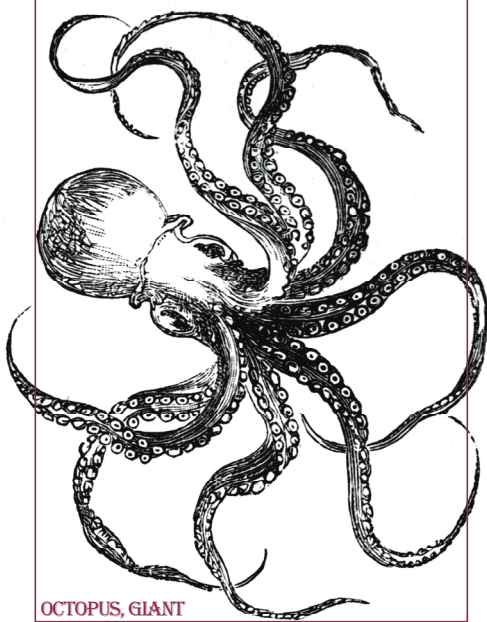
30



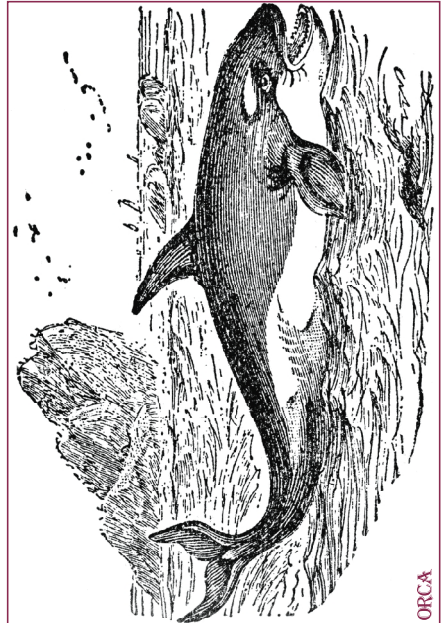
LIZARD, MONITOR



MONKEY



OCTOPUS, GIANT



ORCA

MONKEY

Weapon	Horde, Stealthy, Organized, Intelligent	Tags
Bite (d6 damage)	HP 3	Armor 1
Range/Damage Tags		
Close, Near		
Special Qualities		
Adept climber		
Treasure		
d6		

When the world was only populated by plants, the god of animals called forth the spirits of his future creations and asked them what qualities were theirs and which ones they coveted. Most answered truthfully and were blessed with those abilities and others. Some cheated and were doomed with horrible shapes or failings. The last to present itself to the god was the monkey. Probably it was already the wisest. He asked for the power to distract people and steal their immediate thoughts. All the animals, and the god himself, bowed before its cunning. *Instinct:* To distract others

- Distract or mislead someone
- Gather a swarm of fellows
- Coordinate attacks
- Jump or climb out of reach
- (Steal the latest thought of someone)

LIZARD, MONITOR

Weapon	Group, Large, Stealthy, Devious	Tags
Poisonous bite (d6+3 damage +1 piercing)	HP 10	Armor 2
Range/Damage Tags		
Close, Reach		
Special Qualities		
Treasure		
d6		

They call it a dragon. It sure is a big lizard but it has none of the special dragon abilities. That doesn't mean it is not dangerous. A 25 foot poisonous lizard surely is. Even moreso when it is quick, agile, a good climber and can bite more ferociously than a crocodile. You have seen the bodies. You have seen the old man's severed limb. You have heard all the stories. Remember that its poison will slowly hinder your movements until you are totally paralyzed. Now is the time we go hunting the devil's monitor! *Instinct:* To attack potential threats

- Walk stealthily in vegetation
- Inject a paralyzing poison
- Jump out and bite
- Follow a poisoned prey

Custom Move: When a monitor lizard bites you, ROLL+CON. On a 10+, the poison is not effective. On a 7-9, take -1 ongoing until you're cured. On a 6-, you're paralyzed within a few minutes.

ORCA

Weapon	Group, Large, Organized	Tags
Powerful bite (1/2d8+3 damage)	HP 10	Armor 1
Range/Damage Tags		
Close, Reach		
Special Qualities		
Treasure		
d8		

After an eon, the god of animals gathered all the animal kami before him. He asked them whether their lives pleased them. Most animals were satisfied. Those who weren't and had unacceptable pleas were turned into retarded animals or were given twisted shapes. Spiders, centipedes, cockroaches and crabs, all fell into this category! Those who uttered well founded complaints were heard. Dolphins made a good case about the kraken and giant cuttlefishes preying on their kin. They were given the orca form, the killer whale to protect them against these dangerous gastropods. *Instinct:* To protect the family

- Talk with clicks, whistles and pulsed calls
- Move in on a prey
- Attack and swim along

OCTOPUS, GIANT

Weapon	Group, Large, Stealthy	Tags
Tentacles, Beak (d8+1 damage, 2 piercing)	HP 10	Armor 0
Range/Damage Tags		
Close, Reach, Messy		
Special Qualities		
Treasure		
d8		

While the kraken lives in deep and cold waters, the hot and blue waters are home to another tentacled horror, the giant octopus. It waits quietly on the ocean floor, camouflaged with so much skill it is indiscernible from the sea floor or reef. It bursts out so quickly you hardly have time to react. It grabs you from 15 feet away and brings you to its poisoned beak in seconds. Would you corner it, it would squeeze out anyway. Would you pursue it, it would blind you with an impenetrable cloud of black ink. *Instinct:* To satisfy its hunger

- Camouflage against a surface
- Grab with a tentacle
- Bite a grabbed prey



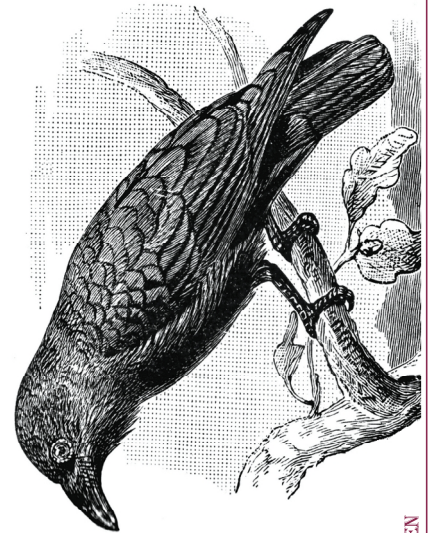
OWL



PONY



RAT



RAVEN

PONY

Weapon
Hooves (w/2d6 damage)
Range/Damage Tags
Close
Special Qualities

Tags
Horde
HP 3 Armor 1

Treasure
d6

Many adventurers going underground underestimate the dangers that might arise on their way back. They bravely go deep into a dungeon, defying danger and gathering riches. Sometimes, they stretch their resources too thin and, when they turn back, they face an absolute danger. You know, strange things happen when you go adventuring. Like, the adventurers dying in the trial but ponies escaping with the treasure. You know, ponies, they are brave and intelligent creatures. Yes, son, Barnaby is a brave pony. Where did he get this wound? Dunno, but he came out of it with full saddlebags... *Instinct:* To carry their burden

- Kick at a danger
- Follow the herd
- Jump over an obstacle
- Accept a rider

Animals & Vermin compatible with the Dungeon World RPG

37

OWL

Weapon
Talons and beak (d6 damage, 1 piercing)
Range/Damage Tags
Close, Messy
Special Qualities

Tags
Horde, Small, Stealthy
HP 3 Armor 0

Treasure
d6

You classically picture black sorcerers as dark necromancers. People from Clearvale know better. They had to fight a night queen, a beautiful and powerful witch whose ambition and villainy had no match. But she didn't indulge in undead minions or fear. She spied them with owls and raised an army of night birds. To most her magic granted razor sharp claws. Some it grew in size and power. The more deserving she provided with special harnesses. The night she descended on Clearvale with her flying army is still known as the Night of the Killer Owls. *Instinct:* To hunt at night

- Blend into the environment
- Swoop down and attack
- Rip apart with talons

Animals & Vermin compatible with the Dungeon World RPG

36

RAVEN

Weapon
Bite (w/2d6 damage ignores armor)
Range/Damage Tags
Close
Special Qualities
Flight

Tags
Horde, Small
HP 3 Armor 0

Treasure
d6

When the world rose, there were three ravens. They were the messengers of the sun, night, and storm. Red ravens were totally wiped out during the Titan Wars. At the same time, the black ravens were deprived of their power over darkness. Only the blue ravens got out of the wars without completely losing their power. Their wings can call forth the wind and their tongue can unleash the lightning. A single blue raven won't be able to do much. A handful of them will conjure a small storm. A hundred may wipe out a county. *Instinct:* To harass

- Pick on exposed flesh
- Overwhelm prey with numbers
- (Build up a storm)

Animals & Vermin compatible with the Dungeon World RPG

39

RAT

Weapon
Bite (d6-2)
Range/Damage Tags
Hand
Special Qualities

Tags
Horde, Tiny, Stealthy, Organized
HP 3 Armor 0

Treasure
d6

There is one thing you have to learn about rats. They are not only the origin of a plague outbreak, they can also be the solution. It is not an easy one. First you'll have to spot and destroy any dire rats driving the plague spreaders. That's the easy part. Then you'll have to locate the few blue eyed rats. They carry the magic that allows the rat to carry the illness without suffering from it. With a few blue eyed rats, any powerful priest or sorcerer will be able to lead a ritual that will clean the outbreak. *Instinct:* To feed on trash

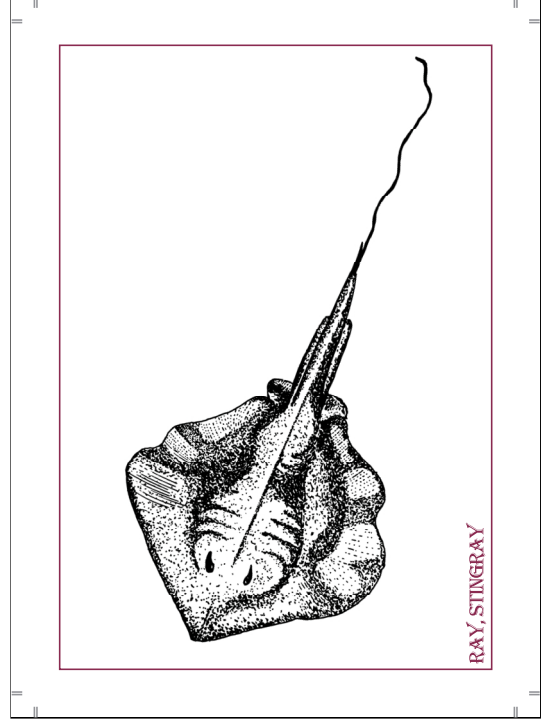
- Move stealthily in dark corners
- Swarm together
- Overwhelm enemies with numbers
- Fight in a chaotic manner
- Go after smaller prey
- (Inoculate a disease)

Animals & Vermin compatible with the Dungeon World RPG

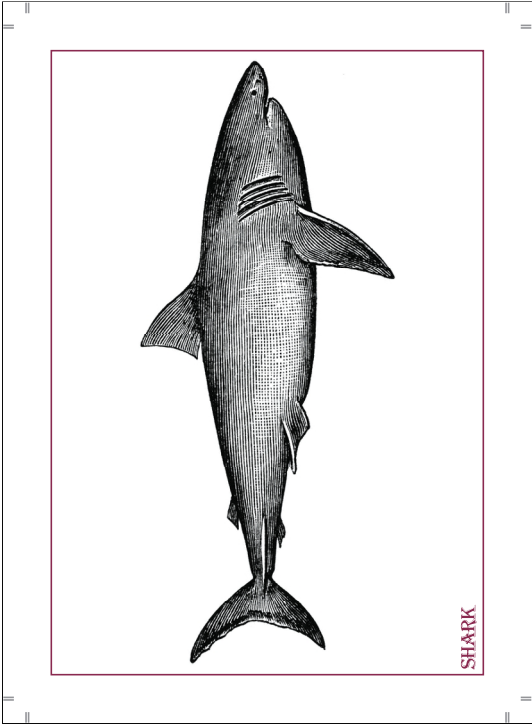
38



RAY, MANTA



RAY, STINGRAY



SHARK



SNAKE, CONSTRICTOR

RAY, STINGRAY

Weapon	Horde, Small, Stealthy, Devious	Tags
Sting (d4 damage)	HP 3	Armor 0
Range/Damage Tags		
Close		
Special Qualities		
Aquatic, swimmer		
Treasure		
d4		

Here is the mission, lads. We drink these potions that'll help us breathe underwater. We swim down to the shipwreck. We find the locker where they put the mage's vials and we bring 'em to the surface. No big deal, eh? But... but the shipwreck is infested with stingrays. Not very aggressive fishes you tell me, but they have that poisonous sting on their tail that could kill you within seconds. And their sheer numbers will not make it easy to avoid being stung. So, the plan is to scare them away and be as fast as we can. *Instinct:* To lie in wait

- Hide in the sand or mud
- Poison with its sting
- Swim around slowly

RAY, MANTA

Weapon	Group	Tags
Tail (w/2d8 damage)	HP 6	Armor 1
Range/Damage Tags		
Close		
Special Qualities		
Aquatic, swimmer		
Treasure		
d8		

Manta rays are so peaceful you would not believe they can be a threat. I mean, a real threat. Their main attack, their tail slap isn't very powerful. The danger is more insidious. Manta rays eat your anger, your fighting spirit, your lust for war and violence. This takes a little while and meantime, they will call forth the nearest predators, offering them an easy meal for a respite. How could you blame them? They are so beautiful, so full of grace, so peaceful. The predator coming must be a coincidence. The kind that keeps repeating unfortunately!

Instinct: To diffuse peace

- Get away from danger
- (Call predators forth)

Custom Move: (When a manta ray instills peace in you, ROLL+INT. On a 10+, you keep your wits. On a 7-9, choose 1:

- You hinder others who attack.
- You take -1 ongoing to any aggressive action until the ray is dead.

On a 6-, you fall into apathy and despair at shed blood.)

SNAKE, CONSTRUCTOR

Weapon	Group, Small, Devious	Tags
Constriction (d6 damage Ignores Armor)	HP 6	Armor 1
Range/Damage Tags		
Close		
Special Qualities		
Sharp senses, Crawl or swim or climb at same speed		
Treasure		
d6		

I have seen strange things in my adventuring life, you know. Things of dread and of wonder, riches and magic. Traps of all sorts, too. And I have to admit that one was pretty amazing in design. How could you tell this long narrow circular corridor's walls were made of living constrictor snakes? There were snake skins everywhere in the Serpent's Tower! Most wonderful was that they waited for us all to be in the corridor to grab us. Thankfully we had this druid with us. He sure knows how to talk to snakes! *Instinct:* To grab a prey

- Stay motionless and camouflaged
- Pounce on approaching prey
- Wrap around prey

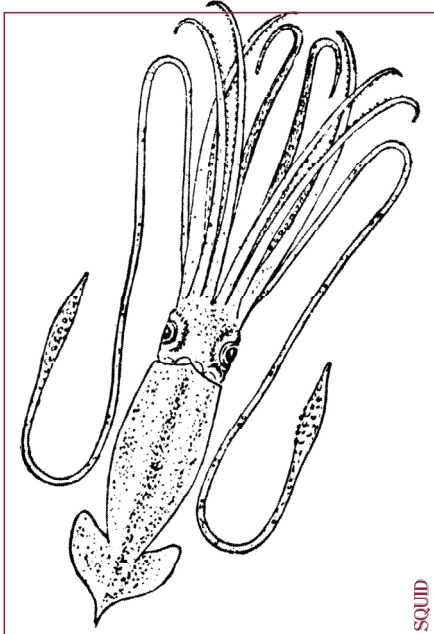
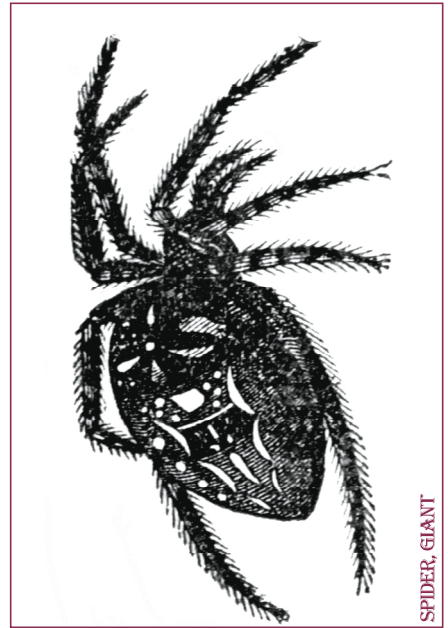
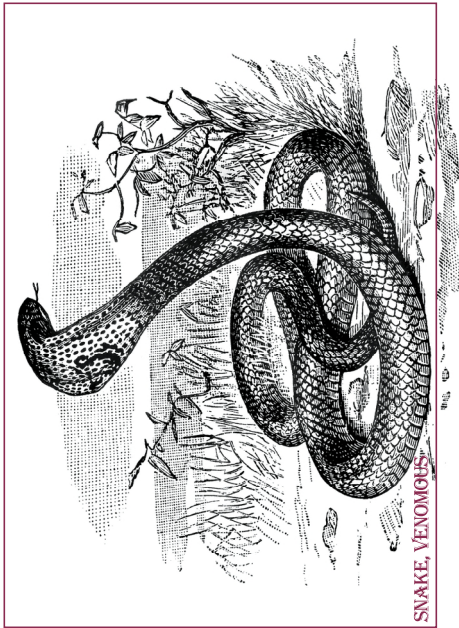
Custom Move: When a constrictor snake coils around you, ROLL+STR. On a 10+, you free yourself. On a 7-9, you're entangled and you take -1 ongoing until you're free. On a 6- you suffocate.

SHARK

Weapon	Group	Tags
Large jaws (1/2d8 damage, 1 piercing)	HP 6	Armor 1
Range/Damage Tags		
Close, Messy		
Special Qualities		
Treasure		
d8		

Another word, the shipwreck is situated on shark hunting grounds. So do not, I repeat, do not get wounded. They are attracted by blood like guilds by gold. I've been told they can sense it furlongs away. You probably know they are the best swimmers around. So if you get hurt, you go back to the surface as fast as you can. And you pray to your gods you're faster than them! Their bite leaves quite messy wounds... when they leave anything at all! If you have to fight, go for their nose. Fishermen told me it is most sensitive. *Instinct:* To hunt aggressively

- Sense blood from a mile away
- Swim fast and agile



SPIDER, GIANT

Group, Large, Stealthy, Devious, Terrifying
 Weapon **Poison bite (d6+1 dmg, 1 piercing, ignores armor)**
 Range/Damage Tags **Close, Reach**
 Special Qualities

Treasure
d6

A tremor along the eighth secondary string. Something coming. Again. Again. Now also on twentieth, twenty-first and twenty-second inner strings. Tremors intensify. Harder. Harder. Seventh, eighth and ninth secondary strings cut. Must act. Locate three enemies, elves all. Shoot a web to paralyze first one. Other coming slowly. Wreaks havoc in my web with nasty sword. Second shooting arrows. I climb out of reach in protective darknesses. Prey help friend. I go down on strings. I bite one that shoots. One to go. Deep wound hurt. Bite the last one. Retreat and wait. Prey soon ready to eat. *Instinct:* To catch in web

- Catch prey in its web
- Inject poison
- Shoot a web at foe
- Attack from unexpected angles

Animals & Vermin compatible with the Dungeon World RPG

45

SNAKE, VENOMOUS

Group, Small, Stealthy, Devious
 Weapon **Bite (d6 damage)**
 Range/Damage Tags **Close**
 Special Qualities

Treasure
d6

If you want to learn all there is to venomous snakes, go to the Serpent's Tower. All the knowledge this strange cult has gathered across eons is carved on the walls. There is even a room devoted to vipers, but I'll get to it later on. This knowledge is here to help you understand the ritual you start just by entering this tower. This ritual changed me and now I am doomed with the power of the snake. They say that if you succeed the ritual, you will be blessed with the Serpent knowledge. Now go before I eat you! *Instinct:* To poison prey

- Stay motionless and camouflaged
- Inject poison
- Act exceptionally fast
- (Reveal an unwanted truth)

Animals & Vermin compatible with the Dungeon World RPG

44

TIGER

Solitary, Stealthy, Messy
 Weapon **Clares/bite (d10+2 damage, 1 piercing)**
 Range/Damage Tags **Close, Forceful**
 Special Qualities

Treasure
d10

Times are coming, son. I have seen the five Immortals on their tiger mounts. The High King on his large white tiger, and his brother, the Undead King on the stealthy black one. The King of Lights on the quick golden tiger and the King of War on the strong bronze tiger. And finally, the King of Life on the aggressive red tiger. This is a bad omen for our village because you can be sure the war they will wage upon one another will destroy everything. Let's hope a good king will win the fight! *Instinct:* To enforce its superiority

- Burst out of tall grass or bushes
- Jump and grab prey
- Bite to tear a throat open
- (Accept a worthy rider)

Animals & Vermin compatible with the Dungeon World RPG

47

SQUID

Group
 Weapon **Razor sharp beak (d12d8 damage, 1 piercing)**
 Range/Damage Tags **Close, Reach, Messy**
 Special Qualities **Aquatic, swimmer**

Treasure
d8

During one of my underwater explorations a huge squid jumped at me while I was harvesting golden pearls out the Scythian shores. It grabbed me with its two long tentacles and pulled me towards its razor sharp beak. I knew that if it caught me in its shorter tentacles I would not escape from its suckers and hooks. And then it would eat me alive. I used my sharpest knife to cut the tentacle and I went free. Then I fired with my crossbow and pierced an eye. It fled in a cloud of black ink that left me startled. *Instinct:* To hunt aggressively

- Tear prey apart with beak
- Imprison prey with suckers and hooks
- React quickly
- Move incredibly fast in straight line, backward
- Create a cloud of black ink

Animals & Vermin compatible with the Dungeon World RPG

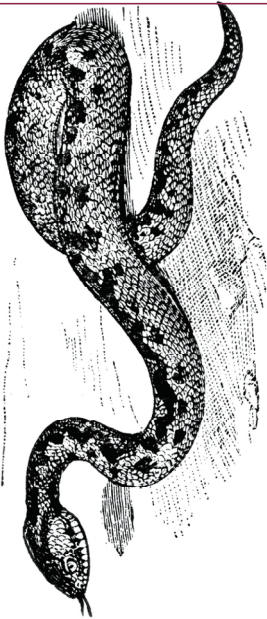
46



TOAD



TURTLE, GIANT SNAPPING



VIPER



WASP, GIANT

TURTLE, GIANT SNAPPING

Weapon **Powerful bite** (d10+3 damage, 1 piercing)
 Range/Damage Tags **Close, Reach, Messy**
 Special Qualities

Treasure
d10

The Westplain nomads elected giant snapping turtles as their mounts centuries ago. The first records show they used them as moving defenses to protect their camps. Nowadays, each turtle carries an elaborate wooden structure that can serve as a home, a granary, a defense tower, or a gathering platform. Researches have shown that a turtle only responds to a coachman it shares a link with. The slow rhythm of the turtles corresponds well to the hunter-gatherer lifestyle of the Westplain nomads. They use the turtle carapace as armor elements. Those from colored turtles are the privilege of higher rank nomads. *Instinct*: To be watchful

- Pop head forward and grab prey
- Move slowly
- Retract limbs in protective carapace
- (Exchange telepathic link with coachman)

Animals & Vermin compatible with the Dungeon World RPG

49

TOAD

Weapon **Long whip-like tongue** (w[2d4]-2)
 Range/Damage Tags **Hand**
 Special Qualities

Treasure
d6

Hush now, students! I knew this whole talk about toad poisons and their uses as drugs would stir you up. Now let's talk about Bombina Bombina. You probably know it as the fire bellied toad. I see that some of you know about it. Explorers discovered it a few decades ago when fire pygmies threw some at them. What a surprise when they exploded into small fireballs all around them, wrecking havoc on the expedition. An entire knot can create a gigantic fireball, as was the case in the defense of the Hierophant mission against the black mercenaries. *Instinct*: To swallow whole

- Catch prey with tongue
- Gather in knots
- Jump out of reach
- Swallow prey whole
- (Turn into a fireball)

Animals & Vermin compatible with the Dungeon World RPG

48

WASP, GIANT

Weapon **Crushing mandibles** (d8+1 dmg, 1 pierc, ignr armr)
 Range/Damage Tags **Close, Reach**
 Special Qualities

Treasure
d8

Every year the dryads of Angalor organize a tournament where the grand finale is the wasp race. Giant wasps only accept dryads as riders. The race takes place in a large glade with a lonely gigantic tree in its center. It opposes four teams of three riders. The first rider to complete three rounds of the glade wins. The only rule is that you can't harm a dryad on the ground. Each race is a violent conflict of might and magic. The loud humming of the wasps, the clash of weapons, and the coloring of spells makes for an unforgettable experience. *Instinct*: To complete its assigned task

- Do their queen's bidding
- Harass trespassers
- Take prey to the nest
- Overwhelm foes with numbers
- Sting with paralyzing poison

Animals & Vermin compatible with the Dungeon World RPG

51

VIPER

Weapon **Bite** (d6 damage)
 Range/Damage Tags **Close**
 Special Qualities

Treasure
d6

The viper room in the Serpent tower is also called the death room. There is vast knowledge about vipers to be learned in this room. How you can use their poison, tongue, eyes, or skin to empower spells, artifacts, wands, or to fuel dark rituals? How you can extract their poison and distill it into an even more powerful or deadly poison. All this knowledge, and even more. However, you will have to evade the guardians of this knowledge. And they are none other than a knot of the deadliest vipers ever seen. *Instinct*: To poison prey

- Stay motionless and camouflaged
- Inject poison
- Act exceptionally fast

Custom Move: When a viper bites you, ROLL+CON. On a 10+, the poison is ineffective on you. On a 7-9, choose 2:

- Take +1d8 damage (ignores armor).
- You are paralyzed with pain until cured.
- You are horribly scared.

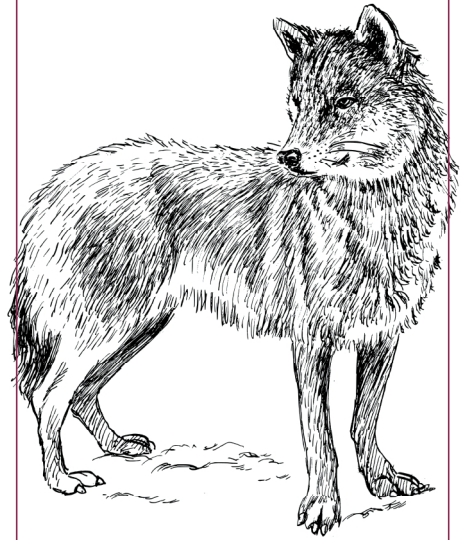
On a 6-, you die from the poison.

Animals & Vermin compatible with the Dungeon World RPG

50



WEASEL



WOLF



WOLVERINE

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of all artwork. These trademarks, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic, and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress, artifacts, creatures characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in

WOLF

Weapon
Bite and claws (1/2d6 damage)

Range/Damage Tags

Close
Special Qualities

Treasure
d6

We were young and we needed a winter wolf hide for Graad's wedding dress. The night was dark and the sky menacing with a coming storm. We found the winter wolf and Graad delt the killing blow as tradition has it. We turned back only to find ourselves in front of a large black wolf. Larger than any wolf we'd ever seen. It jumped at Graad and bit him. We saw his hair turn grey and his face plagued with wrinkles. A single bite had taken him thirty years forward! Elders later told us we had met a time wolf. *Instinct:* To hunt in pack

- Corner a prey
- Use pack tactics
- Track prey for miles
- Judge the strength of a prey
- Howl for help
- (Drain someone's lifespan)

Animals & Vermin compatible with the Dungeon World RPG

53

WEASEL

Weapon
Bite (d6-2, 1 piercing)

Range/Damage Tags

Hand
Special Qualities

Treasure
d6

Crossed weasel, death on the way. So they say. Unfortunately, this is too often true. The weasel you just passed has stolen your good luck and given you its own bad luck. Now it will go and attack poultry or rabbits from a farm's warren. To complete this evil deed, it will use stolen good luck, actually transforming it into bad luck. That it will exchange in turn with the good luck of yet another passerby. There is only one way to get your good luck back, catch the weasel and look in his eyes. *Instinct:* To be curious

- Creep into a building
- Escape when tied or caged
- Creep into a building
- (Steal good luck)

Custom Move: When a weasel steals your good luck, ROLL+WIS. On a 10+, you keep it. On a 7-9, choose 1:
• Take -1 forward.
• You lose an object.
• You forget something quite important.
On a 6-, take all three.

Animals & Vermin compatible with the Dungeon World RPG

52

another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE

Open Game License v 1.0a (c) 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document (c) 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stant, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Labyrinth LordTM Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor. Pathfinder Roleplaying Game Core Rulebook. (c) 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. (c) 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. (c) 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. (c) 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Book of Fiends. (c) 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwab.

Pathfinder Adventure Path #47: Ashes at Dawn. (c)2011 Paizo Publishing, LLC; Author: Neil Spicer.

WOLVERINE

Weapon
Bite/claws (d8+2 damage)

Range/Damage Tags

Close
Special Qualities

Treasure
d8

Why are wolverines so aggressive? This is an atavistic behavior inherited from the Titan Wars. To escape a titan party, the God of Animals took refuge in a wolverine's mouth. When he wanted to get out of his hiding place, the wolverine asked for a favor: that the God of Animals bless it with immortality. The God agreed but stated that immortality would not be for the wolverine but for anything that would come in and out of its mouth. Nowadays, wolverines still don't want anything to benefit from it, though only a handful still have this power. *Instinct:* To be aggressive

- Climb or burrow out of reach
- (Bite to give immortality)

Animals & Vermin compatible with the Dungeon World RPG

54

Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Baisley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Kobold Quarterly Issue 7, (c) 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicco, John Flemming, Jeremy Jones, Derek Kagemann, Philip Lanwood, Richard Pett, and Stan! The Tome of Horrors III, (c) 2005, Necromancer Games, Inc.; Author: Scott Greene. Adherer from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Guy Shearer. Amphisbaena from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Angel, Monadic Deity from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Animal Lord from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Ascomid from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Atome from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Aurumvorax from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Ave Beak from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Baphomet from the Tome of Horrors Complete (c) 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Bat, Mobat from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Authors: Scott Peterson and Clark Peterson, based on original material by Gary Gygax. Beetle, Slicer from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Blindheim from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson. Basidron from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Brownie from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Bunyip from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Derrick Jackson. Carbundle from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Authors: Scott Greene, based on original material by Albie Fiore. Caystul Column from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells. Cave Chicken from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gygax. Cave Fisher from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick. Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Crayfish, Monstrous from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Crystal Ooze from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson. Crystal Ooze from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Daemon, Eustodaemon (Guardian Daemon) from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Derghodaemon from the Tome of Horrors, Revised, (c) 2002, Necromancer

Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Hydrodaemon from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Piscodaemon from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Dark Creeper from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rick Shepard. Dark Stalker from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth. Dire Ghoul WOLF from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Authors: Clark Peterson and Scott Greene. Draculisk from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Dust Digger from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Eye of the Deep from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Fall Snail from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook. Flumph from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith. Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Frogemoth from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Foo Creature from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Forlaren from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone. Genie, Marid from the Tome of Horrors Complete (c) 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Giant Slug from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Giant, Wood from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast. Glooming from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger. Grippil from the Tome of Horrors Complete (c) 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Growning Spirit from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, based on original material by Gary Gygax. Gryph from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown. Hangman Tree from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Hippocampus from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Baisley, based on original material by Gary Gygax. Huecua from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underdark Oracle. Ice Golem from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene. Iron Cobra from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters. Jackalwere from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gygax. Jublex from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Kamadan from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth. Kech from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Kelpie from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick. Korred from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Leprechaun from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Lurker Above from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Magma Ooze from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene. Marid from the Tome of Horrors III, (c) 2005, Necromancer Games, Inc.; Author: Scott Greene. Mihstu from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Mite from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes. Mongrelman from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Nabasu Demon from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Necrophilius from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook. Nereid from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Pech from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Phycomid from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Poltergeist from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulipher. Quidding from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Quickwood from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Rot Grub from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, based on original material by Gary Gygax. Russet Mold from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Sandman from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson. Scarecrow from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson. Shadow Demon from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White. Skulk from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth. Slime Mold from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Slithering Tracker from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Slug, Giant from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott

Greene, based on original material by Gary Gygax. Soul Eater from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook. Spriggan from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Baisley, based on original material by Roger Moore and Gary Gygax. Tenebrous Worm from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Tentamort from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts. Tick, Giant from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Tick, Giant & Dragon from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Trapper from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Troll, Ice from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Russel Cole. Troll, Rock from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene. Turtle, Giant Snapping from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Vegepygmy from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Wolf-in-Sheep's-Clothing from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Wood Golem from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger. Yellow Musk Creeper from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore. Yellow Musk Zombie from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Albie Fiore. Yeti from the Tome of Horrors, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Zombie, Juju from the Tome of Horrors, Revised, (c) 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax. Creature Deck: 50 Monsters & Vermin compatible with the Dungeon World RPG (c) 2014, Inkwell Ideas, Inc. Author: Bastien Wautouz.

Open Game Content: Descriptions/statistics/mechanics of creatures not listed as CC-BY.

Product Identity: All artwork is product identity.

In addition, creature descriptions and statistics listed below are licensed CC-BY (Creative Commons Attribution, <http://creativecommons.org/licenses/by/3.0/>) with credit:

This work builds on Dungeon World, and uses the following creature statistics/mechanics and descriptions from the Dungeon World rule book by Sage LaTorra and Adam Koebel: Beetle, Fire (Just one creature in this deck comes from the core book).